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### GM Resources

Agents of the Eye makes use of the following Pathfinder RPG products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Advanced Player’s Guide (APG)*, and *Pathfinder RPG Ultimate Equipment (UE)*. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at [paizo.com/prd](http://paizo.com/prd). All relevant rules from the Bestiary volumes are reprinted at the end of the scenario for the GM’s convenience.

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**How to Play**

Pathfinder Society Scenario #8–21: Champion’s Chalice, Part 2: Agents of the Eye 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 Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign’s home page at paizo.com/pathfinderSociety.
In the final decades of the Age of Serpents, the great cyclops empire of Ghol-Gan descended into brutal decadence and apostasy. The cyclopes abandoned their ancient worship of the sun and the moon and turned to cannibalistic rites and unholy magic. Those few cyclopes who managed to resist the descent into madness and violence had to be careful in order to avoid being slain and devoured by their wicked brethren. Most of the legacy of this vile period was lost to the waves during Earthfall, but the eastern outposts of the empire survived in what became known as the Kaava Lands, still steeped in corruption. One of these profane complexes, Kaddodi, was colonized during the Age of Darkness by a powerful asura named Parveen, who sought enlightenment through meditation on the cyclopes’ blasphemy. During her millennium of contemplation, lesser asuras flocked to her banner like hyenas to a rotting carcass, and Parveen reached her apotheosis as a mighty asurendra.

Parveen would no doubt have proven to be a mighty foe of all civilization were her plans not halted by the Ten Magic Warriors of Old Mage Jatembe. Two of these powerful arcanists, using spells and wards taught to them by Jatembe himself, bound Parveen within her profaned temple, rather than slay her and risk her reincarnating elsewhere on Golarion. She remains there to the present day, although over time her wards have weakened. The residents of Boali on the Bay of Senghor discovered Kaddodi during their expansionist phase, damaging the seals by scavenging stone to build their own dwellings and removing artifacts to enrich themselves. Following the collapse of the cyclops civilization, the site has been reoccupied by grippli who know of Parveen’s presence and seek to pacify and suppress the asura through the use of their mystical tradition of fiend-keeping. The power of the asura is such that even the dozen fiend-keepers in Kaddodi have been incapable of rendering her completely harmless.

From her prison, Parveen has not been idle, sending portents and dreams into the minds of those receptive to such foulness. The asurendra’s unlikely savior is the tripurasura, Karan. This minor fiend has managed to infiltrate the leadership of one of the many tribes of vicious Hazh’a halflings native to the Kaava Lands and turn their demon worship to that of the asuras. Now at the head of a small army, Karan seeks to slaughter the gripplis of Kaddodi, finish the job that the Boalis began centuries ago by removing all of the wards keeping Parveen in her prison, and unleash a great evil into Garund.

**SUMMARY**

The PCs are sent by Venture-Captain Finze Bellaugh to the ruined city of Kaddodi to use the Sargava Chalice, recently won by the Pathfinders in the overland footrace of the same
name, to gain access to ancient cyclops visions and learn as much as they can about the ruined site and the civilization to which it belonged. On their way to Kaddodi, the PCs find evidence that the ruins are not as abandoned as they had assumed, and that war has come to the lost city. In Kaddodi’s main square, the PCs find the corpses of halflings and gripplis killed in a recent conflict. The halflings bear symbols indicating that they belong to a foul asura cult, and tracks lead from the battlefield to an ancient temple. In the battlefield, the PCs can also find a survivor, the grippli adept Purpurrup, who can explain that the gripplis have been keeping an ancient fiend contained within Kaddodi and that the halflings seek to release it. If the PCs assist Purpurrup in burying her dead comrades, they can gain her assistance in exploring Kaddodi and stopping the halfling cult.

By drinking water from Kaddodi’s fountains out of the Sargava Chalice, the PCs gain access to the Sight of the Cyclops, a magical effect that grants visions of Kaddodi in its prime. One of the last cyclopes to retain his benevolence as Kaddodi descended into madness and ruin, named Akmon, speaks to the Pathfinders from the past. Akmon pleads with the PCs to honor the cyclops traditions of venerating the sun and moon and destroying evidence of cyclops apostasy. The first of these missions takes the PCs to an ancient pond, where they find an idol of the sun and moon encased in a stone cofier. To restore the idol, it must be allowed to be exposed to natural light, but recovering the idol requires swimming into caiman-infested waters.

Both the tracks of the halflings and the urgings of Akmon take the PCs to the Blighted Temple, which was originally a cyclops site of worship that was transformed into a celebration of blasphemy and the rejection of all that is divine. The PCs first encounter the halfling cult in the atrium of the Blighted Temple and battle its feral warriors. In the atrium, the PCs can use the Sight of the Cyclops in order to recover cold iron weapons stored here ages ago, which will be useful to them in battling the leader of the halflings. Exploring the Blighted Temple, the PCs find the Bones of the Beast, a tomb honoring a hideous ngoga—a half-orangutan, half-cyclops hybrid—bred by the cyclopes as a soldier; in order to fulfill Akmon’s quest, the PCs must speak an ancient cyclops benediction over the bones, which then animate as a bloody skeleton to challenge the PCs.

The lower level of the temple consists of the Hall of Broken Gods, where the cyclopes left destroyed religious icons to be forever trampled. The halfling cult guards this hall, and after the PCs deal with them, Akmon beseeches the PCs to remove the artifacts of faith and dispose of them in a respectful way. If the PCs have completed all of Akmon’s tasks, he is released to the afterlife and leaves the PCs with a gift—a limited version of the cyclops’ flash of insight ability. Beyond the Hall of Broken Gods is the prison of the asura Parveen, where her follower Karan leads halflings in destroying the wards trapping the ancient outsider. By stopping Karan and his minions, not only have the PCs prevented a great evil from returning to Golarion, but they also open up a possible alliance with the grippli tribes of the Kaava Lands.

**GETTING STARTED**

The PCs begin the scenario in Eleder, the capital of Sargava. Read or paraphrase the following to get the adventure underway.

A sea breeze brings a tang of salty air into the office of Venture-Captain Finze Bellaugh. The venture-captain sits behind his desk, cluttered with papers, although room has been cleared to showcase a large silver chalice. He clears his throat and rests his hands on his stomach before speaking.

