



Year of the Open Road



**PATHFINDER
SOCIETY**

DEVIL AT THE CROSSROADS

By Jenny Jarzabski

PATHFINDER SOCIETY

AUTHOR

Jenny Jarzabski

DEVELOPMENT LEAD

Michael Sayre

ADDITIONAL DEVELOPMENT

James Case

EDITING LEAD

Leo Glass

EDITORS

Avi Kool

CONTRIBUTING ARTISTS

Mirko Faloni, Michele Giorgi, Josef Kučera,
and Allison Theus

CARTOGRAPHERS

Corey Macourek, Jason Engle, and Matthias Rothenaicher

COVER ARTIST

Michele Giorgi

ART DIRECTION AND GRAPHIC DESIGN

Tony Barnett and Sonja Morris

ORGANIZED PLAY LEAD DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

James Jacobs

MANAGING DEVELOPER

Adam Daigle

PUBLISHER

Erik Mona



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How to Play

Pathfinder Society Scenario #1-13: Devil at the Crossroads is a Pathfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3-6; Subtiers 3-4 and 5-6). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Devil at the Crossroads uses the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Flip-Mat: Ambush Sites Multipack*, and *GameMastery Map Pack: Hellscape*s. 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 creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Roleplaying Guild Guide* at <http://www.organizedplayfoundation.org/paizo/guides/>



Vigilant Seal



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

Devil at the Crossroads

By Jenny Jarzabski

GM SYNOPSIS

This tense adventure sees the PCs locked in a haunted trading post overnight with several characters, some of whom might want to help the PCs escape the night, and some of whom might have their own sinister agendas.

ADVENTURE BACKGROUND

Over the last several years, the Pathfinder Society has established a strong and mutually beneficial relationship with the Farheaven Clan. Once a dwindling family of Sarkorian refugees hiding in Iobaria, the clan has become the leading group of Sarkorians reclaiming their ancestral territories from the demons that still plague the country once known as the Worldwound. Led by their powerful bear god Dolok Darkfur and the god caller Nelket, the Farheavens have partnered with the Pathfinder Society, allowing its agents to survey the ruins the Farheavens have reclaimed, as well as permitting the Society to publish the tales of the Farheavens and their reclamation efforts.

Other residents of Sarkoris are less committed. Over 200 years ago, an Asmodean cleric of the Chelaxian Narikopolus noble house retreated to the countryside to design an artifact capable of granting wishes. When his family's financial support faltered, Linneus Narikopolus founded a trading post in the Sarkorian wilderness. He utilized his position to subtly corrupt crusaders and would-be heroes traveling to battle the Worldwound, while himself earning a fair bit of coin on the side, and he used the souls and life energy harvested by his corrupt bargains to create an artifact he named the *Covetous Flame*.

While the infernal artifact granted its users their deepest desires, it did so at a cruel price, fitting for an Asmodean creation. The artifact was always true to the word of the wish, but subtly twisted to bring harm to the wisher. Ultimately, Linneus could not resist the urge to use the *Covetous Flame*, despite knowing the risks. Using careful wording he believed would grant him eternal life without the possibility of the wish being twisted, the cleric made his wish... only to find himself bound to the trading post, haunting it for all eternity but unable to leave.

Linneus's familiar, a devious imp named Zirzip, found himself trapped within the trading post as well. Denied the end of his contract because his master couldn't die, Zirzip resigned himself to the role of innkeeper. He made countless deals with other mortals over the years, corrupting those he could and using the cursed artifact to eliminate those who resisted. Zirzip hopes to find someone who can assist in severing his tie to the haunted trading post, though so far, he hasn't been desperate enough to attempt to use the *Covetous Flame* himself to wish for freedom.

WHERE ON GOLARION?

Devil at the Crossroads takes place in the Sarkoris Scar, a demon-infested wasteland that once contained a hole into the Abyss known as the Worldwound. With the Worldwound closed by intrepid adventurers, the Sarkoris Scar is now being slowly reclaimed by groups of valiant crusaders and Sarkorian reclaimers. For more information on the Sarkoris Scar and the Broken Lands, see page 32 of the *Pathfinder Lost Omens World Guide*, available in game stores and online at paizo.com.

SARKORIS SCAR



ADVENTURE SUMMARY

The PCs travel to a trading post near the southern border of the Sarkoris Scar to exchange information and supplies with one of the Society's allies, Selik Farheaven. As they ride through the wilderness, a herd of feral boars attacks their wagon. Unknown to the PCs, one of these boars is the immortal imp bound to the Devil's Rest trading post.

The PCs arrive at their destination and enjoy the company of several other travelers: Annavinia Narikopolus, a scholarly Chelaxian noblewoman; Dehliana Vought, a self-professed medium and spiritualist; Nordvick, a burly jack-of-all-trades who serves as the post's groundskeeper; Kellvan, a crown-appointed inspector from Nerosyan; and Selik, a young scion of the Farheaven clan.

As daylight dwindles, Dehliana conducts a séance. What begins as an entertaining performance is interrupted by a terrifying apparition who reveals the existence of a "devil" in their midst and accuses someone in the trading post of murder. After the ghost's pronouncement, the building shakes and all the doors and windows seal, trapping the guests inside until morning with a dangerous spirit in their midst.

Devil at the Crossroads

Tensions between the PCs and their new acquaintances rise as a string of deaths and supernatural occurrences punctuate the PCs' search for the source of the haunting.

The PCs must survive the night and uncover the truth behind the haunting, all while negotiating with individuals who have their own motives, and in some cases, guilty consciences. Eventually, the PCs likely discover that each of these individuals holds a piece of the puzzle and manage to locate the *Covetous Flame*, an infernal artifact that grants cursed wishes. Finally, the source of the haunting is revealed as the ancient Asmodean spirit who created the artifact in life and now seeks to prevent his imp familiar from destroying the object and gaining freedom. To purify the trading post, the PCs must either destroy the artifact, contain it in an appropriate vessel, or forge their own deal with the devil at the crossroads.

GETTING STARTED

The PCs are summoned to a private audience with **Venture-Captain Jorsal of Lauterbury** (LG male human warrior) within the Starrise Spire in the city of Nerosyan. A silent halfling in a hooded robe leads the PCs to a chamber near the top of the spire and departs with a solemn nod, leaving the PCs to their meeting. Jorsal's study is a small, tidy room lined with bookcases and furnished with an altar in its eastern corner. Read or paraphrase the following once the PCs enter.

A mail-suited man kneels on the stone floor with his back to the door, his head bowed in obeisance as he murmurs his evening prayer. As the door creaks shut, he stands and turns to acknowledge his visitors.

"Well met, Pathfinders. I am Jorsal of Lauterbury, Venture-Captain of the Starrise Spire. I hope you've enjoyed your stay in Nerosyan thus far—a short visit, regrettably, that is now at its end. Tomorrow, you travel north to rendezvous with my friend Selik, a representative of the Farheaven clan. Selik awaits you within a trading post at the crossroads, where you are to exchange supplies and information."

Jorsal beckons his guests toward a high table strewn with rolls of parchment, broken quills, and pots of ink. He gently sweeps the items to one side, revealing a painstakingly detailed map, inked in his own hand, of the Sarkoris Scar and its surrounding lands. Jorsal thumbs a spot south of what was once the Worldwound and continues, "This is your destination. I cannot rely on mere couriers for this errand, as miles of dangerous country lie between Nerosyan and this site. The demons' foul influence still lingers in some parts of these accursed lands. I've hired a wagon to bear you and the supplies to the trading post. Your driver is a stalwart woman who's made the journey many times. She's prepared to depart tomorrow at first light."

Jorsal pauses to study his map and absentmindedly traces a finger along the route from Nerosyan to the crossroads. "Your task is simple, but I warn you to stay vigilant, and report any unusual occurrences to me."

Jorsal gives the PCs a message from the Vigilant Seal faction **Handout 1** (page 37) and answers the PCs' questions, including likely inquiries and his responses below. He also provides the PCs with a letter addressed to Selik detailing information about Pathfinder Society activities in the Sarkoris Scar region.

What can you tell us about the trading post? "Devil's Rest, as locals call it, was an established landmark long before I first began sketching this map. The building has stood for decades, perhaps even centuries. Devil's Rest serves as an inn and supply station for all manner of travelers. Rumor has it that the name is because it was founded by a Chelaxian noble."

What sort of dangers are you talking about? "Though the Worldwound closed years ago, only fools believe the demons were driven out of the surrounding lands entirely. Some of the wild creatures still bear the Abyssal corruption, and the lawless roads are crawling with brigands." Jorsal motions to the illustrated forest around the trading post. "I've heard rumors of even darker things in these woods. It's best to be on your guard."

Who is Selik? For the first time, the corners of Jorsal's lips curl into a smile. "Selik is a son of the legendary Farheaven clan. The followers of Dolok Darkfur may seem strange friends for crusaders like myself, but time and again they've proven their mettle. Selik is no exception. He's headstrong and impetuous, but you won't find a better scout or a better shot with a bow. His strength in battle aside, I think you might enjoy his company. Even if you don't, treat him with respect—he and his family are crucial allies to the Society."

What exactly is our mission? "The wagon I mentioned is loaded with supplies we're donating to Sarkorian reclamation efforts around the Scar. As leaders of the project, the Farheaven clan chose to send Selik to speak on their behalf. You'll be exchanging reports with him, as well as delivering these supplies."

SOCIETY (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

A PC who succeeds at a Society check to Recall Knowledge or a Diplomacy check to Gather Information (both DC 16) might know more about Devil's Rest. A failure grants no information, and a critical success grants additional intelligence beyond the success entry's information. Remember that these checks should be rolled secretly.

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Critical Success: Devil's Rest trading post was founded nearly 200 years ago by Linneus Narikopolus, a Chelaxian theologist of Asmodeus. In its early years, many would-be crusaders abandoned their missions or even disappeared altogether after a lengthy stay at Devil's Rest, and local legend tells of a devil who appears at the crossroads at midnight, offering mortals their heart's deepest desire.

Success: Though management has changed over the decades, Devil's Rest is a well-known trading post and inn that never turns a guest away. Crusaders, travelers, and even fleeing criminals have enjoyed the post's frontier hospitality in the past. The rumor that the trading post was founded by an exiled Chelaxian noble is true.

Critical Failure: The trading post is managed by a retired crusader named Nordvick, a reclusive but holy man who maintains the building as a sanctuary for those traveling the hazardous roads. Nordvick inherited the building from its elderly founder, whose mysterious disappearance shocked guests some years ago.

Boons and Hero Points: Give the PCs a few moments to slot their boons for the adventure and let each PC know that they have 1 Hero Point available for use during the adventure.

A. THE LONESOME ROAD MODERATE

The day following their briefing with Venture-Captain Jorsal, the PCs set out at first light to rendezvous with Selik Farheaven. They travel in a hired horse-drawn wagon from Nerosyan to a crossroads trading post south of the Sarkoris Scar nicknamed Devil's Rest. Their driver is a taciturn human woman who wears her hood pulled low over her weathered face. She tersely introduces herself as Maeri and insists on embarking immediately. Maeri generally ignores the PCs' attempts at conversation or requests for information, responding to PCs' attempts at Diplomacy or Intimidation, or even bribes, with phrases such as, "I'm only a driver, friend. Let me do my job."

