

A PATHFINDER SOCIETY SCENARIO



# THE PENUMBRAL ACCORDS™

By Owen K.C. Stephens



# THE PENUMBRAL ACCORDS

PATHFINDER SOCIETY SCENARIO 2–11

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This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Bestiary*, and *Pathfinder Roleplaying Game Bestiary 2*. These rules can be found online as part of the *Pathfinder Roleplaying Game Reference Document* at [paizo.com/pathfinderRPG/prd](http://paizo.com/pathfinderRPG/prd).

*Pathfinder Society Scenario 2–11: The Penumbral Accords* is a Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4–5). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 16 of this product.

Paizo Publishing, LLC

7120 185th Ave NE Ste 120

Redmond, WA 98052-0577

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# THE PENUMBRAL ACCORDS

BY OWEN K.C. STEPHENS



The Blakros family of Absalom is among the oldest and most powerful noble lines in the City at the Center of the World. The Blakroses obtained their vast wealth both by smuggling goods and secrets across the border between Taldor and Qadira during and since the Grand Campaign, beginning in the early 4100s AR, and through marrying off their highly desired daughters for exorbitant dowries paid by the husbands. What few know, however, is that much of their early smuggling was made possible through a tenuous alliance with the denizens of the Shadow Plane. This alliance, outlined in a pact known as the Penumbra Accords, allowed them to safely transport goods and personnel through the Shadow Plane while a war waged around them on the Material. But this agreement came at a terrible price: in addition to providing a continuing, steady stream of slaves for Shadow Absalom, the eldest Blakros daughter of each generation for a thousand years would be given over to the members of the shadowy Onyx Alliance on her 21st birthday to be taken to the Shadow Plane. After 5 centuries of raising their eldest daughters to be traded for a generations-old debt, the Blakros family is ready to end the Penumbra Accords, and they believe they know just the group to do so.

The conditions of the Penumbra Accords are precise, and the penalty for failing to uphold their end of the bargain is the killing of all Blakros daughters of the offending generation. The Blakros family is thus understandably hesitant to break the pact themselves. But the logistics of the slave trade hinge on the Onyx Alliance's use of a powerful interplanar device called the *Wightir Conjunction*, which superimposes the Shadow and Material Planes in the family's famed museum for a single night. During this time, slaves (and every few decades a Blakros daughter) are branded in a sinister ritual to acclimate them to the Shadow Plane such that when the conjunction ends, they return to Shadow Absalom with the fetchling natives.

This year, the identical twin eldest daughters of Hamaria Blakros, the beautiful Michellia and Eleanir Blakros, turn 21, and the Blakros family is unwilling to see two of their beloved heirs doomed to servitude or worse at the hands of the Onyx Alliance. Thus Hamaria

## WHERE ON GOLARION?

Blakros Museum is one of many prominent locations in the Wise Quarter of Absalom. During the course of events in this scenario, the Wightir House—the dark mirror version of the iconic museum in the gray metropolis of Shadow Absalom—interposes itself with the iconic location on the Material Plane. For more information on Absalom, see *Pathfinder Campaign Setting: Guide to Absalom*. For more on the Shadow Plane and Shadow Absalom, see *Pathfinder Campaign Setting: The Great Beyond*, available in hobby and bookstores everywhere, and online at [paizo.com](http://paizo.com).



has hatched a plan: she will use her family's burgeoning relationship with the adventurous Pathfinder Society to destroy the *Wightir Conjunction* once and for all, ending the fetchlings' ability to continue to exploit them.

## SUMMARY

The PCs are sent by the Pathfinder Society to aid Hamaria Blakros in preventing her daughters from being taken as slaves to the Shadow Plane. Upon their arrival at the Blakros Museum, a relic in the Shadow Absalom version of the museum transposes the umbral Wightir House—a sinister experimental laboratory—over the structure, and the PCs must face the shadowy denizens of the foreign plane. In the main entryway and atrium, an animated skeleton stands vigil, attacking the PCs as

they move farther into the museum. Elsewhere in the museum, the PCs face a mad fetchling alchemist, several shadow guards, a shadow hound, and other Shadow Plane denizens, and have the opportunity to rescue half a dozen slaves, including two bearing a strange brand upon their foreheads. In Wightir House's north wing, the PCs finally come face to face with the Onyx Alliance's overseer, Uthil Mak, who is preparing a ritual to permanently link Eleanir and Michellia Blakros to the Shadow Plane. Only by defeating Uthil Mak and destroying or disabling the *Wightir Conjunction* can the PCs end the Blakros family's obligation to the centuries-old Penumbra Accords.

## GETTING STARTED

Read the following to get the adventure underway.

Venture-Captain Drandle Drang looks tired as he calls an emergency meeting in the middle of night at his chambers in the Grand Lodge. "I'm sorry to call you in on such short notice and on such a dark night, but a friend of the Society needs your help immediately." From an adjoining chamber, an elegantly dressed woman of middle age with olive skin and long, straight black hair and piercing eyes steps into the room. "Allow me to introduce to you Hamaria Blakros, of the esteemed Blakros family, whose name I'm sure you all know."

Hamaria sits at Dreng's side, smooths her satin dress over her knees, and speaks in a clear though pained voice. "I'm afraid my forebears made a terrible mistake, and I need you to help remedy the situation. When the Blakroses were first gaining a financial and social foothold centuries ago, my ancestors made a pact called the Penumbra Accords with a strange organization on the Shadow Plane called the Onyx Alliance, which granted us trade routes through its dark realm to avoid unpleasant searches, tariffs, and questions among the many parties with whom we traded. At the time, this was an invaluable service, but as our wealth and influence grew, the benefits became less pronounced. Now, almost five centuries later, we no longer want to pay the ongoing price of this agreement. Since that time, we've been providing a steady stream of slaves to the Onyx Alliance... including the eldest of our daughters each generation. This year we have two eldest daughters—my twins Eleanir and Michellia—and I refuse to let them be taken!

"But we can't actively break the Penumbra Accords ourselves. We don't know all the details other than our end of the bargain, which requires us to deliver slaves to our very own Blakros Museum on the night of each new moon—and to deliver the eldest Blakros daughter of each generation on the new moon after her 21st birthday. We are told to stay away until dawn, and have honored this command thus far. In every instance for generations, we've returned to find no sign of the slaves or our own heirs left in the building. They've got some device that lets them take our daughters to their plane, something

that only functions one night a month, and only until dawn. That night is tonight, and my Eleanir and Michellia are already there! I need you to get in before the sun rises and deactivate or destroy whatever allows them to keep stealing our people. If that prevents them from ever threatening us and holding the Penumbra Accords over our heads again, even better."

Dreng leans forward. "You understand, I'm sure, how valuable our relationship with the Blakros family is to the Decemvirate. Their assets at the museum are immense, and assisting the Lady Hamaria tonight will go along way to ensuring that both her family and our organization can form a long-lasting alliance that will benefit all parties." He glances at Hamaria, who nods once in agreement. "Hurry to Blakros Museum, friends. There isn't much time!"

The sudden nature of Dreng's assignment leaves the PCs little time to investigate if they are to arrive at Blakros Museum in time to save Eleanir and Michellia. Some PCs may possess skills granting them knowledge of Blakros Museum, the Blakros family, and the Shadow Plane.

### Knowledge (history)

10+: In recent years, the Blakros Museum has been the site of a number of strange occurrences, many of which were handled quietly in the dead of night by agents of the Pathfinder Society.

15+: In the early days of Absalom, the Blakros Museum was originally the stronghold of an eccentric wizard. Abandoned for centuries, it was later bought by House Blakros, who turned it into a museum for their impressive collection of curiosities from across Golarion.