“Here it is. The Sargava Chalice. Hard-won, but worth it in the end, I think.” He looks up and gives a contented grin. “The Pathfinders didn’t enter the competition just for the fame. My research indicates that this cup was originally crafted by the cyclopes of Ghof-Gan and looted from one of their cities, called Kaddodi by the Boalisi, thousands of years ago. A notable find in and of itself, but what is more intriguing are the records from Boalisi explorers. Apparently, by drinking waters from Kaddodi’s ritual well out of this chalice, they were able to see visions of the cyclops city in its prime. A fantastic opportunity, wouldn’t you say?

“I invite you to be the first to confirm this. Take the Sargava Chalice to Kaddodi. Drink from its ritual pool and discover the visions of the cyclopes. Who knows what you may find? Perhaps priceless artifacts concealed by millennia of decay. Perhaps some insight into the last days of the cyclops culture. Perhaps both.”

The PCs have the opportunity to ask Venture-Captain Bellaugh a few questions before they depart on their mission. The following are questions the PCs are likely to ask, and the venture-captain’s responses.

**How do we get to Kaddodi?** “Kaddodi sits in the middle of the Kaava Lands; about three days travel north-west of Crown's End. We’ve provided maps of the region for you, and a ship leaves for Crown’s End tomorrow morning, if you’re ready for it.”

**How did the Sargavan government get the chalice?** “The Boalisi were an expansionist culture, and their own ruins are scattered throughout the Kaava Lands and Sargava alike. The Sargavans got hold of many artifacts during the initial push of colonization, including the Sargava Chalice.”

**What happened to the Boalisi?** “Nobody can quite say. Their civilization grew rapidly, moving from subsistence farming to multiple major urban centers in a few short generations. And a generation later, they were gone.”

**What happened to the cyclopes of Kaddodi?** “This we can say with more certainty. Kaddodi dates back to before Earthfall, but the cyclopes were not destroyed in that...
The journey to Kaddodi winds through thick jungles and along treacherous rivers. Nearing the site of the city, a grisly spectacle comes into view on the side of the trail. A tall wooden pole, decorated with carvings of animals and spirits, has been decorated with several shrunken, mummified heads.
With a successful DC 10 Perception check, or automatically should the PCs decide to bury the bodies, the PCs hear a frantic scratching and whining coming from the battlefield. This is the compsognathus Chirps, the familiar of Purpurrup, the only survivor of this massacre. Chirps is scratching at the outside of Purpurrup's familiar satchel and trying to get his master's attention, but the grippli is unconscious though stable at –3 hit points. If the PCs heal Purpurrup, read or paraphrase the following.

The small, frog-like humanoid sits up, her bulging eyes darting nervously. “You’re not Hazh’a,” she says in a high, reedy voice, the relief clear. “They may still be in the city. They have to be stopped or my tribe’s work will be forever undone.”

The PCs might have some questions for the grippli survivor. Some likely questions, and her responses, are detailed below.

**Who are you?** “My name is Purpurrup, and I am an apprentice to the fiend keeper of my tribe. He is now dead, as are many of my people.”

**What is a fiend keeper?** “A tradition among my people. We siphon the hateful energy from fiends and put it toward productive uses, strengthening our souls while weakening the monster’s power. My tribe’s keeper was especially revered, as his fiend is physically here, trapped within a ruined temple of this city. The Hazh’a must be here to free this monster and undo our labors.”

**Who/what are the Hazh’a?** “Wicked halflings who worship fiends as if they were proper gods. We have clashed with them a few times, but only ever in brief skirmishes. This time they brought an army, and were victorious.”

**What can you tell us about the Hazh’a forces?** “Many of their warriors fight with bare hands, their fingers twisted into claws. Their leader was merely a child, but he wore the robes of a priest and carried a polearm longer than he was tall.”

**Where are the Hazh’a going?** “There is an abandoned temple where the fiend here is trapped. The halflings must be going there to free it. I have only been there once myself—in its lower level there is a wall covered in wards and symbols behind which the fiend is held.”

**Do you know anything about the cyclopes or the Sargava Chalice?** “This city once belonged to the giants, but it has been ours for decades now. We do occasionally find the bones of massive, one-eyed men in the ruins, but they are few and far between.”

**Do you know anything about the Boalisi?** “I have never heard the name. I was told that humans once came to this city to steal its riches, but they are long gone now.”

**Where are the rest of your people?** “This city had only a small amount of us—fewer than fifty. I fear most of them are dead. There are many clans of us scattered throughout this land. More of my people will come here to secure the fiend. If it is not freed first.”

**Can you help us?** “First I must help my kin. The dead must be washed, buried and mourned. But feel free to sleep in their dwellings if you must. My clan no longer needs them.”

When the PCs are finished speaking with Purpurrup, she immediately begins to perform burial rituals for her dead comrades. If the PCs assist her by burying the dead, joining her prayers, or take other appropriate actions, she agrees to join them. Her game statistics are listed below. The PCs may wish to recruit Purpurrup without helping her, or insist that caring for the dead is a waste of time. Purpurrup cannot be intimidated on this matter, but a PC who succeeds at a DC 19 Bluff or Diplomacy check (DC 22 in Subtier 4–5) convinces her to join the PCs on the condition that they help her with caring for the dead in the near future. If she is prevented from doing so, such as via force, she attempts to flee the PCs and considers them her enemies.

If the PCs do take the time to assist Purpurrup and perform rites for the grippli, their spiritual energies alert Parveen to their presence here. Infuriated by the intrusion and the veneration she senses, Parveen empowers her servitor Karan in order for him to more easily murder the interlopers. She grants him the ability to use a fraction of the power of her spirit blades. In this case, Karan gains *spiritual weapon* as a spell-like ability usable once per day when the PCs face the tripurasura in combat later in the adventure (see area B4 on page 15).

**PURPURRUP**

Female grippli adept 2 (Pathfinder RPG Bestiary 2 149)

NG Small humanoid (grippli)

**Init +2, Senses darkvision 60 ft.; Perception +3**

**DEFENSE**

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 9 (2d6+2)
Fort +0, Ref +2, Will +5

**OFFENSE**

Speed 30 ft., climb 20 ft.
Melee spear +1 (1d6–1/×3)
Ranged sling +4 (1d3–1)

Adept Spells Prepared (Cl. 2nd; concentration +4)

1st—burning hands (DC 13), cure light wounds
0 (at will)—detect magic, purify food and drink (DC 12), stabilize

TACTICS

During Combat Purpurrup is not a confident combatant—she moves frequently to avoid melee, and prefers to heal others rather than use her sling or spear. If cornered, she uses burning hands on as many enemies as possible.

Morale Purpurrup’s recent loss has her shaken. If reduced to 3 hp or fewer, she flees combat, hides, and heals herself.