The PCs' route takes them through miles of wilderness along an uneven dirt road. The journey is unpleasant; the road is rough, and the wagon constantly bounces. The only sound besides the whistling wind outside is Maeri's shouted commands to her horses. As the day drags on, Maeri remains hellbent on reaching the crossroads before nightfall. She drives the horses hard and isn't apt to stop for anything except an emergency. PCs who peer out of the wagon's curtained windows notice that the landscape subtly warps as they travel farther north, with deformed, gnarled tree trunks creeping along the ground rather than upward, riverbeds stagnant with greenish-black sludge, and disturbing animal calls that sound like human screams emanating from the overgrown brush.

At midday, Maeri stops near a polluted stream to tend to her horses. She carries her own canteens and refuses to allow the PCs or her animals to approach the nearby water. During their stop, the PCs encounter fellow traveler **Kellvan (LG male human ranger)**, an inspector from Nerosyan traveling far afield to investigate a string of frauds in the villages north of his city. He slows his horse and leaps from his saddle to hail the wagon's passengers. Kellvan presents his badge and asks the PCs a few polite questions about their destination and the contents of their wagon. Kellvan refrains from holding lengthy conversations with the PCs, and he doesn't reveal details of his task to anyone for fear of compromising his investigation. Kellvan's official business concerns rumors of a con artist defrauding locals by conducting false séances and psychic readings. He's already identified his primary suspect, Dehlina Vought, and is traveling to Devil's Rest to question her and lawfully search her quarters.

If the PCs invite Kellvan to travel alongside their wagon, he obliges. Otherwise, he cites the urgency of his mission and continues down the road at a brisk pace.

A few hours later, the trail crosses through a thick forest of mutated trees. The horses inexplicably rear and whinny, bringing the wagon to a halt. Maeri disembarks to soothe her beasts and free them from their tangled harnesses. As the PCs enjoy a brief respite from the bumpy ride, movement stirs in the overgrown hedges surrounding the dirt road.

Creatures: A herd of wild boars charges the stationary wagon, goaded by the imp Zirzip, who is currently shapeshifted to appear as one of their number. Each boar fights until it is reduced to 5 HP, at which point the gravely injured animal attempts to flee into the safety of the forest. Even if the PCs manage to kill all the boars, the immortal imp rematerializes at Devil's Rest in one hour. If Kellvan is present, he supports the PCs in combat by shooting the boars with his hand crossbow.

SUBTIER 3-4

BOARS (3)

CREATURE 2

Page 19; art on page 28

SUBTIER 5-6

DAEODONS (3)

CREATURE 4

Page 24

Reward: After the boars fall or flee, Maeri shoves two leather flasks into the PCs' hands. These flasks each contain a *lesser healing potion*. In Subtier 5-6, the

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A. THE LONESOME ROAD



PCs Start Here

B = Boars

1 square = 5 feet

B

Pathfinder Flip-Mat: Ambush Sites Multipack

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flasks instead each contain a *moderate healing potion*. A crate previously abandoned by a traders' caravan lies in the ditch beside the road. The crate contains bundles of damask silk and embroidered satin (worth 20 gp). The textiles represent 2 Treasure Bundles.

B. DEVIL'S REST

The PCs finally reach the crossroads as afternoon fades into dusk. Devil's Rest is a weathered two-story log building that overlooks the intersection from atop a nearby knoll. Twin brick chimneys protrude from its bark shingle roof. A vegetable garden and wooden hitching post occupy the yard to either side of the dirt path, which leads to a covered porch. A stable and outhouse are positioned discreetly behind the building. All the rooms and hallways within Devil's Rest have 10-foot-tall ceilings.

Having delivered her charges safely to the trading post, Maeri bids the PCs goodnight and unhitches her horses from the wagon before leading them around back to the stable. If the PCs Search the area and succeed at a DC 18 Perception check to Seek, they notice that the garden's centermost rows are unplanted, and the earth looks recently disturbed.

Inside the trading post, the PCs encounter a collection of individuals relaxing in the common room (area B1). The NPCs present at Devil's Rest are detailed below. If time is a concern, consider prompting the PCs to roll initiative using Diplomacy and allowing two or three rounds for structured social interaction with these NPCs. All of the NPCs except for Selik share the same base statistics, plus some adjustments for each individual—these statistics are located on page 36.

Annavinia Narikopolus (LN female human sorcerer) Annavinia is in all ways the archetype of a Chelaxian noblewoman: composed and authoritative, expensively and smartly dressed, and possessed of unbending pride and unflinching confidence. Annavinia has traveled to the trading post following journals left behind by her distant ancestor Linneus Narikopolus, the founder of Devil's Rest. Annavinia knows about Zirzip and his role at the trading post and has been negotiating with the imp for several weeks. Annavinia is unaware of her ancestor's essence trapped within the trading post, nor does she know that Linneus completed the wishing artifact his journals indicated he was researching. Annavinia believes Zirzip can tell her everything Linneus learned

about the ritual to create the wishing artifact, so that she can complete his research and create one of her own.

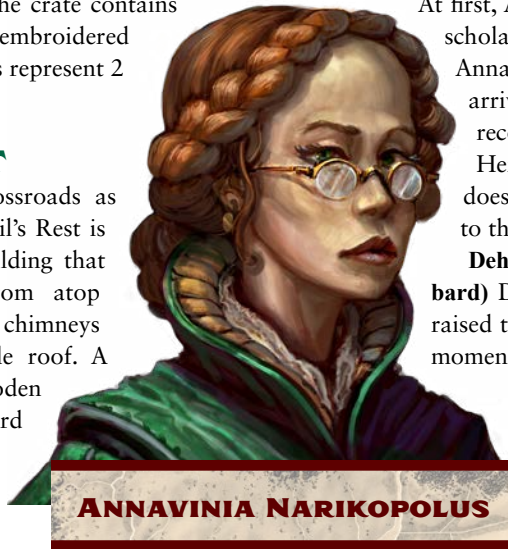
At first, Annavinia admits only to conducting scholarly research about the area's history. Annavinia initially ignores the PCs' arrival, content to study her texts and record information in her own journal. Her condescending attitude when she does speak likely does little to endear her to the other guests.

Dehliana Vought (NE female human bard) Dehliana is a worshipper of Razmir, raised to believe in the Living God since the moment of her birth. Dehliana has tracked rumors and stories from across the Sarkoris Scar in search of an artifact that can grant wishes. Dehliana seeks to uncover the artifact and use it to wish for divine ascension, so that she can become a god herself. She pretends

to be a medium capable of piercing the veil between the material and the spirit world, and, like many worshippers of Razmir with magical abilities, passes her occult spells off as divine power. Dehliana spent the last few months conning naïve inhabitants of nearby rural towns through her fake "séances" and "spirit channeling," all while collecting rumors of the elusive artifact. Dehliana now believes the artifact is located somewhere near Devil's Rest, perhaps even within or underneath the building itself. She reveals this information only if she believes her life is in immediate danger. Dehliana is not aware of the imp's presence nor of the Asmodean spirit haunting the trading post. She approaches the PCs once they settle in and offers to read their fortunes using a harrow deck.

Kellvan (LG male human ranger) If the PCs didn't invite Kellvan to accompany their wagon to the trading post, they can reunite with the inspector over a pint of ale. A PC who succeeds at a DC 16 Perception check notices that Kellvan only pretends to drink from his cup, preferring to stay alert as he observes Dehliana. If a PC engages Kellvan in conversation and succeeds at a DC 22 Diplomacy or Bluff check (or a DC 20 Legal Lore check), Kellvan reveals the nature of the crimes he's investigating, though he refuses to name his suspect.

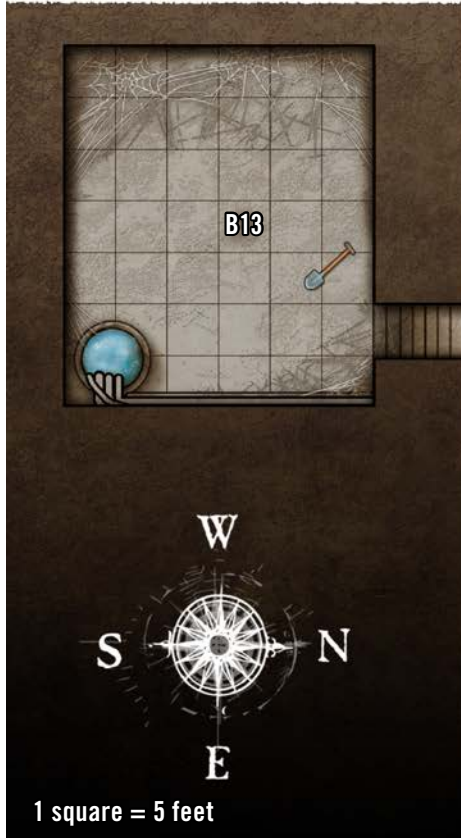
Nordvick Finnegan (LE male human rogue) This stoutly built human looks strikingly reminiscent of a 7-foot-tall dwarf, with a barrel chest, broad brow, and well-groomed black beard. Nordvick was a crusader fleeing the Worldwound when he and his companions were attacked by giant spiders. Only Nordvick survived. On the brink of death he stumbled to the trading post.



ANNAVINIA NARIKOPOLUS

Devil at the Crossroads

B. DEVIL'S REST



Devil at the Crossroads

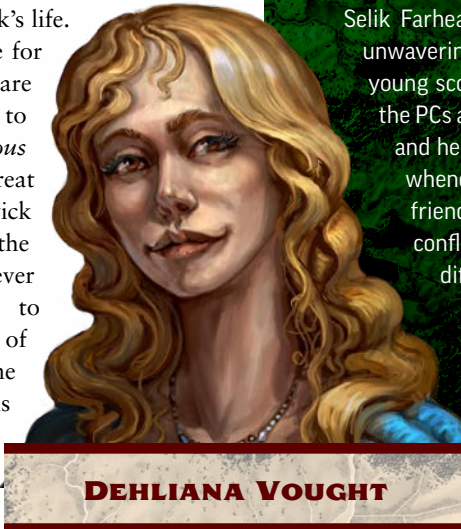
Zirzip—who had attacked Nordvick’s group disguised as one of the giant spiders—found Nordvick on the trading post’s doorstep and convinced the man to serve him in exchange for saving Nordvick’s life. Nordvick has begun to feel remorse for the victims he’s helped the imp ensnare over the years, and Zirzip plans to convince Nordvick to use the *Covetous Flame* soon, removing a potential threat to the imp and his secrets. Nordvick serves as a groundskeeper for the trading post. Though he hasn’t ever killed, he’s lured countless souls to Zirzip and occasionally disposed of corpses left behind by wishes gone wrong. Nordvick keeps a ledger in his quarters that contains the names of guests who succumbed to the curse of the *Covetous Flame*. Nordvick is initially friendly toward the PCs as he carries out his chores, but he turns pale and withdrawn if the PCs mention the elderly man he supposedly inherited the trading post from and becomes indifferent.