20+: The mad astrologer Ralzeros the Overwatched built what is now the Blakros Museum thousands of years ago as an observatory to study distant worlds and even other planes of existence (and some say, to be studied by them). He later disappeared following a mage-duel with another of Absalom's early wizards.

### Knowledge (local) or Diplomacy (gather information)

10+: The wealthy and prominent House Blakros is a large, extended clan of eccentrics with trade contacts rivaling those of the Aspis Consortium, who made most of their money selling valuable antiquities across the border between Taldor and Qadira. Their daughters are known far and wide for their beauty, and marrying a Blakros woman is a sure path to power and riches.

## BLAKROS MUSEUM

Blakros Museum is a large and well-furnished gothic building that rises out of the night like a great looming



shadow. Within are three exhibit halls showcasing the Blakros family's impressive collection of relics and oddities. Wighttir House is identical in construction and layout, but serves a decidedly different purpose—the Onyx Alliance uses Wighttir House as a laboratory for performing gruesome and torturous experiments on captive inhabitants from the Material Plane. When the two planes conjoin while the *Wighttir Conjunction* remains active, elements of both planes may be treated as real and interact with one another, but upon the device's deactivation, all creatures return to their plane of origin.

The intermingling planes create a unique effect as light and shadow mix. Any spellcaster wishing to cast *continual flame*, *dancing lights*, *daylight*, *light*, or any spell with the light descriptor must make a caster level check. Existing *light* spells being maintained and magic items that shed light must make a caster level check when first brought into Blakros Museum, with a failed check indicating that no light is generated for the next 24 hours while the item or maintained spell is within the museum. The DC for these checks is 12 for Tier 1–2 and 17 for Tier 4–5. This effect has no impact on mundane or alchemical sources

of light, such as sunrods and torches. If PCs do not create or bring their own light sources, the entire building may be considered to be in shadowy illumination, the combination of the brightly lit Material Plane and the pitch-black Shadow Plane.

### 1. Entry and Atrium (CR 2 or CR 5)

Read aloud or paraphrase the following as the PCs approach the gothic Blakros Museum and prepare to enter the atrium.

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Great pillars of hewn black stone support the vaulted ceiling of the Blakros Museum's grand entryway, visible through its wide, double doors. Braziers mounted on the pillars cast white radiance from balls of continual light. A fossilized dinosaur skeleton occupies the northwest corner of the room.

Upon crossing the threshold, the air ripples and all visible surfaces shimmer as if they were momentarily composed of still, reflective liquid. As soon as the effect manifests, the strange sensation ends, leaving thick shadows covering all surfaces. The white light of the braziers glows an arcane shade of blue, illuminating the shadowy form of a different skeleton that overlays the more solid dinosaur from moments ago.

---

The *Wightir Convergence* is in full effect while Uthil Mak performs the branding ritual to acclimate his newest batch of slaves to the Shadow Plane. Once the PCs enter the building, they experience the planar overlap. Like its Blakros counterpart, the atrium of Wightir House is a grand spectacle where visitors to the building get their first glimpse at the strange curios found within. The PCs may interact with both the Material Plane and the Shadow Plane while within the building as if completely on the relevant plane, even though elements native to the Shadow Plane appear dark and insubstantial. A shadowy plaque on the southeast column declares the Shadow Plane version of the building to be “Wightir House, Experimental Laboratory of Onyx Alliance, Authorized by Order of Argrinyxia, the Shifting Lady of Ebony Scales.” PCs who succeed on a DC 15 Knowledge (planes) check recognize the convergence of the Material Plane and the Shadow Plane for what it is.

**Creatures:** While the fossilized dinosaur skeleton on the Material Plane is just that, its shadow is an undead skeletal guardian. In Tier 1–2, the skeleton is that of a deinonychus, while it is a young copper dragon skeleton in Tier 4–5.

## Tier 1–2 (CR 2)

SKELETAL GUARDIAN	CR 2
Deinonychus skeleton ( <i>Pathfinder RPG Bestiary</i> 84, 250)	
NE Medium undead	
<b>Init</b> +7; <b>Senses</b> darkvision 60 ft.; Perception +0	
<b>DEFENSE</b>	
AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)	
hp 18 (4d8)	
<b>Fort</b> +1, <b>Ref</b> +4, <b>Will</b> +4	
DR 5/bludgeoning; <b>Immune</b> undead traits	
<b>OFFENSE</b>	
Speed 60 ft.	
<b>Melee</b> bite +5 (1d6+2), foreclaws +0 (1d4+1), 2 talons +5 (1d8+2)	
<b>TACTICS</b>	
<b>Before Combat</b> The skeletal guardian remains still as the PCs explore the room, waiting until the first PC steps into the hallway.	
<b>During Combat</b> The skeleton attacks the nearest target and only changes its target when its current victim is dead or unconscious. As an unintelligent undead, it employs no strategies in combat, and moves as needed to attack, even if doing so restricts it to a single attack per round.	
<b>Morale</b> Unintelligent and created for a singular purpose, the skeletal guardian fights until destroyed, but does not leave area 1 if the PCs flee.	
<b>STATISTICS</b>	
Str 15, Dex 17, Con —, Int —, Wis 10, Cha 10	
Base Atk +3; CMB +5; CMD 18	
Feats Improved Initiative <sup>B</sup>	

## Tier 4–5 (CR 5)

SKELETAL GUARDIAN	CR 5
Young copper dragon skeleton ( <i>Pathfinder RPG Bestiary</i> 106, 250)	
NE Medium undead (earth)	
<b>Init</b> +7; <b>Senses</b> darkvision 60 ft.; Perception +0	
<b>DEFENSE</b>	
AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)	
hp 45 (10d8)	
<b>Fort</b> +3, <b>Ref</b> +6, <b>Will</b> +7	
DR 5/bludgeoning; <b>Immune</b> undead traits	
<b>OFFENSE</b>	
Speed 40 ft.	
<b>Melee</b> bite +11 (1d8+4), 2 claws +11 (1d4+4), 2 wings +6 (1d4+2)	
<b>TACTICS</b>	
<b>Before Combat</b> The skeletal guardian remains still as the PCs explore the room, waiting until the first PC steps into the hallway.	
<b>During Combat</b> The skeleton attacks the nearest target and only changes its target when its current victim is dead or unconscious. As an unintelligent undead, it employs no strategies in combat, and moves as needed to attack, even if doing so restricts it to a single attack per round.	
<b>Morale</b> Unintelligent and created for a singular purpose, the skeletal guardian fights until destroyed, but does not leave area 1 if the PCs flee.	
<b>STATISTICS</b>	
Str 19, Dex 16, Con —, Int —, Wis 10, Cha 10	
Base Atk +7; CMB +11; CMD 24	
Feats Improved Initiative <sup>B</sup>	

**Development:** If the PCs attempt to leave the building, they find that a shadowy wooden door stands closed against them, occupying the same place as the doors of the Material Plane’s Blakros Museum. The doors are locked, requiring a DC 25 Disable Device check to open, and possessing hardness 8, 60 hp, and a break DC of 20. If the PCs exit the building, they find themselves in Absalom Prime looking in to the normal Blakros Museum. Only when reentering the building do they again experience the convergence of planes.

## 2. West Exhibit Hall/Cold Storage (CR 2 or CR 5)

A sign over the door bearing bright lettering reads “Treasures of Distant Goka,” while a shadowy sign occupying the same space reads in dark, block letters “Cold Storage—Perishable Specimens Only.” The west wing is quite cool, but not so cold as to qualify as an environmental hazard. Read the following aloud when the PCs enter.

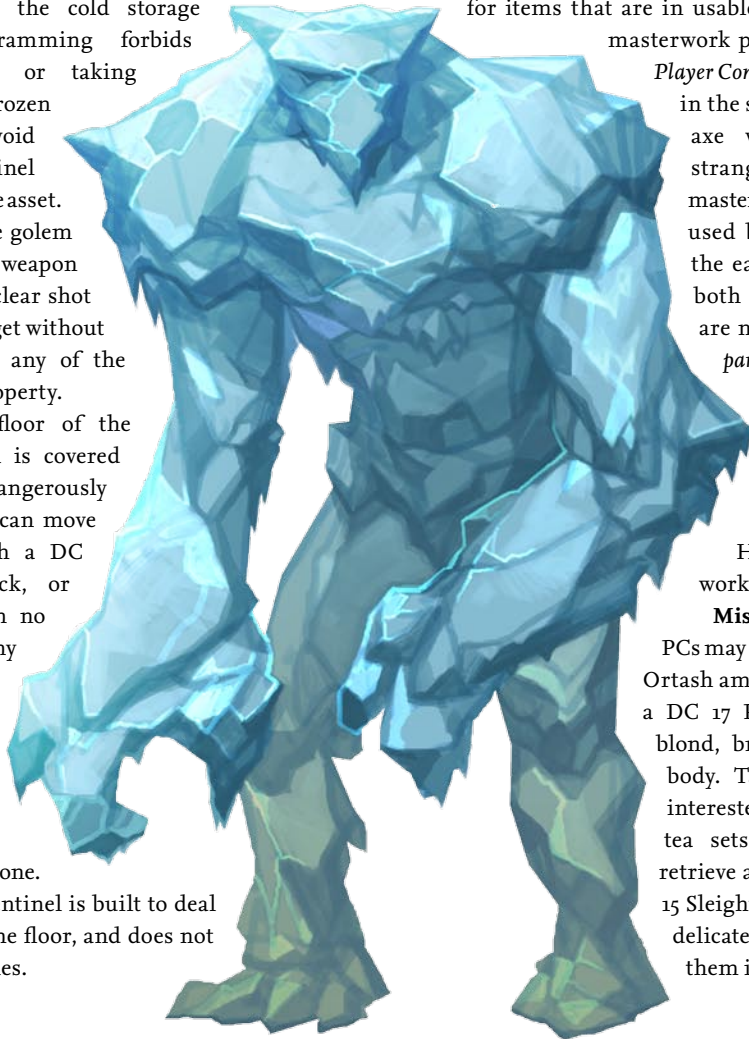
Dozens of mannequins dominate this room, each decorated in the trappings of distant Tian Xia. Ceremonial armor of

samurai from Minkai and the silk gowns of courtly ladies catch the eye, but the delicate tea sets in long glass display cases seems out of place next to the strange shadowy figures leaning against the fan-decorated walls. Humanoid bodies encased in ice stand scattered throughout the room, and a glaze of dark rime covers the floor.

While the Blakros Museum currently shows an exhibit of relics from distant Tian Xia, the staff at Wightir House uses this room for a very different purpose. The experimental nature of many of their operations means they sometimes need to preserve organic specimens for extended periods of time. While spells such as *gentle repose* could solve this problem, the leadership of the Onyx Alliance decided on another route: the entire room has been enchanted to remain at freezing at all times.

**Creatures:** The cold storage sentinel is a construct, so the room can be kept constantly cold and guarded without staff needing to be wrapped in thick furs. The construct doesn't attack anyone on the Wightir House's staff, but assaults anyone else who enters the room. The cold storage sentinel does not risk damaging any of the specimens within the cold storage room; its programming forbids attacking around or taking cover behind the frozen specimens to avoid any risk of the sentinel smashing a valuable asset. In Tier 4–5, the ice golem uses its breath weapon whenever it has a clear shot at even a single target without risking damaging any of the Onyx Alliance's property.

**Hazards:** The floor of the cold storage room is covered in frost, and is dangerously slippery. The PCs can move at full speed with a DC 5 Acrobatics check, or at half speed with no skill check. Any PC who fails this Acrobatics check cannot move that round. Any PC who fails the Acrobatics check by 5 or more falls prone. The cold storage sentinel is built to deal with the frost on the floor, and does not suffer these penalties.



## Tier 1–2 (CR 2)

### COLD STORAGE SENTINEL CR 2

Iron cobra (*Pathfinder RPG Bestiary* 182)  
hp 15

## Tier 4–5 (CR 5)

### COLD STORAGE SENTINEL CR 5

Ice golem (*Pathfinder RPG Bestiary* 161)  
hp 53

**Development:** If the PCs examine any of the frozen human forms in Wightir House's cold storage room, they find a grisly display of partially dissected humanoids and half-completed biological experiments from the Material Plane. Each specimen is frozen in several inches of hard ice. Many have a rictus of pain and fear solidified on their cold, blue faces, and all of them have an identical black rune branded onto their foreheads.

**Treasure:** PCs who search among the Tian relics for items that are in usable condition locate a suit of masterwork parade armor (see *Pathfinder*

*Player Companion: Adventurer's Armory*) in the samurai style, an orc double axe with blades shaped like strange dragons' heads, and a masterwork composite shortbow used by the mounted archers of the eastern steppes. In Tier 4–5, both ends of the orc double axe are masterwork, the armor is +1 *parade armor*, and the bow is a +1 *composite shortbow*. In both Tiers, a *wand of endure elements* with 28 charges hangs on a hook on the wall for use by Wightir House staff when they must work in this room.

**Mission Notes:** Qadira faction PCs may find what remains of Khizan Ortash among the frozen corpses with a DC 17 Perception check; his long blond, braided beard identifies his body. Taldor faction PCs may be interested in one of the ceremonial tea sets from Minkai. To safely retrieve a complete set requires a DC 15 Sleight of Hand check to move the delicate ceramic cups and protect them in transport.

**Rewards:** If the PCs take the useful Tian items and the Wightir *wand of endure elements*, award each Tier thusly:

**Tier 1–2:**

Give each player 85 gp

**Tier 4–5:**

Give each player 385 gp.

### 3. Offices/Alchemedical Laboratory (CR 3 or CR 6)

Read the following aloud when the PCs enter.

A few desks, three locked chests, and a locked standing cabinet are here along a wall facing the West Exhibit Hall made of smoky glass. Fading in and out of vision, the shadowy form of a slablike table holding an unconscious, vivisected human man, his chest rising slowly with each breath, is superimposed over the southernmost desk. Medical implements and alchemical devices are spread across nearly every surface, some more substantial in form than others.

While the Blakros Museum staff use this room to catalogue new additions to the collection and run the day-to-day operations of the archive, the Onyx Alliance employs this chamber as a private operating room and laboratory in which they perform sinister alchemical experiments on living prisoners.

**Creatures:** Currently, the fetchling alchemist Mazzel Gol is in the process of conducting an experiment on a human specimen on the verge of death. The man, drugged and unconscious, lays splayed on the operating table, his lower torso dissected and his skin held open and taught with large clamps. His forehead sports a dark rune tattoo that seems to suck light toward it. If Mazzel Gol hears combat in the cold storage room, she knows it must signify intruders, as the sentinel wouldn't attack anyone who belonged there.