STATISTICS

Str 8, Dex 14, Con 11, Int 9, Wis 15, Cha 8

Base Atk +1; CMB –1; CMD 11

Feats Combat Casting

Skills Climb +7, Perception +3, Stealth +6 (+10 in marshes and forested areas), Swim +0

Languages Common, Grippli

SQ camouflage, swamp stride

Combat Gear scroll of bless, scroll of protection from evil, wand of cure light wounds (20 charges); Other Gear sling with 20 bullets, spear, familiar satchel³, 12 gp

Treasure: The PCs can salvage some useable gear from the battlefield. In Subtier 1–2, the PCs can recover six Small spears, one Small masterwork battleaxe, one potion of bull’s strength, three potions of cure light wounds, and three bloodstone amulets worth 25 gp each. In Subtier 4–5, the PCs can recover six Small spears, three Small masterwork battleaxes, three potions of bull’s strength, three potions of cure moderate wounds, and five bloodstone amulets worth 25 gp each.

Rewards: If the PCs fail to recover gear from the battlefield, reduce each PC’s gold by the following amount.

Subtier 1–2: Reduce each PC’s gold earned by 76 gp.

Out of Subtier: Reduce each PC’s gold earned by 163 gp.

Subtier 4–5: Reduce each PC’s gold earned by 249 gp.

THE WELL OF VISIONS

The well in the center of Kaddodi is clean and clear, seemingly untouched by age or violence. In order to fulfill the requests of the Pathfinder Society, one or more of the PCs must use the Sargava Chalice to drink from the well and activate the Sight of the Cyclops. If she is asked if she wants to drink from the well, Purpurrup declines, explaining that her tribe considers this water taboo and leave it alone. When one or more of the PCs drink from the well, read or paraphrase the following.

As the water flows down your throat, your vision wavers. Superimposed over the destroyed city of Kaddodi, as if in a dream, is a vision of the city as it appeared in its prime. The city as it actually is still appears solid, but translucent images of Kaddodi as it was sit hazily alongside it. Plants are cleared away, ruined buildings appear whole, and here and there you catch glimpses of cyclopes passing by. The denizens of the city ignore you, as if you were peering in on them without their knowledge. One of the cyclopes, however, meets your gaze, his expression mournful and face slack. “Well met, strangers,” he says in Common.

The PCs might wish to ask questions of the spectral cyclops. Questions the PCs are likely to ask, and Akmon’s answers, are detailed below.

Who are you? “My name is Akmon. I am a sage and scholar, and the last of my people to follow the old ways of the sun and moon, though I know that this will not prevent their fall. Even now I see around you what the future has wrought. But perhaps, with your help, my struggles will not be in vain.”
**The Sight of the Cyclops**

PCs who drink from the Sargava Chalice find that one of their eyes swells to twice its normal size, while their other eye goes cloudy and blank, as if suffering from cataracts. A PC with the Sight of the Cyclops takes a –2 penalty on ranged attack rolls, but gains a +2 insight bonus on initiative checks. The Sight of the Cyclops lasts for 24 hours and can be removed earlier with a *remove curse* or similar spell (the effect is caster level 7th).

**Visions of Horror**

Pathfinders with the Sight of the Cyclops see glimpses of Kaddodi as it once was during the Age of Serpents, but this includes visions of the madness and cruelty its cyclops inhabitants descended to in their final days. Do not overwhelm the PCs with these visions, but describe some unsettling or gruesome sight to them if they decide to do some exploring, or if they make camp to rest.

- A lone cyclops wanders past you with an immense bag slung over one shoulder. He does not seem to notice the writhing of the bag, or the faint, muffled sobbing from within.
- Two cyclopes begin arguing, which rapidly erupts into a brawl. One of the cyclopes guts the other with a knife, and begins to consume the entrails as the body of the fallen cyclops still twitches.
- A cyclops faces a wall, and begins to rhythmically pound his head against it, until the wall cracks and blood pours from her forehead.
- A gang of cyclopes hoot and cheer as they throw books, maps, and papers into a bonfire. An ecstatic shudder runs through the crowd as a cyclops is frogmarched to the front of the mass and hurled into the flames as well.

**Scaling Encounter A**

Make the following adjustments to accommodate a group of four PCs.

- **Subtier 1–2:** The black caiman has the young creature simple template (*Pathfinder RPG Bestiary* 295).
- **Subtier 4–5:** Two black caimans attack the PCs.

**How can you speak our language?** “I hardly know myself. This is the first time I have ever used this language, and no doubt my fellows think I am speaking in tongues.”

**What can you tell us about Kaddodi?** “I know not this name, but if you refer to my city, it is a vile and barbarous place. I could speak of blasphemy and desecration, of cannibal feasts and horrible mutations. You shall see enough soon.”

**Why can we see the past?** “You see the past, I see the future. I tend to this well as a reflection of the moon even as my fellows descended into madness. It is my visions that you see, a record of barbarity and chaos kept by the only one of us who still knew enough to mourn.”

**Can we help you at all?** “My vision of you is hazy, as if it comes through the vastness of time. My own death is inevitable, but perhaps you can do some small service to me and restore the dignity of the old ways.”

**How do we restore the old ways?** “You must perform three tasks. First, an idol of the sun and moon was sealed away and thrown into a lake so it could never see the light again. It must be restored and have sun or moon shine upon it once again. Second, my people created a monstrous hybrid, part cyclops and part ape. Ancient prayers must be said over its tomb to consecrate the family line forced into such a hideous fusion. Finally, beneath that tomb lies the Hall of Broken Gods, where hundreds of icons and artifacts were destroyed for sheer spite. They must be disposed of respectfully to appease the sun and moon.”

**What’s in it for us?** “Is not the wonder of my city enough for you? If a reward you require, I will gladly grant you a sliver of my second sight—too much and your minds would crumble under the weight of ages. A fraction of it may serve you well.”

**A.DESECRATED LAKE (CR 2 OR CR 5)**

A small, marshy lake sits by the side of the road, a ruined temple looming in the distance to the south. The buzz of insects is heavy in the air and ripples appear on the water’s surface, as if fish were swimming just below it.

To those PCs with the Sight of the Cyclops, read or paraphrase the following.

Through the Sight of the Cyclops, you see a grave cyclops clad in pelts and carrying an enormous stone casket wrapped in chains appears. He intones a few hateful-sounding words before spitting on the casket and hurling it into the depths of the lake. Cheers sound, but a lone sigh is barely audible. “The Idol of the Sun and Moon,” explains the voice of Akmon, heavy with regret. “It must be salvaged from its prison and allowed to once again bathe in natural light.”