Selik Farheaven (CG male human scout) Selik is a member of the Farheaven clan and the Society’s contact. Zirzip has learned over the years that the unusual “gods” of the people of Old Sarkoris often have strange and unpredictable abilities and has chosen to give the young scout a wide berth. Selik is completely unaware of the infernal activities within the trading post. When the PCs arrive, Selik is locked in friendly conversation with Nordvick as the groundskeeper pours him a drink at the bar. He invites the PCs to join him and tries to engage them in lively small talk before they get down to business, swapping tall tales of his family’s exploits around the Sarkoris Scar and listening with awe to the PCs’ own stories.

Zirzip (LE male imp) Zirzip watches over the PCs throughout the evening but doesn’t reveal himself until they enter the root cellar (area **B13**). If the PCs uncover evidence of Zirzip’s presence before then, either by discovering his tracks in the pantry (area **B14**) or overhearing his conversation with Annavinia, the imp immediately vanishes and relocates.

Frontier Hospitality

After the PCs make their introductions, Annavinia, Dehliana, and Kellvan depart for their rooms. Nordvick disappears into the kitchen to prepare a dinner of roast boar and root vegetables while Selik holds court at the bar, passionately discussing reclamation efforts with his



DEHLIANA VOUGHT

PORTRAYING SELIK

Selik Farheaven is presented as the PCs’ single unwavering ally in this scenario. Though the young scout is brave and skilled with his bow, the PCs are the protagonists of this adventure, and he should play merely a supporting role whenever possible. Primarily, Selik is a friendly face who can help smooth over conflicts and assist the party with areas of difficulty. If the PCs seem at a loss for how to proceed at any point during the adventure, Selik temporarily steps into a leadership role, encouraging his companions to search for a solution and protect any fellow survivors. Selik prefers fighting monsters to fighting other people and speaks as the voice of reason when tempers and suspicions flare.

Use the base NPC statistics found on page 36, plus the specific modifications for Selik.

new friends over glasses of brandy. The group reconvenes to share a communal meal in the common room, except for Kellvan, who retired early.

After dinner, Dehliana places a velvet satchel on the dinner table and retrieves some of her ritual tools, including tapered candles, a silver dousing rod, and a mahogany planchette. She proposes conducting a séance to entertain the group. Selik is particularly enthusiastic about witnessing a medium commune with spirits, giving Dehliana someone to conduct her ritual with regardless of whether the PCs participate. Annavinia also reluctantly agrees to take part in the séance. Nordvick avoids the group by clumsily clearing away plates and anxiously tidying the already spotless common room. Read the following text when the séance begins.

Dehliana lights the final candle and settles into a chair at the head of the table. “Place your fingertips on the planchette. The spirits will speak to us through this quill. Remember, friends, I am here as nothing more than a guide,” she murmurs, gesturing for the participants to follow her lead. Her shoulders relax and she rests her fingertips on the planchette. “Spirits, make your presence known and enlighten us from beyond the veil.”

The room is silent for a few moments. The table rattles as the sound of unintelligible whispers gathers in the air.

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Dehliana gasps when the planchette moves beneath her fingers, tracing a lazy path against the parchment beneath it. "Spirits, are you with us?" She inquires.

The planchette twitches and jerks of its own volition, darting out from under Dehliana's fingers. In shaky, cramped handwriting, it scrawls the word, "Yes." Dehliana smiles and turns to face the group gathered around her. "If you have questions for this peaceful spirit, now is the time to ask."

Dehliana is a skilled performer who augments her false ritual with unobtrusive castings of *ghost sound*, *mage hand*, and *prestidigitation*. PCs who are familiar with magic or the occult might realize that Dehliana's séance is a farce. A PC who succeeds at a DC 20 Occultism check can determine that Dehliana's tools are expensive replicas of common divination items. A PC who succeeds at a DC 22 Religion check recognizes the symbol embroidered on Dehliana's satchel as the religious symbol of Razmir. In Subtier 5–6, increase these DCs by 2.

At the peak of Dehliana's performance, however, a series of unsettling events take place. A gust of wind blows through the common room, extinguishing all non-magical light sources. The building shakes, rattling the windows and doors and knocking the planchette off the table. Read the following text aloud to set the scene.

The brass candelabra on the mantelpiece flickers back to life and reveals a wizened man draped in bloodstained robes standing in the center of the common room. The apparition bellows, "Beware the devil who haunts this place!" He raises a trembling finger to point at each guest in turn. "For it serves a cruel master and is responsible for my death! Even now its master lurks within these walls! None shall escape until this night's end, or till the devil is revealed and the one responsible for my death is brought to justice!"

If the PCs accuse Dehliana of producing these effects, she vehemently denies any involvement. As if to emphasize the truth of her words, a red-hot poker from the fireplace flies across the room and burns Dehliana's hand before embedding itself into the table.

Surviving the Haunting

This haunting is not what it seems. The ghostly man who warns the PCs of a devil in their midst is none other than a manifestation of Linneus Narikopolus. Linneus

is aware of Zirzip's desire for freedom and fears that the group of people present may be able to help him accomplish his goal, perhaps even destroying the trading post and releasing Linneus's own soul in the process. Linneus decides to teach the imp a lesson and turn the various people within the trading post against each other, solving several problems at once.

The exterior doors and windows of the trading post seal themselves shut immediately following the ghost's pronouncement. Any attempts by the PCs to cut through the walls or break down any doors or windows—both those leading outside and those between rooms—reveals that the structure not only instantly repairs any wound inflicted on it faster than the characters are able to damage it, but also foils more unusual attempts to cross it, such as using teleportation. The

PCs are trapped until dawn with the murderous spirit of Linneus unless they can find and neutralize the source of his power: the artifact known as the *Covetous Flame*.

Once the PCs learn of the artifact's name and existence, they might scour the building using *detect magic*; however, Linneus's presence causes every inch of the trading post to radiate powerful magic, making distinguishing a singular item of power impossible without additional information. Information can be gleaned from a few sources within the trading post. Annavinia's research, located in her room (area B8), can help the PCs correctly identify the artifact as the battered brass candelabra on the mantel in the common room (area B1), and the imp Zirzip—though incapable of telling the PCs about the artifact directly—might be able to lead them to it with clever turns of phrase. To neutralize the *Covetous Flame* once they've found it, the PCs will need to either destroy it with a ritual detailed in Linneus's notes hidden behind the painting in the upstairs lounge (area B7) or place it in a special insulating chest buried in the root cellar (area B13).

While the PCs' choices should ultimately drive the action during this phase of the adventure, the NPCs each have their own motivations, and they might work independently of the group or react based on certain triggering events. Base statistics for NPCs can be found on page 36, as well as individual modifications for each NPC.

Kellvan, unbeknownst to the party, wasn't absent from dinner because he wished to rest, but instead because he was murdered by Dehliana. The PCs might



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find his body in his room as they search the trading post, which will likely sow paranoia and suspicion among the remaining NPCs.

Nordvick believes the apparition is the spirit of one of the unfortunate victims he delivered to Zirzip. Nordvick is afraid to be alone with the spirit and tries to prevent the others from searching his quarters and discovering the trading posts' guest ledger. He becomes increasingly agitated as the night continues and exhibits signs of guilt that might well lead the PCs to suspect him of foul play. The PCs can Make an Impression to earn Nordvick's trust or Coerce him into a confession that reveals the truth about his role in the disappearances by succeeding at a DC 18 Diplomacy or Intimidation check (DC 20 in Subtier 5–6).

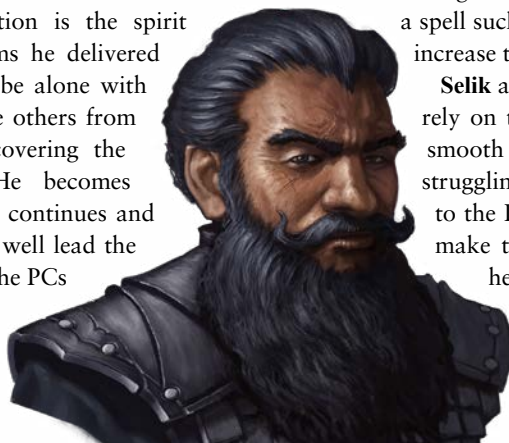
Dehliana is committed to her con and stays close to the PCs, fearing they might find the artifact before she does. As events progress, Dehliana twists any new information learned to create red herrings and sow paranoia while keeping suspicions away from herself. Nordvick is the most likely scapegoat for Dehliana, as she knows he's connected to the trading post and can sense his growing anxiety. She admits the truth about her background and her knowledge of the artifact's existence only as a last resort if she believes her life is in danger. If accused and cornered, Dehliana gracefully submits to being restrained or guarded. If interrogated, she admits to lying about being a medium, but denies committing murder. A PC can determine that Dehliana is lying with a successful DC 20 Perception check to Sense Motive. In Subtier 5–6, increase the DC to 22. Regardless of her standing with the PCs, Dehliana maintains her composed demeanor and insists on remaining with the group to help them locate the artifact.

Annavinia's confidence collapses as soon as she's confronted with the unknown, and she's genuinely terrified of the haunting. She flees the common room as soon as she can—sneaking away if she must—to find a secluded room and summon Zirzip, seeking answers. If no one stops her, Annavinia excuses herself immediately following the ghost's pronouncement and returns to her room. If Annavinia is discovered conversing with the imp, or if the PCs accuse her of wrongdoing, she admits the real reason she's here and offers to show the PCs her ancestor's journals as proof. Each time Annavinia and the PCs encounter the supernatural, roll a DC 11 flat check. On a failure, Annavinia panics and runs screaming into

the nearest room, possibly triggering an encounter that could end her life. A PC can calm Annavinia down by succeeding at a DC 16 Diplomacy check or casting a spell such as *calm emotions*. In Subtier 5–6, increase the DC to 18.

Selik acts as a friendly face for the PCs to rely on throughout the adventure and can smooth over social situations if the PCs are struggling. Selik happily plays second fiddle to the PCs unless the group fails to act or make their own decisions, in which case he offers tactical suggestions and encourages the group to press on.

To purge the trading post of the haunting, the PCs must destroy or nullify the artifact that ties Linneus Narikopolus's soul to the trading post. As the PCs explore Devil's Rest, they might uncover evidence of the misdeeds committed within its walls.



NORDVICK FINNEGAN

B1. Common Room

This drafty chamber's walls and floor are built of knotted pine planks. An impressive red brick hearth built into the northern wall welcomes visitors with a roaring fire. A disparate array of trinkets populates the mantelpiece, including a slab of petrified wood, a dull brass candelabra, and a silver bell inside a glass dome. Worn but comfortable oversized chairs surround a small wooden table in an alcove to the northwest. Mounted boars' heads, racks of antlers, and stuffed river fish hang from plaques on the walls of the sitting area, and mismatched rugs cover the floor. To the south, a round, polished mahogany table is set for dinner service.

A battered copper bar top faces the eastern exterior wall near a swinging kitchen door. A row of wobbly stools provide seating at the bar, which appears well stocked with dusty, unlabeled bottles.