#### Tier 1–2 (CR 3)

<b>MAZZEL GOL</b>	<b>CR 3</b>
Female fetchling alchemist 4 ( <i>Pathfinder RPG Advanced Player's Guide</i> 26, <i>Pathfinder RPG Bestiary</i> 2 123)	
CE Medium outsider (native)	
<b>Init</b> +7; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +6	
<b>DEFENSE</b>	
AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural)	
<b>hp</b> 27 (4d8+6)	
<b>Fort</b> +6, <b>Ref</b> +8, <b>Will</b> +1; +2 vs. poison	
<b>Resist</b> cold 5, electricity 5	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> bite +6 (1d8+3), 2 claws +6 (1d6+3)	

**Ranged** bomb +7 (2d6+2 fire)

**Special Attacks** bomb 8/day (2d6+2 fire, DC 14)

**Spell-Like Abilities** (CL 4th; concentration +4)

1/day—*disguise self* (humanoid only)

**Alchemist Extracts Known** (CL 4th)

2nd—*invisibility*, *spider climb*

1st—*comprehend languages*, *cure light wounds*, *identify*, *true strike*

**TACTICS**

**Before Combat** If Mazzel Gol hears the sounds of combat in the next room, she immediately drinks her mutagen (already included in her stats). If time further permits, she drinks her extracts of *spider climb* and *invisibility*, and readies her *true strike* extract.

**During Combat** Mazzel Gol initiates combat by throwing an acid bomb into the largest group of PCs she can target. She fights recklessly with her claws and bite, climbing up the walls if she's cornered or facing an opponent she can neither hit nor effectively damage, and then resorting to bombs from range.

**Morale** While under the effect of her extract, Mazzel Gol is maniacal and fights to the death.

**Base Statistics** When not under the effect of her mutagen, Mazzel Gol has the following stats: **AC** 16, flat 13; **Melee** dagger +4 (1d4+1/19–20); **Ranged** bomb +7 (2d6+3 fire); **Skills** Appraise +10, Craft (alchemy) +10, Knowledge (arcana) +10, Knowledge (planes) +6, Spellcraft +10

**STATISTICS**

**Str** 16, **Dex** 16, **Con** 13, **Int** 14, **Wis** 8, **Cha** 10

**Base Atk** +3; **CMB** +6; **CMD** 19

**Feats** Brew Potion, Extra Bombs\*, Improved Initiative, Throw Anything

**Skills** Appraise +9, Craft (alchemy) +9, Disable Device +10, Heal +6, Knowledge (arcana) +9, Knowledge (planes) +5, Perception +6, Spellcraft +9, Stealth +6; **Racial Modifiers** +2 Knowledge (planes), +2 Stealth

**Languages** Aklo, Common, Draconic, D'ziriak (cannot speak)

**SQ** alchemy (alchemy crafting +4, identify potions), mutagen (+4 Str/–2 Int, +2 natural armor, 40 minutes), discoveries (acid bomb, feral mutagen), poison use, swift alchemy

**Combat Gear** *potions of cure light wounds* (2), alchemical grease\* (2), weapon blanch (adamantine)\*; **Other Gear** masterwork studded leather, dagger, *cloak of resistance* +1, alchemist's lab, 38 gp

**SPECIAL ABILITIES**

**Shadow Blending (Su)** Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance.

This ability does not grant total concealment; it just increases the miss chance.

\* See the *Pathfinder RPG Advanced Player's Guide*.

#### Tier 4–5 (CR 6)

<b>MAZZEL GOL</b>	<b>CR 6</b>
Female fetchling alchemist 7 ( <i>Pathfinder RPG Advanced Player's Guide</i> 26, <i>Pathfinder RPG Bestiary</i> 2 123)	



## THE PENUMBRAL ACCORDS

CE Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

### DEFENSE

**AC** 19, touch 14, flat-footed 16 (+3 armor, +1 deflection, +3 Dex, +2 natural)

**hp** 68 (7d8+33)

**Fort** +9, **Ref** +9, **Will** +2; +4 vs. poison

**Resist** cold 5, electricity 5

### OFFENSE

**Speed** 30 ft.

**Melee** bite +8 (1d8+3), 2 claws +8 (1d6+3)

**Ranged** bomb +9 (4d6+2 fire)

**Special Attacks** bomb 11/day (4d6+2 fire, DC 15)

**Spell-Like Abilities** (CL 7th; concentration +7)

1/day—*disguise self* (humanoid only)

**Alchemist Extracts Known** (CL 7th)

3rd—*haste*

2nd—*cat's grace*, *false life*, *invisibility*, *spider climb*

1st—*comprehend languages*, *cure light wounds*, *identify*, *true strike*

### TACTICS

**Before Combat** If Mazzel Gol hears the sounds of combat in the next room, she immediately drinks her mutagen and her *bear's endurance* potion, employing one of her daily uses of her extend potion discovery (already included in her stats). If time further permits, she drinks her extracts of *spider climb* and *invisibility*, and readies her *haste* extract.

**During Combat** Mazzel Gol initiates combat by throwing an acid bomb into the largest group of PCs she can target. She fights recklessly with her claws and bite, climbing up the walls if she's cornered or facing an opponent she can neither hit nor effectively damage, and then resorting to bombs from range.

**Morale** If reduced below 25 hit points, the fetchling flees up the wall and drinks her *false life* extract, then resumes combat. While under the effect of her extract, Mazzel Gol is maniacal and fights to the death.

**Base Statistics** Without any buffs, Mazzel Gol has the following stats: **AC** 17, flat-footed 14; **Melee** mwk dagger +7 (1d4+1/19–20); **Ranged** bomb +9 (2d6+3 fire); **Skills** Appraise +13, Craft (alchemy) +13, Knowledge (arcana) +13, Knowledge (planes) +6, Spellcraft +13

### STATISTICS

**Str** 16, **Dex** 16, **Con** 17, **Int** 14, **Wis** 8, **Cha** 10

**Base Atk** +5; **CMB** +8; **CMD** 22

**Feats** Brew Potion, Combat Reflexes, Extra Bombs, Improved Initiative, Throw Anything, Toughness

**Skills** Appraise +12, Craft (alchemy) +12, Disable Device +13, Heal +9, Knowledge (arcana) +12, Knowledge (planes) +5, Perception +9, Spellcraft +12, Stealth +6; **Racial Modifiers** +2 Knowledge (planes), +2 Stealth

**Languages** Aklo, Common, Draconic, D'ziriak (cannot speak)

**SQ** alchemy (alchemy crafting +7, identify potions), mutagen (+4 Str/–2 Int, +2 natural armor, 70 minutes), discoveries (acid

bomb, extend potion 2/day, feral mutagen), poison use, swift alchemy, swift poisoning

**Combat Gear** *potion of bear's endurance*, *potion of cure moderate wounds*, alchemical grease\* (2), weapon blanch (adamantine)\*;

**Other Gear** masterwork studded leather, masterwork dagger, *cloak of resistance* +1, *ring of protection* +1, alchemist's lab, 238 gp

### SPECIAL ABILITIES

**Shadow Blending (Su)** Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance.

This ability does not grant total concealment; it just increases the miss chance.

\* See the *Pathfinder RPG Advanced Player's Guide*.

**Development:** The vivisected human is Zelius Jagrah, a slave from Cheliox. He is currently unconscious and has been reduced to –8 hp and stabilized. Under the effects of heavy sedation, he must be brought at least to 0 hit points to be awakened, at which point he remains sickened until he receives a DC 20 Heal. If revived, he tells of being bought by the Blakros family and sent to the Shadow Plane 3 months ago after undergoing the ritual that left him with his forehead rune, and describes his time as a slave of the Onyx Alliance. Since that time, he has been primarily used for manual labor, though he was selected last night to be the subject of a series of tests to infuse him with something called “liquid night.” He doesn't know whether the actual augmentation has been carried out yet, but appears normal other than the wounds sustained in the experiment.

Zelius will gladly leave with the PCs if they escort him out of the building but he is too weak and traumatized to follow them anywhere else within Wightir House. If taken out of the front door while the *Wightir Convergence* is active, he immediately reappears on the Material Plane, his ties to the Shadow Plane broken.

**Treasure:** A PC searching the room finds among the rows of artifacts and stacks of paper records of recent acquisitions, including the Tian exhibit, apparently gifted to the museum by a donor named Amara Li on behalf of the Lantern Lodge of Goka. The alchemical apparatuses and medical implements are largely old and poorly cared for, and little among Mazzel Gol's gear is worth anything on the Material Plane. PCs may locate Mazzel Gol's finely bound copy of *Umbral Leaves* buried under a pile of bloody rags, worth 100 gp because of its intricately stitched leatherwork.

**Faction Notes:** Andoran faction PCs will likely wish to escort Zelius from the museum and ensure his safe return to Absalom Prime. Cheliox faction PCs should desire to keep his origins at a Chelish slave auction a secret, and may convince him to remain quiet about this fact with a DC 15 Intimidate check. Osirion faction PCs may wish to keep the copy of *Umbral Leaves* for their faction's research.

Qadira faction PCs will likely take note of the donor of the Tian exhibit and her mysterious organization.

Rewards: If the PCs defeat Mazzel Gol and locate the book, award each Tier thusly:

Tier 1–2:

Give each player 157 gp.

Tier 4–5:

Give each player 424 gp.

## 4. East Exhibit Hall / Pain Laboratory (CR 1 or CR 4)

A large placard above the entryway to this hall reads “The Evolution of Dragonkind” in bright, elaborate script while a shadowy sign next to the door describes the room as “Pain Laboratory—Tests in Progress.” Read the following when the PCs enter.

This room is filled with ancient tapestries of chromatic dragons besieging castles and battles between Dahak and Apsu at the dawn of time. An alabaster obelisk covered in Draconic runes occupies the far corner, surrounded by a spread of various dragonhides of all colors and thickness, and a taxidermied wyvern hangs from the ceiling above, its stinger flexed above its head. Umbral chains drop from the same ceiling on the Shadow Plane; gruesome hooks at the chains’ ends hold long-dead skeletons. The southern wall sports a massive wheel with shackles along its edge, apparently for holding writhing subjects in place during tests.

This chamber is the home of the perennial dragon exhibition at Blakros Museum, a collection of artifacts from across the world related to dragonkind. The Onyx Alliance uses this same space in Wightir House to conduct less precise experiments than the smaller Alchemedical Laboratory (area 3).

**Creatures:** Uthil Mak expected to receive more slaves tonight than he could personally manage while tending to the two new Blakros daughters, so he hired several guards to assist him. These Shadow Plane denizens enjoy being in charge of brightly colored residents from the Material Plane, and treat them with as much cruelty as possible without damaging their employer’s investment.

### Tier 1–2 (CR 1)

SHADOW GUARDS (2)	CR 1/3
Male and female fetchling warrior 1 ( <i>Pathfinder RPG Bestiary 2 123</i> )	
NE Medium outsider	
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +0	
DEFENSE	
AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)	

**hp** 8 each (1d10+3)

**Fort** +2, **Ref** +1, **Will** +0

**Resist** cold 5, electricity 5

#### OFFENSE

**Speed** 30 ft.

**Melee** longsword +2 (1d8+1/19–20)

**Ranged** sling +2 (1d4+1)

**Spell-Like Abilities** (CL 1st; concentration +1)  
1/day—*disguise self* (humanoid only)

#### TACTICS

**Before Combat** If the guards are aware of the PCs’ presence, they spread out throughout the room preparing to ambush the PCs as these intruders enter the laboratory.

**During Combat** The guards charge the nearest PC at the onset of the combat, attempting to drive the intruders out of the room and away from the slaves in area 5.

**Morale** While anything but good and certainly not cowardly, the guards are merely hired mercenaries of the Onyx Alliance and surrender if brought below 3 hit points.

#### STATISTICS

**Str** 13, **Dex** 12, **Con** 11, **Int** 9, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Toughness

**Skills** Intimidate +4, Knowledge (planes) +1, Profession (guard) +4, Stealth +3; **Racial Modifiers** +2 Knowledge (planes), +2 Stealth

**Languages** Common

**Combat Gear** alchemist’s fire (2); **Other Gear** masterwork black studded leather, longsword, sling with 10 bullets, manacles, 15 gp

#### SPECIAL ABILITIES

**Shadow Blending (Su)** Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance.

This ability does not grant total concealment; it just increases the miss chance.

### Tier 4–5 (CR 4)

SHADOW GUARDS (3)	CR 1
Male and female fetchling fighter 1/rogue 1 ( <i>Pathfinder RPG Bestiary 2 123</i> )	
N Medium outsider	
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +6	
DEFENSE	
AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)	
<b>hp</b> 20 each (1d10+1d8+6)	
<b>Fort</b> +3, <b>Ref</b> +4, <b>Will</b> +1	
<b>Resist</b> cold 5, electricity 5	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> mwk longsword +4 (1d8+2/19–20)	
<b>Ranged</b> sling +3 (1d4+2)	
<b>Special Attacks</b> sneak attack +1d6	
<b>Spell-Like Abilities</b> (CL 2nd; concentration +2) 1/day— <i>disguise self</i> (humanoid only)	

**TACTICS**

**Before Combat** If the guards are aware of the PCs' presence, they spread out throughout the room preparing to ambush the PCs as these intruders enter the laboratory.

**During Combat** The guards charge the nearest PC at the onset of the combat, attempting to drive the intruders out of the room and away from the slaves in area 5.

**Morale** While anything but good and certainly not cowardly, the guards are merely hired mercenaries of the Onyx Alliance and surrender if brought below 7 hit points.

**STATISTICS**

**Str** 15, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Combat Reflexes, Toughness

**Skills** Acrobatics +7, Intimidate +5, Knowledge (planes) +2, Perception +6, Profession (guard) +6, Stealth +9; **Racial**

**Modifiers** +2 Knowledge (planes), +2 Stealth

**Languages** Common

**SQ** trapfinding +1

**Combat Gear** alchemist's fire (2), liquid ice\*; **Other Gear** masterwork studded leather, masterwork light wooden shield, masterwork longsword, sling with 10 bullets, manacles, 42 gp

**SPECIAL ABILITIES**

**Shadow Blending (Su)** Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

\* See the *Pathfinder RPG Advanced Player's Guide*.

**Treasure:** In addition to the gear listed on their statblocks, one of the shadow guards also has a key to area 6 hanging from a ring on his or her belt. In Tier 4–5, PCs who search the room and succeed at a DC 25 Perception check locate a single *elixir of fire breath* among the relics, part of a display of dragon hide flasks and pouches.

**Mission Notes:** Taldor faction PCs should be interested in the green dragon hide on display near the obelisk.

**Rewards:** If the PCs successfully defeat the shadow guards, award each Tier thusly:

**Tier 1–2:**

Give each player 45 gp.

**Tier 4–5:**

Give each player 297 gp.

**5. Storage/Kennel (CR 2 or CR 5)**

Read the following aloud when the PCs enter.

This simple room of unadorned stone is piled from floor to ceiling with boxes and crates, with barely enough room left to allow the staff to squeeze between the towers of dusty, mothballed exhibits.

The staff at both Blakros Museum and Wightir House uses this room for storage, though they keep very different items here. The crates and boxes of the Blakros closet hold cleaning supplies, old or damaged exhibits, and other miscellany. The Onyx Alliance, however, keeps its resident guard dog here, where it is close to the prisoners' cells, but isolated, which angers it.

**Creatures:** The Onyx Alliance has trained a shadow hound to guard Wightir House and keep it here, tied to the wall with a 25-foot chain secured to the center of the eastern wall. The beast can thus reach almost anywhere in the room, but is unable to leave, even if the door is open.