The Hazh’a halflings stopped at this pool near the Blighted Temple in order to gather water and wash themselves, but quickly fled after attracting the attention of its denizens.
A. Desecrated Lake

1 square = 5 feet

Pathfinder Flip-Mat Classics: Woodlands
The lake is 20 feet deep and the waters are calm, requiring only a successful DC 10 Swim check to navigate. The PCs can approach the water without incident, but entering the water draws the interest of the black caimans that live here. If Purpurrup has joined the PCs, she can help them recover the casket, but warns them that predatory animals live in the pool and come here to drink.

**Creatures:** The waters of the lake are home to large black caimans, which normally prey on fish but are happy to add humanoids to their diet. In Subtier 1–2, a single caiman attacks the PCs. In Subtier 4–5, three caimans attack.

**Subtier 1–2 (CR 2)**

**BLACK CAIMAN**

CR 2

Crocodile (*Pathfinder RPG Bestiary* 51; see page 18)

hp 22

**Subtier 4–5 (CR 5)**

**BLACK CAIMANS (3)**

CR 2

Crocodile (*Pathfinder RPG Bestiary* 51; see page 18)

hp 22 each

**Development:** The chains that once bound the stone casket have long since rusted away, but it landed upside down in the muck, and its weight could still pose an issue to the PCs. The casket weighs 1,000 pounds, requiring a combined maximum load of 200 pounds between all PCs attempting to push the lid in order to reveal the idol within (a character with a Strength score of 15 or higher can do this unaided). The idol itself weighs 400 pounds, requiring a combined maximum load of 400 pounds to lift to the surface (a character with Strength 20 or higher can do this unaided). Recovering the Idol of the Sun and Moon serves to complete one of Akmon's three tasks.

**Treasure:** In Subtier 1–2, the stone idol is worth 500 gp.

In Subtier 4–5, the idol is studded with opals, bringing its value to 2,000 gp.

**Rewards:** If the PCs do not recover the Idol of the Sun and Moon, reduce each PC's gold earned by the following amount.

- **Subtier 1–2:** Reduce each PC's gold earned by 83 gp.
- **Out of Subtier:** Reduce each PC's gold earned by 208 gp.
- **Subtier 4–5:** Reduce each PC's gold earned by 333 gp.

**B. THE BLIGHTED TEMPLE**

The Blighted Temple was once the center of cyclops religious life, but as Ghol-Gan declined it became a site of foul rites and blasphemies. Although worn and ancient, it has mostly stood the test of time. The upper level (areas B1 and B2) is in dim light due to sunlight shining through cracks in the walls and ceiling, but the lower level (areas B3 and B4) is dark. Ceilings are 30 feet high in all areas, giving the rooms a cavernous feel.

The tripurasura, Karan, reached the Blighted Temple with his followers several hours earlier, and the halflings are scattered throughout the complex. Describe to your PCs occasional flickers of movement or even some atrocious act of violence glimpsed through the Sight of the Cyclops in addition to the visions called out in the boxed text. Do not overwhelm the PCs with distractions, but include enough to keep them on edge and to stress the eerie nature of the Sight.

**B1. Cannibal Pavillion (CR 4 or CR 7)**

This enormous room is little more than bare stone. Two doors lead from this chamber—one to the south descending down a wide stair and one to the west securely shut. A broad stone table, still discolored from ancient bloodstains, sits in the middle of the room with stone chairs laying about it in disarray.

To those PCs with the Sight of the Cyclops, read or paraphrase the following.

The Sight of the Cyclops reveals that this chamber was once decorated by frescoes depicting cruel violence against cyclopes and smaller humanoids alike. In addition, at least a dozen cyclopes feasting on the flesh of their kin with horrible glee fill the pavilion.

The tabletop sits 8 feet off the ground, and Medium or smaller creatures can pass underneath it easily. A successful DC 10 Climb check is required to scale the massive chairs in order to climb on top of it. Some of the chairs have...
broken—these squares are difficult terrain. If Purpurup is with the PCs, she confirms that the fiend trapped in the ruins is on the lower level, down the stairs. She has not spent much time in the Blighted Temple, and is visibly uneasy within its walls.

Creatures: Members of Karan’s tribe of Hazh’a halfling followers occupy this chamber. They are not expecting any trouble and, as such, have not bothered to post guards. Due to their fanatical devotion to Karan and their love of violence, negotiating with the halflings is all but impossible.

In Subtier 1–2, the Hazh’a forces here consist of three halfling warriors and an elite headhunter. In Subtier 4–5, all three of the halflings are headhunters, and they have with them a domesticated giant frilled lizard.

**Subtier 1–2 (CR 4)**

**HAZH’A WARRIORS (3)**

NE Small humanoid (halfling)

Init +2; Senses Perception +3

**Defense**

**AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

**hp** 13 each (2d10+2)

**Fort +4, Ref +3, Will +1; +2 vs. fear**

**Tactical Abilities**

**Speed** 20 ft.

**Melee** mwk battleaxe +5 (1d6×3)

**Ranged** shortbow +5 (1d4×3)

**Tactics**

During Combat The Hazh’a warriors attempt to climb onto the table to get higher ground, then fire upon lone targets with their bows. They use their thunderstones to sound an alarm and in an attempt to disable enemy spellcasters.

Morale If any headhunters still live, the Hazh’a warriors fight to the death. Otherwise, they attempt to flee or surrender if reduced to 5 hp or fewer.

**Statistics**

Str 11, Dex 14, Con 10, Int 9, Wis 11, Cha 10

**Base Atk +2; CMB +1; CMD 13**

**Feats** Weapon Focus (battleaxe)

**Skills** Acrobatics +3 (~1 when jumping), Climb +1, Intimidate +4, Perception +3; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

**Languages** Common, Halfling

**Combat Gear** thunderstone; Other Gear leather armor, light wooden shield, mwk battleaxe, shortbow with 20 arrows, 5 gp
HAZH'A HEADHUNTER

CR 2
Halfling ranger 3
NE Small humanoid (halfling)
Init +2; Senses Perception +8

DEFENSE
AC 17, touch 14, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 size)
hp 30 (3d10+9)
Fort +6, Ref +6, Will +3; +2 vs. fear

OFFENSE
Speed 20 ft.
Melee 2 claws +5 (1d3+1)
Ranged composite longbow +7 (1d6/×3)

Special Attacks combat style (natural weapon APG), favored enemy (humans +2)

TACTICS
During Combat The Hazh’a headhunters move to flank opponents whenever possible, attacking with their claws. If they get the opportunity to do so without provoking attacks of opportunity, they drink their potions of bull’s strength, granting them a +2 bonus on attack and damage rolls with their claws.

Morale If reduced to 5 hp or fewer, a headhunter retreats in order to drink a healing potion, and then returns to the fray. Fanatics, they fight to the death.

STATISTICS
Str 13, Dex 14, Con 14, Int 10, Wis 13, Cha 10
Base Atk +3; CMB +3; CMD 16
Feats Aspect of the Beast*+, Dodge, Endurance, Nimble Moves
Skills Acrobatics +6 (+2 when jumping), Climb +8, Escape Artist +4, Intimidate +5, Perception +8, Sense Motive +3, Stealth +11, Survival +6, Swim +16; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception
Languages Common, Halfling
SQ favored terrain (jungle +2), track +1, wild empathy +3

COMBAT GEAR potion of bull’s strength, potions of cure light wounds (3), potion of cure moderate wounds, thunderstones (3); Other Gear mwk studded leather, mwk composite longbow with 20 arrows, torches (5), bloodstone amulet worth 25 gp, 11 gp

Subtier 4–5 (CR 7)

HAZH’A HEADHUNTERS (3) CR 2
hp 30 each (see Subtier 1–2)

GIANT FRILLED LIZARD CR 5
hp 59 (Pathfinder RPG Bestiary 194; see page 18)

TACTICS
Before Combat The giant frilled lizard uses Stealth to hide under the table.
During Combat The giant frilled lizard opens combat with its intimidating charge ability, focusing on PCs with light armor.

Morale The giant frilled lizard flees if reduced to 10 or fewer hit points.

Development: If any of the halflings survive, the PCs can interrogate them. They are stubborn and spiteful, even after losing, and do not respond to diplomacy. A PC who succeeds at a DC 18 Intimidate check (DC 21 in Subtier 4–5) can get information out of them; mind-influencing spells might also be successful. The halflings know that they are in the Blighted Temple to release “a mighty goddess” who will “bring ruin and delight” when she is free. They describe their leader Karan in worshipful tones, referring to him as “the golden child” and saying that “teeth and blades cannot penetrate his flesh!”

A PC who succeeds at a DC 15 Strength check can open the doors to B2.

Treasure: In addition to the halfling’s gear, a PC who succeeds at a DC 18 Perception check (DC 21 in Subtier 4–5) finds a hidden cache beneath the table. A PC with the Sight of the Cyclops needs only to succeed at a DC 10 Perception check to find the cache, as it is hidden by age and debris and was not secret in the time of Ghol-Gan. Within the cubby are a trinket the cyclopes recovered from would-be “demon slayers”. In Subtier 1–2, this consists of a masterwork cold iron morningstar. In Subtier 4–5, it is a +1 cold iron morningstar.

Rewards: If the PCs do not retrieve the morningstar, the GM should cross it off the PCs’ Chronicle sheets. If the PCs do not find the morningstar, reduce each PC’s gold earned by the following amount.

Subtier 1–2: Reduce each PC’s gold earned by 26 gp.
Out of Subtier: Reduce each PC’s gold earned by 110 gp.
Subtier 4–5: Reduce each PC’s gold earned by 193 gp.

B2. Bones of the Beast (CR 3 or CR 6)

This room is nearly bare, no doubt its treasures lost to time and looters. Two cavities sit in the western walls of the room, each filled with a giant, monstrous skeleton.

To those PCs with the Sight of the Cyclops, read or paraphrase the following.
The Sight of the Cyclops reveals that this room once featured bas-reliefs of grotesque forms decorated with gold and various gems. The skeletons are replaced with bodies of immense apes, placed in their cavities by robed cyclopes, while nearby mourners wail and scream. “The first ngoga and his consort,” intones Akmon. “Disgusting monsters, but pitiful in their own way. The prayers for the dead must be said over them to appease the family spirits.”

The skeletons in the chamber are those of ngogas, hybrids of cyclopes and apes created to serve as shock troops in the dying days of Ghol-gan. They appear as 10-foot-tall orangutan skeletons save for the single leering eye in the skull. Akmon’s spirit instructs the PCs with the Sight of the Cyclops on the proper words in the Cyclops language in order to complete his quest.

If Purpurrup is with the PCs, she tells them she has never been in this room. She is both fascinated and horrified by the ngoga skeletons—she has never seen remains from Ghol-Gan this intact before. She may even try to climb on and touch the bones or examine them more closely. No matter what the PCs might think, the bones do not animate unless someone speaks Akmon’s prayer in the room.

Creatures: Upon finishing the prayer, the bones of one of the ngoga stir to horrible life, blood flowing from its eyesocket as if its eye was freshly plucked. Even if the bones were scattered or smashed, they reassemble with frightening speed when the ritual is completed. This undead is animated by the rage of the asura, Parveen, at hearing divine words spoken once more in the Blighted Temple. Her howls of anger can be heard coming from the lower level of the temple. In Subtier 1–2, only one skeleton animates, and it is fragile with age and diminished in power. In Subtier 4–5, two skeletons animate—one is a diminished ngoga and the other is at full power.

**Scaling Encounter B3**

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1–2:** Remove the Haz’ha warrior.

**Subtier 4–5:** Remove one Haz’ha headhunter.

Subtier 1–2 (CR 3)

<table>
<thead>
<tr>
<th>CREATURE</th>
<th>CR 3</th>
</tr>
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<tbody>
<tr>
<td>DECREPIT NGOGA SKELETON</td>
<td>CR 3</td>
</tr>
<tr>
<td>Dire ape bloody skeleton (Pathfinder RPG Bestiary 17, 251, 250)</td>
<td>NE Large undead</td>
</tr>
<tr>
<td>Init +7; Senses darkvision 60 ft.; Perception +0</td>
<td></td>
</tr>
</tbody>
</table>

**DEFENSE**

- AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, –1 size)
- hp 26 (4d8+8); fast healing 2
- Fort +3, Ref +4, Will +4
- Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

**OFFENSE**

- Speed 30 ft., climb 30 ft.
- Melee 2 claws +6 (1d6+4), bite +6 (1d6+4)
- Space 10 ft.; Reach 10 ft.

**TACTICS**

Morale The decrepit ngoga skeleton fights until destroyed. If it is not destroyed permanently, it reanimates in 1 hour and begins stalking the complex, attacking anyone or anything it finds. It does not leave the Blighted Temple.

