

PATHFINDER

ADVENTURE PATH



CURSE OF THE CRIMSON THRONE

PLAYER HANDOUTS

I know what Gaedren has done to you. He has wronged me as well. I know where he dwells, yet cannot strike at him. Come to my home at 3 Lancel Street at sunset. Others like you will be there. Gaedren must face his fate, and justice must be done.

HANDOUT #1-1

Thank you for coming. I had to step out for a bit, but shall return shortly. Please, have a seat while you wait. The basket under the table contains bread and drink for you.

HANDOUT #1-2

My friends, I hope this note finds you in good health in these dangerous times. In light of the recent unrest, I feel that I could provide some tips on self-defense to adventurers such as you, and would be most gratified to meet with you for these lessons, offered gratis, at Orisini Academy, 16 Hillcrest Street. I eagerly await your arrival.

Vencarlo Orisini

HANDOUT #2-1

Attention!

BY DECREE OF HER ROYAL MAJESTY, THE RADIANT QUEEN ILEOSA, ALL CITIZENS AND MEMBERS OF THE KORVOSAN GUARD ARE TO AID AND ADMIT THE NEWLY ESTABLISHED QUEEN'S PHYSICIANS IN THIS TIME OF URGENCY. THESE ROYAL AGENTS WILL EXTEND HEALING TO THOSE WHO ARE ILL AND ORGANIZE DEFENSE AGAINST THE SPREADING AFFLICTION KNOWN AS "BLOOD VEIL." THEY ARE TO BE ALLOWED ACCESS TO ANY HOME OR BUILDING THEY DEEM NECESSARY IN THE COURSE OF THEIR DUTIES. ALL THOSE SUFFERING FROM DISEASE OR DISORDER ARE TO SUBMIT THEMSELVES TO THE PHYSICIANS FOR TREATMENT.

TO AID IN THE DUTIES OF THE QUEEN'S PHYSICIANS, KNOW THAT THE ORDER OF THE GRAY MAIDENS SHALL ALSO PROVIDE MILITARY SUPPORT AS NEEDED. THE MAIDENS ANSWER DIRECTLY TO THE CRIMSON THRONE, AND WILL BE CALLED UPON AS NECESSARY TO AUGMENT AND STRENGTHEN THE PEACE WHERE CITY GUARDS WILL NOT SUFFICE.

IMPEDING OR DISTRACTING THE QUEEN'S PHYSICIANS OR THE GRAY MAIDENS IN THE PURSUIT OF THEIR DUTIES IS PUNISHABLE BY IMPRISONMENT. IMPERSONATING ONE OF THE QUEEN'S PHYSICIANS OR GRAY MAIDENS IS PUNISHABLE BY DEATH. KNOWINGLY HARBORING OR HIDING THE INFECTED IS PUNISHABLE BY DEATH. PURPOSEFULLY SPREADING BLOOD VEIL IS PUNISHABLE BY TORTURE, THEN DEATH.

THE QUEEN'S PHYSICIANS WILL BE MAKING ROUNDS OF EVERY CITY DISTRICT HENCEFORTH UNTIL HER MAJESTY DEEMS THIS MISFORTUNE HAS ABATED.

HANDOUT #2-2

SKURAK'S TALE

skurak was a great warrior and greater traitor to the sklar-quah. He slew his brother, a man of even greater courage. To the sklar-quah, family is purity-crimes against family are the greatest one can commit. Although skurak claimed the death was an accident that occurred while he and his brother were hunting, others spoke of murder spawned of jealous rage. skurak was declared a tshamek by the sun shaman and cast out. But before skurak left, he said he would be born again and return to his tribe.

This he did.

He went to the killing grounds of great Cindermau the clan-eater. skurak walked up to the beast carrying only his dagger. without fear he dove into the beast's mouth and cut his way out. He returned to the clan and declared he had been reborn, and had left his misdeeds behind in the cleansing fire of Cindermau's belly. The legend says the sun shaman accepted this and skurak's time as a tshamek was spoken of no more.

HANDOUT #4-1

Cinnabar-

Agent Koriantu's reports of your progress in Korvosa paints a very different picture than that you've presented previously to the Crimson Citadel, and we are displeased you have downplayed the facts. In particular, we find the disruptions inflicted on the operation by the adventurers you claimed would be "simple matters to resolve" to be particularly worrisome. If the agents under your command can defeat these adventurers in the Cinderlands as you promise, well and good, but should they continue to act as flies in the ointment, I shall be obliged to relieve you of duty and lead the operation myself. The Blood Mistress is already unhappy with the, shall we say, sloppiness your agents have exhibited to date, and if I am forced to step in to take command of a continually faltering operation, one would hope for your sake that you have not survived this latest mishandling of resources. Any pains inflicted upon you by your simple little adventurers would feel as a lover's tender caress compared to my ministrations.

Trusting you will do what is needed, and may you walk in blood.

-K

HANDOUT #4-2

THE SPIRIT'S SONG

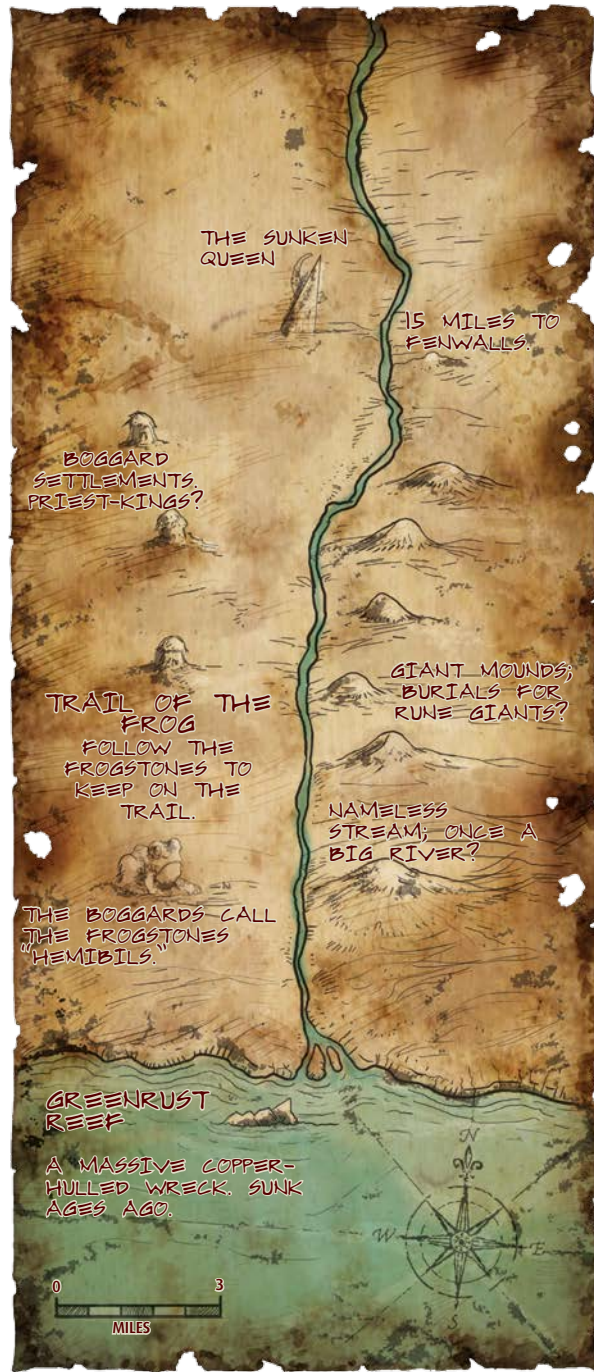
**Fate of steel-Seriththial
Her cage for years sustained.
Four enthralled in lost Scarwall;
Undead to keep her chained.
A spirit first, red war his thirst
Still stands at post of old;
A second foe, infernal soul
Waits high in tower cold.
In kennel's grime, third bides his time
Then vents his killing breath.
And on a stone 'mid ash and bone,
The final dreams of death.
The spirits worn and battle torn
And locked in their damnation,
The chained one's hold at last grows old
And ushers in salvation.
Yet hope remains amid the chains
When blade's stone cage has crumbled,
Friends to dread and death of the dead,
Keys to Kazavon humbled.**

HANDOUT #4-3

Listed here are several issues that need resolution before I'm comfortable revealing to Korvosa that Neolandus still lives. I leave to you the methods for solving these problems.

1. A new "hero of the people" has been fighting rebels in the streets. These rebels are false; they're not my people, and I suspect that this hero, a man named Trifaccia, is false as well. Find out who or what he is.
2. I have it on good authority that the rumors of a black dragon taking nest in Castle Korvosa are legitimate. If the rumors prove true, the dragon must be defeated.
3. The role of castle seneschal is currently held by a bloated wizard named Togomer. If you can defeat him or secure his surrender, we'll avoid a long legal complication over the revelation that Neolandus still lives.
4. Our friend Ishari Dhatri, Abadaran priest and vocal opponent of his church's public endorsement of Ileosa, has vanished. My initial investigations indicate that he was last seen approaching the castle. Perhaps some clues to his fate lie hidden within?
5. Rumor holds that a new group of Red Mantis assassins, along with a more powerful leader, have taken up residence in the castle after you besieged their previous den. If you can find proof that Ileosa is the reason the Red Mantis has come to Korvosa in the first place, this will go a long way toward undermining the queen's position in the city.
6. The Gray Maidens are a menace, and they need to be disbanded. Kordaira's defeat at Longacre dealt them a blow, but the Maidens' commander Sabina Merrin and their chief indoctrinator, a mysterious woman whose identity remains unknown outside of the organization, have likely retreated to the castle. If you can secure the defeat or surrender of these two remaining leaders, the Gray Maidens will lose much of their command structure. It will throw the entire organization into chaos long enough for us to reclaim the streets from them.
7. Rumors of devils involved with the monarchy disturb me as well. If you can find proof that Ileosa is trafficking with devils, or that devils dwell within Castle Korvosa, that should significantly help our case against her in the eyes of the city's government.
8. Ileosa must answer for her crimes. She hasn't been seen publicly recently except for brief appearances on the castle walls. She's in there, somewhere. If we can capture her, a lot of our work will be easier.

HANDOUT #6-1



HANDOUT #6-2

MATERIAL PLANE, being the FOURTH Incarnation of the THIRD Cycle of Mortality, on file in Fallen Fastness 9485784,3728:7845,9888495.

This is a lawful contract between SERMIGNATTO, Lord of the Bloody Quicksands, and NEOSA ARABASTI, honored Queen of the Mortal City of Korvosa.

HEREAFTER shall all agents of SERMIGNATTO be consigned to the rule of NEOSA, such that the following agents of the Nine be bound by her word: MAVROKERAS; the brothers known as YALLOPS; the eringes DECABBARA, EVEANIE, SMISHANI, and VERASIA; and all Imps and Lesser Bodies who report directly to the agents listed above.

IN ADDENDUM shall the eringes heretic ZANZINARIA be BOUND body and mind to NEOSA, forthwith to augment her flesh and spirit against all things vexing and unforeseen until such time as she might wither and die, whereupon such bondage shall be null and void.

In recompense, shall all pending debts held betwixt these agents of the Nine and SERMIGNATTO be declared null and cancelled by SERMIGNATTO in case of NEOSA'S successful commitment to perform the following services on a forfeit basis:

1. Support and preparation for future expansion as deemed necessary and desirable to one whose name shall be found on file in Fallen Fastness 4420,40200:0,88490 upon the Salt Towers of Dis, whose name is struck from this contract yet known by the undersigned to be one whose hand guides these words.

2. Pursuant to her own goals, NEOSA pledges the fundament and development of Korvosa as open ground and fertile soil for infernal use, as recorded by the Infinitium Charters and the Voiceless Vexations of the First-Flensed.

In code 9485784,3728,7845,9888495. Subject to Asmodeus's veto, honor to his name.

Signed in blood and bound by soul—

Neosa Arabasti