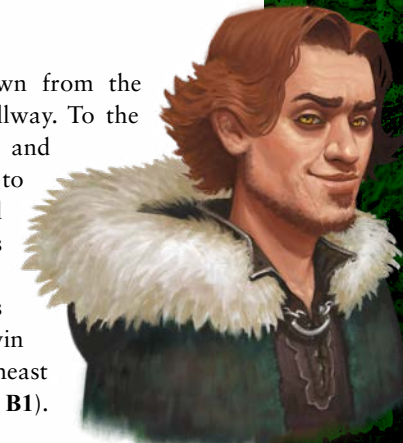
Though several unusual trinkets are displayed on the mantelpiece, only one possesses any significance. Unknown to the group, the dull brass candelabra is the none other than the *Covetous Flame*. The PCs cannot identify it without access to Annavinia's research and the missing pages located in area **B7**, as Linneus's active spirit causes the entire building to radiate magical energy (making the solution more complicated than casting *detect magic*). Once the PCs have access to these documents, they can attempt a DC 18 Arcana or Perception check to match an etching on the candelabra's base to a motif repeated throughout Linneus's journals.

Devil at the Crossroads

In Subtier 5–6, increase the DC to 20. If the PCs struggle to identify the artifact, any surviving NPCs assist them with appropriate skills or spells.

B2. Downstairs Corridor

Taxidermy animal heads leer down from the walls of this wide, rectangular hallway. To the north, two doors lead to area **B4** and the rear yard, which is adjacent to an alcove that contains a spiral staircase. This staircase ascends to the trading post's second floor. A door to the east provides access to the bathhouse (area **B3**), and twin doors to the southwest and southeast lead to the common room (area **B1**). A locked iron door (DC 25 Thievery, four successes to Pick a Lock) guards the narrow stairwell that descends into the building's root cellar (area **B13**) and can be opened by Nordvick's key.



SELIK FARHEAVEN

B3. Bathhouse

Moderate

The trickle of water echoes through the steamy air as water drips from a copper faucet into a porcelain tub. Candles burnt down to waxy pools cast eerie shadows on the tiles. A word appears on the fogged mirror opposite the tub as though traced by an unseen hand, spelled out deliberately: G-U-I-L-T-Y.

The bathhouse's floor and walls are constructed of porcelain tiles. A luxurious claw-foot tub positioned beneath a dripping wall pipe to the north is in danger of overflowing. In addition to the tub, a wash basin and standing oval mirror have been readied for guests. Waning candles provide dim illumination throughout the room.

Investigating the Corpse: The corpse of an unfortunate housekeeper lies crumpled at the center of the room, clutching a straight razor in her lifeless hand. She entered the bathhouse to investigate the sound of running water and fell victim to the ongoing haunting; though she tried to defend herself with the razor, the ghost easily overpowered her. A PC who succeeds at a DC 16 Medicine check determines that her cause of death was drowning. She carries a ring of housekeeper's keys that open each of the rooms upstairs (**B8–B12**), which a PC can find with a successful DC 18 Perception check (DC 20 in Subtier 5–6).

Hazard: Linneus Narikopolus's presence takes direct and hostile action against anyone who ventures into the bathhouse, attempting to supernaturally drown them in

SUSPENSE AND PACING

While the PCs' decisions should determine the direction and set the pace of this adventure, it's possible that a group of PCs might decide to forego exploration entirely by hunkering down in a secure room to wait out the haunting. If for any reason the PCs refrain from investigating, one by one the NPCs leave to investigate on their own—with fatal consequences. Annavinia departs first and succumbs to the poltergeist in the upstairs hallway, followed by Selik, who attempts to rescue her after hearing her screams. Nordvick is third to strike out on his own and meets an untimely end when Linneus shoves him down the stairs leading to the root cellar.

Dehliana is the last to leave and manages to survive as Linneus senses that her desire to use the *Covetous Flame* overrides any threat she poses to him. Without the PCs, Dehliana locates the artifact just before dawn and uses it to make her ill-fated wish.

Linneus's spirit is a constant adversary as the PCs search for answers, and the GM should accordingly create an atmosphere of tension to emphasize this fact. For example, if the party consistently stays grouped when exploring rooms, Linneus slams the door to isolate one or two PCs or NPCs in a room for a few rounds. To prevent the players from getting "stuck" in one phase of the adventure or avoiding certain areas, Linneus's spirit attempts to lure the PCs into or away from a chamber by making sounds, hurling objects at the PCs, shoving items off shelves, or shaking the building's foundations.

If the PCs' investigation stalls and they need a hint for how to proceed, Selik suggests investigating a different part of the trading post or combing over a previously explored room for anything the group missed. If needed, Selik can assist with skill checks made during the investigation phase of this adventure (see Sidebar: Portraying Selik for more information).

the various containers of water. The haunt also rouses several of Linneus's pet serpents that took up residence in the drainage system once their owner vanished. These serpents slither from the drain as soon as the haunt is triggered. The malicious effects of the haunt persist for 1 minute unless the PCs manage to disable it.

Devil at the Crossroads

SUBTIER 3-4

MURDEROUS BATHHOUSE

HAZARD 5

Page 20

BALL PYTHON

CREATURE 1

Page 20; art on page 34

SUBTIER 5-6

MURDEROUS BATHHOUSE

HAZARD 7

Page 25

BALL PYTHON

CREATURE 1

Page 25; art on page 34

GIANT VIPER

CREATURE 2

Page 25

B4. Pantry

A simple, well-stocked pantry is crammed with sacks of flour and barrels of fruits and pickled vegetables. Thick ropes of sausage links hang from brass hooks on the walls. This windowless room is completely dark.

PCs Searching the pantry who succeed at a DC 16 check to Seek for clues notice unusual tracks on the floor near a torn sack of flour. PCs observing the tracks who succeed at a DC 18 Religion check, identifies the tracks as those of an imp.

B5. Kitchen

This small kitchen's central focus is an ancient woodstove abutted by a granite block stacked with dirty plates and half of a carved boar. A copper washbasin in the kitchen's northwestern corner brims with murky, tepid water.

Hazard: Anyone who enters the kitchen initially perceives an illusion of rotten food crawling with maggots (DC 16 Will save to disbelieve). On a failure, a creature is sickened for 1 hour or until they recover normally. Once a creature enters the kitchen, plates and other cutlery begin to shake and rattle. The items launch at any creature who tries to grasp them; these are ranged attacks with a +12 attack bonus and that deal 1d6 bludgeoning damage on a hit. Linneus's malevolent will haunts the kitchen and continues to cause any plate or piece of cutlery that a creature interacts with to attempt to injure that creature until the PCs either destroy or contain the artifact.

Reward: The pantry contains a tin of rare spices (worth 4 gp) and a week's worth of rations. These valuables represent 1 Treasure Bundle.

B6. Upstairs Corridor

Moderate

This shadowy corridor winds its way throughout the trading post's upper level. Framed paintings on the walls and worn marble statues transform the hallway into an art gallery, though the area is shrouded in darkness, making it difficult to view the eclectic collection. Wooden doors line the hallway, leading to private quarters (areas **B8-B10** and **B12**). To the south, the hallway ends in a set of double doors left ominously ajar.

Creatures: The entity that was once Linneus Narikopolus observes the PCs' activities, taking advantage of the near omniscience granted to him within his trading post. Once Linneus confirms that the PCs are actively searching the building for his precious artifact, he concentrates a part of his spirit in this corridor. This manifestation functions as a poltergeist (two poltergeists in Subtier 5-6). Linneus's projection materializes in front of the doorway to area **B7** and initially remains invisible, stalking the PCs and attacking randomly chosen targets with a telekinetic object each round. Linneus harasses the PCs until they progress in their investigation by either discovering the missing research pages or entering Nordvick's chamber. At this point, the manifestation uses its Frighten ability, then engages the group in direct combat, activating its Telekinetic Storm ability whenever possible.

SUBTIER 3-4

POLTERGEIST

CREATURE 5

Page 21

SUBTIER 5-6

POLTERGEISTS (2)

CREATURE 5

Page 26

Reward: The poltergeist's collection of objects clatters to the floor, including a few pieces of polished silverware (worth 5 gp), a jewel-studded letter opener (worth 15 gp), and a platinum pocket watch (worth 20 gp). These valuables represent 3 Treasure Bundles.

B7. Upstairs Lounge

This spacious chamber once served as Linneus Narikopolus's private retiring room but was repurposed over the decades following his transition to immortality as an upstairs common area for overnight guests. The room's fading grandeur is accentuated by marble statues, mahogany bookcases, and framed paintings. A door to the east of the fireplace provides access to the final guest room, area **B11**.

Devil at the Crossroads

Special: One piece of art stands out among the dozens of still life and landscape paintings adorning the walls of the lounge and its adjoining corridor. This portrait's eerily vibrant colors depict a middle-aged human man with sallow skin, high cheekbones, an angular nose, and green eyes. His chestnut hair is neatly pulled back, and he wears rich clothing in an antiquated style. The resemblance between the portrait's subject and Annavinia is striking and undeniable. A PC who succeeds at a DC 18 check to Seek for clues (DC 20 in Subtier 5–6) glimpses a piece of parchment behind the frame. If the PCs remove the painting from the wall, they discover the missing pages from Linneus's research folded and neatly tucked into its frame. The entry is written in a patois of Infernal and Common that makes analysis difficult. PCs who succeed at a DC 20 Society (expert) check to Decipher Writing can translate the text. In Subtier 5–6, increase the DC to 22. PCs who speak Infernal gain a +3 competence bonus on this check.

Annavinia's years of studying her ancestor's writings allow her to easily interpret the document. These missing pages detail a ritual capable of destroying the artifact Linneus created: the candelabra must be lit, then extinguished using three drops of blood from a member of the Narikopolus bloodline. This ritual must be performed during the new moon in the hour before dawn.

Reward: If the PCs search the lounge for valuables and succeed at a relevant DC 18 Crafting or Society skill check, they locate a gilt and pearl inlaid cigar box (worth 8 gp) and several miniature art objects (worth 20 gp). These valuables represent 1 Treasure Bundle.

B8–B10. Guest Quarters

These three nearly identical rooms are each furnished with sturdy wooden chests for personal belongings, a porcelain wash basin and mirror, and a feather bed piled high with threadbare quilts. The inhabited guest rooms are detailed below. Each guest room is locked by its respective guest (DC 25 Thievery, four successes to disable), who has the key needed to open it, though the housekeeper's keys from area B3 can also open these doors.

Annavinia's Quarters: Annavinia stowed her cumulative research, including her personal diary, Linneus's incomplete notes, and several blood samples from herself and other members of her family, inside the chest in area B8. Annavinia's diary chronicles her obsessive research into a fabled wish-granting artifact created by one of her ancestors. The diary's most recent entries detail her negotiations with the post's resident imp, her long-dead ancestor's familiar, who Annavinia believes can help her locate the missing pieces of research. The accompanying

documents are far older. These brittle sheaves of parchment are bound together by strings of leather and contain text written in a patois of Infernal and Common. A PC can Decipher the Writing with a successful DC 20 Society check (DC 22 in Subtier 5–6). PCs who speak Infernal get a +3 circumstance bonus on this check. The documents are a mixture of memos, theological commentary, and magic formulas. If Annavinia is deceased and unable to enlighten the PCs when these documents are discovered, a PC can spend 1d4 hours studying the texts to glean a basic understanding of their contents. If the PCs analyze the text, they learn that Linneus Narikopolus was an Asmodean cleric who spent years creating an artifact that could grant wishes. The artifact's appearance isn't detailed in these notes and is simply referred to as the *Covetous Flame*. A specific arcane sigil traced in the margins appears countless times throughout this text; PCs can match this symbol with an identical etching on the candelabra in area B1 to correctly identify the artifact.