**STATISTICS**

- Str 19, Dex 17, Con —, Int —, Wis 10, Cha 14
- Base Atk +3; CMB +8; CMD 21
- Feats Improved Initiative
- SQ deathless

Subtier 4–5 (CR 6)

<table>
<thead>
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<th>CREATURE</th>
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<tbody>
<tr>
<td>DECREPIT NGOGA SKELETON</td>
<td>CR 3</td>
</tr>
<tr>
<td>hp 26 (see Subtier 1–2)</td>
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<table>
<thead>
<tr>
<th>CREATURE</th>
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<tbody>
<tr>
<td>BLOODY NGOGA SKELETON</td>
<td>CR 5</td>
</tr>
<tr>
<td>Ngoga bloody skeleton (Pathfinder Campaign Setting: Lost Kingdoms 31, Pathfinder RPG Bestiary 251, 250)</td>
<td></td>
</tr>
</tbody>
</table>
Optional Encounter

The Hall of Broken Gods encounter is optional. If fewer than 45 minutes remain in which to finish the adventure, Karan has neglected to post guards here and the room is empty. The PCs can still spend time clearing the hall to complete Akmon’s task and gain the full effect of the Sight of the Cyclops.

NE Large undead
Init +10; Senses darkvision 60 ft.; Perception +0

DEFENSE
AC 17, touch 15, flat-footed 11 (+6 Dex, +2 natural, –1 size)
hp 58 (9d8+18); fast healing 4
Fort +5, Ref +9, Will +6
Defensive Abilities channel resistance +4; DR 5/bludgeoning; Immune cold, undead traits

OFFENSE
Speed 40 ft., climb 40 ft.; burst of speed
Melee 2 claws +11 (1d6+6), bite +11 (1d8+6)
Space 10 ft.; Reach 10 ft.

TACTICS
Morale: The bloody ngoga skeleton fights until destroyed. If it is not destroyed permanently, it reanimates in 1 hour and begins stalking the complex, attacking anyone or anything it finds. It does not leave the Blighted Temple.

STATISTICS
Str 23, Dex 22, Con —, Int —, Wis 10, Cha 14
Base Atk +6; CMB +13; CMD 29
Feats Improved Initiative
Skills Acrobatics +6 (+10 when jumping)
SQ deathless

SPECIAL ABILITIES
Burst of Speed (Ex) Once every 1d4 rounds, a ngoga can summon a burst of energy in order to move twice its base speed in a single move action.

Rewards: If the PCs do not search the skeletons, reduce each PC’s gold earned by the following amount.
Subtier 1–2: Reduce each PC’s gold earned by 87 gp.
Out of Subtier: Reduce each PC’s gold earned by 171 gp.
Subtier 4–5: Reduce each PC’s gold earned by 254 gp.

B3. Hall of Broken Gods (CR 3 or CR 6)

This long, wide hall is littered with thousands of smashed and broken relics, idols, icons, and statuary of all kinds. An enormous door, slightly ajar, sits at the end of the hall.

To those PCs with the Sight of the Cyclops, read or paraphrase the following.

The Sight of the Cyclops reveals a parade of cyclopes passing through the hallway carrying armfuls of religious tokens, casting them to the ground and stomping them into rubble with open joy and howls of laughter. Akmon’s voice is barely able to hold back his tears. “The greatest blasphemy of them all,” he says. “Every shred of evidence of the old faith—ruined beyond repair. Only by clearing away this wreckage respectfully can the sun and moon be appeased.”

Karan’s forces spent some time here adding to the desecration, but the bulk of them moved further into the temple to attempt to free Parveen. The halflings have cleared a narrow path through the hall, but much of this chamber is choked with rubble, which counts as difficult terrain.

Creatures: A few halflings hide here, acting as Karan’s rear guard to alert him to any interlopers seeking to stop him from freeing Parveen. Even if the PCs leave the Blighted Temple and return at a later time or date, the halflings are hiding in wait for them. In Subtier 1–2, a single halfling warrior and a single headhunter wait to ambush the PCs. In Subtier 4–5, there are instead three headhunters.

Subtier 1–2 (CR 3)

HAZH’A WARRIOR
CR 1/2
hp 13 (see page 11)

TACTICS
Before Combat If the halflings in area B1 raise the alarm or if the guard hears the sound of combat in area B2, the Hazh’a warrior attempts a Stealth check to try to catch the PCs by surprise.
During Combat The Hazh’a warrior opens combat by throwing a thunderstone at any unarmored PCs or anyone openly carrying a holy symbol.
Morale This close to her leader and god, the warrior fights to the death.

HAZH’A HEADHUNTER
CR 2
hp 30 (see page 12)

Rewards: If the PCs do not search the skeletons, reduce each PC’s gold earned by the following amount.
Subtier 1–2: Reduce each PC’s gold earned by 87 gp.
Out of Subtier: Reduce each PC’s gold earned by 171 gp.
Subtier 4–5: Reduce each PC’s gold earned by 254 gp.
Use the tactics from Subtier 1–2.

**Development:** If any of the halflings survive, the PCs can interrogate them in the same fashion as the halflings encountered in area B1. These halflings have worked on removing the wards in the chamber beyond, and boast that it is only a matter of time before their goddess is free and the PCs will die horribly. If pressed, they admit that this is not imminent—the PCs have a few days before Parveen can be set loose.

Cleaning the Hall of Broken Gods fully takes the PCs 1 hour. If the Pathfinders take this time, Parveen takes notice of the loss of blasphemous energy and empowers her champion, Karan. Karan grows a second set of eyes on the back of his head, gaining all-around vision.

If the PCs have completed all three of Akmon’s tasks, read or paraphrase the following to those with the Sight of the Cyclops.

After this vision, the PCs with the Sight of the Cyclops notice their sight becomes less blurry, although they can still see echoes of the past. Pathfinders with the Sight of the Cyclops no longer take any penalties for its duration, and all PCs under the magical effect gain the Sight of the Cyclops boon on their Chronicle sheet. Unlike other boons granted to characters during the course of play, the player needn’t wait until she has received the Chronicle sheet to use the boon. If a player takes advantage of this reroll during the remainder of this scenario, cross it off her Chronicle sheet.

**B4. Parveen’s Prison (CR 4 or CR 7)**

This room terminates in a wall of stone and iron, seemingly newer than the rest of the complex, decorated in glowing runes and symbols. Most of the symbols toward the bottom of the wall have been defaced, chiseled away and smeared with blood and less savory substances. Wooden totems, seemingly more recent, are torn apart and piled as if to make a crude bunker. The wall of the room seems to be bulging slightly into the room, as if something massive is pushing from the other side.

Karan and his halfling minions have been hard at work defiling the wards placed to keep Parveen trapped inside the Blighted Temple, but it has been slow going. They have almost finished destroying those symbols easily within reach, and Karan plans to use his levitate and spider climb spell-like abilities to help the halflings reach the rest of them. Squares containing destroyed totems require two squares of movement to enter, though a creature standing in a square containing a destroyed totem has higher ground when attacking creatures in a square that does not have a destroyed totem; when standing adjacent to a destroyed totem, creatures gain cover from attacks made from the opposite side of the totem.

**Creatures:** Karan is a tripurasura, the least of asura-kind, but is still venerated as a holy being by the Hazh’a he rules. He has long abandoned the need for disguising himself as a halfling and appears in his normal form—that of a Tiny muscular humanoid with a crown of horns and golden scales. His servitors fight to protect him and gladly die to keep him alive. He is accompanied by a single headhunter in Subtier 1–2 and three headhunters in Subtier 4–5.

**Subtier 1–2 (CR 4)**

**HAZH’A HEADHUNTER** CR 2

hp 30 (see page 12)

Before Combat The Hazh’a headhunter attempts a Stealth check to try to catch the PCs by surprise.

During Combat The Hazh’a headhunter drinks his potion of bull’s strength on the first round of combat, granting him a +2 bonus on attack and damage rolls with his claws. He does his best to keep Karan out of melee range of the PCs. If Karan is injured and adjacent to a headhunter, the halfling spends a round handing the asura a healing potion.

Morale If reduced to 5 hp or fewer, the headhunter retreats in order to drink a healing potion, and then returns to the fray. A fanatic, he fights to the death.
KARAN
Male tripurasura sorcerer (Pathfinder RPG Bestiary 3 26; see page 18)

Offense
Melee masterwork glaive +5 (1d6–1/x3) or sting +8 (1d4–1 plus poison)
Ranged heavy crossbow +8 (1d6/19–20)
Space 2-1/2 ft.; Reach 0 ft. (5 ft. with glaive)

Tactics
Before Combat Karan uses his spider climb spell-like ability to move 15 feet up the wall.
During Combat Karan stays out of reach of melee whenever possible, sniping at targets with his crossbow. If forced into melee, he fights with his glaive. If a PC succeeds in damaging him with a cold iron or good weapon, Karan focuses his attacks on that character. If Parveen has empowered him, uses his spiritual weapon spell-like ability in the first round of combat.
Tactics Confident that he will be reincarnated to attempt freeing Parveen again, Karan fights until slain.

Subtier 4–5 (CR 7)

HAZH’A HEADHUNTERS (3)
hp 30 each (see page 12)

KARAN
Male tripurasura sorcerer (Pathfinder RPG Bestiary 3 26)
LE Tiny outsider (asura, evil, extraplanar, lawful)
Init +4; Senses darkvision 60 ft.; Perception +11

Defense
AC 21, touch 17, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 size)
hp 50 (7 HD; 4d6+3d10+18); fast healing 2
Fort +6, Ref +6, Will +8; +2 vs. enchantments
DR 5/good or cold iron, Immune curse effects, disease, poison;
Resist acid 10, electricity 10

Offense
Speed 25 ft.
Melee mwk glaive +8 (1d6/x3) or sting +6 (1d4)
Space 2-1/2 ft.; Reach 0 ft. (5 ft. with glaive)
Special Attacks poison
Spell-Like Abilities (CL 6th; concentration +10)
Constant—detect magic
At will—feather fall
3/day—levitate, locate object, spider climb
1/week—commune
Bloodline Spell-Like Abilities (CL 4th; concentration +8)
7/day—elemental ray (1d6+2 acid)
Sorcerer Spells Known (CL 4th; concentration +8)
2nd—flaming sphere (DC 16)
1st—burning hands, color spray (DC 15), mage armor, ray of enteleeement (DC 15)

Karan stays out of reach of melee whenever
Before Combat spell-like ability to
Karan uses his
TACTICS

0 ft. (5 ft. with glaive)
Reach
2-1/2 ft.; Space

Morale Confident that he will be reincarnated to attempt freeing Parveen again, Karan fights until slain.

Base Statistics Without mage armor, Karan’s statistics are as follows: AC 17, touch 17, flat-footed 12.

Statistics
Str 10, Dex 18, Con 14, Int 13, Wis 13, Cha 18
Base Att +5; CMB +7; CMD 18
Feats Combat Casting, Dodge, Eschew Materials, Fleet, Weapon Finesse
Skills Acrobatics +12 (+4 when jumping), Appraise +7, Bluff +10, Climb +6, Escape Artist +10, Intimidate +9, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +11, Perform (dance) +8, Sense Motive +6, Spellcraft +7, Stealth +16; Racial
Modifiers +6 Escape Artist, +4 Perception
Languages Common, Halfling, Infernal
SQ bloodline arcana (change energy damage spells to match bloodline energy), change shape (any Small humanoid; alter self), elusive

Combat Gear potions of cure moderate wounds (2), wand of magic missile (CL 3rd, 25 charges), thunderstones (3); Other
Gear mwk glaive, 281 gp

Development: When Karan is slain, a howl of anguish fills the room, emanating from behind the wall. Parveen retreats from the wall shortly thereafter, and the ominous bulging of the wall ceases.

If the PCs study the glyphs, they can determine their purpose with a successful DC 18 Knowledge (arcana) skill check (DC 21 in Subtier 4–5). These glyphs act as a variant of the binding spell, keeping the asurendra Parveen bound on the other side and unable to escape. A successful DC 22 Knowledge (history) skill check (DC 25 in Subtier 4–5) indicates that the glyphs bear characteristics of the work of Old Mage Jatembe and his Ten Magic Warriors. If Purpurrup accompanies the PCs, she can explain that the totems found here were erected by the gripplis to amplify the binding glyphs and to focus their own fiend-keeping powers.
CONCLUSION
With Karan dead, the immediate threat of Parveen's escape is delayed indefinitely. The PCs might be concerned that she could try again, and if Purpurrup survives, she is worried about the state of the binding glyphs and the lack of guardianship. When the PCs emerge from the Blighted Temple, they find that grippli scouts from other tribes have come to check on Kaddodi, having met with gripplis who fled the city as the Hazh'a halflings began their raid. The scouts assure the PCs that Kaddodi will be resettled by a larger force of gripplis than it once had, and suggest that Purpurrup continue her training and soon become Kaddodi’s lead fiend-binder. Purpurrup is grateful for any praise heaped upon her, but still bears some unease.

If the PCs have completed Akmon's tasks, they soon find that the Sight of the Cyclops cannot be granted again to anyone else. His unquiet spirit powered the ritual binding Kaddodi to the Sargava Chalice, and those drinking from it now get nothing more than a mouthful of water. The Pathfinder Society is disappointed that the visions have faded, but are grateful for the lore successfully uncovered; agents begin to analyze and interpret any findings the PCs return with.

REPORTING NOTES
If the PCs allied with Purpurrup and she survived the adventure, check Box A. If the PCs completed Akmon's tasks and activated the full power of the Sight of the Cyclops, check Box B.

PRIMARY SUCCESS CONDITIONS
If the PCs slay Karan and preventing Parveen’s escape, they fulfill their primary objective and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS
The PCs’ secondary objective is tied to activating the Sight of the Cyclops and completing Akmon’s tasks. The three tasks are: recovering the Idol of the Sun and Moon, praying over the bones of the ngogas, and cleaning the Hall of Broken Gods. If the PCs are successful in all three of these tasks, they each earn 1 Prestige Point.
APPENDIX: STAT BLOCKS
The following stat blocks appear in this adventure.

Asura, Tripurasura
This tiny monstrosity has the body of a well-muscled man, a crown of frilled horns, and eyes that glow like rubies.

**TRIPURASURA**  CR 2
XP 600
LE Tiny outsider (asura, evil, extraplanar, lawful)
Init +2; Senses darkvision 60 ft., detect magic; Perception +10

**DEFENSE**
AC 16, touch 16, flat-footed 13 (+2 Dex, +1 dodge, +1 insight, +2 size)
hp 19 (3d10+3); fast healing 2
Fort +4, Ref +3, Will +5, +2 vs. enchantments
DR 5/cold iron or good; Immune curse effects, disease, poison; Resist acid 10, electricity 10

**OFFENSE**
Speed 20 ft.
Melee sting +7 (1d4–1 plus poison)

**Spell-Like Abilities** (CL 6th; concentration +7)
Constant—detect magic
At will—feather fall
3/day—levitate, locate object, spider climb
1/week—commune (6 questions, CL 12th)

**STATISTICS**
Str 8, Dex 14, Con 12, Int 13, Wis 15, Cha 13
Base Atk +3; CMB +3; CMD 14
Feats Dodge, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +4, Bluff +7, Escape Artist +8, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10, Perform (dance) +5, Spellcraft +4, Stealth +14, Racial Modifiers +4 Acrobatics when jumping, +6 Escape Artist, +4 Perception

Languages Common, Infernal
SQ change shape (any Small humanoid; alter self), elusive

**ECOLOGY**
Environment any (Hell)
Organization solitary, pair, or gang (3–10)
Treasure standard

**SPECIAL ABILITIES**
Change Shape (Su) The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid. Most take the form of gnomes or human children.
Elusive (Su) The tripurasura and items it carries are considered to be under the effects of a nondetection spell. A caster must succeed at a DC 14 caster level check to overcome this effect.
Poison (Ex) Tongue—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Wis damage; cure 1 save.

Crocodile
This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

**CROCODILE**  CR 2
XP 600
N Large animal
Init +1; Senses low-light vision; Perception +8

**DEFENSE**
AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)
hp 22 (3d8+9)
Fort +6, Ref +4, Will +2

**OFFENSE**
Speed 20 ft., swim 30 ft.; sprint
Melee bite +5 (1d8+4 plus grab), tail slap +0 (1d12+2)
Space 10 ft.; Reach 5 ft.
Special Attacks death roll (1d8+6 plus trip)

**STATISTICS**
Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Base Atk +2; CMB +7 (+11 grapple); CMD 18 (22 vs. trip)
Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12, Racial Modifiers +8 on Stealth in water

SQ hold breath

**ECOLOGY**
Environment warm rivers and marshes
Organization solitary, pair, or colony (3–12)
Treasure none

**SPECIAL ABILITIES**
Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute, a crocodile can sprint, increasing its land speed to 40 feet for 1 round.

Lizard, Giant Frilled
This bright-eyed lizard is larger than a horse. As it hisses in anger, a brightly colored frill extends around its neck.

**GIANT FRILLED LIZARD**  CR 5
XP 1,600
N Large animal
Init +5; Senses low-light vision, scent; Perception +11

**DEFENSE**
AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 59 (7d8+28)
Fort +11, Ref +8, Will +4
**Offense**

**Speed** 30 ft., climb 30 ft.

**Melee** bite +9 (2d6+5), tail +4 (1d8+2)

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

**Special Attacks** intimidating charge

**Statistics**

Str 21, Dex 13, Con 19, Int 2, Wis 14, Cha 10

**Base Atk** +5; **CMB** +11; **CMD** 22 (26 vs. trip)

**Feats** Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

**Skills** Climb +13, Perception +11, Stealth +8; **Racial Modifiers** +4 Stealth

**Ecology**

**Environment** warm forest, plains, or hills

**Organization** solitary, pair, or pack (3–8)

**Treasure** none

**Special Abilities**

**Intimidating Charge (Ex)** When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.
### Pathfinder Society Scenario #8-21: Champion's Chalice, Part 2: Agents of the Eye

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Pathfinder Society Scenario #8–21:
Champion’s Chalice, Part 2:
Agents of the Eye

This Chronicle sheet grants access to the following:

**Sight of the Cyclops:** You aided in the restoration of the ancient Ghol-Ghani city of Kaddodi, earning the respect and thanks of the long-dead cyclops mystic, Akmon. For your efforts, you gained a lingering aspect of the Sight of the Cyclops. You can expend this boon to reroll any single d20 roll after the first roll is made but before the results of the roll are determined. You must take the second result, even if it is lower. You cannot use this boon on any roll already being rerolled by another effect. Once you have used this boon, cross it off your Chronicle sheet.

## All Subtiers
- **potion of bull’s strength** (300 gp)
- **elixir of hiding** (250 gp)
- **war paint of the terrible visage** (100 gp; Pathfinder RPG Ultimate Equipment 324)

## Subtier 4–5
- **blood reservoir of physical prowess** (2,000 gp; Ultimate Equipment 283)
- **potion of cure moderate wounds** (300 gp)
- **wand of magic missile** (CL 3rd, 25 charges; 1,125 gp, limit 1)