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The Cult of Chysssazos

An Adventure for 4-6 Players of levels 1 to 2

Created for Imarand, The Twin Worlds Campaign Setting

This adventure refers to several other Pathfinder Roleplaying Game products next to the Core Rulebook using the following abbreviations. These books are not needed to play this adventure as they also can be found for free online at paizo.com/prd.

Advanced Player's Guide	APG	Imarand Campaign Setting	ICS
Advanced Class Guide	ACG	Mythic Adventures	MA
Advanced Race Guide	ARG	NPC Codex	NPC
Bestiary 1	B1	Ultimate Combat	UC
Bestiary 2	B2	Ultimate Equipment	UE
Bestiary 3	B3	Ultimate Magic	UM
Bestiary 4	B4	Technology Guide	TG

The Cult of Chysssazos

Backstory

2 years ago the dragon Chysssazos^(ICS) breached to the portal in Mag-Mell leaving devastation and ruin in her wake. Both the cities of Braxris and Mag-Mell were heavily hit by the attack. Soon thereafter small settlements were attacked by either Chysssazos or her cult.

But none of the cities or villages were hit as hard as the Port town of Kho in Whitemere. The port was utterly destroyed by the dragon and leaving behind only ruins. In the 2 years of chaos that it took to organize defenses against the dragon the first group of adventurers are gathered to head out to Whitemere to investigate and give aid in the troubled kingdom.

Call for Heroes

A message goes out over both worlds, heralds across the worlds are calling all adventures to form a new Durnmorn Adventures Guild on Terria, the fight to return the menace of Chysssazos and her cult that follows her path of destruction.

Players are all adventures who took the call and are gathered on the divine square in Meg-Mell. Thousands of adventures took the call and came here. With the locals and guard the place is packed. Some are eager to see the Ulfia royal family other are skeptical and anxious to hear what they will have to say while others are purely there for the gold.

Each player will have its own reason to come to the city and join with the Durnmorn Adventures Guild. After the rally the players will have to sign up to the guild and will be granted a onetime fee of 100 gp, a bed and a meal while they wait for their first assignment.

- *Knowledge (History)/Knowledge (Local) (DC 12)*
The guild is active for years on Terria but it was never very popular.
- *Diplomacy/Knowledge (Local) (DC 15)*
The creation is sponsored by many other guilds, merchants, trade houses and kingdoms. The most visible is the Kingdom of Durnmorn of Ianna.

Lira Ulfia, heir to the Durnmorn throne holds the speech on the divine square in front of all the temples in the city. Lira, a slender young Aasimar with long silvery hair that shines with a bright light as she rallies the people gathered there to take on the dragon Chysssazos.

1 day passes as the players wait on their assignment, once the players receive their assignment they have ½ day to pack and get ready.

- *Knowledge (Geography) (DC 12) on Whitemere, Kho or Orlon.*

3 Ships head out the port town of Kho in the distant kingdom of Whitemere, all players are onboard one of these ships. From the guild the players were given the quest to aid a noble, investigate the cult members, and find out what they know. Any simple purchase can be done in the village of Orlon. Masterwork items at best and general goods, nothing magical.

On the island they are assigned to help a snobby noble Mallor Evenstar (Male Elf Aristocrat 1) with some cultists, the players are the head to an abandoned keep near the coast. The keep stands on this land and he believes that there are cultists holed up in there.

- *Sense Motive (DC 18)*
The Noble isn't honest, he doesn't know for sure there are cultists. He has been spooked by report that creatures lurk around the tower.

Note: if pressured with a Diplomacy or Intimidate (DC 22) he breaks and will tell the group everything he knows and that is was a scheme to get more priority with the guild.1

- *Knowledge (Local) (DC 12)*
Kobolds have been seen around the tower.
- *Knowledge (Dungeoneering) (DC 15)*
Kobolds are rumored to be the foot folk of the Cult.
- *Knowledge (History) (DC 15)*
The tower was once been used a watch tower and light house to guide ships, but I long been fallen in disuse.

The Ruined Keep

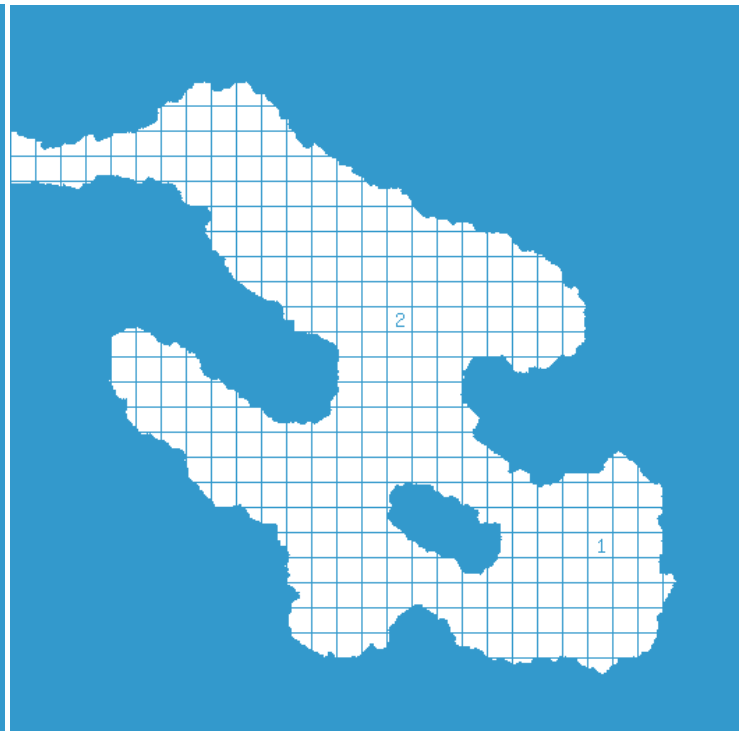
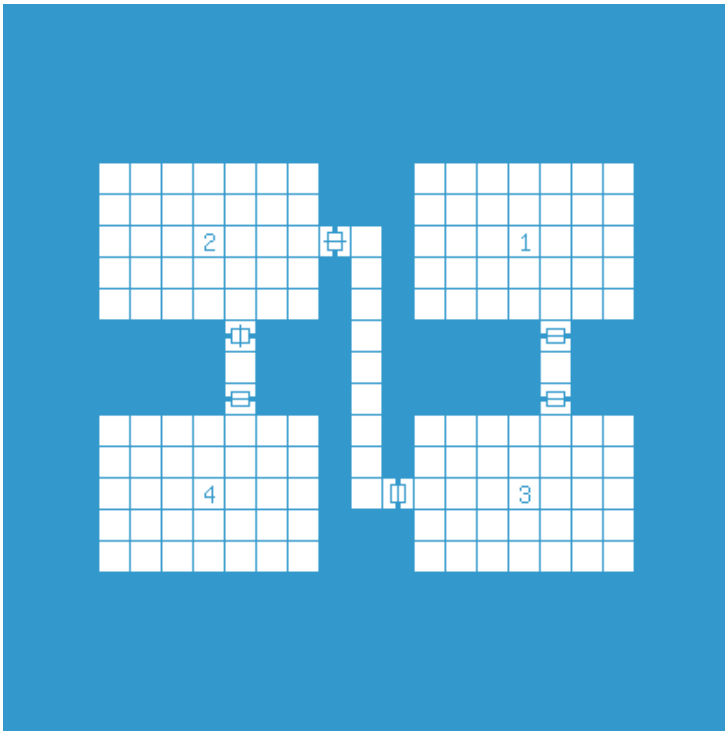
The keep is overrun with vines and is partly collapsed. In the center of the tower is a hole in the grounds with a knotted rope dangling down.

The rope end into the room #1 of the tower's cellars, which ends into a small natural cave in room #4.

- *Survival (DC 15) or Knowledge (Nature) (DC 18)*
Kobold tracks can be found around the tower, moving in and out the hole, all heading towards the beach.

Combat Tactics

- The kobolds will surrender if they have 1 hp left, or only one kobold is remaining.
- The Were-Kobold, will fight to the dead and will not surrender and relying heavily on its damage reduction.
- Razza will bellow though the cave, clearly audible to the party: *"You worthless lizards, can't you do anything right, this is what you bring met pebbles and stones, mere baubles on a piece of string! Get back out there and bring me something that shines!"*
- The bugbear named Razza, will surrender if she has 5 of less hit points over. After that she will try to make a deal with the party. She offers her the gold she carries, her dagger, and some "special" items she has been saving in a hidden chest to let her go.



Arch



Door



Locked



Trapped



Secret



Portcullis

Dungeon Walls

Level 1 - Masonry (Climb DC 20)
Level 2 - Natural Stone (Climb DC 15)

Dungeon Floor

Level 1 - Uneven Flagstone (Balance DC 10 to charge or run)
Level 2 - Hewn Stone (Balance DC 10 to charge or run)

Temperature

Cool

Illumination

Level 1 - Average (shadowy in corridors, torches in most rooms)
Level 2 - Shadowy (phosphorescent fungus or candles every 20 ft.)

Optional Monsters (1d3)

- 1** 6 x Dire Rats^(B1), wandering senselessly
- 2** 1 x Bugbear^(B1), mate of Razza
- 3** 1 x Mythic Skeletal Champion^(MA), wandering senselessly

Level 1 - The catacombs

Room #1 **South Entry**
Locked Stone Door
(Open Lock DC 25, break DC 18; hard 8, 60 hp)

Room Features

The walls have been engraved with incoherent labyrinths, A toppled statue lies in the south side of the room

Room #2 **East Entry**
Trapped and Stuck Stone Door
(break DC 20; hard 8, 60 hp)

Ⓢ Acid Spray: CR 2; Perception DC 22; Disable Device DC 22; Trigger visual (true seeing); Reset none; Effect acid spray (2d6 acid damage, DC 12 Reflex save for half damage)

South Entry

Trapped and Stuck Strong Wooden Door
(break DC 23; hard 5, 20 hp)

Ⓢ One-way Door: CR 2; mechanical; Perception DC 20; Disable Device DC 20

Room Features

A circle of tall stones stands in the north-west corner of the room, Someone has scrawled "Kill them with fire" on the north wall.

Monster

5 x Kobold

Kobold: CR 1/4, XP 100; LE Small humanoid (reptilian); Init +1; Senses darkvision 60 ft.; Perception +5; AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size); hp 5 (1d10); Fort +2, Ref +1, Will -1; Weak light sensitivity; Speed 30 ft.; Melee spear +1 (1d6-1); Ranged sling +3 (1d3-1); Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8; Base Atk +1, CMB -1, CMD 10; SQ crafty

Skills and Feats: Craft (trapmaking) +6, Perception +5, Stealth +5; Skill Focus (Perception)

Treasure: 42 gp, 210 sp, 1100 cp; 2 Silver Daggers (22gp); Masterwork Rapier (320 gp); Oil of Magic Weapon (cr, 50 gp), Potion of Resistance (cr, 25 gp), Scroll of Obscuring Mist (cr, 25 gp); hoard total 548 gp

**Room
#3**

North Entry

Locked Good Wooden Door
(Open Lock DC 25, break DC 18; hard 5, 15 hp)

West Entry

Locked Good Wooden Door
(Open Lock DC 25, break DC 18; hard 5, 15 hp)

Room Features

Part of the west wall has collapsed into the room, Someone has scrawled "It's a trap" on the north wall

**Room
#4**

North Entry

Locked Strong Wooden Door
(Open Lock DC 25, break DC 21; hard 5, 20 hp)

Room Features

A briny odor fills the room, A crushed helm lies in the east side of the room. The West wall is collapsed leading into natural cave lead to the second level.

Monster

1 x Wererat

Wererat: CR 2, XP 600; LE Medium humanoid (reptilian, shapechanger); Init +3; Senses low-light vision, scent; Perception +8; AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural); hp 20 (2d8+8); Fort +3, Ref +6, Will +3; DA evasion; DR 10/silver; Speed 30 ft.; Melee short sword +4 (1d6+2/19-20), bite -1 (1d4+1 plus disease and curse of lycanthropy; DC 15); Ranged light crossbow +4 (1d8/19-20); SA sneak attack +1d6; Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 6; Base Atk +1, CMB +3, CMD 17; SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Skills and Feats: Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7; Dodge, Weapon Finesse

Treasure: 10 gp, 140 sp; Agate (12 gp), Hematite (10 gp), Sard (55 gp); Masterwork Heavy Crossbow (350 gp); 2 x Oil of Bless Weapon (cr, 50 gp); hoard total 551 gp

Level 2 - The caves

Room #2 **West Entry**
Natural passage way leading from the Ruined Keep first level.

Room Features

Spirals of red stones cover the floor, An altar/tomb of evil sits in the south-east corner of the room, guarded by a Mythic Skeletal Champion^(MA). The skeleton doesn't appear unless the players break the tomb open.

Room #1 **Room Features**
A narrow shaft descends from the room into a magical cyst below, A thumping sound can be heard in the north side of the room

Monster

1 x Bugbear, "Lady" Razza

Bugbear: CR 2, XP 600; CE Medium humanoid (goblinoid); Init +1; Senses darkvision 60 ft., scent; Perception +8; AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield); hp 16 (3d8+3); Fort +2, Ref +4, Will +1; Speed 30 ft.; Melee morningstar +5 (1d8+3); Ranged javelin +3 (1d6+3); Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 9; Base Atk +2, CMB +5, CMD 16; SQ stalker Languages Common, Goblin

Skills and Feats: Intimidate +7, Perception +8, Stealth +10; Intimidating Prowess, Skill Focus (Perception)

4x Kobold

Kobold: CR 1/4, XP 100; LE Small humanoid (reptilian); Init +1; Senses darkvision 60 ft.; Perception +5; AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size); hp 5 (1d10); Fort +2, Ref +1, Will -1; Weak light sensitivity; Speed 30 ft.; Melee spear +1 (1d6-1); Ranged sling +3 (1d3-1); Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8; Base Atk +1, CMB -1, CMD 10; SQ crafty

Skills and Feats: Craft (trapmaking) +6, Perception +5, Stealth +5; Skill Focus (Perception)

Treasure: 3 pp, 64 gp, 21 sp, 50 cp; Oil of Bless Weapon (cr, 50 gp), Potion of Enlarge Person (cr, 50 gp), Scroll of Remove Disease (cr, 375 gp); hoard total 571 gp 6 sp

Hidden Treasure

Hidden (Search DC 22) Locked Iron Chest (Open Lock DC 20, break DC 24; hard 8, 30 hp)

Treasure: 6 gp; Masterwork Scale Mail (200 gp); Masterwork Silver Dagger (322gp); Scroll of Gust of Wind (cr, 150 gp), Wand of Magic Missile (cr, CL 3, 22 charges; 990gp); hoard total 1668 gp

Conclusion

If the characters take the deal the whole party shifts 10 points towards chaotic, if they turn her in the whole party shifts 10 points towards lawful. If she dies or is killed nothing happens.

- Chaotic** (-10) : Players take the deal with Razza and set her free.
- Lawful** (+10) : Player capture Razza and turn her over to Numoc.

In the end Razza and her groups were a small thieves guild who raided and stole from the people in Kho. With the village destroyed, they have been busy with looting the remnants of Kho and searching the beaches for valuables. With diminishing return for the looting the group started taking more risks and traveling greater distances to satisfy the need for shinies for "Lady" Razza. And they have nothing to do with the Cult.

Story Handouts

Handout #1:

The Durnmorn Adventuring Guild is calling on all able adventures to come to Mag Mell on the next solstice to aid the world of Terria. The guild is fighting the menace of Chyssazos and the workings of her cult.

Anyone who registers at the guild will be rewarded 100 gold, a meal and a place to sleep until the guild assigns you to a quest to oppose the cult and aid the defense of Terria.

Handout #2:

Boarded on one of the 3 ships that are headed to the kingdom of Whitemere and are part of the relief mission to aid the kingdom in the aftermath of the dragons attack. You are headed for Orlon, a small fishing village that now serves as a harbor since Kho is destroyed.

In the fishing village seek out the local guild contact, a human that goes by the name of Numoc. He will help you find the noble who informed us of cult activities on his lands.

Your mission is simple: aid the noble, investigate the cult members and find out what they know. Any information on the cult will be useful at this point and is to be taken back to Numoc. Your first priority, however, is to check out that tower and stop the cult's actions.

Signed:

Guild Master Karya Selsar
Terria

Treasure Handouts



Alchemical Silver Dagger (22 gp):

Damage: 1d4-1 19–20/x2 10 ft. 1 lb. P or S

Alchemical silver has 10 hit points per inch of thickness and hardness 8.



Alchemical Silver Dagger (22 gp):

Damage: 1d4-1 19–20/x2 10 ft. 1 lb. P or S

Alchemical silver has 10 hit points per inch of thickness and hardness 8.



Oil of Magic Weapon (50 gp)

Rounds: ○○○○○○○○○○

Standard Action: *Magic weapon* gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.



Potion of Resistance (25 gp)

Round: ○○○○○○○○○○

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.



Oil of Bless Weapon (50 gp)

Round: ○○○○○○○○○○

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.



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Scroll of Obscuring Mist (25gp)

Use Magic Device DC 21

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Maps

This small village, now serves a navel port as the port town of Kho is destroyed by the dragon Chyssazos.