Dehlina's Quarters: If the PCs search area B9 with a successful DC 18 Perception check, they discover a loose floorboard near the foot of the bed that conceals a cramped crawl space. Inside, Dehlina stashed items that represent evidence of her guilt: the bloody dagger she used to murder Kellvan, the white Razmiran mask she wore to conceal her face during the act, and payment collected from the villagers she defrauded (see Reward). A PC who succeeds at a DC 18 Religion check identifies the mask's association with Razmir. In Subtier 5–6, increase these DCs by 2.

Reward: The concealed crawl space in Dehlina's room contains a *type 1 bag of holding* (*type 2 bag of holding* in Subtier 5–6). The bag contains a collection of baubles and coins worth 50 gp. These valuables represent 2 Treasure Bundles.

B11. Kellvan's Room

This run-down suite contains a four-post bed, a mahogany chest of drawers, and an iron woodstove filled with smoldering coals. The bedclothes are undisturbed, and a metal tray containing a portion of the evening's meal languishes untouched outside the room. The suite's only signs of habitation are a pair of muddy riding boots discarded near the door and a greatcoat draped over a bedpost. The room is unlocked.

Special: The PCs discover Kellvan's unfortunate fate if they search the area. The inspector lies face-down on the floor near his bed, his throat cut. Dehlina murdered Kellvan before dinner, rightly believing he came to investigate her crimes. She planned to distract the other guests with her séance and return to dispose of the body later. The warrant in Kellvan's pocket, though vague,

Devil at the Crossroads

might interest the PCs. This wax-sealed scroll states that Kellvan has the authority to search the trading post for evidence related to unsolved—and unspecified—crimes. Nordvick believes that Kellvan was investigating the disappearances he's partly responsible for and becomes even more paranoid if the PCs read the warrant. Annavinia is convinced that the ghost killed Kellvan. Dehlana carefully observes Nordvick's erratic behavior and comments that he looks like he has something to hide. Selik trusts the Pathfinder Society and agrees with any assessments made by the PCs, though he argues against resorting to further violence.

Reward: The pair of boots is of fine make, with a leaf and acorn motif. In Subtier 5–6, they are a pair of *boots of elvenkind*. This represents 1 Treasure Bundle.

B12. Nordvick's Quarters

This closet-like chamber contains a cot and a wooden writing desk stacked with papers and a leather-bound book. The stone chimney column built into the eastern wall provides pleasant, radiant warmth. Nordvick guards his personal living quarters very carefully. He's sure that allowing the others to enter will expose his guilt, and he unwittingly makes his situation worse by stalling and distracting as much as he can.

Upon entering this room, the PCs perceive an illusion created by Linneus: spattered blood on the floor and walls, and a bloodied axe leaning against the doorframe. The NPCs automatically fail their saves against the illusion, and Nordvick (if present) rushes forward to grab the axe and dispose of it. The illusion dissipates as soon as anyone interacts with it. Reduce the DC of any checks to interrogate Nordvick after this discovery by 4.

The ancient ledger on the desk contains written records of the trading post's guests and employees. Some of the names are crossed out; these marked names are victims who died or disappeared after using the *Covetous Flame* to make a wish. Nordvick interprets the ledger's meaning for the PCs if he's already confessed to his alliance with the imp. If Nordvick hasn't confessed, Dehlana triumphantly proclaims this ledger as evidence that Nordvick is the murderer. PCs who succeed at a DC 14 Perception check spot an iron key ring tucked beneath a stack of papers. The skeleton key attached to the ring unlocks the door to area **B13**.

Another piece of the puzzle—likely seen as damning evidence of Nordvick's guilt without context—is a burlap sack tied with twine and garlands of dried herbs shoved beneath Nordvick's cot (DC 16 Perception to notice). The sack contains the skeleton of the post's previous groundskeeper, an elderly man who succumbed to the

Covetous Flame 12 years ago. Nordvick's first task as Zirzip's accomplice was to dispose of the unfortunate man's corpse. Nordvick originally buried the former groundskeeper in the garden, and he was plagued by dreams of animals unearthing the man's corpse for years. When he heard rumors that an inspector planned to visit Devil's Rest several days ago, Nordvick relocated the remains to a spot where he could better guard them from discovery. Though the remains are spoiled by over a decade of decay, a PC notices the lack of damage to the body from violent trauma and determines that the deceased likely died of natural causes with a successful DC 18 Medicine check. Increase the DC to 20 in Subtier 5–6.

B13. Root Cellar

Beyond a locked iron door (DC 24 Thievery to Pick the Lock), decrepit wooden stairs that creak with every footfall descend into a dank root cellar with a packed dirt floor. Copper pipes emerge from a stone well to the southeast and disappear into the ceiling above. A rusty shovel lies near the foot of the stairwell.

If the PCs search the cellar and succeed at a DC 20 Perception check, they discover a 5-foot patch of dirt in the center of the basement that feels soft underfoot. Buried 3 feet beneath it is a small chest of lacquered cedar lined with layers of brass. The metals are the remains of Linneus's previous attempts at creating the *Covetous Flame*; as such, the chest is capable of blocking off the artifact's energies. Once sealed inside the box, any ongoing effects created by the artifact are nullified. A PC who succeeds at a DC 20 Arcana check can identify the insulating properties of the chest. In Subtier 5–6, increase this DC to 22.

Creatures: The PCs and any surviving NPCs who accompany them aren't alone in the root cellar. Zirzip watches invisibly from the cobweb-strewn beams above. After the PCs unearth the chest or spend a few minutes fruitlessly searching the area, he reveals himself with a smirk and a dramatic slow clap. The imp was chained to the trading post when his master used the *Covetous Flame* to attain immortality. Since Linneus can't die, Zirzip remains bound to his contract but has no hope of delivering his master's soul to damnation. Zirzip has grown to resent Linneus and would love nothing more than for an outsider to destroy the artifact and release Linneus's soul to hell.

Zirzip is disarmingly friendly toward the PCs, though he can't quite hide his cruel sense of humor and amusement at others' misfortunes. He explains that he's been watching the PCs all day—first disguised as one of the boars that attacked them, then as a hidden audience

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within the trading post—and asks for a favor. He doesn't deny any of his wrongdoings, such as coercing Nordvick into his service or tempting mortals to use the cursed device. He explains that each of these regrettable steps was necessary to attain his freedom.

If the PCs are willing to work with Zirzip, he agrees to help them purify the trading post of Linneus's spirit. Zirzip's contract forbids him from providing explicit information about how to destroy or seal the artifact; in true Asmodean fashion, however, he uses clever phrasing and leading questions to guide the PCs to the solution. He can lead the PCs to any clues or items they missed, as well as providing relevant information from this scenario's background. If the PCs refuse to ally with Zirzip, he shrugs and taunts: "Suit yourselves, mortals. At least watching your antics is entertaining. Call for me if you change your mind." With that, he casts *invisibility* on himself and departs.

C. THE LIT FLAME SEVERE

The PCs can learn how to destroy the artifact by locating the missing pages of Linneus's research and cross-referencing them with the texts in Annavinia's room. The destruction ritual must be conducted on the night of the new moon. A PC can succeed at a DC 10 Occultism or Survival check to determine that tonight is the first of the new moon, making it a perfect time to attempt the ritual. If the PCs succeed at a DC 18 Diplomacy check (DC 20 in Subtier 5–6), they convince Annavinia to participate in the destruction ritual. The GM should grant up to a +2 circumstance bonus to this check to represent exemplary roleplay or convincing arguments made by the PCs. If the PCs fail to convince Annavinia to perform the ritual, she gives the PCs one of the vials of blood from her research materials to conduct the ritual with, then boards herself in her room (if Annavinia has died and the PCs are not aware of the vials in her room, Zirzip can direct the PCs towards them). While the ritual will work with just a blood sample, the lack of a willing member of the Narikopolus bloodline will have consequences later (see Encounter C in the relevant appendix).

As soon as the PCs begin the destruction ritual, place the artifact in its chest, or attempt to wish upon the artifact, a few events occur simultaneously. Dehliana (if not already present) bursts into the room and screams an ill-conceived wish to command divine power; if she perished earlier, she staggers into the room, revealing that Linneus's spirit has been keeping her just barely alive until this time to ensure she can make a wish. The candelabra's three tapers ignite into black flames as the artifact grants her wish—even if other characters

attempt to make wishes, the artifact senses hers is the one most aligned with Linneus's will. Dehliana merges with the spirit of the immortal cleric, becoming his physical body. Their shared body warps into a 7-foot-tall infernal monster with black, feathery wings, gnarled horns, and cloven hooves. The entity's facial features resemble an amalgam of Dehliana and Linneus, and they speak in a resonant, multitoned voice. Their united consciousness use this new form to attack the PCs.

Before combat begins, read the following text to set the scene.

Dehliana's triumphant laughter rings through the air as a violent earthquake wracks the trading post, sending objects clattering to the floor as a rapidly expanding chasm rips the building in half.

The room's familiar furnishings seem to melt and disappear into the fracture, replaced by rising walls of warped stone. A massive stone dais crowned with a flaming pentagram towers where the fireplace once stood. Enlarged human skulls sprout like a ring of macabre flowers around the podium, and the wails of the damned echo in an unearthly choir.

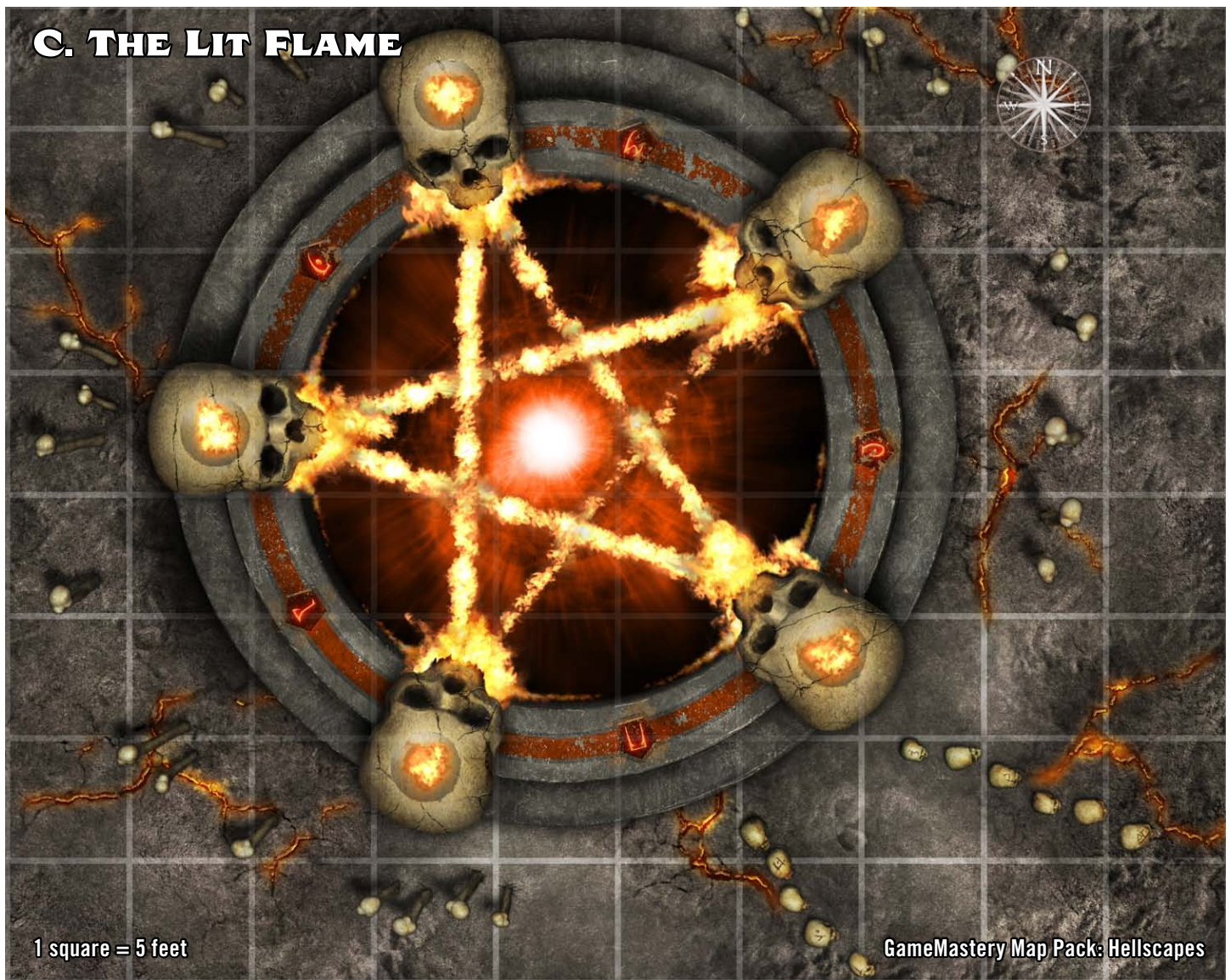
A transcendent being of hooves and feathered wings surveys their domain from atop this throne. They produce a fire-wreathed mace from their outstretched hand and speak in a polyphonic voice: "Behold our ascension and despair!"

Creatures: As a fusion of Dehliana's and Linneus's souls, the ascendant commands an array of supernatural and magical abilities. On their first round of manifestation, the ascendant raises their mace and intones: "For our first act as a living god, we shall perform a resurrection!" The ascendant summons the shuffling corpses of Kellvan, the housekeeper, and any other NPCs or PCs who died during the haunting, who enter the common room and kneel to praise the ascendant. During the following rounds, the ascendant casts *paranoia* on a martial PC, then casts *silence* on a PC who uses magic. If PCs climb or fly to the ascendant's throne, the ascendant attempts to push them back using their Furious Wings. While the zombies provide a buffer between the ascendant and the PCs, the ascendant casts spells such as *fear* and *paralyze* or attacks with their weapons. Once the zombies fall or the ascendant is reduced to less than half their Hit Points (whichever comes first), the ascendant unleashes powerful and destructive spells against the PCs.

Hazard: Dehliana's wish transforms the trading post into an infernal throne room fit for an ascending deity. The vaulted ceiling soars to a height of 50 feet above a plateau of craggy gray stone. In the center of the chamber,

Devil at the Crossroads

C. THE LIT FLAME



a fiery pentagram blazes between five sculptures of human skulls within a raised, circular dais. The dais is 20 feet high and requires a DC 16 Athletics check to Climb. The ascendant stands at the center of the pentagram atop the dais. To engage the ascendant in melee combat, a PC must scale the dais, fly, or levitate into range.

Special: Dehliana's mortal body can't contain the powerful entity that animates it, and at the beginning of the eighth round of combat, her physical form disintegrates with a resounding scream. Linneus's essence diffuses back into the trading post, spent but not destroyed. Any remaining zombies or other effects created by the ascendant immediately dissipate. Linneus can only truly die if the *Covetous Flame* is destroyed or nullified, but the energy expended by this final

manifestation renders him unable to act again until the following night.

If the PCs defeat or outlast the combined consciousness of Dehliana and Linneus, they gain enough time to complete the ritual or seal the artifact without further complications. As soon as the object is destroyed or contained, the trading post begins to crumble. PCs who succeed at a DC 18 Acrobatics, Athletics, or Survival check escape the building before it collapses and avoid taking any damage. On a failure, the PC takes 3d6 points of bludgeoning damage. On a critical failure, the PC takes 8d6 points of bludgeoning damage and is buried beneath the rubble. On a critical success, a PC can bring one willing creature with them to safety. In Subtier 5–6, increase these DCs by 2.

Devil at the Crossroads

SUBTIER 3-4

THE ASCENDANT

Page 23

CREATURE 6

SUBTIER 5-6

THE ASCENDANT

Page 27

CREATURE 8

CONCLUSION

As the sun rises over the ruins of Devil's Rest, the survivors gather to take stock of their injuries and mourn their losses. PCs who succeed at a DC 18 Perception check notice a flash of red beating wings against the dawn sky as Zirzip zooms away to enjoy his newfound freedom. Maeri, who passed the night in the stable tending her faithful horses, surveys the destruction with a stoic expression and remarks, "I reckon we'd best head back to Nerosyan." If the PCs invite any of the survivors to share their return journey, the NPCs accept enthusiastically, and Maeri grumbles about overworking her animals. In Nerosyan, the PCs reunite with Venture-Captain Jorsal of Lauterbury to report their findings. Jorsal solemnly listens to the PCs' report and commends them for their resourcefulness.

If the PCs sealed the artifact in its receptacle, Jorsal summons a page to bear the object away for more permanent containment. Jorsal chides the PCs if they forged a deal with Zirzip, citing the grave consequences of such an infernal alliance. Regardless of the methods used, the purification of the haunted crossroads impresses the Farheaven Clan, members of the Vigilant Seal faction, and other groups dedicated to eradicating corruption across Golarion. As word spreads, the Pathfinders' success is certain to inspire new alliances and cow potential enemies.

Primary Objectives

The PCs fulfill their primary objective as long as they endure their night at the trading post and ensure that Selik survives. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

The PCs fulfill their secondary objective if they complete at least 2 of the following 3 objectives: solve Kellvan's murder, ensure that Nordvick survives the night, or ensure that Annavinia survives the night.

Faction Notes

If the PCs destroy or contain the *Covetous Flame* without making a bargain with Zirzip, they gain 1 additional Reputation with the Vigilant Seal faction.

Devil at the Crossroads

APPENDIX 1: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text. Some encounters require adding creatures to scale for different party sizes. The appendixes for these encounters have the alternative creatures marked “(0)” to indicate that they should not be added to the encounter unless specified. These additional creatures are not listed with the abbreviated stat blocks in each encounter in the main body of the scenario, as the base encounters are designed for four players. Follow the instructions in the Scaling Encounter sidebars in the appendixes to select the appropriate creatures.

A. The Lonesome Road Moderate

Each boar fights until it is reduced to 5 HP, at which point the gravely injured animal attempts to flee into the safety of the forest. If Kellvan is present, he supports the PCs in combat by shooting the boars with his hand crossbow.

BOARS (3)

CREATURE 2

N **MEDIUM** **ANIMAL**


Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +8, Survival +8

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


AC 18; **Fort** +10, **Ref** +5, **Will** +8

HP 30

Ferocity 

Speed 40 feet

Melee  tusk +10, **Damage** 2d6+4 piercing

Boar Charge  The boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

8+ Challenge Points: For every 2 Challenge Points the party has over 8, apply the elite adjustment to one boar.

Devil at the Crossroads

B3. Bathroom

Moderate

As soon as a creature opens the door, the haunt uses its Isolate Victim reaction to pull that creature into the bathroom, beginning the encounter. The serpents enter from a drain underneath the bathtub.

MURDEROUS BATHHOUSE

HAZARD 4

UNIQUE COMPLEX HAUNT

Stealth DC 22 (trained)

Description Linneus's grudge manifests as a haunt that isolates creatures in the bathroom and attempts to psychically drown them in one of three containers of water: the sink, the bath, or the wash bucket.

Disable DC 22 Religion (expert) to exorcise the spirit from one of the containers of water, or DC 23 Athletics or Thievery (trained) to overpower the ghostly force sealing a container and drain it. All three containers must be disabled to disable the entire haunt.

Isolate Victim ➤ **Trigger** A creature opens the door to the haunted chamber; **Effect** The manifestation slams the door shut. The force deals 3d8 bludgeoning damage to any creature in or adjacent to the door's space and pushes them into the room. A creature that succeeds at a DC 22 Reflex save takes no damage and rolls out of the way in a random direction. On a critical success, it can choose the direction. The haunt then rolls initiative.

Routine ➤ One creature within the room must attempt a DC 23 Will save as the haunt attempts to drown them.

Critical Success The creature is unaffected and temporarily immune for 1 minute.

Success The creature is unaffected.

Failure A ghostly version of the creature's face appears in the water of the sink, the bath, or the wash bucket. The creature immediately experiences the sensation of being underwater, and if it can't breathe water, it must begin to hold its breath to avoid suffocation (*Pathfinder Core Rulebook* 478). The haunt can affect only one creature per container remaining in the haunt. If the creature leaves the room, it's immediately freed.

Critical Failure As failure, but the creature immediately loses 1d4 actions' worth of air.

Reset The haunt deactivates and resets after 1 minute.

SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

8+ Challenge Points: For every 2 Challenge Points the party has over 8, add one ball python to the encounter.

BALL PYTHON

CREATURE 1

N MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Athletics +6, Stealth +6, Survival +4

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

AC 16; **Fort** +8, **Ref** +10, **Will** +4

HP 20

Tighten Coils ➤ **Trigger** A creature grabbed or restrained by the ball python attempts to Escape; **Effect** The DC of the Escape check is increased by 2.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ➤ jaws +8, **Damage** 1d8+3 piercing plus Grab

Constrict ➤ 1d8 bludgeoning, DC 17

Wrap in Coils ➤ **Requirement** A Medium or smaller creature is grabbed or restrained in the ball python's jaws; **Effect** The ball python moves the creature into its coils, freeing its jaws to make attacks, then uses Constrict against the creature. The ball python's coils can hold one creature.

Devil at the Crossroads

B6. Upstairs Corridor

Moderate

Linneus's projection materializes in front of the doorway to area **B7** and initially remains invisible, stalking the PCs and attacking a randomly chosen target with a telekinetic object each round. Linneus harasses the PCs until they either discover the missing research pages or enter Nordvick's chamber. At this point, the manifestation uses its Frighten ability, then engages the group in direct combat. All enemies roll Stealth for initiative.

POLTERGEIST

CREATURE 5

LE **MEDIUM** **INCORPOREAL** **SPIRIT** **UNDEAD**

Perception +11; darkvision

Languages Common

Skills Acrobatics +14, Intimidation +15, Stealth +14

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

Site Bound A poltergeist is tied to a location and can't travel more than 120 feet from the place where it was created or formed. Some poltergeists are instead bound to a specific room, building, or similar area.

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 55, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Natural Invisibility A poltergeist is naturally invisible. It becomes visible only when it uses Frighten.

Rejuvenation (necromancy, occult) When a poltergeist is destroyed, it re-forms, fully healed, where it was destroyed after 2d4 days. A poltergeist can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Telekinetic Defense **Trigger** A creature approaches within 10 feet of the poltergeist; **Effect** The poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

Ranged **◆** telekinetic object +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 23, attack +13; **3rd telekinetic maneuver** (at will); **Cantrips (3rd)** *mage hand*

Frighten **◆** (concentrate, emotion, fear, incapacitation, mental) **Requirement** The poltergeist must be invisible; **Effect** The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 21 Will save, becoming frightened 2 on a failure. On a critical failure, it's also fleeing for as long as it's frightened. On a success, the creature is temporarily immune for 1 minute. At the start of its next turn, the poltergeist becomes invisible again.

Telekinetic Storm **◆◆** (concentrate, evocation, occult) The poltergeist telekinetically throws numerous small objects,

SCALING ENCOUNTER B6

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

10–11 Challenge Points: Add two animated brooms to the encounter.

12–13 Challenge Points: Add one animated broom and one animated armor to the encounter.

14–15 Challenge Points: Add two animated armors to the encounter.

16–18 Challenge Points (5+ players): Add two animated brooms and two animated armors to the encounter.

such as dozens of pieces of silverware or books, either spreading them out among multiple foes or directing them at one target.

- When this effect is spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a -2 penalty against each creature within 30 feet. These count as one attack for the poltergeist's multiple attack penalty, and the penalty doesn't increase until after all the attacks.
- When this effect has only one target, the poltergeist makes a telekinetic object Strike against the target, and the damage increases to 3d12. It deals 1d12 damage on a failure, and no damage on a critical failure.

ANIMATED BROOM (0)

CREATURE -1

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

Perception +3; darkvision

Skills Athletics +5

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

AC 16 (14 when broken), construct armor; **Fort** +3, **Ref** +6, **Will** +3

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

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

Speed 15 feet

Melee **◆** bristles +6 (agile, magical, finesse), **Damage** 1d4 bludgeoning plus dust

Dust A creature hit by an animated broom's bristles must succeed at a DC 15 Fortitude save or spend its next action

Devil at the Crossroads

coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature that doesn't breathe is immune to this effect.

ANIMATED ARMOR (0)

CREATURE 2

N **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +6; darkvision

Skills Athletics +9

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

AC 17 (13 when broken), construct armor; **Fort** +10, **Ref** +3, **Will** +4

HP 20; **Hardness** 9; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

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

Speed 20 feet

Melee ♦ glaive +11 (deadly 1d8, forceful, magical, reach 10 feet), **Damage** 1d8+4 slashing

Melee ♦ gauntlet +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

Devil at the Crossroads

C. The Lit Flame

Severe

If the combat with the ascendant was triggered by the PCs attempting the destruction ritual, and the PCs successfully convinced Annavinia to participate in the ritual, her cooperation partially disrupts Linneus's and Dehliana's ascension; in this case, the ascendant takes a -1 circumstance penalty to initiative and begins the encounter with 10 fewer Hit Points.

As combat begins, the ascendant summons the shuffling corpses of the haunting's previous victims. These zombies participate in combat only if scaling the encounter (see sidebar), otherwise they merely kneel in praise of the ascendant. During combat, the ascendant casts paranoia on a martial PC, then casts silence on a PC who uses magic. The ascendant's dais is 20 feet high and requires a DC 16 Athletics check to Climb, and the ascendant will use their Furious Wings to hamper attempts to scale the dais. Though the ascendant prefers to rule from their throne, they will fly in to attack characters with their mace or reposition with dimension door to disrupt the PCs.

At the beginning of the eighth round of combat, the ascendant disintegrates, as Dehliana's body is unable to contain Linneus's power. The room reverts to its original form and any remain zombies or effects immediately dissipate.

THE ASCENDANT

CREATURE 6

UNIQUE LE SMALL DEVIL FIEND

Perception +17; greater darkvision, *true seeing*

Languages Common, Infernal; telepathy 30 feet

Skills Arcana +11, Deception +18, Intimidation +13, Occultism +15, Religion +15, Stealth +11

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

Items mace

AC 24; **Fort** +14, **Ref** +11, **Will** +17; +1 to all saves vs. magic

HP 115; **Immunities** death effects, fire; **Weaknesses** good 5;

Resistances physical 5 (except silver), poison 5

Speed 30 feet, fly 40 feet

Melee ♦ *flaming mace* (shove) +17, **Damage** 1d6+9 bludgeoning plus 1d6 evil and 1d6 fire

Melee ♦ hoof +14 (agile), **Damage** 1d6+8 bludgeoning plus 1d6 evil

Ranged ♦ pinions +14 (range increment 30 feet), **Damage** 1d6+4 piercing plus 1d6 evil

Divine Innate Spells DC 21; **4th** *dimension door* (at will); **3rd** *fear* (×2), *paralyze*; **2nd** *paranoia*, *silence*; **Constant (6th)** *true seeing*

Covetous Flames Any weapon the ascendant holds gains the effects of a *flaming* rune while they hold it.

Furious Wings ♦♦ The ascendant beats their wings in a frenzied motion, creating a powerful blast of wind that disperses fog and gases and blows objects of light Bulk or

SCALING ENCOUNTER C

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

10–11 Challenge Points: Add one plague zombie to the encounter.

12–13 Challenge Points: Add three plague zombies to the encounter.

14–15 Challenge Points: Add five plague zombies to the encounter.

16–18 Challenge Points (5+ players): Add five plague zombies to the encounter and increase each zombie's HP by 10.

less away. All creatures within 20 feet of the ascendant must succeed at a DC 24 Reflex save or be pushed 5 feet away from the ascendant, or 10 feet on a critical failure. A flying creature that fails its save gets a critical failure instead.

PLAGUE ZOMBIES (0)

CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +3; darkvision

Skills Athletics +7

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Jaws ♦ (attack) **Requirement** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage. A creature damaged by the jaws is exposed to zombie rot.

Zombie Rot (disease, necromancy) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

Devil at the Crossroads

APPENDIX 2: SUBTIER 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text. Some encounters require adding creatures to scale for different party sizes. The appendixes for these encounters have the alternative creatures marked “(0)” to indicate that they should not be added to the encounter unless specified. These additional creatures are not listed with the abbreviated stat blocks in each encounter in the main body of the scenario, as the base encounters are designed for four players. Follow the instructions in the Scaling Encounter sidebars in the appendixes to select the appropriate creatures.

A. The Lonesome Road Moderate

Each daeodon fights until it is reduced to 5 HP, at which point the gravely injured animal attempts to flee into the safety of the forest. If Kellvan is present, he supports the PCs in combat by shooting the daeodons with his hand crossbow.

DAEODONS (3)

CREATURE 4

N **LARGE** **ANIMAL**

Perception +12; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +12, Survival +10

Str +6, **Dex** +0, **Con** +3, **Int** -4, **Wis** +2, **Cha** -1

AC 21; **Fort** +13, **Ref** +9, **Will** +10

HP 60

Ferocity 2

Speed 40 feet

Melee ♦ tusk +14, **Damage** 2d8+6 piercing

Daeodon Charge ♦♦ The daeodon Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 19 Reflex save or be knocked prone by the force of the blow.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

16+ Challenge Points: For every 4 Challenge Points the party has over 22, apply the elite adjustment to one daeodon.

Devil at the Crossroads

B3. Bathroom

Moderate

As soon as a creature opens the door, the haunt uses its Isolate Victim reaction to pull that creature into the bathroom, beginning the encounter. The serpents enter from a drain underneath the bathtub.

MURDEROUS BATHHOUSE

HAZARD 6

UNIQUE COMPLEX HAUNT

Stealth DC 25 (trained)

Description Linneus's grudge manifests as a haunt that isolates creatures in the bathroom and attempts to psychically drown them in one of three containers of water: the sink, the bath, or the wash bucket.

Disable DC 25 Religion (expert) to exorcise the spirit from one of the containers of water, or DC 26 Athletics or Thievery (trained) to overpower the ghostly force sealing a container and drain it. All three containers must be disabled to disable the entire haunt.

Isolate Victim ➤ **Trigger** A creature opens the door to the haunted chamber; **Effect** The manifestation slams the door shut. The force deals 3d8 bludgeoning damage to any creature in or adjacent to the door's space and pushes them into the room. A creature that succeeds at a DC 25 Reflex save takes no damage and rolls out of the way in a random direction. On a critical success, they can choose the direction. The haunt then rolls initiative.

Routine (1 actions) One creature within the room must attempt a DC 25 Will save as the haunt attempts to drown them.

Critical Success The creature is unaffected and temporarily immune for 1 minute.

Success The creature is unaffected.

Failure A ghostly version of the creature's face appears in the water of the sink, the bath, or the wash bucket. The creature immediately experiences the sensation of being underwater, and if they cannot breathe water, they must begin to hold their breath to avoid suffocation (*Pathfinder Core Rulebook* 478). The haunt can affect only one creature per container remaining in the haunt. If the creature leaves the room, they are immediately freed.

Critical Failure As failure, but the creature immediately loses 1d4 actions' worth of air.

Reset The haunt deactivates and resets after 1 minute.

SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

16+ Challenge Points: For every 4 Challenge Points the party has over 22, add one giant viper to the encounter.

BALL PYTHON

CREATURE 1

N MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Athletics +6, Stealth +6, Survival +4

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

AC 16; **Fort** +8, **Ref** +10, **Will** +4

HP 20

Tighten Coils ➤ **Trigger** A creature grabbed or restrained by the ball python attempts to Escape. **Effect** The DC of the Escape check is increased by 2.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ➤ jaws +8, **Damage** 1d8+3 piercing plus Grab

Constrict ➤ 1d8 bludgeoning, DC 17

Wrap in Coils ➤ **Requirement** A Medium or smaller creature is grabbed or restrained in the ball python's jaws; **Effect** The ball python moves the creature into its coils, freeing its jaws to make attacks, then uses Constrict against the creature. The ball python's coils can hold one creature.

GIANT VIPER

CREATURE 2

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +9, Athletics +8, Stealth +8, Survival +6

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

AC 19; **Fort** +8, **Ref** +11, **Will** +6

HP 26

Coiled Opportunity ➤ As Attack of Opportunity, but the snake can use this reaction only if it's Coiled.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ➤ fangs +11 (finesse), **Damage** 1d8+3 piercing plus giant viper venom

Coil ➤ The giant viper uses an action to coil itself, increasing its reach with its fangs from 5 to 10 feet. After the giant viper Strikes with its fangs, it becomes uncoiled.

Giant Viper Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and drained 1.

Devil at the Crossroads

B6. Upstairs Corridor

Moderate

Linneus's projections materialize in front of the doorway to area **B7** and initially remain invisible, stalking the PCs and each attacking a randomly chosen target with a telekinetic object each round. Linneus harasses the PCs until they either discover the missing research pages or enter Nordvick's chamber. At this point, the manifestations use their Frighten ability, then engage the group in direct combat. All enemies roll Stealth for initiative.

POLTERGEISTS (2)

CREATURE 5

LE **MEDIUM** **INCORPOREAL** **SPIRIT** **UNDEAD**

Perception +11; darkvision

Languages Common

Skills Acrobatics +14, Intimidation +15, Stealth +14

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

Site Bound A poltergeist is tied to a location and can't travel more than 120 feet from the place where it was created or formed. Some poltergeists are instead bound to a specific room, building, or similar area.

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 55, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Natural Invisibility A poltergeist is naturally invisible. It becomes visible only when it uses Frighten.

Rejuvenation (necromancy, occult) When a poltergeist is destroyed, it re-forms, fully healed, where it was destroyed after 2d4 days. A poltergeist can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Telekinetic Defense **Trigger** A creature approaches within 10 feet of the poltergeist; **Effect** The poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

Ranged **◆** telekinetic object +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 23, attack +13; **3rd** *telekinetic maneuver* (at will); **Cantrips (3rd)** *mage hand*

Frighten **◆** (concentrate, emotion, fear, incapacitation, mental) **Requirement** The poltergeist must be invisible; **Effect** The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 21 Will save, becoming frightened 2 on a failure. On a critical failure, it's also fleeing for as long as it's frightened. On a success, the creature is temporarily immune for 1 minute. At the start of its next turn, the poltergeist becomes invisible again.

SCALING ENCOUNTER B6

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

19–22 Challenge Points: Add one animated statue to the encounter.

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

28–32 Challenge Points: Add one poltergeist and one animated statue to the encounter.

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

Telekinetic Storm **◆◆** (concentrate, evocation, occult) The poltergeist telekinetically throws numerous small objects, such as dozens of pieces of silverware or books, either spreading them out among multiple foes or directing them at one target.

- When this effect is spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a -2 penalty against each creature within 30 feet. These count as one attack for the poltergeist's multiple attack penalty, and the penalty doesn't increase until after all the attacks.
- When this effect has only one target, the poltergeist makes a telekinetic object Strike against the target, and the damage increases to 3d12. It deals 1d12 damage on a failure, and no damage on a critical failure.

ANIMATED STATUES (0)

CREATURE 3

N **MEDIUM** **CONSTRUCT** **EARTH** **MINDLESS**

Perception +9; darkvision

Skills Athletics +11

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

AC 19 (15 when broken), construct armor; **Fort** +12, **Ref** +5, **Will** +5

HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15.

Speed 20 feet

Melee **◆** fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

Devil at the Crossroads

C. The Lit Flame

Severe

If the combat with the ascendant was triggered by the PCs attempting the destruction ritual, and the PCs successfully convinced Annavinia to participate in the ritual, her cooperation partially disrupts Linneus's and Dehliana's ascension; in this case, the ascendant takes a -1 circumstance penalty to initiative and begins the encounter with 15 fewer Hit Points.

As combat begins, the ascendant summons the shuffling corpses of the haunting's previous victims. These zombies participate in combat only if scaling the encounter (see sidebar), otherwise they merely kneel in praise of the ascendant. During combat, the ascendant casts paranoia on a martial PC, then casts silence on a PC who uses magic. The ascendant's dais is 20 feet high and requires a DC 16 Athletics check to Climb, and the ascendant will use their Furious Wings to hamper attempts to scale the dais. Though the ascendant prefers to rule from their throne, they will fly in to attack characters with their mace or reposition with dimension door to disrupt the PCs.

At the beginning of the eighth round of combat, the ascendant disintegrates, as Dehliana's body is unable to contain Linneus's power. The room reverts to its original form and any remain zombies or effects immediately dissipate.

THE ASCENDANT

CREATURE 8

UNIQUE LE MEDIUM DEVIL FIEND

Perception +19; greater darkvision, *true seeing*

Languages Common, Infernal; telepathy 30 feet

Skills Arcana +14, Deception +21, Intimidation +16, Occultism +18, Religion +18, Stealth +14

Str +6, **Dex** +3, **Con** +4, **Int** +5, **Wis** +6, **Cha** +5

Items mace

AC 27; **Fort** +16, **Ref** +13, **Will** +19; +1 to all saves vs. magic

HP 165; **Immunities** death effects, fire; **Weaknesses** good 5;

Resistances physical 7 (except silver), poison 7

Speed 30 feet, fly 40 feet

Melee ♦ *flaming mace* (shove) +20, **Damage** 2d6+9 bludgeoning plus 1d6 evil and 1d6 fire

Melee ♦ hoof +17 (agile), **Damage** 2d6+8 bludgeoning plus 1d6 evil

Ranged ♦ pinions +17 (range increment 30 feet), **Damage** 2d6+4 piercing plus 1d6 evil

Divine Innate Spells DC 23; **4th** *dimension door* (at will); **3rd** *fear* (×2), *paralyze*; **2nd** *paranoia*, *silence*; **Constant (6th)** *true seeing*

Covetous Flames Any weapon the ascendant holds gains the effects of a *flaming* and *striking* rune while they hold it.

Furious Wings ♦♦ The ascendant beats their wings in a frenzied motion, creating a powerful blast of wind that disperses fog and gases, blows objects of light Bulk or less

SCALING ENCOUNTER C

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

19–22 Challenge Points: Add two unkillable zombie brutes to the encounter.

23–27 Challenge Points: Add three unkillable zombie brutes to the encounter.

28–32 Challenge Points: Add five unkillable zombie brutes to the encounter.

33+ Challenge Points: Add six unkillable zombie brutes to the encounter.

away. All creatures within 20 feet of the ascendant must succeed at a DC 23 Reflex save or be pushed 5 feet away from the ascendant, or 10 feet on a critical failure. A flying creature that fails its save gets a critical failure instead.

UNKILLABLE ZOMBIE BRUTES (0)

CREATURE 3

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; darkvision

Skills Athletics +9

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** critical hits 6, positive 10; **Resistances** all damage 3

Speed 25 feet

Melee ♦ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

Devil at the Crossroads

APPENDIX 3: ART



BOAR

Devil at the Crossroads



ANNAVINIA NARIKOPOLUS

Devil at the Crossroads



DEHLIANA VOUGHT

Devil at the Crossroads



KELLVAN

Devil at the Crossroads



NORDVICK FINNEGAN

Devil at the Crossroads



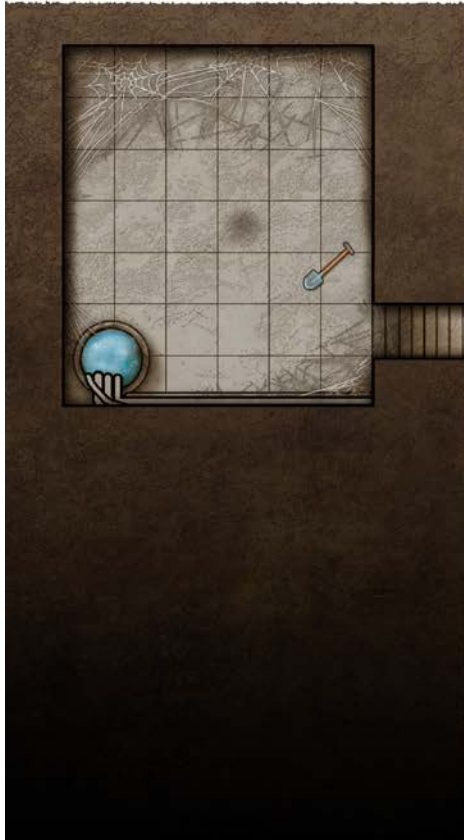
SELIK FARHEAVEN

Devil at the Crossroads



BALL PYTHON

Devil at the Crossroads



Devil at the Crossroads

APPENDIX 4: NPC STATISTICS

NPC STAT BLOCK

CREATURE 4

MEDIUM

HUMAN

HUMANOID

Perception +14

Languages Common

Skills See Adjustments

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

AC 20; **Fort** +8, **Ref** +6, **Will** +11

HP 57

Speed 30 feet

Melee ♦ dagger +13, **Damage** 1d4+4 piercing

Make the following adjustments for each NPC.

ANNAVINIA NARIKOPOLUS

Languages Common, Infernal

Skills Arcana +12, History Lore +10, Religion +8

Arcane Prepared Spells DC 20, attack +13; **2nd** *magic missile, glitterdust*; **1st** *burning hands, command, lock*; **Cantrips** (**2nd**) *daze, detect magic, light, produce flame, sigil*

DEHLIANA VOUGHT

Skills Bluff +12, Diplomacy +10, Occultism +8

Occult Spontaneous Spells DC 20; **2nd** (3 slots) *paranoia, dispel magic, sound burst*; **1st** (4 slots) *soothe, object reading, ventriloquism*; **Cantrips** (**2nd**) *detect magic, ghost sound, mage hand, prestidigitation, read aura*

KELLVAN

Skills Athletics +10, Stealth +9, Survival +12

Attack of Opportunity ⤿

Ranged ♦ hand crossbow +12, **Damage** 1d6 piercing

NORDVICK FINNEGAN

Skills Acrobatics +10, Athletics +12, Survival +8

Attack of Opportunity ⤿

Sneak Attack +1d6

SELIK FARHEAVEN

Perception +13

Skills Diplomacy +7, Medicine +9, Survival +10

Ranged ♦ shortbow +11, **Damage** 1d6 piercing

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APPENDIX 5: HANDOUT

Player Handout 1

Comrades of the Seal,

Prepare yourselves. Tomorrow you travel deep behind enemy lines, as the route to our ally's location will take you dangerously close to the former Worldwound. Rumors and tales warn of deadly beasts infesting the blasted lands around Devil's Rest trading post. Though our own scouts haven't personally verified these reports, I advise you to remember our motto: protect, contain, destroy.

If you encounter any creatures blighted by the Abyss, put them out of their misery at once. Eliminate any source of corruption you discover, if it is within your power. I expect a full report upon your return.

Ardently,

Eando Kline

Devil at the Crossroads

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

Chronicle Sheet

If the PCs fulfill the secondary objective, each PC earns the Convention Hero boon on their Chronicle Sheet.

TREASURE BUNDLES:

- ☐ ☐ Area A, page 5: 2 Treasures Bundles
- ☐ Area B5, page 13: 1 Treasure Bundle
- ☐ ☐ ☐ Area B6, page 13: 3 Treasure Bundles
- ☐ Area B7, page 14: 1 Treasure Bundle
- ☐ ☐ Area B9, page 14: 2 Treasure Bundles
- ☐ Area B9, page 15: 1 Treasure Bundle



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

Devil at the Crossroads

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PAIZO INC.

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson

Director of Game Design • Jason Bulmahn

Managing Developers • Adam Daigle and Amanda Hamon

Organized Play Lead Developer • Linda Zayas-Palmer

Developers • James Case, Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, Michael Sayre, and Jason Tondro

Starfinder Lead Designer • Joe Pasi

Starfinder Senior Developer • John Compton

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Designers • Logan Bonner, Lyz Liddell, and Mark Seifter

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Editors • Leo Glass, Patrick Hurley, Avi Kool, Kieran Newton, and Lu Pellazar

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Pathfinder Society Scenario #1-13: Devil at the Crossroads

Character Chronicle #

Herolab Code

J3F4

A.K.A. _____		- 2		Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

You went to the Devil's Rest to meet a Society contact, but what you found was far stranger. Thankfully, you survived the night trapped in the trading post with a malevolent spirit and a murderer and sealed the infernal artifact that was behind the hauntings, purifying the Devil's Rest and helping to drive back the region's corruption.

Boons

Convention Hero (Advanced): The underlying idea for this scenario came from a creative and enthusiastic audience at an adventure design panel at PaizoCon. You can slot this special boon only while playing a game at a convention. If you do, you begin the adventure with one additional Hero Point.

SUBTIER 3-4

SUBTIER 5-6

REWARDS

Items

Bag of holding (type I) (level 4; 75 gp)

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #