

CYRAN ANDROTUS

Skills

LN male elf conjurer

The Axion Forge

Affiliation

Cyran Androtus is one of the wealthiest people in the wealthiest nation of the Inner Sea region. His presence at the bidding for Alabastrine's distracts is likely a social formality, as few of his significant contacts reside in the Inner Sea. Cyran's trade partnerships extend to numerous planar enterprises, particularly sites on the plane of Axis. He is allied with a contingent of inevitables known as the Axion Forge.

Preferred District

The Working End

Goal

Cyran's only goal at the auction is to be seen attending an important social function. He does not actually intend to participate in the bidding at all. However, he has ample funds to enter the bidding if the PCs convince him that doing so is worthwhile.

Diplomacy +12, Knowledge (nobility, planes) +22, Profession (merchant) +16, Sense Motive +6

Recognize

Knowledge (planes) DC 20 to recognize him as a major player in planar politics, with strong ties to the lawful realm of Axis.

Biases

Cyran has a bias toward those with knowledge or other associations with planes other than the Material Plane (+2)

Appearance

Cyran wears simple plain white robes with minor gold embellishments and an expensive headband. Cyran's attire is almost heretically drab in comparison to the normally ostentatious strictures of the Prophecies of Kalistrade. The wizard only cares to impress those with at least a basic aptitude for magic, and spares no expense to cloak himself in a dizzying array of magic auras. A PC who inspects Cyran with effects such as detect magic or arcane sight must succeed at a DC 18 Fortitude save or be blinded for 1d4 hours.

Analyze

(Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5)
A PC who demonstrates knowledge of the greater universe with Knowledge (planes) impresses Cyran. A PC who succeeds at a Knowledge (nobility) or Profession (merchant) check can appeal to Cyran's devotions to the Prophecies. Alternatively, a canny PC can use Bluff to bewilder the accomplished wizard, whose interest in Material Plane matters is minimal.

Introduction

"No one really knows much about Cyran. He's an elf, perhaps one of the longest lived devotees of the Prophecies. He is said to traffic outside of Golarion, supplying extraplanar factions with raw materials and facilitating negotiations among them. He possesses considerable magical abilities. If you can learn something from him, you'll do better than most."

Strengths

(Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5)
Cyran despises being told that he needs others to prosper. A PC who attempts to sell the importance of an alliance based on the premise that Cyran needs additional support takes a –4 penalty on the check.

Personality

Cyran is soft-spoken but also canny in the ways of Drumish politics.

Weakness

(Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5)
Cyran appreciates connections to other planes, particularly the Outer Planes. A display of an item or ally from such exotic locales interests the elven wizard, granting the PCs a +4 bonus on a single influence attempt against him.

Influence

Knowledge (planes), Knowledge (nobility), or Profession (merchant) DC 12 (DC 16 in Subtier 4–5); Bluff DC 17 (DC 21 in Subtier 4–5); Diplomacy DC 22 (DC 26 in Subtier 4–5)

Exchange

Cyran is looking for a new supplier for skymetals, such as adamantine, horacalcum and noqual.

Success

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Special

Despite Cyran's humble appearance, he takes great pains to protect himself. Any creature that attempts to touch Cyran triggers a specialized contingency spell. This effect immediately summons an advanced marut inevitable named Hanuman (Pathfinder RPG Bestiary 2 166). The inevitable instantly demands the "cessation of physical contact" with its client before seeking further orders from Cyran. Luckily for most transgressors, Cyran only orders the inevitable to subdue enemies foolish enough to attack him, dismissing the inevitable for minor misunderstandings. Before Hanuman departs, Cyran presents him with a satchel of diamonds for "the continued battle against the lawless forces of the multiverse."

IRITH NOMZAMO

LN female human aristocrat/Prophet of Kalistrade

Skills

Affiliation	Druma	Preferred District	Prophet's Burg
Background	Irith is the current lord-councilor of Alabastrine. She secured the majority of the city during the previous bidding cycle at the expense of her other mercantile endeavors. Time was not kind to Irith, and the fortune of Alabastrine is only now beginning to change, given increased trade with Isger and the ongoing civil problems in nearby Cheliox.	Goal	She understands that her hold on Alabastrine will suffer at the hands of the other bidders. Irith wants only to hold onto at least one district of the city—preferably, the desirable locale of Prophet's Burg.
Recognize	Knowledge (nobility) DC 14 to recognize her as the current lord-councilor of Alabastrine	Biases	Irith has a bias against PCs she spots engaged in discussions with Vayde Petronax (–2). She has a bias toward PCs who show her proper respect and succeed on the recognize check to understand her status as lord-councilor (+2).
Appearance	Irith Nomzamo is a tall Garundi woman, bedecked in white robes and a gem-studded cloth of gold mantle. Her robes are augmented with numerous spiked embellishments that make physical contact with the lord-councilor difficult. She speaks in a constant deep timbre, always making eye contact with her prominent jade-colored eyes.	Analyze	(Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Irith is a merchant by trade, and those using Profession (merchant) in their talks with her appeal to her life's work. A PC can also use Knowledge (nobility) or Diplomacy to appeal to Irith's political interests, or use Bluff to cheat his way through negotiations with her.
Introduction	"Can barely get close to that woman; what, with all the eccentric clothing she wears. If she speaks more than ten words a day, I'd be surprised. Can't help but feel sorry for her though; Irith made a good run of ruling Alabastrine since the last bid, and now that trade looks to be on the upswing, her time as lord-councilor is running out. I'd be surprised if she manages to acquire more than a single district."	Strengths	(Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Irith knows she's going to lose many districts of Alabastrine during this bidding process, but her pride keeps her aggressive as ever during the process. PCs who insinuate that Irith is likely to lose territory take a –4 penalty on checks to influence her.
Personality	Irith attempts to overshadow all others in her presence. She views her current position as lord-councilor as something that demands respect. She speaks concisely, as if she were wasting money with each word spoken.	Weakness	(Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Irith takes great pride in what she's accomplished while governing Alabastrine. A PC who applauds her previous efforts as lord-councilor gains a +4 bonus on a single influence attempt against her.
Influence	Profession (merchant) DC 12 (DC 16 in Subtier 4–5); Bluff: Knowledge (nobility), or Diplomacy DC 17 (DC 21 in Subtier 4–5); Intimidate DC 22 (DC 26 in Subtier 4–5)	Exchange	(Diplomacy, Profession [merchant], or Knowledge [local] DC 15; DC 19 in Subtier 4–5) Irith is most interested in purchasing goods that are in high demand in Isger. In particular, she seeks to explore the expanding market for weapons that are effective against undead creatures.

Success	O	O	O
Special			

TEMEL PASSAD

LN male human expert/prophet of Kalistrade

Skills

Affiliation	Druma	Preferred District	Courts of Abstinence
Background	Temel Passad is a merchant and Kalistocrat who has great ambitions. He sees the bidding for Alabastrine's districts as a way to further his clout in Druma, particularly if he can successfully purchase a district for himself.	Goal	Temel seeks to acquire a single district, which is all his current finances can afford. The maze-like Courts of Abstinence are his primary goal. He believes that he can make strong gains by the labyrinthine apartments to militaries across the Inner Sea region that wish to train in urban combat.
Recognize	Known	Biases	Temel prefers those who spend time with him. PCs engaging in consecutive influence attempts against Temel gain a +2 bonus on their checks to influence him.

Appearance	Temel Passad is a tall man with carefully groomed hair and an oiled beard. He wears pristine white clothing heavy with gold embroidery and gems. In following the tenets of the Prophets of Kalistrade, he avoids physical contact with others and partakes in only a small amount of food or other refreshments.	Analyze	(Knowledge [local], Knowledge [nobility], or Sense Motive DC 12; DC 16 in Subtier 4–5) Passad is somewhat of a coward, and easily falls prey to bullies using Intimidate to force him to increase his bidding beyond what he's comfortable with. More social skills, such as Bluff or Diplomacy, can help the PCs talk Temel into throwing most of his wealth at Alabastrine. Finally, discussing the military viability of the Courts of Abstinence using Knowledge (history) prompts Temel to further his bidding.
Introduction	"What can I say about myself? I'm a devout follower of the Prophecies of Kalistrade. I only hope to carve out a single district, though I remain unsure if I possess the wealth to contend with the likes of Myrosype and the other attendees."	Strengths	(Knowledge [local], Knowledge [nobility], or Sense Motive DC 12; DC 16 in Subtier 4–5) Temel despises members of the Exchange, and PCs who openly indicate their affiliation with the Pathfinder Society faction take a –4 penalty on checks to influence him.
Personality	Temel Passad is a powerful merchant who always negotiated from a position of strength when dealing with the Society. Here in the bidding process, he's humbled by the extravagant displays of wealth from the likes of Cyran and Myrosype. He frequently seeks out the company of PCs, preferably PCs who are not members of the Exchange faction.	Weakness	(Knowledge [local], Knowledge [nobility], or Sense Motive DC 12; DC 16 in Subtier 4–5) Temel has no direct weakness, but instead his diminished presence among the other bidders humbles him. PCs who succeed at this check know that Temel can easily be persuaded to increase his bidding on the districts of the city with any social skill.
Influence	Intimidate DC 12 (DC 16 in Subtier 4–5); Bluff, Knowledge (history), or Diplomacy DC 17 (DC 21 in Subtier 4–5)	Exchange	Temel Passad informs the PCs that he has no interest in further business with the Exchange.

Success O O O
Special

VAYDE PETRONAX

Skills

NE male venerable human wizard

Affiliation	Unknown	Preferred District	Scriptum
Background	Mayde is the patriarch of the Petronax family, who have maintained a constant supply of laborers and soldiers to the councilors of Alabastrine. Up until now, the Petronax family had no interest in actually bidding on Alabastrine, and the motion by Vayde to participate in the bidding has shocked all other attendees. In particular, Irith Nomzamo is incensed at what she perceives as a betrayal by the man whose workers she's used to maintain the city.	Goal	Vayde seeks the halls of Alabastrine's Scriptum as part of a long-term family plan. His designs are outside the scope of this scenario, but he seeks some of the supposedly hidden texts kept secret within some of the Scriptum's lesser-known temple-libraries.

Recognize	Knowledge (nobility) DC 15 to recognize him as the patriarch of the Petronax family, who have provided most of the soldiers and laborers who defend and upkeep Alabastrine since its founding.	Biases	Vayde has a bias toward those discussing religious or philosophical beliefs with him (+2). He despises those who reference his age or skeletal appearance (-2).
Appearance	Vayde is a skeletally gaunt man, whose bones visibly protrude from his ashen, papery skin. He looks comically tiny in impressive regalia of Kalistocratic robes, bedecked with jewels, numerous golden and platinum embellishments, and a gilded drake's body.		

Introduction	"He's a damn skeleton of a man. Some say he adheres to the strictest tenures of the Prophecies when it comes to the consumption of food and drink. I can barely stand listening to his hoarse voice for more than a few minutes, but it's clear the wizened elder of the Petronax family knows much about the city. After all, his family's servants and soldiers have been working the streets since before High Prophet Keldor enacted the bidding process."		
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Personality	Vayde prefers distancing himself from social encounters during the course of the bidding; he sees the entire endeavor as fruitless. When cornered, he talks with a rasping voice that belies his advanced age. He has a fascination with death, interested in the religious beliefs of others, directing discussions to such macabre topics.		
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Influence	Knowledge (religion) DC 12 (DC 16 in Subtier 4-5); Sense Motive, Knowledge (nobility), or Diplomacy DC 17 (DC 21 in Subtier 4-5); Bluff DC 22 (DC 26 in Subtier 4-5)		
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Special				O

Diplomacy +8, Bluff +10, Intimidate +15, Knowledge (local, nobility, religion) +14, Profession (merchant) +10, Sense Motive +10

Analyze	Educated discussions of philosophy and religion intrigue Vayde, and PCs would be smart to use Knowledge (religion) in influencing the elder. Alternatively, discovering Vayde's mood by using Sense Motive or Diplomacy work equally as well for inquisitive PCs. Knowledge (nobility) can also be used by PCs showing due respect to the Drumish familial patriarch. (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4-5)		
Strengths	Vayde is unimpressed by coercion; should the PCs utter threats to Vayde, they take a -4 penalty on their influence attempts. (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4-5)		
Weakness	Knowledge is power, and should the PCs discover Vayde's interest in the Scriptum, they can subtly reveal their discovery to the patriarch of the Petronax family. If this weakness is revealed, reduce the number of successes required to fully influence Vayde by 1. This can only occur once. (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4-5)		
Exchange	Vayde deals in religious artifacts from a variety of faiths. He enjoys studying his wares before placing them up for sale and has no interest in counterfeit artifacts. (Diplomacy, Knowledge [religion], or Profession [merchant] DC 15; DC 19 in Subtier 4-5)		

MYROSOPE

Skills

LN female human vigilante

Affiliation
Aspis Consortium

Background

Myrosype is a member of the unsanctioned Aspis Consortium group known as the Korholm Agenda. As financier for the splinter faction, she possesses incredible wealth within the Consortium, having made numerous successful ventures during her time in Druma. Unlike many of the other attendees, Myrosype is not a member of the Prophets of Kalistrade, though she is willing to work with them for mutual gain.

Recognize

Knowledge (history or nobility) DC 10 to recognize her as a member of the Aspis Consortium and financier of the recent attack on the Grand Lodge.

Appearance

Myrosype is an average sized woman with light brown skin, her ethnicity bearing hints of both Casmar and Vudrani. She's garbed in a white peplos robe secured with a gold Aspis badge and embellished with a golden belt band around her waist. She speaks with a distinct accent—a speech with a measured cadence that one could scrutinize with a metronome and find few flaws. She wears an expensive perfume with hints of burnt incense and balsam. A PC who succeeds at a DC 20 Craft (alchemy) or Knowledge (nobility) check identifies the perfume as Lady's Promise, a scent that is becoming increasingly popular among members of the Chelish nobility.

Introduction

“She's no prophet, nor does she even hail from the Inner Sea. I have heard that she hails from the distant land of Ibiydos. I hold no grudge against Myrosype, though I know your Society does. She's always been pleasant in our interactions, and she has a reputation for always keeping up her end of a bargain. She has enough clout to have made her way into the bidding, and is poised to take the lion's share of the districts if left unchecked.”

Personality

Myrosype is a socialite who thrives on schmoozing with everyone present at the bidding process. PCs included. She never loses her calm demeanor, always gracious to the Kalistocracy for allowing her the privilege of taking part in the bidding. She is pleasant in all of her dealings with the PCs, even if the PCs are rude to her.

Influence

Preferred District
Myrosype is willing to bid on all districts.

Goal

Myrosype has arranged to collect the majority of Alabastrine during the bidding. She expects that the PCs influence will be insufficient to stop her, but if the bidding turns against her, she makes an offer to the PCs to mitigate her losses.

Biases

Analyze

(Knowledge [local], Knowledge [nobility], or Sense Motive DC 12; DC 16 in Subtier 4–5)

A PC who succeeds at this skill check recognizes that Myrosype is beyond the Society's influence.

The PCs cannot influence Myrosype. If accused of financing an attack against the Grand Lodge, she is taken aback, and says, “While this is not the first time I've heard accusations of nefarious intent from members of the Pathfinder Society, I have to say, this is by far the most egregious accusation I have heard yet.” She denies the PC's accusation and then continues, “I understand that as new agents in the Pathfinder Society, you are inclined to believe your superiors over someone you have been told is an enemy.” At some point during the conversation, she thanks the PCs for bringing the slander against her name to her attention, as it could damage her business if it were not properly handled, and tells them that she doesn't blame them for being fooled. While the PCs are likely to attempt Sense Motive checks against her, both these results and any truth-telling magic they bring to bear indicate that Myrosype is not responsible for the attacks.

Exchange

If an Exchange PC inquires into Myrosype's trade interests, she chuckles and says, “While I appreciate your initiative, Aaqir al'Hakam has made it abundantly clear that he is no friend to the Aspis Consortium. If he has had a change of heart, ask him to make his case to me in person. I would be delighted to explore such opportunities further.”