

MASKS OF THE LIVING GOD



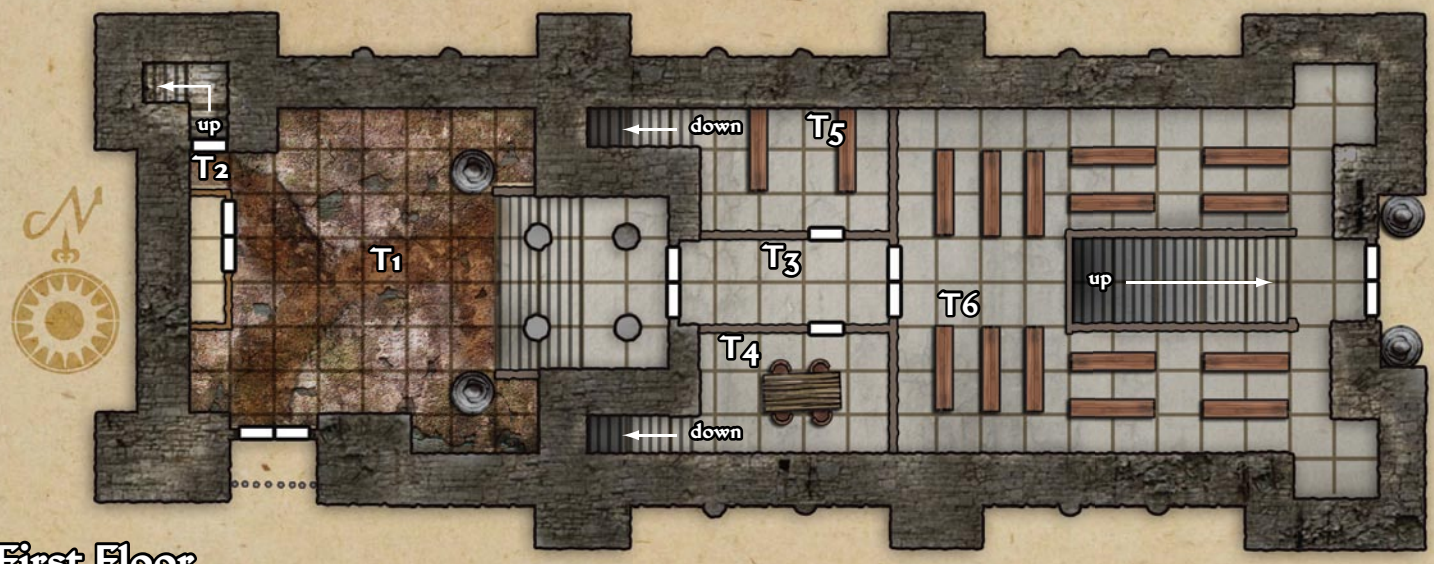
PATHFINDER
MODULE™

By JASON BULMAHN

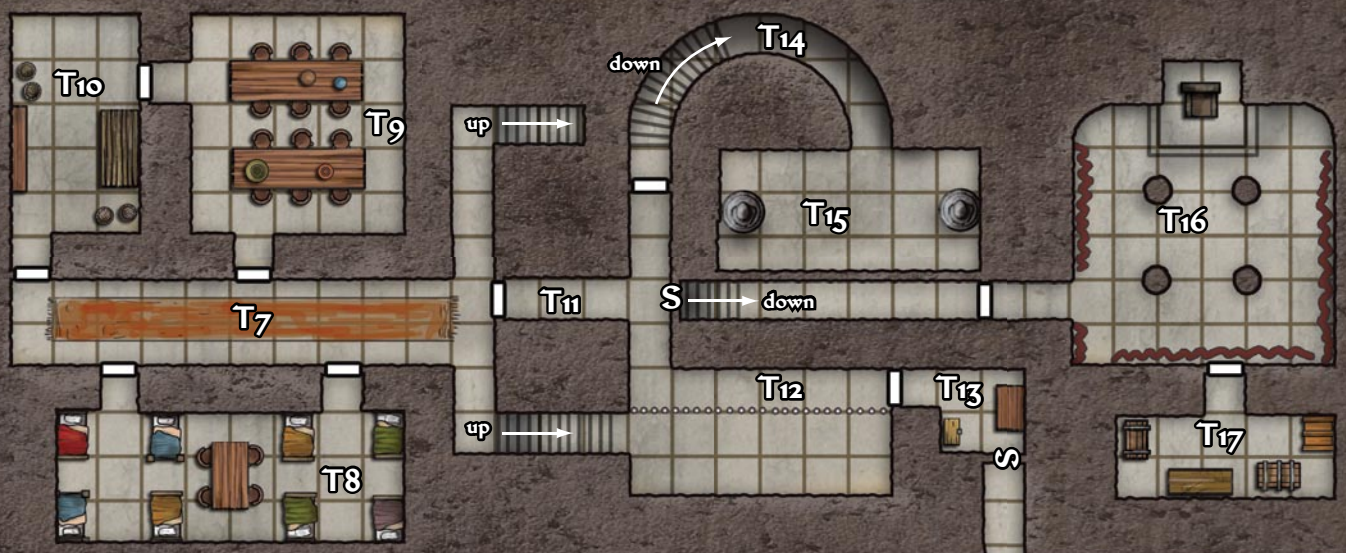
Temple of Razmir



Second Floor



First Floor



Basement



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Masks of the Living God is a Pathfinder Module designed for four 3rd-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder Chronicles campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game.

The OGL can be found on the inside back cover of this product.



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MASKS OF THE LIVING GOD



IN THE HEART OF TAMRAN, CAPITAL OF NIRMATHAS, WHAT STARTED OUT AS A SMALL RELIGIOUS GROUP HAS BURGEONED INTO A THRIVING TEMPLE DEDICATED TO RAZMIR, THE LIVING GOD. RAZMIR'S MASKED PRIESTS FEED THE POOR AND PROTECT THE WEAK FROM CRIMINALS, BUT SECRETLY THEY CONVERT THE POOR INTO ZEALOTS, EXTORT MONEY FROM LOCAL BUSINESSES, AND BRIBE THE LOCAL MILITIA TO LOOK THE OTHER WAY. WITH ENOUGH GOLD, THEIR REACH MIGHT EXTEND INTO THE GOVERNMENT OF NIRMATHAS ITSELF, TURNING THE FLEDGLING DEMOCRACY INTO A THEOCRACY UNDER THE HEEL OF RAZMIR.



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ADVENTURE BACKGROUND

The temple of Razmir is overseen by a small group of cultists, trained in Razmiran for this very purpose. While their aim is to corrupt the local government and increase Razmir's power, they are always on the lookout for opportunities to expand their personal wealth and influence. The temple is led by an elven sorcerer named Iramine (see page 24). Having trained in Razmiran, she was sent to this region to start the temple and undertake a secret mission. Before joining the cult, Iramine was a rather successful adventurer, traveling the world with two other explorers, Kassen and Asar, but the group parted ways after a rather successful adventure that left them all quite wealthy. It was this last adventure that interested the senior priests of Razmir the most, because the trio uncovered a city of hidden riches. While they plundered as much as they could carry, the leader of the group, a man named Kassen, decided it was simply too dangerous to return. In parting, they split the key to the hidden city into three parts, with each one taking a piece. The priests of Razmir tasked Iramine with retrieving the parts of the key so that they might garner the riches in the name of the Living God.

Soon after, Iramine learned that her past associates were both dead, having fought over the pieces of the key some time ago. She quickly put together a group of bandits to head north to the town of Kassen, founded in the name of her past associate using his portion of the treasure. While they met with some trouble, her bandit agents were able to access the tomb of Kassen and retrieve both parts of the key that were buried there. Unfortunately, this defilement stirred the spirit of Asar, her other former companion, who rose as an undead menace. A group of adventurers put down the powerful spirit and are now on their way to Tamran, to track down those that caused the trouble. (These events occur in the Pathfinder Module *Crypt of the Everflame*, though it is not necessary to use that adventure to play in this one.)

Back in Tamran, Iramine received the two pieces of the key and, adding them to her own, has set out to the fabled treasure city to claim it in the name of Razmir. Meanwhile, the cultists left behind continue their plans to take over the city. Their influence is growing quickly, and soon it will be so great that none will dare oppose them.

ADVENTURE SUMMARY

The adventure begins in the town of Kassen, where the heroes, fresh off their previous adventure in *Crypt of the Everflame* (in which the town founder's tomb was looted) are asked by a mysterious member of the Pathfinder Society to travel to Tamran to investigate the purpose of the tomb robbers. The journey there is mostly uneventful, aside from encountering a hungry beast or two along the way.

Upon arriving in Tamran, the PCs must fight their way through a band of skirmishers from the nearby land of Molthune, intent upon causing mischief with those traveling to and from the city. Once inside, the PC meet up with Reginar Lacklan, a Pathfinder who lives in the city. Reginar gives them some basic information about the cult and confirms that a group of them traveled north some time ago and only recently returned, diminished in number. Reginar is concerned about the cult's influence and deeply worried about their ultimate goal. He informs the PCs that, although not the only option, the best way to get inside the temple is to join the clergy.

After spending a bit of time observing the faithful and their "good works," the PCs can attend an indoctrination meeting at the Ranger's Lament, a tavern across the street from the temple. Once inside, the PCs are drugged and taken through a secret tunnel into the temple itself, where they are locked in cells to await their first ceremony. Over the next few days they are slowly brought into the fold, and eventually sent out as acolytes to prove their worth. The tasks assigned to them range from demeaning to criminal, and the PCs will have to find a way to accomplish their missions without getting into too much trouble.

Having completed a number of tasks, they are brought fully into the cult and allowed to roam the first level of the temple. It is here that they can truly begin to understand the inner workings of the cult and even explore some secret chambers below ground, but they find it difficult to obtain any evidence damaging enough to get the government involved. After sneaking out for a meeting with Reginar, they must make a plan to enter the second floor of the temple, where the quarters of the high priest are located, which requires sneaking or fighting their way in. Once on the second floor, the true depravity of the cult becomes evident. The PCs must gather as much evidence as they can before the entire temple is alerted to their treachery. The investigation culminates in the chambers of Iramine, where the PCs learn the whereabouts of the missing key and the leader of the cult.

After a perilous escape, the PCs can take their evidence to Reginar and the town authorities, who promptly raid the temple, imprison or expel the remaining cultists, and tear down the building. From that point forward, the cult of Razmir is forever banned in Tamran.

PART ONE: THE JOURNEY TO TAMRAN

The adventure begins with the PCs in the town of Kassen, on the Nirmathas-Lastwall border. In the previous adventure, the PCs helped save the town from an undead menace that had risen after a group of tomb robbers defiled the burial place of the slain enemies of Kassen. At the end of the adventure, Cygar, a mysterious traveler, asked the PCs if they might help track down these grave

CRYPT OF THE EVERFLAME

Although this adventure is a sequel to *Crypt of the Everflame*, you can run the events of this adventure as a standalone game. In such a case, the players begin in Tamran, with Reginar approaching them to garner some help in discovering the truth behind the growing cult. GMs should add a few encounters with cult members before the adventure begins, perhaps even with the characters being the targets of the cultists' protection schemes. To link this adventure to the final adventure in the series, *City of Golden Death*, without having played *Crypt of the Everflame*, the GM should be sure the PCs are aware of the mysterious mission of Iramine (see room T24) and her other heralds (room T23).

robbers and bring them to justice. Cygar is a member of the Pathfinder Society, a group of individuals who seek out lost treasure and lore. As such, what has been stolen from the crypt worries him. It appears that two parts of a broken amulet were taken, and Cygar suspects that nothing good can come from the theft. This adventure assumes that the PCs have agreed to help Cygar. When the adventure begins, read or paraphrase the following to the players.

A few days have passed since the events at the Crypt of the Everflame and life in the town is beginning to return to normal. The folks are still quite wary of the dark, worried that some overlooked undead fiend might stalk from the crypt.

Cygar, the mysterious Pathfinder, has asked the PCs to meet him by the docks this afternoon, ready for travel to the capital city of Nirmathas. When the PCs arrive, they find him waiting for them, standing in front of a large river barge. He greets them and explains that he has made contact with a friend in Tamran named Reginar who could help. Reginar knows the city well and has been keeping an eye on masked followers of Razmir (whose description matches the masks the PCs found in the crypt). Cygar would like the PCs to travel to Tamran and learn what they can about the tomb robbers and, if possible, recover the amulet fragments so they can be returned to their resting place.

Cygar explains that he has booked passage for the PCs to Tamran on the *Black Mist*, a river barge run by captain Walren. The barge is headed straight for Tamran with a shipment of ingots from Skelt, and Cygar promises that it will make the journey swift and easy. Cygar tells the PCs to find Reginar once they reach Tamran, and he will help them on their mission.

ABOARD THE BLACK MIST

After bidding farewell to Cygar and the town of Kassen, the PCs can board the *Black Mist*. **Captain Walren** (LN male dwarf expert 4) greets them on deck. Though a dwarf—a

rarity among barge captains—Walren truly enjoys his job, even though it has become more dangerous as of late. He is a quiet man, for the most part, prone to whistling as he guides his barge with an expert hand. The *Black Mist* is a rectangular, small-sailed barge, 60 feet long and 20 feet wide. The cabin occupies the back third of the barge, and contains enough cots for the entire party, as well as the captain and his deck hand, a heavily scarred Kellid man who calls himself **Ewem** (N male human commoner 2). Ewem handles the Common tongue poorly, and so refers most questions to the captain. The cabin also has a simple stove and enough provisions to last the entire journey, with the remainder of the barge's hold containing iron ingots bound for the forges in Tamran.

Captain Walren has made this journey many times over the years and is paid adequately for his services. He does not mind the PCs being on board, but he does ask them to help out should any trouble arise. He explains that these days there is more to worry about than the beasts that lurk in Lake Encarthan. Molthuni privateers prowl the waters looking for victims, he explains, along with the accursed faith barges of Razmiran, who force travelers to accept the faith of the Living God, often at the point of a sword. While the captain does not expect too much trouble, he explains that the journey will take about a week and anything could happen during that time.

ENCOUNTERS ON LAKE ENCARTHAN

After 3 days, the barge leaves the Tourondel River and enters Lake Encarthan. The captain keeps the *Black Mist* to within about a mile of shore, avoiding sandbars and rock outcroppings along the way. Steady rain plagues this journey, but fortunately the waters remain mostly calm and they do not endanger the barge.

During the journey, the GM should check for random encounters twice per day and once at night. There is a 20% chance of an encounter occurring. Roll on the following table to determine the nature of any encounter.

d%	Lake Encarthan Encounter	Base CR
01–15	1d6 lacedons (aquatic ghouls, <i>Bestiary</i> 146)	1
16–35	1d3 giant crabs (<i>Bestiary</i> 50)	2
36–50	1d3 electric eels (<i>Bestiary</i> 119)	2
51–70	1d3 crocodiles (<i>Bestiary</i> 51)	2
71–85	1 crab swarm (<i>Bestiary</i> 50)	4
86–100	1 sea hag (<i>Bestiary</i> 243)	4

APPROACHING TAMRAN

After 6 days of travel, Captain Walren announces they are nearing Tamran, and if they push on after dark, they'll be able to reach the city that night. He seems a bit edgy, as he always is when he draws near the city. If the PCs ask about his behavior, he brushes it off,



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explaining that these waters are not safe—which is why he wants to reach the city tonight. While the day is uneventful, that evening privateers working for the country of Molthune attack the barge. Molthune and Nirmathas have been in a quiet war for many years now, and the Molthuni crown has just recently given license to a number of privateers, who amount to little more than pirates who work for the government.

Creatures: About 1 hour after dark, when the lights of Tamran are just visible in the distance, a small sailboat silently glides toward the *Black Mist*. Thick cloud cover blankets the night's faint moonlight, which makes spotting the boat difficult. Anyone on deck, which consists of Ewem and any PC who mentions that he is staying outside in the rain, can make a DC 20 Perception check to notice the boat when it is a minute away. If this fails, a DC 15 Perception check allows them to spot it the round before the boat glides up adjacent to the barge and the privateers board.

MOLTHUNI PRIVATEERS (3)

CR 1

XP 400 each

Male human warrior 3

CE Medium humanoid

Init +1; Senses Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14; (+2 armor, +1 Dex, +2 shield)

hp 16 (3d10)

Fort +3, Ref +2, Will +0

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+2/19–20)

Ranged light crossbow +5 (1d8/19–20)

TACTICS

Before Combat If they are spotted before they reach the boat, the privateers use their crossbows until they manage to board.

During Combat Once on board, the privateers quickly move to kill everyone on the ship.

Morale If the fight is obviously going against them, the surviving privateers attempt to set the barge on fire using their alchemist's fire and escape in their boat.

STATISTICS

Str 14, Dex 13, Con 11, Int 9, Wis 10, Cha 8

Base Atk +3; CMB +5; CMD 16

Feats Deadly Aim, Power Attack, Weapon Focus (light crossbow)

Skills Intimidate +5, Swim +6 (+8 without shield)

Languages Common

Combat Gear alchemist's fire (2), *potion of cure light wounds*;

Other Gear longsword, light crossbow with 20 bolts, leather armor, heavy steel shield

Treasure: The privateers' sailboat requires a crew of three for optimal operation, but can be run clumsily (–5 on Profession [sailor] skill checks) by a single skilled

LAKE ENCOUNTERS

This adventure assumes that the PCs are 3rd level at the start, but that might not be the case. If not, feel free to add additional random encounters on the lake to give them enough XP to reach 3rd. If the group contains 6 or more players, this is not strictly necessary, so long as all of the PCs are 2nd level and on their way to 3rd.

person. The boat is in poor condition (–2 on Profession [sailor] skill checks, maximum speed reduced by half), worth only 500 gp. Cygar recommends that the PCs board her and quickly look around for spoils before putting a few holes in her bottom to sink her and thus prevent other privateers from coming along to claim her. Worried that there might be other raiders nearby, he begs the PCs to be quick. The boat is loaded with mostly worthless remnants from past hauls. A DC 15 Perception check uncovers a small lockbox in the cabin. One of the privateers has the key hanging on his belt; otherwise a DC 20 Disable Device opens the box. Inside is bag containing 13 pp, 28 gp, and 16 sp, the privateers' charter, signed by the Molthuni governor (worth a 500 gp bounty if turned over to the militia in Tamran), and a *feather token* (anchor).

After the battle, the captain puts as much distance as possible between the *Black Mist* and the privateers' vessel. About 2 hours later, the city of Tamran draws near. The captain thanks them for their assistance and suggests that they stay at the Gar's Last Meal, a good, safe establishment down near the water. As the boat draws in, read or paraphrase the following.

In the dark, Tamran glitters with hundreds of tiny lights, emanating from the windows and lamps that dot the city. It has the look of a new town, built primarily of wood, though some older buildings linger here and there, many showing signs of damage from the war with Molthune to the south. Cracked walls and burnt remnants can be seen even from this distance, fresh scars from the long conflict.

PART TWO: INFILTRATING THE TEMPLE

Upon arriving in Tamran, the PCs have a number of options available to them. They can search for their Pathfinder contact, scout out the area around the temple itself, or try to learn more by questioning the locals. Each one of these paths is covered in detail here, as well as the ultimate goal of infiltrating the temple itself.

FINDING A PLACE TO STAY

Per Captain Walren's suggestion, the Gar's Last Meal is a fine inn if you can get past the smell of fish. The innkeeper, **Puglas Tamall** (N male human expert 3), is a grizzled veteran of the lake who asks few questions of

TAMRAN

Allegiance Nirmathas

Small City meritocracy; AL CG

Base GP Value 4,000 gp

Population 9,730

Authority Figures **Weslen Gavirk** (NG male human ranger 11), Forest Marshal; **Mayslen Torgun** (CG male human aristocrat 6), Speaker of the Leaves; **Aromina Yasgon** (NG female half-elf bard 3/aristocrat 4), Speaker of the Heart; **Ollis Tamain** (NG male human fighter 5/ranger 4), Speaker of the Bark

those who stay at his establishment. Rooms at the Gar's Last Meal cost 2 gp per night, and meals (which always contain fish) cost 3 sp apiece.

Puglas lost his arm to a fish 6 years ago, and has mounted the beast that ate it, a giant gar, on the wall above the bar in the taproom. Happy to tell the tale for paying customers, Puglas even answers a few questions afterward (treat this as a DC 10 Diplomacy check to gather information). Puglas knows of the temple of Razmir, but does not trust the strange folk from across the lake. He swears that the faith barges scare away the fish and that no captain should tangle with them on the open water if it can be avoided. Puglas has heard of Reginar and claims that the ranger makes an appearance in the taproom every once in a while, mostly looking for information about this or that. He has not seen him in at least a month, but assures the PCs that Reginar frequents a feast hall called the Forest Bounty, and that they might want to look for him there.

PATHFINDER CONTACT

More than likely, contacting Reginar is the PCs' first task upon arriving in the city, but they need to find him first. Puglas can point them in the right direction, as does a DC 20 Diplomacy check made to gather information in the town. If the PCs spend more than a day looking for the ranger, Reginar hears about their questioning and sends them a note to meet him at the Forest Bounty the next evening.

The Forest Bounty is a large feast hall located on the northern edge of town. It is busy for most of the day and late into the night, serving food and drink to hungry travelers, trappers, rangers, guards, and common folk. When the PCs arrive, a serving maid near the door points to a nearly empty table in the back, at which point you should read or paraphrase the following.

Made from enormous timbers, the Forest Bounty is a long hall, open at both the front and back, filled with wooden tables and benches. Dozens of people gather here, eating, drinking, and laughing. One table of patrons even carries on with a bawdy song that seems to have most of the folk smiling.

Reginar Lacklan (NG male human ranger 6), in fact, sits at the nearly empty table. Informed of the PCs arrival, he has been waiting for them to seek him out, having asked the serving girl to keep an eye out for them and direct them to his table upon their arrival. When the PCs approach the table, read or paraphrase the following.

At the table sits a robust man, wearing green and brown leathers and cloaked in a large bearskin. A longbow rests against the table next to him. He looks up and with a hearty laugh says, "Welcome, friends. I hear that you have been looking for me. I am Reginar Lacklan. Please sit—we have much to discuss." He sweeps out his arms in an inviting gesture as a serving maid places a tray of roast boar and forest vegetables on the table before him.

Reginar lived in Tamran and the surrounding woods for most of his life, but joined up with the Pathfinders—an organization that seeks out lost secrets and treasures—a few years back after uncovering the lost burial site of Emarry Oakheart, a famous historical Nirmathi druid. He has served as the Pathfinders' contact here in the years since.

Reginar can tell the PCs the following about the cult and its temple.

- The cult of Razmir appeared in Tamran about 2 years ago, first as a small band of missionaries. They soon raised the funds to build a temple, which was constructed over a year ago. Their power and influence in the city have grown ever since, and the local guards seem to give them no heed, even going so far as to dismiss any reports of their foul practices. Reginar suspects that the city guards help protect the temple, watching out for thieves and intruders.
- Members of the cult go out frequently to aid the poor and proselytize. Reginar suspects this is just a cover for their more illegal activities, such as thievery, blackmail, and extortion. He has seen them beat a man to within an inch of his life, claiming the humble cobbler stole from the temple, while the city guards merely watched the event and took no action.
- Members of the faith heavily guard the temple itself by day and night. They hold no public services, so the only real way in is to join their religion. Reginar knows that they interview applicants at the Ranger's Lament, a tavern across the street from the temple. If the PCs hope to gain entrance, attending one of these meetings is the best way. The next meeting is scheduled for tomorrow night.
- Reginar knows that a group from the temple left to head up north a few months ago and returned a month later, minus a few of their number. After that group arrived in town, they hurried back to the temple, and he is not sure what happened while they were away. About a week



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ago, another group, this one led by a female cultist in blue robes, left the temple and boarded a boat. He thinks this might be the temple's leader, but he cannot be sure. They have not been seen since.

- Reginar has no idea how many cultists there are. While most wear white robes, some wear gray, and he has seen a few in black. In any case, he cannot get an accurate count because they all look alike, thanks to their masks.
- For the time being, Reginar would like the PCs to get more information. They know too little about the cult to take any overt action, so he suggests they try to infiltrate the temple as prospective members. He advises against any needless risks at this stage. Instead, they should just play along and meet up with Reginar in 1 week to report what they have learned.

Reginar will answer any other questions they might have, if he knows the answer. The fact that he possesses very limited information about the cult motivates his desire to get the PCs inside to learn more.

He stresses that they cannot simply fight their way in, primarily because of the number of cultists and the protection of the local guardsmen. After finishing the meal, he bids them good luck and reminds them to meet back with him at the Forest's Bounty in 1 week.

SCOUTING THE AREA

The temple of Razmir lies near the center of town, surrounded by a number of local businesses and wealthy residences. As such, the city guard presence here is a bit higher than in the outlying areas of town. See Part Four for more information about the temple itself, including its outside appearance.

The temple takes up an entire block; busy streets surround it on all sides, making it difficult to approach without being seen (although during the day the PCs can easily blend in with the crowds). The businesses that surround the temple vary widely, from coopers to cobblers. All of these businesses pay money to the temple for its blessings, and are careful not to speak ill of the temple, as they have no way of knowing if those asking questions are actually out-of-uniform members of the cult. A DC 20 Sense Motive check, however, reveals a hidden disdain from many of the local businessmen. Most of the businessmen readily admit that the temple has done wonders to cut down on thievery, as the cult's members beat those caught stealing and drag them into the temple for rehabilitation (though the people of the city are not aware this is just an act, put on to fool them into accepting the cultists).

Members of the cult leave and enter the temple throughout the day and late into the night, although no set schedule determines their comings and goings. They usually travel in groups numbering around six, with most dressed in white robes, and one or two dressed in gray or black. All wear identical iron masks.

The cultists often head out to the poor part of town to distribute bread and vegetables to the poor, all the while teaching them about the power of Razmir. Other groups visit local businesses to gather tithes and investigate problems.

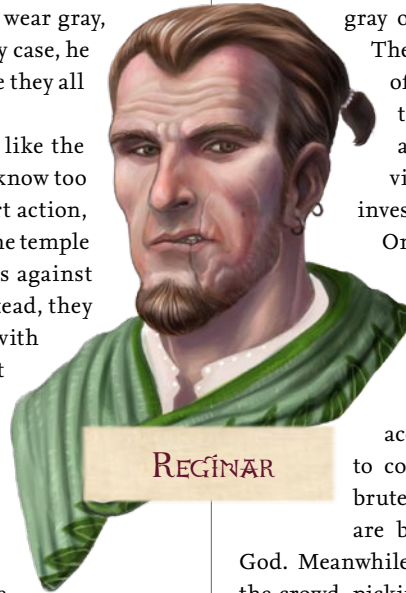
Once per day, a group leaves the temple to give praise to Razmir in a public speech in front of the temple. This should happen while the PCs are visiting the area. During the speech, which extols the power and virtue of Razmir, four acolytes of Razmir move through the crowd to collect donations. These rather insistent brutes claim that those who fail to donate are bound to attract the ire of the Living

God. Meanwhile, two priests of Razmir move through the crowd, picking pockets using Sleight of Hand. They receive a +2 bonus due to the distraction caused by the speech and acolytes. If caught stealing, the priests return the item or coins and apologize for taking the "donation." If the PCs draw weapons, the city guards quickly arrive to break up the fight and fine the PCs 50 gp each for disrupting the service, payable to the temple.

QUESTIONING THE LOCALS

Most of the people who know anything about the cult and its dealings are either in the temple's employ or too afraid to talk. This makes getting any information about the temple especially difficult. The PCs can attempt to gather information using Diplomacy, but the DC is 20. The following pieces of information can be uncovered, but not all of it is true (though the speaker believes it to be true or heard it from someone who believes it).

- The minions of Razmir are all brainwashed, giving up everything they own to blindly follow the Living God (true, to some extent). Those deemed unworthy are sent to Razmiran to be devoured by the hungry god (false).
- The cultists take in far more money from the locals than they could ever possibly use for their work in the city (true). The extra coin funds the buildup of an army that will conquer all of Avistan (false).
- The cultists beat and steal from those who refuse to believe (true).
- The Living God is said to visit his temples on occasion. He could be in Tamran right now (false).



PATHFINDER

MODULE



- More than one person has gone into the temple and has never been seen again (true). Most assume those who have vanished have simply joined the faith (true, although some have been killed).
- The leader of the temple is a woman who wears blue robes and a cowl (true). She is a medusa, and uses the cowl to hide her snakes (false).
- There is no Living God. The “faith” is merely a cover for a vast and powerful guild of thieves (true, after a fashion).
- The temple possesses complete control over the local government, from the city guard right up to Forest Marshal Gavirk, leader of all of Nirmathas (partially true, but their reach does not extend that far up, yet.)

THE RANGER’S LAMENT

The evening after the PCs meet with Reginar, a meeting is scheduled at the Ranger’s Lament, a small tavern across the street from the temple. During this meeting, the priests of Razmir gather before potential recruits and determine which ones make suitable candidates. Those deemed worthy are drugged and dragged through a secret tunnel into the basement of the temple, where they are locked in cells until the drug wears off, at which time they are brought into the order and their indoctrination begins.

When the PCs arrive at the Ranger’s Lament, read or paraphrase the following.

Sitting in the shadow of the Temple to Razmir, the Ranger’s Lament is a simple establishment. Made from solid wood timbers, the one-story building is comprised primarily of a large common room, with a bar and a kitchen off to one side. Although open for business, very few people appear to be inside, despite the fact that many of the other local establishments seem quite full.

When the PCs arrive at the tavern, they find no one inside other than the barkeep, **Rolen Oggersmith** (LN male human commoner 3), who welcomes them and tells them they can take any seat in the house. Employed by the temple, he knows what goes on here every week, and is well compensated for the use of his tavern.

Shortly after the PCs arrive, another young man arrives and takes a seat in the corner. **Evlar Thilisson** (LN male half-elf warrior 2) recently left the home of his father (a human) and has been living on the streets for 2 weeks. He has heard of the temple and hopes to join it, as much to spite his father as to get a roof over his head. Though not an evil man, Elvar is quite bitter and jaded about the



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world. While this makes him a great potential recruit for the cult, the PCs might attempt to sway him into leaving. As of this moment, he is hostile to the PCs, and any attempt to change his mind requires a DC 25 Diplomacy check. Success does not make him leave, but it does cause him to look at the PCs a bit more favorably in the future.

Twenty minutes after the PCs arrive, a group of six masked cultists arrive, three dressed in white robes, two in gray robes, and one in black robes. They look about the room and move toward the stage. When this occurs, read or paraphrase the following.

After stepping up onto the stage, the figure in the black robes turns to the audience, his face hidden behind an iron mask. With a strong voice, he calls out, "You have come here to seek the power and glory of Razmir, and I am here to tell you that he has found you worthy!" At that, all of the other priests chant in one voice, "All praise the Living God!"

"He is proud of you," the black-robed figure continues, "for taking this, the first of 31 steps to enlightenment, the path of righteousness, the stairs to power and glory. Razmir is the one true god. What other god so richly rewards those who follow him? What other god lives among his people, guiding them with his wisdom and his might? What other god can lead you to true salvation? None of them! Only Razmir can offer you the power, the fortune, and the glory that you desire. Will you join him?" He folds his arms and waits for an answer.

If any of the PCs turn down this offer, the priests promptly ask him to leave. Assuming they all say yes, Egarthis (the black-robed priest in charge of the temple while Iramine is away) congratulates them on their wise decision. He then announces to the barkeep that the temple will pay for all of their food and drink, and all of the masked figures take up seats with the PCs and Evlar to discuss the promise of Razmir (except Egarthis, who remains on the podium). At this point, Rolen makes his way around the bar and takes orders for all of the PCs and Evlar, bringing them ale, wine, water, and food.

All of the food and drinks from this point onward are drugged with dragon's breath poison, and the cultists ensure that the PCs have plenty to eat and drink, noting those who refuse. The tasteless and odorless poison takes a few minutes to take effect, allowing the PCs to ingest a number of doses (which adds +2 to the DC and 3 rounds to the duration for each dose ingested). Each drink contains three doses, as does each plate of food.

DRAGON'S BREATH POISON

Type poison, ingested; **Save** Fortitude DC 20

Onset 5 minutes; **Frequency** 1/round for 6 rounds

Effect unconsciousness for 10 minutes, duration is cumulative;

Cure 2 saves

A DIFFERENT PATH

It is possible that the PCs avoid being poisoned and dragged into the temple by steering clear of this meeting entirely, preferring instead to raid the building or take some other strategy. Although the adventure assumes that the PCs join the cult, much of the material here could be used just as easily to run a more traditional dungeon adventure. Avoid splitting the party between those in the cult and those outside it, though, as this could cause serious delays as you are forced to deal with two separate groups of players, which means half your group is always left waiting.

After 5 minutes, Evlar promptly slumps over on the table at the exact moment that the poison begins to affect the PCs. The cultists and their backup thugs waiting in one of the other rooms set upon any PCs who refuse to drink or that manage to resist the poison (see the area descriptions for more information).

R1. TAPROOM

This main taproom of the Ranger's Lament contains a number of tables, including one long table, a bar with stools, provisions with a good variety of local ales and wines, and a raised platform for performers. Other than the doors leading into the establishment, the only other way out is through the kitchen.

Creatures: When the poison begins to take effect, this room contains a number of cultists, including Egarthis, who immediately locks the door leading outside. He then goes to help the acolytes and priests subdue any PCs that resist. Statistics for these NPCs can be found in Part Five: The Minions of Razmir. Note that the cultists use nonlethal damage (saps and fists) to subdue PCs who resist the poison, as they want to avoid causing any lasting harm unless things get truly out of hand.

EGARTHIS

CR 6

hp 58 (see page 27)

PRIESTS OF RAZMIR (2)

CR 2

hp 25 each (see page 26)

ACOLYTES OF RAZMIR (3)

CR 1/2

hp 13 each (see page 26)

R2. KITCHEN

This simple kitchen contains a hearth, a few tables, barrels, and provisions for the tavern. A few knives in here could be used as daggers, and a pan could be used as a club, but the room provides little else of value.

R3. STOREROOM

This room contains more of the various items used by the tavern, such as flour for bread, spare ale casks, empty bottles, and other foods. A trap door in the corner leads to a secret passageway into the temple. Normally, a crate filled with empty bottles covers the trap door, but just before the meeting begins, Rolen comes back here to move the crate aside. With the crate in place, the trap door can be discovered with a DC 20 Perception check; without the crate, discovering the trap door only requires a DC 10 Perception check. The door leading outside is locked with a bar that cannot be lifted from the outside. The door can be broken down with a DC 25 Strength check.

Creatures: As the meeting begins, another group of cultists (led by **Krant**, a brutish priest) emerges from the tunnel to help subdue and carry the PCs into the temple. If a fight breaks out in the taproom, these cultists emerge on the second round to help.

KRANT

CR 5

hp 72 (see page 28)

PRIESTS OF RAZMIR (4)

CR 2

hp 25 each (see page 26)

PART THREE: JOINING THE FAITHFUL

Once the PCs have joined the temple, the rest of this adventure is relatively freeform. While the first few days are taken up with required activities as the PCs are indoctrinated into the cult, after that, the pace of the adventure is really up to the PCs. After 1 week within the temple and the PCs' meeting with Reginar, things should draw to a close, but this too depends on the PCs' actions.

This part of the adventure covers scheduled activities and other events that occur within the temple. The temple itself is fully described in Part Four, while the statistics for all of the NPCs are covered in Part Five. Finally, the Appendix gives a wealth of information about the faith of Razmir and the statistics for a new monster, the mask golem, which resides in area 21 of the temple.

THE FIRST DAY

After being poisoned, the PCs are taken through the underground tunnel, stripped of their gear, and locked in the cells in area 12 of the temple (if there are not enough cells, some may be doubled up in one cell). When they wake up the following morning, Egarthis comes to visit them along with Krant. He gives the PCs and Evlar bowls of water and white robes. Read or paraphrase the following.

The masked, black-robed priest paces down the narrow stone hallway, looking in each of the cells. "I must apologize for the way that you were brought here," he begins with a calm,

even tone. "We must be sure that you are pure and properly prepared to join the faith. Today you shall fast and meditate on the glory of Razmir. On the tomorrow you shall be sworn in and given your masks, made one with the body of Razmir; one piece of the greater whole. You shall become acolytes, and be allowed upon the first step of enlightenment. Rejoice! The path of glory and fortune shall be open to you."

With that, the cultists leave the PCs to contemplate in silence until the next morning. Every 6 hours, one of the heralds comes by to give them water. Although none of these is Egarthis, it is practically impossible to tell since they dress identically. If any of the PCs attempt to talk or question the heralds, the water is poured on the floor and the herald shakes his head disapprovingly. A priest stationed just out of sight in area T11 at all times ensures that the captives make no attempt to escape. If he hears anything unusual, he comes to investigate, but not before going to area T7 to send an acolyte to inform Egarthis, who comes right away to deal with the problem.

THE CEREMONY

After 24 hours, Egarthis comes to the PCs, along with a group of priests to release them from their cells. He tells them that the time for the ceremony to swear them in as members of the faith has come, and that they are to follow him. He escorts the PCs up to area 6, where many temple members wait for them, sitting on the pews. Egarthis enters, but tells the PCs to wait until called for. He then enters the room and closes the door behind him. After a few minutes, the priests summon the PCs, along with Evlar, to enter the room. Read or paraphrase the following.

A large crowd of masked priests waits in the temple. While white robes shroud most of them, some wear gray, and a few wear black. In the center of the chamber rises a gigantic staircase, atop of which glitters a porcelain and gold mask, the holy symbol of Razmir. On the eighth step of the stairs stands a black-robed priest, who says gravely, "Come forward."

When the PCs reach the bottom of the stairs, the priest asks them one at a time to stand upon the first step, but no higher than that. Here other priests hand them their iron masks and white robes—required attire whenever they are on the first floor or outside the temple. After each PC accepts his mask, the entire congregation chants, "All hail Razmir" until the next PC steps upon the first stair. Once all of the PCs don their masks to signify their acceptance into the temple, Egarthis welcomes them to the faith and declares that Krant will tutor them in the ways of the Living God. Once they have proved themselves worthy and capable, they will become free members, able to do what



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they please and given all of their possessions back. Until that time, they must follow Krant's teaching to the letter.

With that, the ceremony comes to a close and the other cultists file out of the room. Krant waits for everyone to leave before explaining all of the rules that an acolyte must follow (see the Appendix). After this, Krant takes them out into the yard for a series of exercises, drills, and other relatively boring manual labor. He explains that their ordinary routine will start tomorrow, and allows them to eat with the others, after which they are shown where to sleep.

THE DAILY ROUTINE

Unless some other event occurs to divert them, the PCs can be assumed to be taking part in the daily routine. You should play out this event for the first day, to give the PCs a sense of daily life in the temple, but after that, you do not need to dwell on the details. After 2 days, if the PCs behave themselves, the priests return their possessions and allow them to roam freely about the basement and first floor of the temple. Note that Krant looks through their gear, but does not take anything

unless he spots something truly dangerous, such as a holy symbol (which he keeps in the kitchen, hidden in a box that can be found with a DC 15 Perception check).

From here on out, the PCs dictate the pace of events by their actions. There are a host of other events that can take place as needed to fill out the remainder of the week. During down time, the PCs will more than likely want to take on other actions, such as locating their gear and finding a way out. Particularly brave PCs might even do something foolish and break the rules, landing them in trouble if they are caught. Make sure to give them some leeway in this, but avoid letting them race to the end right away.

ROUTINE SCHEDULE FOR NEW ACOLYTES

- 7:00 A.M. *Arise.* New acolytes are wakened by Krant and taken into the dining hall for a simple breakfast of bread, water, and old fruit.
- 7:30 A.M. *Simple labor in the yard.* This usually involves cleaning up the stables, splitting timber, unloading deliveries for the kitchen or the

PATHFINDER

MODULE

private use of the heralds (these are taken to the stairs leading to the second floor, but not actually carried up them by the acolytes), and weapon and armor maintenance.

11:00 A.M. *Prayer and tutelage in the temple.* Egarthis descends from the second floor to instruct the acolytes (new and old) in the power and glory of Razmir, telling about his mighty deeds, his generous gifts, and his incredible power.

12:00 P.M. *Lunch.* This is half a loaf of bread, some fatty meat, a thin slice of cheese, and potato stew.

12:30 P.M. *Cleaning.* The new acolytes must clean the first floor of the temple, using small brushes, harsh soap, and water. This is rather tiring labor and PCs that undertake it must make a DC 10 Fortitude save or become fatigued. The DC of this save decreases by 1 for each consecutive day it is performed.

3:30 P.M. *Afternoon prayer.* Half of the congregation attends this session in the main hall (area T6); all acolytes must attend. One of the heralds leads the prayer, which includes a number of rather pompous litanies and psalms to the Living God. A DC 15 Sense Motive check reveals that even the heralds find this rather dull. A number of acolytes nod off during it, but if any of the PCs fall asleep (DC 5 Charisma check), Krant is quick to punish them afterward.

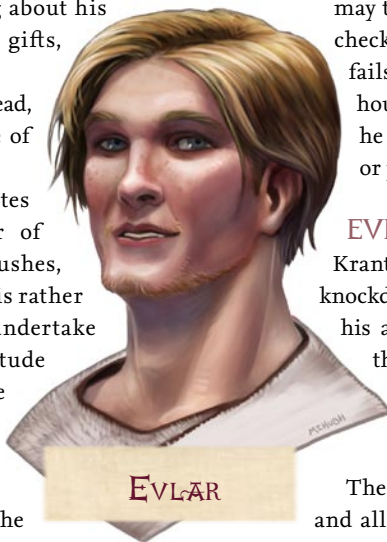
4:30 P.M. *Training.* The new acolytes are taken out into the yard and trained how to interact with the public. This starts out as simple ways to walk as a group, keep composure, and not reveal one's identity. After a while, it moves to less savory training, such as how to force someone to donate, how to mock other faiths to make Razmir seem more powerful, and how to deal with local guards and others who would interfere with the temple.

7:00 P.M. *Dinner.* This is usually made up of a simple vegetable stew with some inexpensive meat tossed in, coarse bread, and ale or wine.

7:30 P.M. *Evening prayer.* The other half of the congregation attends this session. Evening prayer resembles the afternoon prayer, except Egarthis usually leads the procession, and those in attendance must participate. Those

who try to fake it or pay little attention are swiftly punished afterward.

9:30 P.M. *Transcription.* The PCs spend their final 2 hours of the day copying holy texts by candlelight in area 4. One of the priests oversees this process. This requires a DC 10 Linguistics skill check or a DC 15 Intelligence check (PCs may take 10 on these checks). For each failed check, add 1 hour to the time spent. If a PC fails more than one check, he cannot get 8 hours of rest that night, which means that he cannot get rid of the fatigued condition or properly rest for spell preparation.



EVENT: BLOODSPORTS (CR 3)

Krant enjoys few things more than a knockdown, drag-out fight. He routinely uses his authority to stage impromptu brawls in the courtyard, with newly trained acolytes facing off against one another. This event can occur anytime during the training of the new acolytes.

The event begins with Krant marching Evlar and all of the PCs out into the courtyard and handing each of them a sap. He then tells them that they must fight one another, and that the last man standing will be excused from transcription duties for the night and win a bottle of fine Chelish wine from Krant's private stash (worth 50 gp). The combatants can use any tool at their disposal, and to make things interesting, he tosses a heavy flail into the center of the courtyard before sending each PC to a separate corner or wall to start.

The fight itself is as deadly as the PCs make it. Evlar goes for the heavy flail right away, hoping to use it to win the combat. If the PCs managed to change Evlar's opinions about the temple, he instead sticks with the sap. If any character is knocked unconscious or at risk of dying, one of the priests steps in to stabilize the fallen character by using either the Heal skill or (if the person is seriously wounded and failing the skill check might mean he dies) a *potion of stabilize*. The priests excuse unconscious injured characters from work, allowing them to rest until they are at 1 hp or more.

During the fight, each PC may make a DC 20 Perception check to see Egarthis looking out from the window in Iramine's room (area 24). Regardless who comes out victorious, the PCs earn a CR 3 story award for surviving this dangerous game.

EVENT: DISTRACTING THE CROWD (CR 4)

The temple uses a variety of tricks to garner funds from the locals; while the new acolytes are not yet trusted with gathering money on their own, Egarthis does plan to use



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them as part of the act. This event can occur at any time during the training of the new acolytes. It can also be run multiple times if the pace of the adventure allows, but no more than once per day.

This event occurs in the middle of the day, while the streets around the temple are filled with merchants, shoppers, and other folk. Egarthis, along with a trio of priests, gathers up the PCs (and Evlar) and informs them that they will be assisting in today's sermon to the masses. He instructs the PCs to move through the crowd and extol the virtues of Razmir. He also explains that they should feel free to use their talents to gain the attention of the crowd in any way possible so that their fellow priests can "look" for potential followers. This is, of course, just a ruse. The PCs' true job is to distract the crowd so that the priests can pick their pockets more easily.

Once outside, Egarthis stands atop a small crate to speak to the masses, drawing a large crowd around him. While this is going on, the priests instruct the PCs to work around the edges to keep people interested. How the PCs interact with the crowd is up to them, and may range from using skills such as Perform and Diplomacy to showing off talent with weapons or magic. To distract the crowd with a skill, a PC must make a DC 15 skill check. To distract them with weapons requires an attack roll versus an AC of 15. If a spell is used, the crowd gets a saving throw to avoid becoming distracted, using the DC of the spell +2. The priests gather 20 gp as a base, plus 10 gp for each PC that succeeds at his check. After the event, the PCs return to the temple, and for the PCs' involvement in the event, the priests award them 1 gp for every 10 gp acquired by the priests. The PCs earn no XP for helping the priests rob people.

The PCs receive a Perception check, opposed by the priest's Sleight of Hand check, to notice that the priests are actually pickpocketing people. If the PCs prefer, they can use their talents to make it harder for the priests to steal, drawing attention to them. To do this, the check is the same, but each success reduces the amount of gold gained by 10 gp. If they manage to reduce the amount of money taken to below 0 gp, one of the townsfolk catches the priests in the act and the guards are called in to sort things out. Of course, they do not arrest anyone, but it ruins this ploy for the day. Reward the PCs with a CR 4 story award if they ruin this plot.

EVENT: BREAKING THE BAKER (CR 1 OR 4)

After the PCs have become comfortable with their duties in the temple, Krant assigns them a task they may find difficult to complete. A local baker, **Welton Grompus**, is late paying his protection money to the temple. As a result, Krant tasks them with entering the bakery and retrieving the missing money at all costs. This event

WHO'S WHO?

It can be quite difficult to tell the followers of Razmir apart. This is intentional, as it forces the clergy and outsiders to treat them all with respect, since you never know with whom you are dealing. With a bit of effort, the identity of a few individuals should become relatively clear to the PCs. Egarthis has a deep, rich voice, and a sturdy build; it is hard to pick him out among his fellow heralds unless he speaks. More obvious is Krant, who distinguishes himself by being the only overweight priest in the temple (his mask is also different than the others). The rest of the followers are more difficult to identify as individuals, although the PCs and Evlar all have new robes, making them stand out somewhat.

can occur at any time during the training of the new acolytes, but should probably take place toward the end of the week.

The bakery, called the Harvest Hearth, is located just three blocks away from the temple and its oven supplies fresh bread and rolls to most of the inns and taverns in the area. Krant escorts the PCs to the temple, along with a pair of additional acolytes. Once there, he waits outside, turning away any new customers until the place is empty, aside from Welton. Once this is done, he sends the PCs inside to retrieve 100 gp in missing payments. He also informs them that they should wreck the place to teach Welton a lesson. Krant and his two acolytes wait outside to make sure no one interferes.

Once inside, the PCs face a tough decision. They can rough up the baker and extract the money from the innocent man, or they can fake it and pay the temple out of their own funds. Good PCs undoubtedly choose the latter.

Welton greets them as they enter, but a simple DC 5 Sense Motive check reveals that he despises members of the cult of Razmir. He quickly gathers up a basket of fresh bread and offers it to them, telling them they will get their payment next week. If the PCs insist, he begins to plead and beg, turning to his rolling pin (using it as a club) if no other option is available. Once reduced to fewer than 10 hit points, Welton surrenders and limps over to a secret chest, hidden in sack of flour, that contains 314 gp, giving the PCs the 100 gp they require. If Welton is knocked unconscious or killed, the chest can be found with a DC 25 Perception skill check.

If the PCs explain their plan to merely make it look like they are robbing him, he is quite skeptical. At first he simply asks them to leave, claiming he does not want their help. A DC 15 Diplomacy check convinces him that the plan is sound. The hard part is convincing Krant that they did the job. They can do this with two successful DC 15 Bluff skill checks. The first involves making the right amount of noise to make Krant think they are



tearing up the place. The second is to make it appear to Krant's inspection that the bakery is wrecked after the beating is complete. For every 5 gp in actual damage the PCs cause, they receive a +1 circumstance bonus on one of these checks (either by breaking crocks and other noisy behavior, or spreading about flour and bread, which looks convincing). They must cause at least 25 gp worth of damage to make it appear that they wrecked the place; they have a -2 penalty on their check for every 5 gp worth of damage that they do not cause below 25 gp (this is in addition to any bonuses earned by causing damage).

If the PCs beat up Welton and take the money, they are awarded the standard amount of experience points for defeating a CR 1 opponent (400 XP). If they instead fake the beating, they receive experience points as if they had defeated a CR 4 encounter (1,200 XP).



WELTON

WELTON GROMPUS CR 1

XP 400

Male human expert 3

NG Medium humanoid

Init -1; **Senses** Perception +6

DEFENSE

AC 11, touch 9, flat-footed 11; (+2 armor, -1 Dex)

hp 19 (3d8+6)

Fort +2, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft.

Melee rolling pin +3 (1d6+1)

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 13

Feats Skill Focus (Profession [baker]), Toughness

Skills Appraise +7, Bluff +5, Diplomacy +5, Knowledge (local) +6,

Perception +6, Profession (baker) +9, Profession (miller) +6,

Sense Motive +6

Languages Common, Dwarven

Gear leather apron (treat as leather armor), rolling pin (treat as club)

SNEAKING OUT (CR 1)

As their first week in the temple comes to a close, the PCs undoubtedly start looking for a way to sneak out to meet up with Reginar. There are a number of ways to accomplish this task, from climbing over the wall of the courtyard to bribing one of the gate guards. Of these, using the secret tunnel that leads to the Ranger's Lament is probably the easiest, but the PCs must know of its existence first.

Option 1: Sneak. PCs hoping to simply sneak out must contend with the guards who watch the courtyard. The guards have no set rotation or watch schedule, meaning that the PCs will need to wait for the right moment. To

get past the guards stationed in area **T3**, they must come up with an excuse to be in the courtyard after dark. This is an opposed Bluff check using the acolyte's Sense Motive modifier of -1. Virtually any reasonable excuse will do. If the check fails, the acolyte orders them to return to their rooms, which might result in a fight. If these acolytes are left alive and can identify their attackers, it might be difficult for the PCs to return to the temple without getting into a fight. The PCs can also use magic such as *sleep* or *color spray* to disable the guards rather than beating them. Once in the courtyard, the PCs must each make a DC 20 Climb skill check and an opposed Stealth check with the guards

on the walls to get out unseen (the PCs receive a +5 circumstance bonus on their Stealth checks due to the poor lighting inside the courtyard). Each failed Climb check requires another Stealth check. A failed Stealth check raises the alarm.

Option 2: Bribe. The PCs might attempt to bribe one or more of the gate guards to get out of the temple. This is not an uncommon occurrence here at the temple, and the guards are used to getting paid to look the other way. Unfortunately for the PCs, this is not a common occurrence with new recruits. Any attempt to bribe a guard in this way requires a DC 20 Diplomacy skill check and a 1 gp payment. Failing by 5 or more means that the guard reports the PCs' request to Krant. If successful, the PCs must still find a way out into the courtyard without leave (for example, sneaking out).

Option 3: Tunnel. Probably the simplest way is to use the secret tunnel that leads to the Ranger's Lament across the street—assuming the PCs know it exists. This tunnel can be found in area **T13**. When the PCs reach the other end of the tunnel, there is a 5% chance that Rolen or one of his barmaids is in the back room, in which case the PCs will have to do some fast talking to explain their sudden appearance. Assuming this is not the case, they can sneak out unnoticed with relative ease.

MEETING WITH REGINAR

After 1 week in the temple, the PCs need to meet up with Reginar to tell him what they have learned. Whenever they arrive at the Forest Bounty feast hall, they find Reginar waiting for them. He asks them to sit and orders a veritable feast from one of the barmaids. In hushed



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tones, he asks them about their experiences in the temple and nods gravely as he learns about the depravities and cruel treatment. After they are finished with their tale, he suggests a new course of action:

“Well, one thing has become obvious to me,” Reginar begins with a grave tone. “We must destroy this threat before it grows any stronger. I have a number of contacts within the local government who would like nothing more than to see this scourge driven from Tamran, but they cannot act without proof. I need you to sneak inside the personal chambers of the high priest and steal any incriminating documents or ledgers. Armed with such evidence, we can bring these scum to their knees. Time is of the essence here, so you must return before you are missed. I think the time for subtlety is over. Do whatever you must to get the information we desire. As soon as you have the proof that we need, you can find me here.”

With that, Reginar pays for the meal and leaves to speak with some of his contacts. The PCs can sneak back into the temple using any of the methods they used to get out.

FINDING EVIDENCE

At some point in time, probably after their meeting with Reginar, the PCs are going to attempt to storm the second floor of the temple, looking for evidence. This search eventually leads them to Iramine’s Quarters (area T24); this should trigger the end of the adventure, and a final showdown with Egarthis, Krant, and any other cultist that has been a thorn in their sides.

After giving the PCs a chance to find what they need in Iramine’s quarters, Egarthis discovers them in the act, regardless of the time of day (assuming that he has not already been defeated). Although he has been lenient up to this point, discovering them in the high priestess’s room is unacceptable, and a fight is sure to ensue. Unless defeated immediately, the guards outside easily notice Egarthis’ spellcasting during the battle, and put the entire temple on alert. Unless the PCs have an escape plan prepared, they need to fight their way out of the temple, facing acolytes, priests, and any heralds that are still alive. Krant should be waiting for them wherever they plan to exit the building, as one final obstacle to their escape (assuming he has not already been defeated).

There is a special role to be filled here by Evlar. If the PCs have taken steps to convince this young man of the errors of joining the cult, Evlar comes to their assistance at some point during their escape. This can take any one of a number of forms, from holding off some fellow acolytes to opening up a locked door from the other side. If the PCs have ignored or mistreated Evlar, he takes steps to hinder them. This too can take

DIVINE CONUNDRUM

Clerics and paladins may have a hard time during this adventure. First, they must conceal their faith and spellcasting abilities while pretending to be a part of the temple. Failing to do this brings harsh repercussions from Egarthis and Krant, who become suspicious of such false believers.

In addition, some of the tasks set before the PCs might violate a cleric’s ethos or a paladin’s code of conduct. Plenty of opportunities permit them to avoid having to commit evil acts, and characters should be encouraged to look for other ways to get the job done. For example, the PCs could pay the baker for the damage done to his shop and use their own funds to pay off his debt.

many forms, from sounding the alarm to leading the charge of a group of acolytes.

The key here is that once the PCs find the evidence they need, their flight from the temple should be dramatic and exciting, allowing the characters a bit of payback for their week of abuse.

CONCLUDING THE ADVENTURE

True to his word, Reginar waits for the PCs at the Forest Bounty. Once they have delivered evidence of the temple’s foul deeds (primarily the ledgers from Iramine’s quarters), he rushes off to speak with his contacts. Within hours, Forest Marshal Gavrik has the faith outlawed in Tamran, and a garrison of rangers moves on the temple to arrest any remaining cultists. Later on that evening, the garrison pulls down the entire building and puts it to the torch.

During their exploration, the PCs should have also uncovered notes about Iramine’s whereabouts (see page 24). If they missed these for some reason, Reginar meets with them the day after their escape and gives them the documents, explaining they were found in the collapsed remnants of the temple. Regardless of how they acquire these notes, Reginar meets with the PCs afterward to discuss the events. He explains that while his part in this is over, he hopes they plan to chase after the leader of the cult to put an end to this menace once and for all, confident that such action is the only way to put things aright in Tamran and the region as a whole.

Reward the PCs with an XP story award equal to a 6th-level encounter (2,400 XP) for defeating the vile plans of Razmir’s cult in Tamran. From here, their course is left entirely up to them, but Iramine’s trail remains warm enough that they should probably make plans to catch her. The events of this chase and the exploration of the mysterious treasure city are fully explored in the finale of this three-part adventure, the Pathfinder Module *The City of Golden Death*.

PART FOUR: THE TEMPLE OF RAZMIR

Throughout this adventure, the players have chances to explore various parts of the temple. For ease of reference, the entire temple is described here, despite the fact that the PCs likely only gain access to some parts at later points in the adventure.

The PCs' first encounter with the temple grounds is likely from the outside, as the players get a chance to scout out the area. When the PCs first approach, read or paraphrase the following.

Occupying an entire city block, the temple of Razmir is an imposing structure. Built of solid stone walls, the building stands two stories tall, with towers positioned every thirty feet along its circumference. These towers rise above the temple itself, each crowned with statues depicting the Living God. The temple has almost no windows, aside from a tall, stained-glass window on the east end depicting the mask of Razmir. The west end of the structure contains a courtyard, only accessible through a sealed barbican. Masked priests patrol the wall tops surrounding the courtyard, watching those below with a baleful attention.

THE FIRST FLOOR

The first floor of the temple is the most accessible. Once the characters complete their assigned tasks, this floor becomes open to them and, for the most part, they can go where they please. They are not, however, allowed to ascend any of the staircases leading to the second floor (in areas **T2** and **T6**). That floor is reserved for senior members only.

Unless otherwise noted, all of these areas contain normal light, provided either by daylight or *everburning torches* that crackle with green flame. Set behind iron masks mounted to the walls, these torches cannot be removed without extinguishing the light. The stone walls of this floor rise to a ceiling 15 feet high, and iron bars reinforce the floor's strong wooden doors, most of which are unlocked. The only way into and out of the temple on this floor is through the barbican located in area **T1**. As a rule, the priests of Razmir open the gates only a few times per day to let the faithful come and go on missions and to fetch supplies.

T1. THE COURTYARD

Crenellated walls surround this broad courtyard on three sides, with a stout barbican set in the south wall, its doors and gate closed to the outside world. On the east side lies the imposing face of the temple itself, with a grand staircase leading into the structure, ending in a pair of gigantic gilded doors, each one emblazoned with the mask of Razmir. A pair of statues flanks the stairs, each carved in the likeness of the Living God.

As part of their required regimen, acolytes spend time in the courtyard each day, training and keeping fit. While exempt from such labors, senior priests often take to the cool shade of the adjoining stables, shouting orders to the new recruits. Tasks in the courtyard range from simple sparring to heavy labor (moving stones from one pile to another, unloading wagons, and other exercises). Acolytes may not leave the temple grounds without the permission of the senior priest, a request very rarely granted, though they are sometimes sent out on errands, as noted in Part Three.

The stable along the west wall (built partially into the outer wall of the compound) has room for up to two horses, but is currently empty. A DC 10 Survival skill check reveals the presence of horses here about a week ago, but little else can be determined from the evidence. The horses once stabled here belonged to the temple's leader Iramine and her personal bodyguard, Grat, but the two have left the temple on an important mission.

The walls of the courtyard are 15 feet high and relatively smooth. On the top of the courtyard runs a flat walkway with a low wall on the inner side and a higher, crenellated wall on the outside, providing cover to those on the walls defending from outside attacks. Anyone wishing to climb the walls must make a DC 20 Climb skill check (though stairs behind the locked door at **T2** allow easy access to the walkway). During the day, the guards easily notice such attempts (see area **T26**), but at night may miss them (opposed Stealth checks, with penalties for poor light and distance). Recruits attempting such an escape face harsh discipline, as noted in the Rules of the Faith section.

T2. TOWER STAIRS

This strong wooden door, reinforced with iron bars, is always locked. Only senior priests have keys. Those wishing to open this door must succeed on a DC 25 Disable Device skill check. The stairs beyond the door lead up to area **T25**.

T3. VESTIBULE (CR 2)

Grand tapestries depicting the might and power of Razmir hang from the walls of this long vestibule, and a richly embroidered carpet runs down the center. Opposite the large doors leading outside is a pair of tall, slender doors, with a gigantic silver mask emblazoned on the front. A pair of smaller doors is set into the north and south walls. A flickering green light plays throughout this chamber from masked sconces that run along the walls.

With the exception of the entry doors, none of the doors in this chamber are usually locked. An exceptional lock secures the western entry from dusk until dawn. Opening this lock requires a DC 30 Disable Device skill



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check. While the priests possess several keys to this door, only Egarthis keeps one on his person at all times.

Creatures: The senior priests station a pair of acolytes in this chamber at all times to open the doors to the worship chamber. While in general these acolytes make no habit of stopping members of the temple from entering or exiting, if the alarm is raised, they block any other acolytes from passing through this room (including the PCs) unless accompanied by a higher-ranking priest. If the PCs refuse to return to their chambers in the basement, they attack.

ACOLYTES OF RAZMIR (2)

CR 1/2

hp 13 each (see page 26)

Treasure: Should the PCs loot this chamber, the tapestries are worth 150 gp each to collectors of religious artifacts, while the rug is worth 400 gp. Unfortunately, each one of these objects weighs around 30 pounds.

T4. MEETING CHAMBER

The clergy use this room whenever they wish to meet with a visitor from outside the temple. Plush, gilded chairs, a fine table made from highly polished Andoren darkwood, and a painting on each wall—each depicting the Living God as he battles all manner of foul beasts and bends them to his will—adorn this well-appointed room.

The staircase in this chamber, covered with a simple silk curtain, leads down to the lower level of the temple. When guests are here, acolytes use this staircase to bring up food and wine from the stores down in area T10.

The many valuable objects in this room are simply too bulky or fragile to remove without causing significant damage. A character searching this room finds something peculiar under the table with a DC 15 Perception check; just under the edge of the carpet lies a piece of parchment detailing the schedule of the watch that patrols the neighborhood around the temple, with specific times circled, but no other notations. In reality, this parchment details which guard rotations have been paid off by the temple, allowing the priests to perform their “work” in relative peace. While this proves little of substance, it does provide one more piece of evidence that something is not right here.

T5. ARMORY (CR 1/2)

A pair of weapon racks sits in the center of this chamber, each bearing a variety of arms, most of which look new. Mounted to the walls is a host of steel shields as well, each one painted with the symbol of Razmir.

Whenever founding a temple of Razmir in a foreign land, the priests are sure to establish a well-provisioned

armory, just in case the locals turn against them. This chamber contains 20 spears, 8 longswords, 10 short swords, 20 daggers, 6 longbows, and 8 quivers of 20 arrows each. While the daggers and arrows can be easily removed from the racks, an iron bar secured with a good lock (Disable Device DC 25) keeps the other weapons in place; only Egarthis and Krant have keys. Twenty small steel shields and 8 large steel shields are mounted to the walls, and can be freely removed and taken down.

The back side of the eastern rack also holds 8 wooden practice swords and some rather battered small wooden shields used by the acolytes during practice. Treat the swords as longswords that deal 1d4 nonlethal damage on a hit.

Creature: During the day, a lone acolyte tasked with polishing the weapons and shields usually occupies this room. This does not require them to be removed from their racks. He does not question anyone passing through the room, but if the alarm is raised, he challenges any acolyte trying to leave the lower level. During such a situation, he attacks anyone attempting to take weapons without Egarthis or Krant present (although an opposed Bluff or Intimidate check gets him to back down if the PCs have either key).

ACOLYTE OF RAZMIR

CR 1/2

hp 13 (see page 26)

T6. WORSHIP HALL (CR 4+)

Rows of polished, black stone benches surround a vast staircase that ascends in the center of this grand worship chamber. The thirty-one white marble stairs, each carved with one of the tenets of Razmir, climb to the top of a pedestal that supports a gigantic golden mask, the symbol of the Living God. As sunlight streams through the great stained glass window high on the eastern wall, it passes through the eyes of the mask and reflects through a great emerald set into its forehead, bathing the room in shafts of green light.

In this primary worship hall for the faithful of Razmir, acolytes must spend at least 4 hours per day praying, and 3 hours cleaning the great room. Only the senior priests may ascend the staircase, which leads to their private chambers on the second floor. The guards stationed on the floor above at all times ensure this rule is observed (see area T19).

Murals depicting the life and ascension of the Living God decorate the walls of this chamber. These murals start on the north wall and go around the room, the first of them illustrating him as a young, ambitious man, garnering great riches and power while helping the poor and the weak and encouraging them to flock to his banner. The next set of murals shows him entering the Starstone Cathedral in Absalom to undertake the test to

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become a god, while those following show him emerging victorious, with a mask shrouding his face, so that all could worship him without fear of looking upon his ascended countenance. Finally, he is seen founding the nation of Razmiran and spreading his faith all around the world—this last sequence a hopeful plan for the future, as his dominance is far from certain.

Anyone studying the murals can make a DC 20 Knowledge (religion) check to notice that something is amiss. Although the murals portray Razmir as a powerful but merciful deity, the artist that rendered them was apparently not so sure. Some of the murals show ordinary villagers looking upon Razmir with fear and terror. The murals are signed by an artist named Othallan. A DC 20 Diplomacy check outside the temple informs the PCs that Othallan disappeared a few weeks after completing his work on the temple and has not been seen since. His bones and some of his tools can be found in area **T15**.

Creatures: If the alarm is raised, this chamber becomes one of the central rallying points for the defending priests. At such a time, there are 6 acolytes here, led by Egarthis if he is still alive. Otherwise, one of the priests takes command. They do not allow anyone to leave this room without permission from one of the heralds.

ACOLYTES OF RAZMIR (6)

CR 1/2

hp 13 each (see page 26)

THE LOWER LEVEL

Carved from the soft stone of the region, the lower level is used for two primary purposes: as a barracks for all of the acolytes, and as a secret base for some of the temple's less savory activities. This latter area is off-limits to acolytes and protected by a cunning trap.

The stone walls of this level rise to a 10-foot-high ceiling. The doors in the acolyte section (areas 7–10) are made of strong wood, reinforced with iron bars. The doors in the private section (including that leading to **T11** and the secret door leading to **T15**) are locked (Disable Device DC 30) and made of iron. The same masked sconces used on the first floor light this level of the temple, although those in the barracks are low enough so that they can be covered with a heavy cloth to allow the acolytes to sleep.

T7. HALLWAY

Several doors leading to other underground chambers flank this long hallway. A simple carpet, stained and worn, runs down the center of the hall. At the west end is the symbol of Razmir, crudely painted on the wall.

This hallway leads to the barracks (area **T8**), acolytes' dining hall (area **T9**), and kitchen (area **T10**), and also to two

sets of stairs and an iron door. The northern stair ascends to the armory (area **T5**), while the southern stairs lead to the meeting chamber (area **T4**). The priests keep the iron door leading to area **T11** locked at all times; acolytes may not pass beyond this door, and any found trying are harshly punished. The door can be opened with a DC 30 Disable Device skill check; Egarthis and the heralds have keys to this door.

T8. BARRACKS (CR VARIES)

Eight wooden double bunks rest in this room, each outfitted with simple straw mattresses and a thin blanket. A communal table sits in the center of the room, flanked by four chairs. Two chests lie open between the bunks, each one loaded up with fresh white robes. Pegs are mounted to the walls above the chests for the acolytes to hang their masks on when they are not wearing them. An *everburning torch* rests in a cloth-draped frame hanging from the ceiling above the table.

This primary barracks for the acolytes of the temple can sleep up to 16, but usually only 8 or 9 rest here at any one time. Acolytes tend to work at their duties and training throughout the night, meaning that someone can always be found sleeping here. Heavy cloth shields the lights in this chamber, casting the entire room in dim light. In the evenings, 2 or 3 acolytes usually play dice at the central table, talking quietly about the day's events.

The barracks is one of the few places where the acolytes openly talk about what is going on in the temple. Most acolytes suspect the corruption that transpires here, and many have willingly taken part in one scheme or another outside the temple. Though not universally evil, the acolytes are on the whole a group of mean-spirited bullies out to take what they want from life (making them perfect for Razmir's faith). Getting them to talk requires a DC 15 Bluff or Diplomacy check, although this DC drops to 10 if the acolytes are bribed with ale or other alcohol. If asked, the acolytes generally know the following:

- The acolytes universally fear the High Priestess (Iramine, though none of them know her actual name) and make up all sorts of exaggerated stories about her powers and abilities. She has been gone on some important mission since a few days before the PCs joined the temple.
- All of the acolytes despise Master Egarthis. Most bear scars from his lash, and they all complain that he is impossible to please and obviously enjoys inflicting pain. Unfortunately, they fear him far too much to do anything about it.
- The acolytes hold little respect for Krant. They know he is easily fooled and believe him an incompetent instructor. Still, they know not to openly defy him, and rumor has it that he once choked an acolyte to death for mocking his girth (this is true; the bones can be found in area **T15**).



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- The acolytes believe the temple has a number of secret areas, and most suspect some sort of torture lies in a chamber beyond the iron door in area **T7**, due to the screams that can sometimes be heard coming from it. An additional DC 20 Bluff or Diplomacy check is required to get an acolyte to admit that he believes that only Egarthis and a few other senior priests have the key to this door. None of them have been to the second floor of the temple, but a previous acolyte (who went missing one day) snuck up once and told the others that it contained a garden full of earthly pleasures. Each acolyte has his own idea as to what that means.
- The acolytes have a working understanding of the Razmiri faith (Knowledge [religion] +4) and can recite much of the information concerning the clergy found in the Appendix. Despite what they know, most are enthusiastic about climbing the ranks, hoping one day to wear a golden mask themselves.

T9. DINING HALL (CR VARIES)

This chamber contains two long, wooden tables, with chairs arrayed on either side. Scraps of the morning meal litter the floor and the smell of stale wine hangs heavy in the room. A green *everburning torch* provides light.

Meals are served in the acolytes' dining hall at eight bells in the morning, noon, six bells in the evening, and again at 10 bells, late at night. At these times, four to six acolytes usually sit here, along with a few junior priests, eating their meals in relative silence. The food here is free, but usually cooked by Krant and thus of poor quality. Although not very tasty, the food is not actually harmful, and plenty may be had for those who can stomach it.

T10. KITCHEN

Sacks, barrels, crates, and other cooking supplies dominate much of this room, and the stench of dirty pots is almost overwhelming. In the corner, a few dying coals smolder in a simple cooking hearth.

While Krant prepares the acolytes' meals, one of the priests comes down to the temple's kitchen between meals to prepare food for the other high-ranking members of the faith. Despite the poor meals served to the acolytes, this well-provisioned chamber stores a variety of meats, cheeses, fresh bread, and produce, all delivered daily. Most of these good supplies are kept under the table in a locked cabinet (DC 20 Disable Device to open). Of course, stealing from this larder would bring severe punishment.

In addition to food, the kitchen contains a wide variety of cooking utensils, including a number of knives that

could be used as daggers in an emergency (dealing 1d3 damage). In addition, some of the heavier pans could be used as clubs should the need arise (dealing 1d4 damage).

T11. RESTRICTED AREA

The door leading to this area is locked (DC 30 Disable Device); Egarthis, Krant, and the heralds carry the key.

A single *everburning torch* in a sconce on the eastern wall provides light for this area, revealing a dusty, cobweb-ridden corridor. The stench of sweat and worse hangs in the air.

Any acolyte found in this restricted area without permission meets with harsh punishment. A secret and well-hidden door bypasses the sliding stair trap (area **T14**) and can only be found with a DC 25 Perception check or a DC 20 Survival skill check to follow the tracks in the dust that lead right to it. The secret door is locked (Disable Device DC 30); the keyhole is under the sconce, which swings up on a concealed hinge. The same key that opens the door leading to area **T7** also opens this lock.

T12. THE CELLS

Six narrow cells line the south side of this corridor, each containing a simple straw mat thick with fleas. When the PCs are first brought inside the temple, heavily drugged, they are stripped of all their gear and tossed in these cells. Each cell has iron bars at its front that swing out on a hinge, making a simple door. Common locks (Disable Device DC 20) hold these doors shut. Krant has the key ring to open the cells, tied to a loop on his belt.

T13. STOREROOM (CR 1)

This small chamber is used to house any possessions stripped off the PCs when they are brought into the temple. While the door to this room is unlocked, valuable items are secured in a locked chest (Disable Device DC 25). Anything of lesser value, such as clothes and nonmagical gear, is simply piled up on the table in a heap.

More importantly, this chamber contains the secret door that opens into the tunnel leading to the Ranger's Lament (see area **R3** of the Ranger's Lament). This passageway offers a secret way for the PCs to sneak out of the temple, should they find it. Locating the door requires a DC 20 Perception skill check. The tunnel beyond is 5 feet wide and just over 100 feet long. Puddles of filthy water cover the tunnel's floor, and those moving through the passageway might leave trails in the temple if their boots are not wiped off before returning.

Creatures: The cultists regularly burn out the tunnel leading to the Ranger's Lament to get rid of the vermin that tend to lurk inside. Unfortunately, this has not been done in a few weeks, and a clutch of spider eggs recently

hatched, forming a hungry swarm about half way through the tunnel. When the PCs enter this area, the swarm descends and attacks.

SPIDER SWARM **CR 1**

hp 9 (*Pathfinder RPG Bestiary* 258)

Treasure: In addition to the PCs' gear, the chest in this chamber contains a few additional objects that once belonged to acolytes, but have since been forgotten. In the bottom of the chest lies a small pouch containing 52 gp and a pair of silver dice (worth 5 gp). A bone tube containing a *scroll of prayer* sits beside the pouch.

T14. TRAPPED STAIRCASE (CR 1)

The iron door opens with a screech to reveal a staircase that leads down, curving away to the east. There is a musky odor in the air, like that of a caged animal.

Though unlocked, the door leading into this staircase takes a bit of work to open (a standard action and a DC 10 Strength check), due to the fact that the cultists never use it. The door squeaks loudly when opened.

Trap: The staircase is a trap. While not dangerous in itself, it tends to dump characters right in the middle of the snake pit (area T15). Once a character has gone halfway down the stairs, a hidden pressure plate triggers the trap, causing the entire staircase to tilt, making a ramp that leads down. This slide descends another 10 feet before dumping the characters in area 15, leaving them prone. Each creature that slides into the room takes 1d6 points of nonlethal damage from the collision at the bottom.

SLIDING STAIR TRAP **CR 1**

Type mechanical; Perception DC 20; Disable Device DC 25

EFFECTS

Trigger location; **Reset** automatic (after 1 minute)

Effect Stair turns into a slide. Any character at the top of the slide, near the door, can attempt a DC 15 Reflex save to jump back and avoid the trap. Those that slide down the ramp can attempt a DC 25 Acrobatics check to avoid landing prone.

T15. THE SNAKE PIT (CR 3)

This tall chamber is broken into two levels. Loose gravel, dirt, and bones cover the bottom level, while a walkway traverses the upper level from east to west, leading from this room. At opposite ends of the room on the lower level stand a pair of gigantic stone statues, roughly carved in the image of Razmir, his hands held high to support the room's ceiling. Each statue sits upon a pedestal with a large hole in its base that slopes down and out of sight.

Those that fail as acolytes or irritate the high priests meet their fate in this chamber. The lower level is home to a large snake that slithers out of one of the holes in the bases of the statues to attack anyone in the room.

The upper level hangs 30 feet above the floor below, providing the only way to safely navigate this chamber. The relatively smooth wall leading up to the walkway proves difficult to climb, requiring a DC 25 Climb skill check. The walkway leads from the secret door in area T11 (which is quite obvious on this side), down a short staircase and on to the door leading into area T16. While the walkway bears no railing, the ground is level and wide enough that those making their way across suffer no chance of falling.

Creature: The ravenous snake that dwells in this chamber is used to being fed whenever it hears the door leading into area T14 screech as it is being opened. As such, it is ready for anyone that comes sliding down into this area. If the PCs manage to avoid making this noise (for example, by oiling the door hinges before opening it), the snake is unaware of their approach, but quickly realizes the presence of a meal as soon as the PCs make any amount of noise. The snake's lair actually lies below this chamber, in a small nest that can only be accessed through the holes at the base of the statues. As the snake has not been fed in a while, it fights to the death to secure a meal. The tunnel leading to the nest is a close fit for a Medium humanoid creature (DC 20 Escape Artist check) but not a problem for anything Small or smaller.

ADVANCED GIANT VENOMOUS SNAKE **CR 3**

hp 21 (*Pathfinder RPG Bestiary* 255)

Treasure: More than one acolyte has met his end in the belly of this snake. The cult also uses the snake to dispose of the bodies of anyone who must be dealt with. As a result, a few treasures may be found here by those willing to sift through the bones. A DC 15 Perception skill check uncovers one of the following per check: a golden ring worth 50 gp, bearing the symbol of the local artists' guild (this belonged to Othallan); a worn cloak belonging to one of the town watchmen; a bone *wand of bless* (21 charges, CL 3rd); a ripped belt that has a belt pouch on it containing 18 gp, 2 pp, and a single pearl worth 100 gp; and a leather bundle containing several sticks tipped with bristles, hair, or fur (also belonging to Othallan).

T16: CHAMBER OF DELIGHTS (CR 5)

The stale scent of perfume and incense wafts from this room as the door opens, revealing an opulent chamber with pillows, carpets, and other fineries covering the floor. Silk curtains hang over the walls, and flicking light emanates from a hidden



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source on the ceiling, which is also draped in curtains. On the north side of the room, a gilded throne, bedecked with tiny gemstones, sits upon a raised dais.

The senior priests use this chamber to relax and indulge themselves, away from the prying eyes of the acolytes and lesser members of the clergy. When Iramine is present, local prostitutes are frequently brought in for entertainment (and usually end up fed to the snake, so as to leave no witnesses). Half-empty bottles of various spirits lie about the room, and an exotic water pipe is set up in the middle, filled with a rich, local tobacco. Golden censers, currently unlit, hang from the columns.

Behind the southern silk curtain lies a concealed door. This door is easily found by pulling back the curtain, but can also be spotted with a DC 25 Perception check.

Trap: The door that leads to the treasury (area T17) is locked and trapped with a spell that summons Small earth elementals should anyone touch the door without first uttering the phrase, “Razmir is the way to riches.”

SUMMONING TRAP CR 5

Type magic; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger touch; **Reset** none

Effect Touching the door causes 1d4+1 Small earth elementals to appear, as per *summon monster IV*. These elementals attack until slain, or until 7 rounds have passed, at which time they promptly vanish.

SMALL EARTH ELEMENTALS (1D4+1) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 122)

Treasure: The silk curtains in this room are worth 700 gp but weigh a total of 200 pounds and are very bulky. The four golden censers are worth 10 gp each; the fragile water pipe is worth 30 gp; and the gilded throne is studded with small gemstones that can be pried loose, amounting to 20 agates worth 10 gp each, 5 carnelians worth 60 gp each, and a single, small topaz worth 500 gp.

T17. TREASURY (CR 4)

This chamber contains two small chests on opposite walls and a large chest between them, sitting next to a table. Atop the wooden table lie three bags and a large ledger.

The door leading into this room is locked (and trapped, as noted in area **T16**), but can be opened with a DC 25 Disable Device skill check (Egarthis has the key). This chamber houses the treasury of the temple, containing all of their ill-gotten gains gathered over the past year. Though currently locked, all three chests can be opened with DC 25 Disable Device skill checks. Only Iramine has the key to these chests. The large chest is also trapped with a poison needle hidden cleverly inside the lock.

Trap: Anyone attempting to pick the lock on the large chest sets off the trap. A hidden button on the back of the chest disarms the trap so that it can be opened safely (Perception DC 25 to find).

POISON NEEDLE TRAP

CR 4

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch (attempting to pick the lock); **Reset** none

Effect Atk +10 melee (1d3 plus giant wasp poison). *Giant wasp poison:* injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dex damage; cure 1 save.

Treasure: The small chest along the west wall is filled with 14 sacks of copper (each sack holds 200 cp). The small chest along the east wall is filled with 9 bags of silver (each sack holds 200 sp). The larger chest contains 4 bags of gold (each holds 200 gp) and a small darkwood case inscribed with the symbol of Razmir (worth 40 gp) containing 5 moonstones (200 gp each), three vials, a set of *horseshoes of speed*, a single dose of *sovereign glue*, a +1 *cold iron heavy mace*, a *potion of cure moderate wounds*, a *potion of gaseous form*, and a single application of *oil of invisibility*.

Of the three bags lying on the table, the first is filled with four complete sets of city guard uniforms, matching those worn by the local watch exactly; the second contains 23 silver holy symbols, representing nearly every good and neutral deity, and the final bag appears to be empty. The latter is, in fact, a *bag of holding* (type I) containing the pieces of a broken, gold chain that looks to be about 100 years old. The bandits from the expedition to Kassen brought this bag with them after looting the two amulet fragments from the Crypt of the Everflame. If the PCs have played through that adventure, they recognize the links of this chain as being similar to the fragments they saw hanging from Asar's and Kassen's necks in the crypt.

The ledger contains an accounting of all of the items in the room. The tome merely shows the items being checked in. It does not mention from where they came (for such information, see area **T24**). Anyone spending at least 10 minutes looking through the ledger can attempt a DC 10 Intelligence check. Success reveals that this is only a fraction of what the temple has brought in over the past year. Every few months, a large deduction, listed as

“tithe,” is recorded along with an additional charge for “transportation.” Although it might not be immediately apparent, this is a record of the treasure that is sent back to Razmiran to fill the coffers of the Living God. These tithes are not made with any regular frequency.

THE SECOND FLOOR

Used exclusively by the senior members of the cult, this floor of the temple contains their private quarters, as well as the chambers of the high priestess. Priests forbid the acolytes access to the floor, and any found lurking about here are swiftly and strictly punished. Those found snooping around Iramine's quarters find an even worse fate in the belly of the gigantic snake in area **T15**.

Like the first floor, the walls of the second floor are of stone construction, with ceilings roughly 15 feet high. The doors here are strong wood, iron-reinforced timber, or solid metal (as in the case of the doors leading into area **T21** and **T24**). *Everburning torches*, concealed behind sconces fashioned into the shape of the symbol of Razmir, light most of this floor.

T18. THE MASK (CR 3)

A large golden mask rests upon a marble pedestal at the top of the stairs, with a green gemstone set into the mask's forehead, and smaller gems set around it. A stained glass window in the wall behind the pedestal depicts a similar mask.

While climbing even halfway up the stairs amounts to a serious offense for acolytes, reaching the top is cause for imprisonment, a beating, and possibly even worse. Gold leaf coats what is really but a plain iron mask, but the gems are quite real, as noted in the treasure below.

Note that this area and the adjacent hallways look out over area **T6** like a large balcony.

Trap: To protect the mask from scheming acolytes or brazen thieves, the mask is protected with a magic trap, set to go off whenever anyone touches it. In addition to a permanent *alarm* spell (which sets off the temple-wide alarm), anyone touching the mask is jolted by a powerful arc of electricity.

ELECTRIC MASK TRAP

CR 3

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*alarm* [audible], *shocking grasp*, Atk +8 melee touch [5d6 electricity damage])

Treasure: The large gemstone set into the mask's forehead is green quartz, worth 1,000 gp. Unfortunately, getting the crystal out of its mounting without damaging



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it proves difficult, requiring a DC 20 Craft (jewelry) check or a DC 25 Disable Device check. This check takes 1 minute to perform, and failing the check by 5 or more damages the gem, reducing its value to 750 gp. There are also six small emeralds set into the mask, each worth 100 gp. These emeralds are easy to remove, requiring no skill check.

T19. GUARDS (CR 4)

The shadows of the second floor hide the two alcoves here, with each one manned by a priest of Razmir, who keeps watch on the stairs to ensure that no unauthorized individual reaches the second floor.

Creatures: The guards in these alcoves are in dim light, which makes them difficult to notice. They can be seen from the first floor by anyone who scans the area with a DC 20 Perception skill check (DC 15 if the viewer has darkvision). Once a character is halfway up the stairs, the guards are much easier to notice, requiring only a DC 10 Perception skill check (DC 5 with darkvision). The guards have been charged to stop any acolyte or priest who comes up the stairs, order the intruder to remove his mask, and report him to Egarthis. Should the intruder refuse, each guard promptly sets off the alarm by ringing a bell located in his alcove (a move action). After setting off the alarm, the guards draw their weapons and move to attack. Guards maintain watch here 24 hours a day, with a different priest taking over every 6 hours.

PRIESTS OF RAZMIR (2) CR 2

hp 25 each (see page 26)

T20. EXQUISITE ENTRANCE (CR 4)

Opposite the grand mask stands a pair of tall double doors, made from shining silver. Carved into their surface is the symbol of Razmir, beneath which dozens of supplicants are portrayed holding up piles of coins, jewels, and other wealth to the icon of the Living God.

This locked and trapped set of double doors leads into the private quarters of Iramine and all of the heralds. Of those present at the temple, only the heralds have the keys to the doors, which also bypass the trap. The doors can be opened with a DC 30 Disable Device skill check. The silver on the doors themselves is just a thin plating over the iron underneath.

Trap: Anyone touching the doors without the proper key sets off a blast of cold from the trapped mask carved into the door. This blast hits the 2 squares in front of the door, as well as those on either side.

FROZEN DOOR TRAP CR 4

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger touch; **Reset** none; **Bypass** key

Effect blast of freezing cold in a 10-foot-radius burst, 4d6 cold damage, Reflex DC 13 half.

T21. GOLEM'S PARLOR (CR 4)

This room has many doors, three on each side and a pair of double doors opposite the entrance. In the center of the chamber, a two-step dais serves as a base for a sculpture made up of dozens of masks, carefully forged into a humanoid shape. Quite suddenly, a voice booms out from the chamber asking, "Who are the true gods?" Just as suddenly as the voice came, all is silent.

The statue in the center of the room is no simple work of art, but rather a mask golem, one of the favored creations of Razmir's faith. The question is likely to provoke many answers depending on the nature of the PCs, but the only correct answer is "money and power." If the PCs fail to provide the correct answer in 1 round, the golem moves off its pedestal to attack. Note that when on the pedestal, the golem stands on a pressure plate, and when it moves off, an alarm bell sounds in area T3 on the first floor, which causes the guards to sound the temple alarm 1d4 rounds later.

Creature: The mask golem makes for a dangerous opponent, and only the heralds know the proper command words to deactivate it. Once triggered, the golem has instructions to destroy anyone who enters the room, but it will not leave it (although it will close the doors should anyone attack it from outside). The mask golem fights until destroyed.

MASK GOLEM CR 4

hp 42 (see page 30)

T22. HERALD QUARTERS (CR VARIES)

Each one of these small chambers is home to one of the heralds of Razmir. The doors are locked (Disable Device DC 25); only Iramine and the resident herald have the key.

Clockwise from the upper left, the rooms belong to Faltore, Egarthis, an absent herald currently traveling with Iramine, Rennec, another absent herald traveling with Iramine, and Xanthar. The rooms belonging to heralds traveling with Iramine contain nothing of interest. If Faltore, Rennec, and Xanthar are still alive by the time the PCs reach this floor, one of them is asleep in his room when the PCs arrive. If one of them is dead or missing, there is only a 50% chance that one of these rooms is occupied. If two are dead or missing, the chance drops to 25%. If a herald is present, he comes out to investigate any fight within 1d6 rounds of it starting (albeit without his leather armor).

NOW THAT I HAVE THE COMPLETED AMULET, I SHALL RETURN TO THE CITY OF GOLDEN DEATH TO FINISH WHAT WAS STARTED ALL THOSE YEARS AGO. AT THE TIME, I THOUGHT KASSEN WAS A FOOL FOR INSISTING THAT WE ABANDON SUCH WEALTH, BUT NOW I MUST THANK HIM. THE TREASURE SHALL ENRICH THE LIVING GOD, SO THAT HE WILL NEVER DIE. SUCH IS THE PRICE OF IMMORTALITY. NOW I MUST RETURN TO THE ISLE OF TERROR AND I CANNOT SAY THAT MY JOURNEY WILL BE WITHOUT TERRIBLE DANGER. MAY RAZMIR PROTECT ME.

HERALD OF RAZMIR**CR 4**

hp 40 (see page 26)

Treasure: The occupied chambers house a number of personal effects, including spare robes in each room.

Faltore's room contains little more than discarded bits of food, trash, and dirty robes. A DC 20 Perception check to search the filth uncovers a platinum ring worth 45 gp that belonged to one of the courtiers that Faltore snuck into his room a few weeks back. A grisly string of severed ears lies under his bed.

Rennec's room contains a small crate holding 8 bottles of expensive wine from Andoran worth 25 gp per bottle, as well as four empty bottles.

Xanthar's room contains a small chest hidden under the bed holding a small cache of wealth stolen from the temple's coffers. The chest contains a necklace, bag, potion, and parchment. The bag holds 241 cp, 59 sp, 41 gp, and 8 pp. The expensive necklace is made of silver, studded with small pieces of jet worth a total of 300 gp. The potion is a *potion of invisibility* and the parchment is a deed to a plot of land and a small manor house just outside Absalom.

T23. EGARTHIS'S ROOM

This small chamber is immaculately clean, with the bed crisply made, the floor swept, and all of the personal effects carefully stored and organized.

This chamber belongs to Egarthis, who is extremely meticulous about how it is ordered and organized. As such,

he receives a DC 15 Perception check to notice if anyone has moved or otherwise disturbed his possessions.

While most of the belongings in this room are quite ordinary (as Egarthis keeps most of his valuables on his person), a few things stand out. A map of Tamran with a number of routes detailed hangs upon the wall. A DC 10 Knowledge (geography) or DC 15 Knowledge (local) check reveals that these show a pattern of growth through the city, charting the temple's influence. While not damning in and of itself, the map does show a frightening amount of progress. The temple and its priests exert their influence over almost half of the city, and a number of routes show they are making inroads into the other half.

In addition to the map, a small desk in the corner contains a number of pieces of blank parchment and a quill and ink. A half finished love poem dedicated "To Iramine, to celebrate your great conquest" lies on top of the desk, and a crumpled up piece of parchment in the trash bin beside the desk lists the names of all the PCs and Evlar. The list also gives notes about their performance and any problems that they might have caused. Feel free to add additional demeaning observations about the PCs on this list.

Treasure: A gold dagger, set with a wide variety of colorful gemstones, rests in the back of the desk drawer. Although quite gaudy, the dagger is worth 5,000 gp to a collector of such objects. A DC 15 Appraise skill check reveals that the dagger comes from the Isle of Jalmeray or perhaps from Vudra itself. Dark blood, blackened by the passage of time, stains the blade of the dagger (this was the dagger that Egarthis used to kill his father).

T24. IRAMINE'S QUARTERS

A large plush bed on the south wall, facing a carved oak desk on the north side, furnishes this large and opulently decorated chamber. In the center of the room, a large carpet, woven with the mask of the Razmir at its center, spreads across the floor.

These are Iramine's personal quarters. Fortunately for the PCs, she is out of town at the moment, heading to a city of near-limitless treasure. This gives them the opportunity to search the place for evidence concerning the cult's true business.

While there is nothing unusual about the bed, a small table positioned next to it bears a small whip, a pair of manacles, two bottles of Andoren brandy worth 20 gp each, and four vials of exotic perfumes worth 50 gp each.

The desk, and the bookcase behind it, are where the PCs might find the information they seek. Unfortunately, the ledgers that concern the temple's illicit dealings remain hidden in the bookcases, behind a false face of other books. This deception can be discovered with a DC 20 Perception check. There are three ledgers in total. One of these tomes



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chronicles every copper the temple has taken in since its founding, including detailed notes concerning how it was obtained. Most of the listed transactions are illegal in Tamran, from slave trade and drug deals to blackmail and protection schemes. The second ledger covers how the money is spent, from bribing known officials and guardsmen to paying for illegal goods and services. The tome also records a number of notes of tribute, covering vast sums of money sent back to Razmir for the Living God's tithes. The third ledger, though mostly empty, covers all of the temple's exploits in Kassen, including detailed reports from the priests sent there to retrieve the "fragments." This ledger ends with a short paragraph dated around 2 weeks ago. When the PCs uncover this text, show them the handout on page 24.

The desk contains little of value to the PCs, but the bottom drawer is locked and no key can be found (Iramine carries it on her person). The drawer can be opened with a DC 20 Disable Device skill check or by dealing 10 points of damage to the delicate wood panel. Inside is a small leather bag with 50 pp, a *potion of invisibility*, and a *silver raven figurine of wondrous power*.

Remember that once the PCs enter this room, Egarthis arrives shortly afterward (see page 15) to confront them.

T25. WATCHTOWER (CR 2 OR 4)

This temple watchtower keeps an eye on the courtyard and the area around the temple to the north. Two priests remain stationed here during the day, and one at night.

T26. GATEHOUSE (CR 4 OR 5)

The temple's gatehouse allows members of the faith to come and go as needed through a heavy portcullis and thick wooden doors. Three priests typically man the gatehouse during the day, and two at night. Opening the portcullis is a difficult job that requires two people to operate. Both must make a DC 10 Strength check to raise the bars. This DC increases to 20 if the task is attempted alone.

PART FIVE: THE MINIONS OF RAZMIR

From the lowliest acolyte to the powerful Egarthis, the minions of Razmir can be found throughout the temple and the surrounding grounds. To make referencing these characters easier, they are all presented in this section rather than where they first appear in the main part of the adventure. The number of acolytes and lesser clergy is left intentionally vague. While there are usually about 20 acolytes on the grounds at any one point in time, there are others who are on assignment outside the temple and can

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return to replenish numbers should some go missing. The same goes for priests, who usually only number around 8 in the temple at any one time. There are only 6 heralds, however, and two of them are gone for the time being, leaving only 4 (including Egarthis).

ACOLYTES OF RAZMIR

By far the most numerous of the clergy, the acolytes are the new recruits. Many of these unsavory characters were lured to the faith with promises of power and wealth, if only they would serve their time and rise through the ranks. If not for the church, most of these thugs would return to a life of petty crime and banditry. While most of them are lawful evil, some are neutral evil, chaotic evil, or chaotic neutral. As a whole, the acolytes are suspicious of each other and take any opportunity to rat each other out to Egarthis to earn his favor or a quick promotion.

A couple of the acolytes are half-orc instead of human. While the ability scores remain unchanged, half-orc acolytes lose the Shield Focus feat (reducing their AC to 14) and the Ride skill. They gain darkvision out to 60 feet, orc ferocity, and Intimidate +7.

ACOLYTE OF RAZMIR

CR 1/2

XP 200

Male human warrior 2

LE Medium humanoid

Init +0; Senses Perception +1

DEFENSE

AC 15, touch 10, flat-footed 15; (+3 armor, +2 shield)

hp 13 (2d10+2)

Fort +4, Ref +0, Will -1

OFFENSE

Speed 30 ft.

Melee short sword +5 (1d6+2/19-20)

or sap +4 (1d6+2 nonlethal)

Ranged dagger +2 (1d4+2/19-20)

STATISTICS

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

Base Atk +2; CMB +4; CMD 14

Feats Shield Focus, Weapon Focus (short sword)

Skills Intimidate +5, Perception +1, Ride +3

Languages Common

Gear short sword, daggers (2), sap, studded leather armor, light wooden shield, white robes, iron mask, 2d10 gp

PRIESTS OF RAZMIR

Having served as faithful members of the clergy for some time, acolytes are eventually promoted to the rank of priest. The priests are fully aware of what happens in the temple, and that much of the money comes from extortion and outright theft. The priests not only support these activities, but one of their primary duties is to leave the

temple and collect dues from local businesses. Although they are not allowed on the second floor without leave (the only exception is for those priests on guard duty in area T19), priests are often invited up for debauchery or taken down to the chamber of delights for similar activities. They do not speak openly about what happens during these parties with the acolytes, but sneaky PCs might overhear them talking among themselves.

The priests sleep and eat with the acolytes, and should be treated as the bullies of the bunch. They often take food from them, push them around, and force them to do extra chores. Egarthis is aware of these practices, but in his mind, only the strong acolytes will push back and prove that they are worthy of advancing.

A couple of the priests are half-orc instead of human. While the ability scores remain unchanged, half-orc priests lose the Shield Focus feat (reducing their AC to 18), the Acrobatics skill, and the Bluff skill. They gain darkvision out to 60 feet, orc ferocity, and Intimidate +7.

PRIEST OF RAZMIR

CR 2

XP 600

Male human fighter 2/rogue 1

LE Medium humanoid

Init +2; Senses Perception +6

DEFENSE

AC 19, touch 13, flat-footed 16; (+4 armor, +2 Dex, +1 dodge, +2 shield)

hp 25 (2d10+1d8+6)

Fort +4, Ref +4, Will +1

OFFENSE

Speed 30 ft.

Melee mwk rapier +4 (1d6+3/18-20), light shield +3 (1d4+1) or sap +5 (1d6+3 nonlethal)

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

Special Attacks sneak attack +1d6

STATISTICS

Str 16, Dex 15, Con 13, Int 8, Wis 12, Cha 10

Base Atk +2; CMB +5; CMD 18

Feats Dodge, Improved Shield Bash, Mobility, Shield Focus, Two-Weapon Fighting

Skills Acrobatics +7, Bluff +4, Disable Device +8, Intimidate +5, Perception +6, Sleight of Hand +6, Stealth +7

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds* (2), smokestick; Other Gear masterwork rapier, light crossbow with 20 bolts, sap, +1 studded leather, masterwork light steel shield, gray robes, iron mask, sunrod (2), thieves tools, 2d10 gp

HERALDS OF RAZMIR

A priest of Razmir who is in good standing with the faith (i.e. contributes a good amount of money to the coffers) is often promoted to herald. This is a position of



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respect, and these members are allowed to freely roam the temple at their leisure. At this level, the faithful of Razmir begin to see the entirety of the organization, and those who show any doubt about its goals are swiftly dealt with.

There are a total of 6 heralds working in the temple, although there are others who may visit from temples in other cities). At the current time, there are precisely four heralds in the temple: Egarthis, Faltore, Rennec, and Xanthar. Of these, Egarthis is in command while Iramine is away, as he is well on his way to promotion to the level of mask. The other three are present and can often be found berating acolytes and priests, forcing them to do menial tasks, or otherwise abusing them. Faltore, Rennec, and Xanthar all use the following stat block, while Egarthis is presented separately.

HERALD OF RAZMIR	CR 4
XP 1,200	
Male human fighter 2/rogue 3	
LE Medium humanoid	
Init +3; Senses Perception +6	
DEFENSE	
AC 21, touch 14, flat-footed 17; (+4 armor, +3 Dex, +1 dodge, +3 shield)	
hp 40 (2d10+3d8+12)	
Fort +5, Ref +6, Will +2	
Defensive Abilities evasion, trap sense +1	
OFFENSE	
Speed 30 ft.	
Melee mwk rapier +7 (1d6+3/18–20) and light shield +5 (1d4+1)	
Ranged mwk light crossbow +8 (1d8/19–20)	
Special Attacks sneak attack +2d6	
STATISTICS	
Str 16, Dex 16, Con 13, Int 8, Wis 12, Cha 10	
Base Atk +4; CMB +7; CMD 21	
Feats Dodge, Improved Shield Bash, Mobility, Shield Focus, Two-Weapon Fighting, Toughness, Weapon Focus (rapier)	
Skills Acrobatics +7, Bluff +6, Disable Device +11, Heal +5, Intimidate +7, Knowledge (local) +5, Perception +8, Stealth +11	
Languages Common	
SQ trapfinding +1, weapon training	
Combat Gear <i>potion of cure moderate wounds</i> , <i>potion of invisibility</i> , <i>potion of stabilize</i> ; Other Gear masterwork rapier, masterwork light crossbow with 20 bolts, +1 <i>studded leather</i> , +1 <i>light steel shield</i> , black robes, iron mask, sunrod (2), thieves' tools, 124 gp	

EGARTHIS

Growing up on the Isle of Jalmeray, Egarthis trained to become a monk from an early age. When he first began to show sorcerous talent, he was returned to his home at his father's request to focus on his new skills. Although a sorcerer of some skill, Egarthis's father was a poor

teacher and would often beat Egarthis for failing his impossible lessons. Five years ago, after a particularly bad beating, Egarthis snapped, killing his father in a fiery duel. Fleeing Jalmeray, Egarthis found himself drawn to the cult of Razmir, who respected him for all of his talents.

Egarthis is a cruel and petty man who enjoys lording his authority and ability over others. He may beat acolytes to within an inch of their lives for the smallest of infractions. He sees it as his duty to make the new recruits as hard and cruel as he is so that they might serve as better tools for the faith. As Iramine's lover, he has quickly risen to a position of power in this temple and has been left in charge until her return. As such, he intends to prove to her that he can handle things, and is twice as harsh as normal to ensure that everything goes according to plan.

In an emergency, such as the alarm sounding, Egarthis goes to the worship hall to coordinate the temple's defense.

EGARTHIS	CR 6
XP 2,400	
Male human sorcerer 5/monk 2	
LE Medium humanoid	
Init +0; Senses Perception +9	
DEFENSE	
AC 17, touch 13, flat-footed 16; (+4 armor, +1 dodge, +2 Wis)	
hp 58 (5d6+2d8+19 plus 10 <i>false life</i>)	
Fort +5, Ref +6, Will +9	
Defensive Abilities evasion; Resist fire 10	
OFFENSE	
Speed 30 ft.	
Melee flurry of blows +5/+5 (1d6+2)	
Ranged elemental ray +3 touch (1d6+2 fire)	
Special Attacks elemental ray 6/day, stunning fist (2/day, DC 15)	
Spells Known (CL 5th)	
2nd (5/day)— <i>bull's strength</i> , <i>false life</i> , <i>scorching ray</i>	
1st (7/day)— <i>alarm</i> , <i>burning hands</i> (DC 14), <i>color spray</i> (DC 14), <i>mage armor</i> , <i>magic missile</i>	
0 (at will)— <i>detect magic</i> , <i>detect poison</i> , <i>mage hand</i> , <i>message</i> , <i>read magic</i> , <i>touch of fatigue</i> (DC 13)	
Bloodline elemental (fire)	
TACTICS	
Before Combat Egarthian casts <i>mage armor</i> and <i>false life</i> in the morning, renewing both of them in the afternoon.	
During Combat Egarthian waits for the right time to enter combat. He uses his <i>collar of the inferno</i> at the first opportunity, and prefers targeting weak opponents.	
Morale Egarthis is not above sacrificing acolytes, priests, or even other heralds to ensure victory or his own escape, and flees when at 15 hp or less.	
STATISTICS	
Str 14, Dex 10, Con 12, Int 8, Wis 14, Cha 17	

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Base Atk +3; **CMB** +5; **CMD** 17
Feats Combat Casting, Dazzling Display, Deflect Arrows, Dodge, Eschew Materials, Improved Unarmed Strike, Lightning Reflexes, Stunning Fist, Toughness, Weapon Focus (unarmed strike)
Skills Heal +5, Intimidate +9, Knowledge (arcana) +4, Perception +9, Spellcraft +4, Stealth +7
Languages Common
SQ *bloodline arcana* (change damage spells to fire damage)
Combat Gear *brooch of shielding* (85 points), *collar of the inferno* (single-use item, summons 1d3 hell hounds as if using *summon monster V*), *potion of cure moderate wounds* (2), *potion of stabilize*, *wand of shield* (42 charges); **Other Gear** black robes, iron mask, *ring of protection* +1

KRANT

Born in Numeria, Krant was little more than a savage brute until 4 years ago when his raiding party met with disaster in the River Kingdoms. From there, he wandered for a while before joining the faith. Although

still a brute, Krant now wields his petty authority as effectively as his club.

Krant is a very large man, both in height and girth. Despite his years of service, he has never risen above the rank of priest. More than a little dimwitted, Krant nonetheless is in charge of the priests, and by extension the acolytes. He spends most of his time training them, drilling them, and beating them whenever they step out of line. More than one acolyte has died from his tutelage.

Whenever the PCs are being instructed how to properly beat someone, extract payments, or otherwise bully the locals, chances are Krant is the one teaching them. He is often sent out to deal with troublesome clients, and most of the folk around the temple are terrified of his visits. Krant is cruel and stupid. He rarely gets jokes, even those made at his expense, but he laughs at any act of violence, no matter how insipid. Krant tends to pass out each night in the kitchen or in the dining room, where he snores rather loudly.



KRANT CR 5

XP 1,600
 Male human warrior 4/barbarian 2
 CE Medium humanoid
Init +4; **Senses** Perception +10

DEFENSE

AC 12, touch 8, flat-footed 12; (+4 armor, -2 rage)
hp 72 (4d10+2d12+32)
Fort +12, **Ref** +1, **Will** +4
Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.
Melee +1 *greatclub* +13/+8 (1d10+8)
Special Attacks rage (15 rounds/day), rage power (no escape)

TACTICS

During Combat Krant rages in any lethal combat.
Morale Krant fights to the death, reveling in bloodshed and the sensation of his club crushing bones.
Base Statistics AC 14, touch 10, flat-footed 14; hp 60; **Fort** +10, **Will** +2; **Melee** +1 *greatclub* +11/+6 (1d10+5); **Str** 16, **Con** 16; **Skills** Climb +7

STATISTICS

Str 20, **Dex** 10, **Con** 20, **Int** 8, **Wis** 13, **Cha** 12
Base Atk +6; **CMB** +11; **CMD** 21
Feats Cleave, Extra Rage, Power Attack, Weapon Focus (*greatclub*)
Skills Climb +9, Intimidate +15, Perception +10
Languages Common
SQ fast movement
Gear +1 *greatclub*, hide armor, filthy gray robes, *mask of fear* (rusted iron Razmir mask with glowing runes, grants a +5 bonus to Intimidate checks)



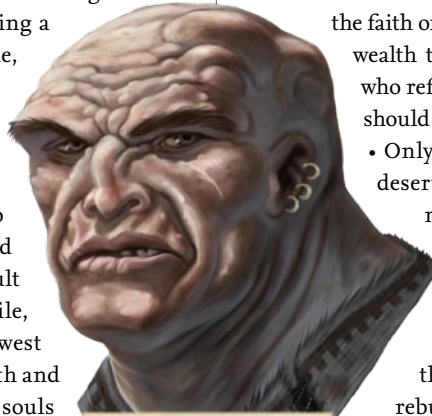
MASKS OF THE LIVING GOD

APPENDIX: RULES OF THE FAITH

Razmir, for all of his power and influence, is not a god. He is a mortal man pretending to be a god, but very few of his followers know this (and none appearing in this adventure have any idea). As a result, Razmir does not have clerics, does not grant spells, and does not have domains. What he does have is a large organization of bullies, thugs, and cultists more interested in furthering their own dreams of power than serving a higher calling. This suits him just fine, so long as they all operate under his banner and continue to send their “tithes” to fatten his coffers. Most of his followers are perfectly content to work within this role, and those who step out of line are harshly sanctioned (usually at the end of a sword). His cult operates through charisma and guile, luring new recruits in from the lowest dregs of society with promises of wealth and glory. Over time, these unfortunate souls come to work for the glory of Razmir, which usually means putting the entire region around their temple under their control. This infiltration occurs subtly at first, but as their power grows, they become quite bold. In this way, the entire nation of Razmiran was born.

The faith of Razmir is a relatively simple one: money and power are the true goals in life, for they allow you to live the life you want to lead. For obvious reasons, this mantra is hidden behind a veil of rules and parables that obscure the cult’s motives. One of the rules of the faith is, “Gold is the tool of those who would oppose the Living God. Denying them their coin leads to the glory of Razmir.” While this might sound like a rule stating that the faithful should avoid greed and those who profit from it, it is in fact often used as justification for theft, blackmail, and other money-making schemes. A list of some of the more important rules of the faith follows below. While nearly all senior priests follow these, their interpretation is fairly loose, and the punishment for breaking them depends entirely upon the whim of those with a higher rank.

- Razmir is the god above all other gods. Those who would claim otherwise are jealous of His glory and spread lies in an attempt to tarnish his mask.
- Those who follow the steps of the Living God will be rewarded with glory and riches. Those who turn from His path shall have neither.
- Razmiran, the realm of the Living God on this world, is sacred ground, and it is the duty of every believer to protect and enrich this sacred place. Every temple to Razmir is an extension of this sacred realm.



KRANT

- Those who have ascended the steps speak with the authority of the Living God. Failing to obey them is akin to disobeying the will of Razmir Himself.
- Tithing to the faith is a holy responsibility. The faith of Razmir must have the resources to fight against His enemies, who use their vast sums of ill-gotten wealth to spread lies and deceit.
 - Those who do not believe must be converted to the faith of Razmir by showing them the glory and wealth that awaits them in His service. Those who refuse are corrupted by the unfaithful and should be denied such luxuries.
 - Only those who believe in the Living God deserve a life of plenty and pleasure. Others must suffer and toil until they see the light of Razmir.
 - The mask of the Living God is a divine vessel. Behind its protective embrace, His followers can speak the will of Razmir without fear of rebuke. His followers must wear the mask whenever they deal with nonbelievers, so that they might come to fear His image.
 - The followers of Razmir act as one. Through anonymity comes solidarity, with each part working together to further His glory.

BREAKING THE RULES

New acolytes are sure to break one of the many and often conflicting rules governing Razmir’s faith. Many of the rules were intentionally made to contradict one another so that the senior clergy could punish those beneath them on a whim, instilling fear and forcing obedience from those of lesser status. There are no clear guidelines for determining the severity of any infraction. Acolytes have been sentenced to death for stealing bread from the temple’s kitchen, while others have received no punishment for killing a superior. It all depends on the fickle mood of the higher-ranking members of the clergy. As a result, any one of the following punishments can be applied at virtually any time.

- Five lashes with a whip.
- Branding (1d4 points of fire damage plus scarring).
- Beating (probably Krant if this occurs at the Tamran temple), dealing nonlethal damage. The person administering the beating starts dealing lethal damage if the offender fights back.
- Added chores, such as additional transcription or backbreaking labor that leaves the offender fatigued.
- Donning the mask of shame for 1d6 hours. The mask allows the character to breathe, but he cannot speak, hear, or see while wearing the mask. The mask is locked to the offender’s head (Disable Device DC 25).

MASK GOLEM

This creature is made of hundreds of metal masks, welded together to form a roughly humanoid body. The masks are mostly iron, but some—such as the hands, knees, and feet—are made of silver lined with gold. The mask that makes up its head is made of porcelain with gold trim and has a large sapphire set into its brow. At the creature moves, the masks seem to shift and stare.

MASK GOLEM

CR 4

XP 1,200

N Medium construct

Init +7; Senses darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (4d10+20)

Fort +1, Ref +6, Will +2

DR 5/bludgeoning; Immune construct traits, magic

Weaknesses vulnerability to sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +8 (1d8+4)

Special Attacks masks of control, swarm form

Spell-Like Abilities (CL 4th)

Constant—see invisibility

TACTICS

During Combat A mask golem attempts

to control any powerful melee combatant that moves to threaten it using its mask of obedience ability. Against ranged opponents, it uses its mask of solitude. If these do not work, it relies on its slam attacks instead.

Morale A mask golem fights to defend the area it has been built to protect, even if this results in its destruction.

STATISTICS

Str 18, Dex 17, Con —, Int 7, Wis 12, Cha 13

Base Atk +4; CMB +8; CMD 21

Feats Improved Initiative, Lightning Reflexes

Skills Perception +5

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Immunity to Magic (Ex) A mask golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *shatter* spell deals 4d6 points of damage (no save).
- A *grease* spell prevents the mask golem from using its masks of control ability for the duration of the spell (no save). Masks that are already in place are unaffected.
- A *make whole* spell heals the golem as normal and automatically restores one of its masks of control if any have been destroyed.
- Any magical attack against a mask golem that deals sonic damage affects the mask golem normally.

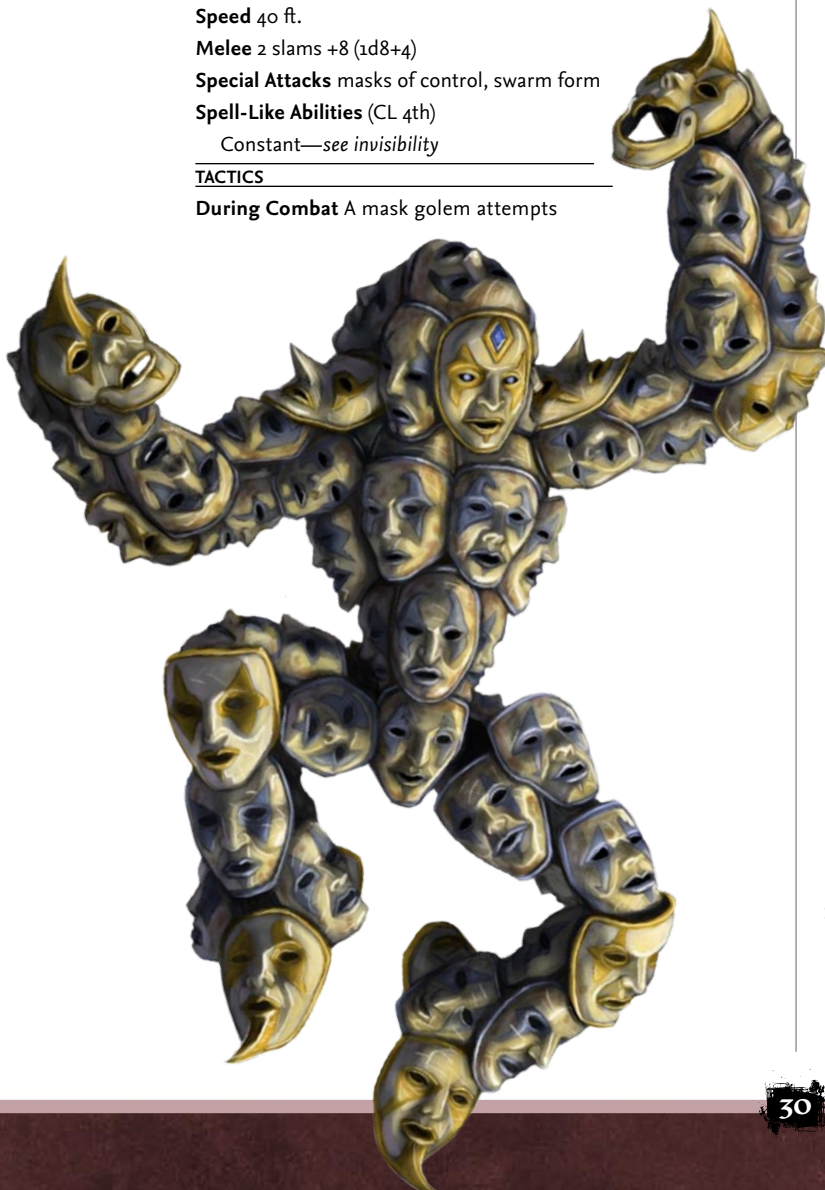
Masks of Control (Su): As a standard action, a mask golem can force one of its masks onto a humanoid opponent's face. This ability has a range of 30 feet. Attaching a mask in this way requires a successful combat maneuver check and does not provoke an attack of opportunity. Once in place, the mask has one of two effects.

Obedience: The target must make a DC 13 Will save each round or fall under the mask golem's control for 1 round. This functions as *dominate person*. The save DC is Charisma-based.

Solitude: The target cannot speak, breathe, or hear while the mask is in place.

The mask can be removed with a successful combat maneuver check against the mask golem's CMD. The mask can also be destroyed, but half of any damage dealt is made to the target instead of the mask. The mask has Hardness 5 and 5 hit points. A mask golem has a number of masks equal to its Hit Dice (usually 4). If removed from a victim, the mask returns to the golem immediately and can be used again. Destroyed masks are replenished at the rate of 1 per day.

Swarm Form (Ex): Once per day as a standard action, a mask golem can assume the form of a swarm of masks. While in this form, it gains the swarm subtype, a fly speed of 60 feet (average), a swarm attack that deals 1d6 points of damage, and the distraction quality (DC 12). Anyone who





NEW MONSTER

takes damage from the swarm attack can also be attacked with one of the golem's masks of control as a free action (assuming the golem has enough masks available). The swarm is made up of Tiny creatures, but does not gain any additional damage reduction. A mask golem can maintain this form for a number of minutes equal to its Hit Dice. Any damage dealt to the swarm is subtracted from the golem's hit points, as normal.

Made up of hundreds of masks, a mask golem is a construct forged by the faithful of Razmir to honor the Living God. These constructs are often placed in their temples or other locations that they wish to protect, such as treasure vaults or private sanctuaries for powerful priests. They spend much of their time completely immobile, only coming to life when their instructions force them to take action. Many acolytes are unaware of their true nature, having spent years viewing them as simple statues.

Mask golems can understand Common, but they cannot speak. While they possess intelligence, they are bound by the orders of their creators and are seldom given free reign when assigned to a task. Rarely, these golems are employed as assassins, sent out to punish or kill those that threaten the church.

While all of the masks that make up the golem's body are copies of the holy symbol of Razmir, they are made of different materials. Most are simple iron, but the masks around the joints are made of silver with gold trim, and the head is made from a specially crafted porcelain mask, set with a sapphire. When a mask golem is destroyed, these valuable masks remain, and are worth 1,000 gp in total. The sapphire is worth 500 gp. A mask golem stands 5 feet tall and weighs 300 pounds.

CONSTRUCTION

A mask golem's body is made from hundreds of iron masks, as well as a few that are plated in silver and trimmed with gold, worth a total of 2,000 gp. In addition, the crafter must place a sapphire worth 500 gp into the golem's forehead to complete its creation.

MASK GOLEM

CL 9th; Price 22,500 gp

CONSTRUCTION

Requirements Craft Construct, *dominate person*, *see invisibility*, *telekinesis*, creator must be caster level 9th; **Skill** Craft (sculptures)


DC 16; **Cost** 12,500 gp

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VALERÓS
MALE HUMAN FIGHTER 3

ALIGN NG INIT +6 SPEED 30 ft.

ABILITIES	
16	STR
15	DEX
12	CON
13	INT
8	WIS
10	CHA

DEFENSE	
HP 27	
AC 18, touch 12, flat-footed 16	(+1 when two-weapon fighting)
Fort +4, Ref +3, Will +0	(+1 vs. fear)

OFFENSE
Melee +1 longsword +6 (1d8+4/19-20) and mwk short sword +6 (1d6+1/19-20)
Ranged shortbow +5 (1d6/x3)
Base Atk +3; CMB +6; CMD 18

SKILLS
Climb +5
Intimidate +6
Perception +2
Ride +2
Swim +4

FEATS
Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (short sword)

Combat Gear alchemist's fire; **Other Gear** chainmail, +1 longsword, mwk short sword, shortbow, arrows (20), backpack, silk rope, 251 gp



EZREN
MALE HUMAN WIZARD 3

ALIGN NG INIT +3 SPEED 30 ft.

ABILITIES	
11	STR
9	DEX
12	CON
18	INT
15	WIS
9	CHA

DEFENSE	
HP 16	
AC 9	touch 9, flat-footed 9
Fort +4, Ref +0, Will +5	

SPELLS
Spells Prepared (CL 3rd):
2nd—acid arrow, scorching ray
1st—mage armor, magic missile, sleep
0—acid splash, daze, detect magic, light

Spellbook: all cantrips plus 1—alarm, burning hands, cause fear, color spray, detect undead, grease, mage armor, magic missile, shield, sleep; 2—acid arrow, scorching ray.


SPECIAL ABILITIES
Hand of the Apprentice: +5 attack bonus, 7/day, 30-ft. range

FEATS
Combat Casting, Great Fortitude, Improved Initiative, Scribe Scroll

OFFENSE
Melee cane +1 (1d6)
Ranged mwk light crossbow +2 (1d8/19-20)
Base Atk +1; CMB +1; CMD 10

SKILLS
Appraise +10
Diplomacy +2
Knowledge (arcana) +10
Knowledge (geography) +10
Knowledge (history) +10
Knowledge (local) +10
Perception +5
Spellcraft +10

Combat Gear alchemist's fire (2), scrolls of burning hands, grease, scorching ray, shield, and spider climb; **Other Gear** cane (as club), dagger, mwk light crossbow, bolts (20), handy haversack, scroll case, spell component pouch, spellbook, 535 gp



MERISIEL
FEMALE ELF ROGUE 3

ALIGN CN INIT +7 SPEED 30 ft.

ABILITIES	
12	STR
17	DEX
12	CON
10	INT
13	WIS
10	CHA

DEFENSE	
HP 23	
AC 18	touch 14, flat-footed 14
Fort +3, Ref +7, Will +3	(evasion, +2 bonus vs. enchantment)


OFFENSE
Melee mwk rapier +6 (1d6+1/18-20)
Ranged dagger +5 (1d4+1/19-20)
Base Atk +2; CMB +3; CMD 17
Special Attacks: sneak attack +2d6

Special Qualities: evasion, finesse rogue, immune to sleep, low-light vision, trapfinding, trap sense +1

SKILLS
Acrobatics +9
Bluff +6
Climb +7
Disable Device +9
Intimidate +6
Perception +9
Sleight of Hand +9
Stealth +9

FEATS
Dodge, Improved Initiative, Weapon Finesse

Combat Gear acid, alchemist's fire (2), potion of cure moderate wounds, thunderstone; **Other Gear** +1 studded leather armor, mwk rapier, daggers (6), cloak of resistance +1, backpack, grappling hook, hooded lantern, oil (5), silk rope, thieves' tools, 225 gp



KYRA
FEMALE HUMAN CLERIC OF SARENRAE 3

ALIGN NG INIT -1 SPEED 20 ft.

ABILITIES	
13	STR
8	DEX
14	CON
10	INT
17	WIS
12	CHA

DEFENSE	
HP 23	
AC 18	touch 9, flat-footed 18
Fort +6, Ref +1, Will +9	

SPELLS
Spells Prepared (CL 3rd):
2nd—calm emotions, cure moderate wounds^o, hold person
1st—bless, cure light wounds^o, divine favor, sanctuary
0—guidance, light, stabilize, virtue
D domain spell; **Domains** Healing, Sun

DOMAIN GRANTED POWERS
Rebuke Death (Sp) heal touched creature 1d4+1 hp, only works on targets below 0 hit points, 6/day.
Sun's Blessing (Su) Add +3 to channel energy damage against undead, bypass channel resistance.

OFFENSE
Melee mwk scimitar +5 (1d6+1/18-20)
Ranged light crossbow +1 (1d8/19-20)
Base Atk +2; CMB +3; CMD 12

SKILLS
Diplomacy +7
Heal +9
Knowledge (religion) +6
Perception +6

FEATS
Channel Smite, Iron Will, Weapon Focus (scimitar)

Combat Gear holy water; **Other Gear** +1 chainmail, heavy wooden shield, mwk scimitar, light crossbow, bolts (10), cloak of resistance +1, silver holy symbol (with continual flame), backpack, 325 gp

The Ranger's Lament



One square = 5 feet

Bakery



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THE CULT OF PERSONALITY

Pathfinder Module MASKS OF THE LIVING GOD

Razmir the Living God used his power to conquer an entire country; now he and his mask-wearing priests enforce peace and generosity—though some say their tools are intimidation and fear. His worshipers preach charity and self-worth, blaming rival faiths for crafting lies about the glories of the Living God. Now the cult has come to the city of Tamran, feeding the poor and promising happiness to those who serve Razmir. Yet ugly rumors persist of bribery, extortion, and strange disappearances associated with the new temple. Are these stories just gossip and lies spread by rival faiths? Or is the church of the Living God more than it seems?

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This adventure is set in the wooded land of Nirmathas in the Pathfinder Chronicles campaign setting, but can easily be adapted for any game world. It can be used as a sequel to *Crypt of the Everflame* or as a stand-alone adventure, and is a prequel to the adventure *City of Golden Death*.

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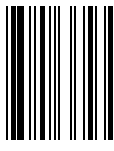
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