**Tier 1–2 (CR 2)**

**SHADOW HOUND CR 2**

Reduced HD shadow mastiff (*Pathfinder RPG Bonus Bestiary* 16)

NE Small outsider (evil)

**Init** +7; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

**hp** 25 (3d10+9)

**Fort** +6, **Ref** +6, **Will** +2

**Defensive Abilities** shadow blend

**OFFENSE**

**Speed** 50 ft.

**Melee** bite +6 (1d4+3)

**Special Attacks** bay



### OPTIONAL ENCOUNTER

The encounter in area 5 is optional and should only be run if at least an hour and a half remains to complete the scenario. If you are running short of time, the room is empty of life on both planes and only the hanging chain and collar on the wall suggest anything had once been kept here. PCs may search the room for hints at what it was, and locate a patch of shadowy fur with a DC 15 Survival or a DC 20 Perception check. This allows Osirion faction PCs to identify the fur without a shadow hound present.

#### TACTICS

**Before Combat** The shadow hound lurks behind one of the room's larger crates, waiting to be fed. When the PCs enter, it doesn't recognize their scent and initiates combat with its bay ability.

**During Combat** Frenzied, the hound deactivates its shadow blend ability as it attacks the PCs. The hound pursues the intruders to the length of its chain. If reduced below 10 hp, it activates its shadow blend and continues fighting while remaining in whatever shadows it can find among the room's clutter.

**Morale** The shadow hound fights to the death, and howls loudly and relentlessly if the PCs move beyond its reach.

#### STATISTICS

**Str** 15, **Dex** 17, **Con** 16, **Int** 4, **Wis** 12, **Cha** 13

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Improved Initiative, Power Attack

**Skills** Perception +7, Stealth +13, Survival +7

**Languages** Common (cannot speak)

#### SPECIAL ABILITIES

**Bay (Su)** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The save DC is Charisma-based and includes a +1 racial bonus.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

## Tier 4–5 (CR 5)

### SHADOW HOUND

CR 5

Shadow mastiff (*Pathfinder RPG Bonus Bestiary* 16)

NE Medium outsider (evil)

**Init** +6; **Senses** darkvision 60 ft., scent; Perception +10

#### DEFENSE

**AC** 17, touch 12, flat-footed 15; (+2 Dex, +5 natural)

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +7, **Will** +5

**Defensive Abilities** shadow blend

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +10 (1d6+6 plus trip)

**Special Attacks** bay

#### TACTICS

**Before Combat** The shadow hound lurks behind one of the room's larger crates, waiting to be fed. When the PCs enter, it doesn't recognize their scent and initiates combat with its bay ability.

**During Combat** The hound pursues PCs to the length of its chain, attacking while trying to remain at least partially hidden in the shadows of the crates and cargo stored here in the Material Plane.

**Morale** The shadow hound fights to the death, and howls loudly and relentlessly if the PCs move beyond its reach.

#### STATISTICS

**Str** 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** Improved Initiative, Iron Will, Power Attack

**Skills** Perception +10, Stealth +11, Survival +10

**Languages** Common (cannot speak)

#### SPECIAL ABILITIES

**Bay (Su)** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

**Mission Notes:** Osirion faction PCs who succeed at a DC 20 Knowledge (planes) check recognize that the shadow hound is a pure-blooded outsider from the Shadow Plane, and may wish to collect a sample of its blood.

## 6. Bathrooms/Slave Cells

Read the following aloud when the PCs enter this area.

Several stalls stand against the east wall of this dank, stone room. A large grate in the floor collects a steady stream of water coming from one of the stalls. The rattle of chains echoes through the chamber and the stench of frightened, unwashed bodies fills the air.

While visitors to Blakros Museum use this room on the Material Plane as a public restroom, the Onyx Alliance uses the similarly shaped stalls as holding cells for the many slaves that cycle through its doors.

If the PCs do not retrieve the key to this room from a shadow guard in area 4, they must either pick the lock with a DC 25 Disable Device check, or smash it down (hardness 10, hp 60, break DC 28) to gain entry.

**Creatures:** There are currently five slaves here, spread between the four stalls on the eastern wall. All are chained to the wall with masterwork manacles. Two of the slaves have been here for weeks and display the same rune on their foreheads as Zelius Jagrah in area 3. These slaves have lost all track of time in the sunless realm of Shadow Absalom. The other three were brought here earlier tonight along with two finely dressed woman they have not seen since entering the Museum. After being left in this room by the courier who escorted them from the Blakros estate, the slaves experienced a strange rippling of reality they can't fully explain, and the whole world got darker. At that time, they noticed the other two prisoners for the first time.

The slaves are eager to be rescued, and if any PCs suggest that they be freed and escorted out of the building, they plead and beg for liberation. If the PCs cannot get the slaves out of the manacles (see page 156 of the *Pathfinder RPG Core Rulebook*) they must locate the key, which Uthil Mak has in area 7. The three unbranded slaves are not yet at risk of being transported back to the Shadow Plane at sunup, as their native plane remains the Material, but unless the PCs can get the two branded slaves out of the building before destroying the *Wightir Conjunction* they will automatically return to Shadow Absalom once its effects end.

**Mission Notes:** Andoran faction PCs will likely wish to free as many of the slaves as they can.

## 7. North Exhibit Hall/Ritual Chamber (CR 3 or CR 6)

The sign above this high door reads “Biological Oddities” in clear lettering, while a dark reflection of the same sign warns that the room beyond contains a “Ritual Chamber.” Read the following aloud when the PCs enter this room.

Harsh, cold light floods this room from the ceiling, gleaming off the marble walls and shining across the polished granite floor. Myriad pedestals display stuffed creatures suffering from unspeakable deformities, and liquid-filled glass tanks hold the shrivelled bodies of even stranger anomalies. In the room's center, a wide ebony pyramid rises ten feet off the ground; darkness seems to flow out from its top into the air like ink in clear water. Indistinct rune circles, candelabras, and idols cover what can only be the site of barbaric sanguinary rites, occupying the same space in the Shadow Plane.

The Blakros Museum's current main exhibit is a collection of medical oddities and cursed freaks—a

disturbing array of deformities that would turn a Lamashtan's stomach—but they do not compare to the horror of Wightir House's comparable space. The implements of unspeakable rituals lie scattered about, including bloody sacrificial knives, vats of unidentifiable liquids, rune-etched stone idols, and a massive summoning circle surrounding the central dais. Here Uthil Mak and the other overseers in the Onyx Alliance conduct their most egregious crimes against decency, including the cruel rituals required to activate the *Wightir Conjunction* that monthly causes the Blakros Museum and Wightir House to share the same space and to bind new slaves to the Shadow Plane.

This transposition may only occur on a night of a new moon, and lasts only through the hours of darkness, during which the two buildings coexist simultaneously. During these few hours, Uthil Mak claims the slaves owed to the Onyx Alliance by the Blakroses under the terms of the Penumbra Accords, and brand the slaves' heads with a mysterious rune before disengaging the *Wightir Conjunction*.

**Creatures:** Standing before the dais is the thin gray form of Uthil Mak, overseer of Wightir House and executor of the Penumbra Accords. Kneeling before him, the Blakros daughters, Eleanir and Michellia, sway in a sort of trance as Uthil Mak prepares for the ritual branding by coating a thin knife in a strange black liquid.

### Tier 1–2 (CR 3)

<b>UTHIL MAK</b>	<b>CR 3</b>
Male fetchling monk 4 ( <i>Pathfinder RPG Bestiary</i> 2 123)	
LE Medium outsider (native)	
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +2	
<b>DEFENSE</b>	
<b>AC</b> 17, touch 16, flat-footed 14 (+1 armor, +2 Dex, +1 dodge, +1 monk, +2 Wis)	
<b>hp</b> 35 (4d8+12)	
<b>Fort</b> +6, <b>Ref</b> +7, <b>Will</b> +7; +2 vs. enchantment	
<b>Defensive Abilities</b> evasion	
<b>OFFENSE</b>	
<b>Speed</b> 40 ft.	
<b>Melee</b> unarmed strike +6 (1d8+2) or flurry of blows +4/+4 (1d8+2)	
<b>Special Attacks</b> flurry of blows, stunning fist (4/day, DC 14)	
<b>Spell-Like Abilities</b> (CL 4th; concentration +4) 1/day— <i>disguise self</i> (humanoid only)	
<b>TACTICS</b>	
<b>Before Combat</b> Uthil Mak is engaged fully in his ritual and does nothing to prepare for the PCs' arrival. If they are exceptionally loud or he is otherwise alerted to their presence, he drinks his <i>potion of shield of faith</i> before continuing the rite.	
<b>During Combat</b> The fetchling backs against a wall or the <i>Wightir</i>	

*Conjunction* to avoid being flanked and fights any comers. He uses flurry of blows as often as possible, spending *ki* to add an extra attack when possible. If he takes more than 15 points of damage, he spends *ki* to increase his AC instead.

**Morale** Uthil Mak fights to the death.

**STATISTICS**

Str 14, Dex 15, Con 12, Int 10, Wis 14, Cha 10

Base Atk +3; CMB +6; CMD 21

**Feats** Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Stunning Fist, Toughness

**Skills** Acrobatics +10, Knowledge (arcana) +3, Knowledge (planes) +3, Knowledge (religion) +7, Stealth +12

**Languages** Common

**SQ** fast movement, maneuver training, still mind, *ki* pool (4 points, magic), slow fall 20 ft.

**Combat Gear** *potion of cure moderate wounds*, *potion of shield of faith*; **Other Gear** ceremonial dagger, *bracers of armor +1*, *cloak of resistance +1*

**SPECIAL ABILITIES**

**Shadow Blending (Su)** Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance.

This ability does not grant total concealment; it just increases the miss chance.

**Tier 4–5 (CR 6)**

**UTHIL MAK**

**CR 6**

Male fetchling monk 7 (*Pathfinder RPG Bestiary* 2 123)

LE Medium outsider (native)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

**DEFENSE**

AC 17, touch 16, flat-footed 14 (+1 armor, +2 Dex, +1 dodge, +1 monk, +2 Wis)

hp 59 (7d8+21)

**Fort** +7, **Ref** +8, **Will** +8; +2 vs. enchantment

**Defensive Abilities** evasion; **Immune** disease

**OFFENSE**

**Speed** 50 ft.

**Melee** unarmed strike +9 (1d8+3) or

flurry of blows +9/+9/+4 (1d8+3)

**Special Attacks** flurry of blows, stunning fist (7/day, DC 15)

**Spell-Like Abilities** (CL 7th; concentration +7)

1/day—*disguise self* (humanoid only)

**TACTICS**

**Before Combat** Uthil Mak knows that he has limited time to complete the ritual on all his new slaves and focuses on the task at hand. If he is alerted to the PCs' presence, such as by the shadow hound's bay, he drinks his *potion of barkskin*, and continues the rite.

**During Combat** The fetchling backs against a wall or the *Wightir Conjunction* to avoid being flanked and fights any comers. He uses flurry of blows as often as possible, spending *ki* to add an extra attack when possible. If he takes more than 25 points of damage, he spends *ki* to increase his AC instead. If reduced to fewer than 20 hit points, he counts on Mobility and his fast movement to get him away from threats and buy him a chance to use his wholeness of body ability and his *potion of cure serious wounds*.

**Morale** Uthil Mak fights to the death.

**STATISTICS**

Str 16, Dex 15, Con 12, Int 10, Wis 14, Cha 10

Base Atk +5; CMB +10; CMD 24

**Feats** Combat Reflexes, Deflect Arrows, Dodge, Extra Ki, Improved Unarmed Strike, Mobility, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +13 (+20 jump), Knowledge (arcana) +3, Knowledge (planes) +6, Knowledge (religion) +10, Stealth +15

**Languages** Common

**SQ** fast movement, maneuver training, still mind, *ki* pool (7 points, magic), slow fall 30 ft., high jump, purity of body, wholeness of body



**Uthil Mak**

## THE PENUMBRAL ACCORDS

**Combat Gear** *potion of barkskin, potion of cure serious wounds;*

**Other Gear** *ceremonial dagger, belt of giant strength +2, bracers of armor +1, cloak of resistance +1*

### SPECIAL ABILITIES

**Shadow Blending (Su)** Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance.

This ability does not grant total concealment; it just increases the miss chance.

**Development:** Upon Uthil Mak's defeat, the PCs may further investigate the *Wightir Conjunction*. The 10-foot-tall black stone pyramid exudes an eerie black essence from its apex, which seeps into the air and slowly dims the illumination of the room, but not enough to change the mechanical light level. Surrounding the relic's apex are a dozen bloodstones set into the rock face, from which a strong aura of conjuration and illusion emanates. A DC 20 Knowledge (arcana) check reveals that removing or destroying the bloodstones should end the effect and sufficiently sabotage the device to prevent future use. Removing the stones requires a DC 15 Disable Device check for each stone. If the PCs are unable to remove the gems, they may instead use brute force to destroy them. Each stone has an AC 12, hardness 5, and 20 hp.

Deactivating or destroying the *Wightir Conjunction* instantly ends the transposition of the Material and Shadow Planes, and reality snaps back to normal. Any remaining fetchlings, branded slaves, or untended items still in Wightir House return to the Shadow Plane, and the PCs no longer have access to them (any loot they have previously taken from the Shadow Plane remain on the Material Plane with the PCs). This includes Uthil Mak's body, the *Wightir Conjunction*, and the room description elements from Shadow Absalom. For all intents and purposes, the PCs are now only in the Blakros Museum. If the PCs do not deactivate the *Wightir Conjunction*, it functions until dawn, at which point the above effects manifest. Any slaves or items that were removed from the museum (or items in the PCs' possession), however, remain on the Material Plane.

When the planar overlay ends, Eleanir and Michellia Blakros awaken from their trance, dazed and disoriented. They thank the PCs for rescuing them and assure the PCs that their family will hear of the heroes' bravery.

**Treasure:** The ceremonial dagger Uthil Mak was preparing for the ritual is long and dark, with a sinister curved blade. Runes along the length of the blade in Infernal speak of the Midnight Lord, and a sacrifice that will bring shadow to the multiverse. A DC 12 Knowledge (religion) check recognizes these as references to Zon-Kuthon, god of darkness, pain, and loss. The dagger is worth 150 gp in Tier 1–2 and 1,000 gp in Tier 4–5.

**Mission Notes:** Cheliox faction PCs will likely be interested in searching Uthil Mak's body for any

jewelry. They locate a prominent onyx ring on his left hand, which sports the same rune as appears on the branded slaves' head. Andoran faction PCs who search Uthil Mak's body locate a copy of the Penumbra Accords detailing the original agreement forged between the Blakros family and the agents of the Onyx Alliance.

**Rewards:** If the PCs defeat Uthil Mak, reward each tier thusly:

**Tier 1–2:**

Give each player 220 gp.

**Tier 4–5:**

Give each player 754 gp.

## CONCLUSION

If the PCs successfully rescue the Blakros daughters, Hamaria is incredibly grateful, granting the PCs the rare privilege of keeping any loot they may have uncovered while in the museum, and turning a blind eye to the fact that some of that loot may have actually belonged to the collection itself. If the PCs also succeeded in destroying or permanently deactivating the *Wightir Conjunction*, the Blakros family feels secure in their freedom from the Penumbra Accords. In this case, in thanks to the Pathfinder Society, the Blackros family offers even closer collaboration between their museum and the Society on future endeavors.

## FACTION MISSIONS

**Andoran Faction:** Andoran faction PCs who rescue and free at least 3 of the slaves in areas 3 and 5 earn 1 Prestige Award. Andoran faction PCs who also retrieve the Penumbra Accords in area 7 earn 1 bonus Prestige Award.

**Cheliox Faction:** Cheliox faction PCs who obtain Uthil Mak's onyx ring earn 1 Prestige Award. Cheliox faction PCs who convince Zelius Jagrah to keep quiet in area 3 earn 1 bonus Prestige Award.

**Osirion Faction:** Osirion faction PCs who retrieve the copy of *Umbral Leaves* in area 3 earn 1 Prestige Award. Osirion faction PCs who also identify and obtain a specimen from the shadow hound in area 5 earn 1 bonus Prestige Award.

**Qadira Faction:** Qadira faction PCs who note the donor of the Tian exhibit in area 3 earn 1 Prestige Award. Qadira faction PCs who also identify the remains of Khizan Ortash in area 2 earn 1 bonus Prestige Award.

**Taldor Faction:** Taldor faction PCs who gather a green dragon scale from area 4 earn 1 Prestige Award. Taldor faction PCs who also obtain a complete tea set from area 2 earn 1 bonus Prestige Award.

**SCENARIO 2-II:  
THE PENUMBRAL ACCORDS**

Event \_\_\_\_\_ Date \_\_\_\_\_  
GM # \_\_\_\_\_ GM Name \_\_\_\_\_

Character # \_\_\_\_\_ - \_\_\_\_\_  Prestige Points

Character Name  Andoran  Cheliox  Taldor  
 Osirion  Qadira

Character # \_\_\_\_\_ - \_\_\_\_\_  Prestige Points

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## Andoran Faction Handout

### Defender of Liberty,

Word comes to us of a harrowing development among the nobility of Absalom. I have just heard that the powerful House Blakros, owners of the famed Blakros Museum, have been using the facility to engage in the interplanar slave trade. Reports indicate that they've been doing so for generations, always in secret, and always when the moon is dark in the sky. I understand you've been asked to assist the Blakroses this very night. While assisting them, do whatever you can to free those imprisoned within the museum.

Furthermore, our cause can be greatly augmented if we can irrefutably link the Blakros family with particular cruelty in their slave trading. Bring me any evidence you can obtain so that we may wave their foul deeds before the eyes of our allies and bolster support for freedom's cause.



*Capt. Colson Maldris*

Be our shining brand of liberation.

Captain Colson Maldris

## Cheliox Faction Handout

### Delectable One,

A lady hears many things whispered in her ear, and my newest bit of news is that you are headed to Blakros Museum. I've had an agent watching the building for quite some time, and I believe that on the night of the new moon the lines between the planes blur within the museum, perhaps some residual effect of some arcane ritual performed in there long ago. While you are there, find me something beautiful from whatever planar beings you may encounter: a bracelet, ring, or necklace will suffice, but it must epitomize its home plane in some way. I trust your taste won't disappoint.

Additionally, I have reason to believe at least one slave entangled in this Blakros affair, a man named Zelius Jagrah, was bought at a slave auction from someone with friendly ties to our interests. It would be best if no proof of that sale were available to embarrass us—ensure that Zelius understands the importance of his silence.

With baited breath I await  
word of your success,

*Zarta Draldeen*

Paracountess Zarta Draldeen


**Osirion Faction Handout**

Worthy Servant,

Agents of the Ruby Prince have uncovered a sinister truth about one of Absalom's most powerful families: House Blakros has a connection to the evil denizens of the Shadow Plane! Your assistance tonight at the Blakros Museum will likely include some aspect of that dark realm, providing an excellent opportunity for us to learn about Shadow Absalom. If you encounter any creatures native to the Shadow Plane, retrieve a sample of the body for further study. Additionally, I believe many of Shadow Absalom's inhabitants are members of the foul cult of Zon-kuthon. If you find any literature associated with his faith, bring it to me. I don't want unholy symbols or implements of torture, though, just words.




With the thanks of a thousand years,

*Otoneraphim*

Otoneraphim, Humble Scribe of the Ruby Prince

**Taldor Faction Handout**

Scion of the Empire,

I understand you will be heading into Blakros Museum tonight.  How fortunate this is! Their Tian exhibit is apparently very impressive. As one never knows who will be coming to visit (nor what traditions they may wish to have observed), I would appreciate it if you could bring me a complete tea set from Minkai for when my next guests from the east show up unexpectedly. I would love to wow them with authentic antiques when I serve them tea.

Additionally, there's a newly opened exhibit at the museum that I hear has exquisite examples of dragon scales. If you can bring me the finest green dragon scale you can find, I would be forever grateful. I can already see it mounted on a gold brooch on my lapel!

For Taldor!

*Baron Jacquo*  
Baron Jacquo Dalsine

## Qadira Faction Handout

*Servant of the Rising Dawn,*

*It seems the Pathfinder Society is again embroiled in the affairs of Blakros Museum. While you're there, I want you to do a little research for me. One of the current exhibits contains relics from distant Tian Xia, a land far to the east even of our own great empire. But none of the items within came across our lands, and their transport earned Qadira no money. Find for me the name of the donor and what organization he or she may represent that we can ensure future funds find their way into our coffers.*

*I understand the nature of your involvement relates to House Blakros's slaving operations in some way. A former operative of mine was sold into slavery by katapeshi gnolls last year, and I tracked his path from owner to owner to the Blakroses, though he appears to be nowhere in Absalom now. If you can find any information of him (or better yet, find him alive and well), I will be very pleased. His name is Khizan Ortash, and you will know him by his dark skin and fair beard, which he always wore in three braids.*

*Sincerely,*

*Pasha Muhlia Al-Jakri* x 



# SCENARIO 2-II: THE PENUMBRAL ACCORDS

Scenario Chronicle #

TIER	
1-2	507
TIER	
4-5	1,860
TIER	

MAX GOLD

This Chronicle Certifies That

\_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name Character Name Pathfinder Society # Faction

\_\_\_\_\_ Has Completed This Scenario.

### EXPERIENCE

Starting XP

+1 XP

Final XP Total

### PRESTIGE AWARD

Starting PA

	GM's Initial
--	--------------

PA Gained (GM ONLY)

Final PA Total

### GOLD

Start GP

+		GM's Initial
---	--	--------------

GP Gained (GM ONLY)

+ Items Sold

= Subtotal

- Items Bought

= Subtotal

- Gold Spent

= Subtotal

### Items Found During This Scenario

- | TIER | Bracers of armor +1 (1,000 gp)                     |
|------|----------------------------------------------------|
| 1-2  | Cloak of resistance +1 (1,000 gp)                  |
|      | Potion of cure moderate wounds (300 gp)            |
|      | Wand of endure elements (CL 1, 28 charges; 420 gp) |

- | TIER | Belt of giant strength +2 (4,000 gp)   |
|------|----------------------------------------|
| 4-5  | Elixir of fire breath (1,100 gp)       |
|      | Potion of barkskin (300 gp)            |
|      | Potion of bear's endurance (300 gp)    |
|      | Potion of cure serious wounds (750 gp) |
|      | Ring of protection +1 (2,000 gp)       |

### Items Sold / Conditions Gained


TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #