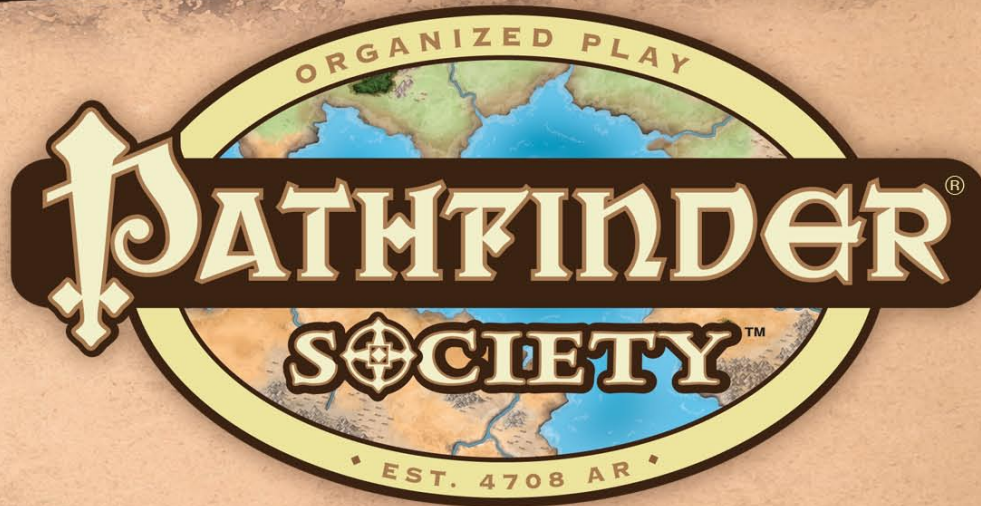


A PATHFINDER SOCIETY SCENARIO



# THE CITY OF STRANGERS, PART II: THE TWOFOLD DEMISE™

By Joshua J. Frost



# THE CITY OF STRANGERS, PART II: THE TWOFOLD DEMISE

PATHFINDER SOCIETY SCENARIO 52

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The OGL can be found on page 27 of this product.

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# THE CITY OF STRANGERS, PART II: THE TWOFOLD DEMISE

BY JOSHUA J. FROST

The Shadow Lodge plan for Kaer Maga was simple. Given that the city attracts outcasts and independents from across Golarion and that it is not beholden to a single nation or city-state, the Shadow Lodge felt that Kaer Maga would be the perfect location for its own organization's version of the Grand Lodge in Absalom. To this end, the higher-ranking Shadow Lodge members sent several well-respected Pathfinders to Kaer Maga. Led by Kormiggon Sussworth, a famous Pathfinder swordsman and diplomat, a small group of Pathfinders began to form their lodge in Kaer Maga. They allied with goblin tribes from outside the city, converted or killed the Pathfinders who came to Kaer Maga, and tried to keep themselves out of the city's politics.

On that latter point, they failed miserably. When Sussworth learned that a friend of the Society named Horis Collgardie was writing letters to Venture-Captain Drandle Dreng in Absalom asking about Pathfinders in the City of Strangers, Sussworth knew he had to act. He sent his trusted lieutenant, a bard named Wymund Pratt (a character the PCs likely fought in Part I, *The Shadow Gambit*), to deal with Collgardie and stop the Society from sending Pathfinders to Kaer Maga to investigate. Pratt arrived too late, and thinking he got to Collgardie before the cloth merchant sent his letters to Absalom, he murdered the old man and left his body to rot in the living room of his own house. That was the Shadow Lodge's first mistake.

Collgardie was a well-regarded merchant by both the powerful golem-creating Ardoc family and the mysterious Commerce League, two of the larger political entities in the city. Together, they decided to get to the bottom of Collgardie's murder and, for a time, thought the PCs (who had only just arrived) might actually be the cloth merchant's killers. When that was discovered to be an error, Dakar—the secretive leader of the Commerce League—decided to help the Pathfinder Society along, for a price. And now that Dakar has helped the Pathfinders, he's calling that favor in. It's time for the Shadow Lodge to be gone from Kaer Maga for good, and either the Pathfinders will succeed in making that happen or together the Ardocs and the Commerce League will expunge the city of all Pathfinders regardless of affiliation—starting with the PCs.

## PLAYING THE CITY OF STRANGERS

While the two-part City of Strangers arc does not have to be played in order, it will make a lot more sense if it is. Specifically, Dakar informs the PCs in Part I, *The Shadow Gambit*, that they owe him a favor—one he plans to cash in before they leave the city. This scenario begins with the PCs already in Kaer Maga immediately after Dakar calls a meeting with the PCs to cash in the favor. If any of your players have not played Part I, you'll need to inform them before the scenario starts that they're playing out of order (which is fine!), and that their PC is now in Kaer Maga and owes a mysterious man named Dakar a favor. While this will likely violate the verisimilitude of some players, anyone playing this out of order by either choice or by circumstance will need to be flexible.

## SUMMARY

The scenario begins with the PCs summoned once more to Dakar's secret club. Black bags are slipped over their heads and they are stuffed into a dusty wagon that drive around in circles for an hour before the PCs are unloaded, marched through side streets and small passages, and then presented to Dakar. The mysterious benefactor of the PCs is never seen—instead, he stands behind a backlit screen and speaks to the PCs from there. He tells them that it's time they repaid the favor they owe him and to that end he wishes for the PCs to track down and kill the remainder of the Shadow Lodge in Kaer Maga. He will not accept no for an answer and makes it quite clear that should the PCs refuse, the Ardocs and the Commerce League will murder everyone tangentially related to the Society—both Shadow Lodge Pathfinders and loyal Pathfinders alike—and cut the city off from the Grand Lodge forever.

Dakar can offer no clues this time and it's up to the PCs to search the streets of the City of Strangers once more, putting feelers out among their contacts and asking locals what they know. At some point, the PCs wander into the farmer's market known as Meatgate, and while they are asking around, they are ambushed by Shadow Lodge Pathfinders who hope to kill the PCs before they can learn anything else.



**TWOFOLD DEMISE LOCATIONS**

1. Meatgate
2. The Temple
3. Collgardie's House
4. Augur Temple

Once the PCs defeat the Shadow Lodge thugs, they find several clues on them that lead the PCs to suspect the Shadow Lodge has set up their headquarters in an abandoned prison known only as the Temple. The PCs head there and not only find the Shadow Lodge, but discover a great deal about their plans, intentions, and goals for the entire Inner Sea region.

## GETTING STARTED

Read the following to get the adventure underway:

You wander a Downmarket street a few days after the events at the theater, when suddenly the street is empty of residents, the choking mass of humanity and monsters suddenly remembering they had something better to do. Standing about you in a loose circle are six burly men carrying cudgels and a seventh man, skinny and bedecked in robes and jewels, his right hand in a pouch on his belt. All of the men stare intently at you.

“Dakar says you owe him a favor,” says the skinny man in robes. “You’ll need to come with us.”

The man who spoke refuses to give his name and the other six are either incapable of speech or are unwilling to speak. The speaker tells the PCs they will need to have their heads covered with bags and be driven around in circles before they can meet with Dakar. If the PCs have played through Part I, *The Shadow Gambit*, this is all very familiar to them—it’s the way everyone meets Dakar. Should the PCs attack the men, they all vanish after a quickly spoken word by the skinny man in robes. The next time the PCs are in a crowded area, the men will appear again and once more ask the PCs to meet with Dakar.

If the PCs agree, their heads are bagged as promised (each bag has a permanent *silence* spell cast on it), and they are stuffed inside a small, dusty wagon and driven in bumpy, painful circles around the city for at least an hour before being dragged from the wagon, marched through small streets or large hallways, and then stopped. At this point, the bags are removed and the PCs find themselves in a nice club or private residence with carpeted floors, potted plants, slaves waving fans, and a giant backlit screen along one wall. A shape, decidedly vague in outline, can be seen behind the screen and a voice speaks.

“You owe me a favor, little Pathfinders, and it’s time to pay up.”

Dakar then goes on to inform the PCs that the two largest political entities in the city, Dakar’s Commerce League and the golem-making Ardoc family, have decided the reign of the Shadow Lodge within their walls is at an end. Both the Ardocs and Dakar see this problem easily solved by the Pathfinder Society: the PCs must track down the Shadow Lodge, find its headquarters, exterminate its members, and rid the city forever of the meddlesome organization. Should the PCs refuse, Dakar sighs and says, “I’d hoped you would not refuse. It’s with great sadness that I must inform you your lives are now forfeit. It’s clear that your Society and the Shadow Lodge are one and the same, and the Ardocs and I will cleanse the city of both of you. That is, of course, unless you’d like to change your mind?” This scenario assumes the PCs do what Dakar asks.

If the PCs ask where to find the Shadow Lodge—perhaps assuming Dakar has additional information on top of the clues he gave the PCs in *The Shadow Gambit*—he tells them he has no knowledge of the Lodge’s whereabouts and that “enterprising little Pathfinders such as yourselves should have no problem tracking them down. You might try Downmarket or the Meatgate—lots of eyes there may have seen something.”

After that, Dakar makes small talk and chats with the PCs, but eventually they must be bagged, stuffed back into the wagon, and driven about the city again. After an hour, they’re dropped back at the same place from where they were taken—except now they have a favor to fulfill.

**Mission Notes:** Taldor faction PCs have to exchange a short series of coded messages with Dakar in front of the other PCs and Dakar’s bodyguards. The Taldor faction PCs must start and say, “I’ve been told that Qadira is a den of serpents.” Dakar will reply, “You are incorrect. The serpents live in Absalom.”

## ACT I: SEARCHING FOR THE SHADOW LODGE

During this act, the PCs wander Kaer Maga asking about the Shadow Lodge. Not many people in the City of Strangers even know what the Shadow Lodge is, so the PCs have a rough task ahead of them. There are no additional clues to be gained from searching Collgardie’s house or the Naderi Theater (see Part I, *The Shadow Gambit*), so the PCs will have to find the Shadow Lodge the old fashioned way—walking and bribing.

Throughout this section, it’s possible the PCs may talk to several different people. A few key citizens are detailed below for you to use in facilitating these encounters,

though you should feel free to make up your own using the same flavor as the NPCs below. At each encounter, the PCs might offer bribes or offer loose descriptions of the Shadow Lodge and the members the PCs defeated in *The Shadow Gambit*. While it’s possible the PCs will find citizens who know about the Shadow Lodge (after a successful DC 20 Knowledge [local] or Diplomacy [gather information] check), none of the people the PCs talk to will know where the Shadow Lodge hideout might be found. Each check takes 1d6 hours of walking the city and talking to its residents. By the time the PCs are ambushed in Meatgate, several days may have passed.

Once it seems as though the players are growing weary of wandering the city searching for the Shadow Lodge, or—conveniently—if they happen to enter the Meatgate farmer’s market on the outskirts of the Warren, proceed to Act 2, in which the PCs are attacked by a full party of impatient Shadow Lodge Pathfinders who grow tired of the PCs and their meddlesome ways.

### Key Kaer Maga Citizens

Below are five sample citizens the PCs might talk to while searching the city. All of these NPCs were presented in *The Shadow Gambit*, so if any of the PCs had a particularly strong affinity for one of them, feel free to encounter that NPC once more.

**Sard Coalbreath, male dwarf scallywag.** Sard is gruff and drunk and seems down on his luck. PCs getting a successful Knowledge (local) or Diplomacy (gather information) check out of Sard will need to back it up with a gold piece to get the information, though Sard doesn’t know much more than the name “Shadow Lodge” and he knows the PCs killed some of them at Naderi Theater.

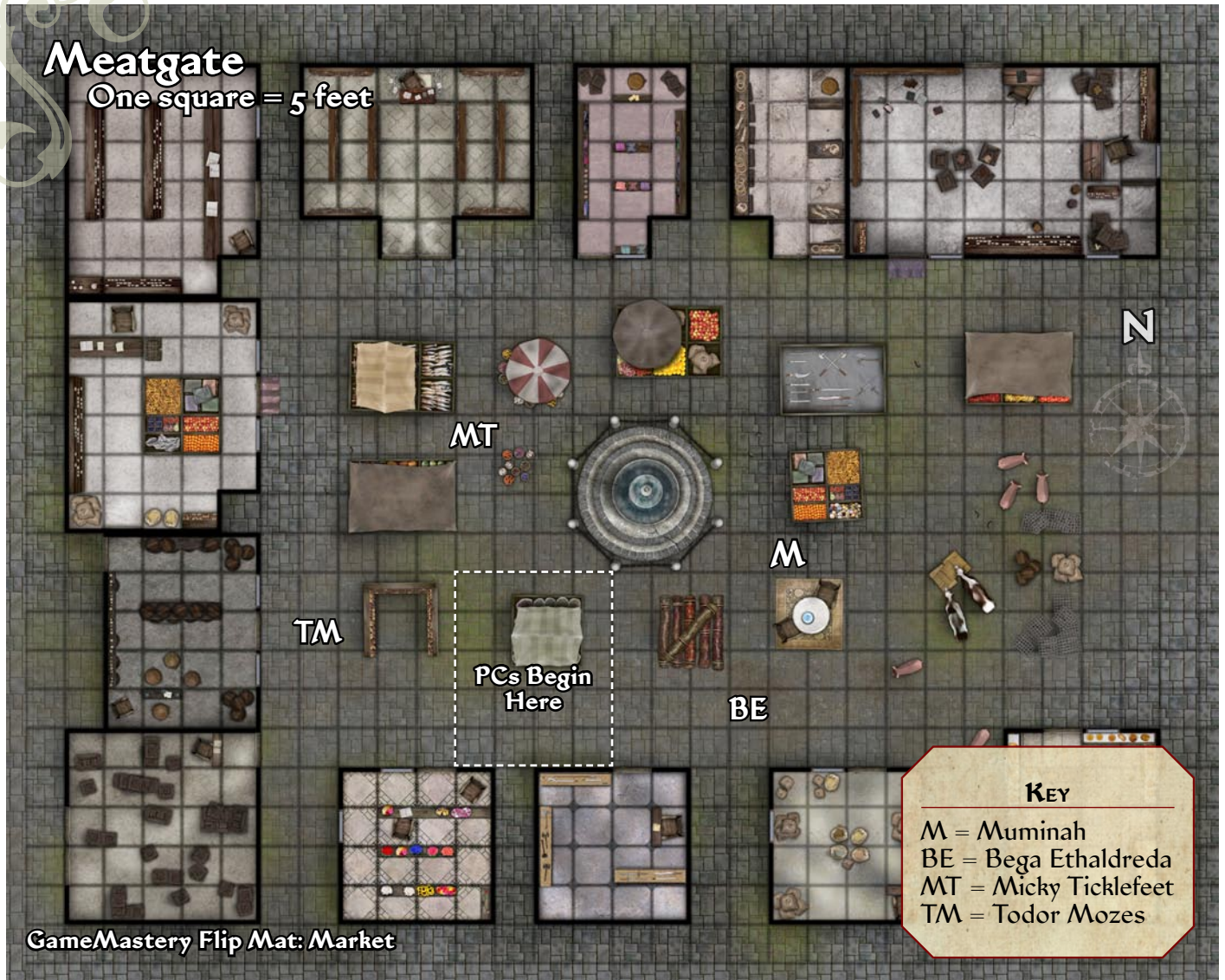
**Miss Feathers, male human prostitute.** Miss Feathers, despite the name, is a hulking, muscular man with a deep, booming voice and a quick laugh. Information can be had from Miss Feathers, but it usually comes with a lot of conversation—particularly sordid stories about bad run-ins with the locals during his day-to-day work.

**Fasch, female human cutpurse.** Fasch is a little mouse of a girl, and the PCs likely encounter her trying to steal one of their coin purses. For a warm meal, she’ll tell the PCs everything they need to know about Kaer Maga, though she knows nothing at all about the Shadow Lodge.

**Jorda Dollobart, male human fruit merchant.** Jorda is tall and skeletally thin as a result of a wasting disease in his childhood. His face is pockmarked with scars and he speaks stiffly, as though his lips don’t fully work. He’s serious, business-like, and willing to share information once the PCs buy some of his “fresh” fruit. He thinks the Shadow Lodge has been mucking about in the Bottoms, but he can’t be sure that’s true.

# Meatgate

One square = 5 feet



GameMastery Flip Mat: Market

**KEY**

M = Muminah  
 BE = Bega Ethaldreda  
 MT = Micky Ticklefeet  
 TM = Todor Mozes

**Roord, female human caravan soldier.** Roold is short, muscular, and stout, with close-cut hair and polished leather armor. She’s likely to be found in a pub and will share information with the PCs once she’s had a few drinks. She swears she saw a Shadow Lodge Pathfinder wandering around Meatgate the day before.

**Mission Notes:** At this point, two factions can take this opportunity to complete some or all of their faction missions. Both Andoran and Osirion faction PCs need to track down the spy named Krazel. It takes a DC 20 Knowledge (local) or DC 20 Diplomacy (gather information) check to find him and deliver the message. Additionally, Osirion faction PCs need to visit the Augur Temple in Downmarket, pay 10 gp for a reading, and then convince the troll augur to accept bribes and letters from Amenopheus. This last part takes a DC 15 Diplomacy check, though every gold piece above 10 gp that’s paid to the troll as a bribe gives the PC a +1 bonus to the check.

## ACT 2: BUSHWHACKED AT MEATGATE (CR 3 OR CR 5 OR CR 8)

This encounter can take place either in Meatgate or at any of the markets in Downmarket. After the PCs have spent some time asking around about the Shadow Lodge, Muminah, a half-elf cleric of Nethys, and her band of former Pathfinders, confront the PCs and try to remove them from Kaer Maga—most likely by killing them.

The PCs have some warning that something is up. Give each of them a DC 20 Perception check—anyone who succeeds can act on the surprise round as Muminah’s party emerges from the crowd and attacks. For the first 3 rounds of combat, all movement is considered to be rough terrain as the market empties of citizens.

**Creatures:** Muminah, a cleric of Nethys, and her band of former Pathfinders attack the PCs in the wide-open

market. Muminah's crew includes a half-orc fighter named Bega Ethaldreda, a gnome ranger named Micky Ticklefeet, and a crazed human invoker named Todor Mozes. The four of them have worked and adventured together for years and are well versed in each other's tactics and abilities—they are intended to be a challenging fight for the PCs.

## Tier 1–2 (CR 3)

### MUMINAH CR 1/2

Female half-elf cleric of Nethys 1  
N Medium humanoid (elf)  
**Init** +0; **Senses** low-light vision; Perception +7

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor)  
**hp** 5 (1d8+1)  
**Fort** +4, **Ref** +1, **Will** +5; +2 vs. enchantment  
**Immune** magical sleep effects

#### OFFENSE

**Speed** 30 ft.  
**Melee** quarterstaff –1 (1d6–1)  
**Special Attacks** channel positive energy 5/day (DC 12, 1d6), destructive smite (+0, 5/day)  
**Domain Spell-Like Abilities** (CL 1st; concentration +3) 5/day—resistant touch  
**Cleric Spells Prepared** (CL 1st; concentration +3)  
1st—*bless* (already cast), *cause fear* (DC 13), *sanctuary*<sup>D</sup>  
0 (at will)—*detect magic*, *detect poison*, *read magic*  
D Domain spell; **Domains** Destruction, Protection

#### TACTICS

**Before Combat** Muminah casts *bless* on the party.  
**During Combat** Muminah stays in the back and uses channel positive energy to heal her crew. She uses her Selective Channeling feat to keep the two most hurt PCs out of the blast of positive energy. Should a PC get close to her, she uses her next action to cast *cause fear* on that PC, and if that fails, she casts *sanctuary*.  
**Morale** A brave adventurer and Pathfinder, Muminah fights to the death.

#### STATISTICS

**Str** 8, **Dex** 10, **Con** 12, **Int** 15, **Wis** 15, **Cha** 14  
**Base Atk** +0; **CMB** –1; **CMD** 9  
**Feats** Selective Channeling, Skill Focus (perception)  
**Skills** Heal +6, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +7;  
**Racial Modifiers** +2 Perception  
**Languages** Abyssal, Common, Draconic, Elven  
**SQ** aura, elven magic  
**Combat Gear** *potions of cure light wounds* (2), *scroll of doom*, *scroll of obscuring mist*; **Other Gear** chain shirt, *elixir of love*, quarterstaff, silver holy symbol of Nethys, key to the Temple

### BEGA ETHALDREDA CR 1/2

Female half-orc fighter 1  
CN Medium humanoid (orc)  
**Init** +0; **Senses** darkvision 60 ft.; Perception +2

#### DEFENSE

**AC** 21, touch 10, flat-footed 21 (+7 armor, +4 shield)  
**hp** 11 (1d10+6)  
**Fort** +4, **Ref** +0, **Will** +1; +1 vs. fear  
**Defensive Abilities** Orc ferocity

#### OFFENSE

**Speed** 20 ft.  
**Melee** scimitar +4 (1d6+3/18–20)

#### TACTICS

**Before Combat** Muminah casts *bless* on Bega.  
**During Combat** Bega attacks whoever she thinks is the strongest melee fighter among the PCs. With her high AC, she hopes to distract the PCs long enough for Micky and Todor to start pelting the PCs with ranged damage.  
**Morale** Bega fights to the death.  
**Base Statistics** remove +1 vs. fear; **Melee** scimitar +3

#### STATISTICS

**Str** 17, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8  
**Base Atk** +1; **CMB** +4; **CMD** 14  
**Feats** Toughness, Weapon Focus (scimitar)  
**Skills** Intimidate +5, Perception +2, Survival +5; **Racial Modifiers** +2 Intimidate  
**Languages** Common, Goblin, Orc  
**SQ** Orc blood  
**Combat Gear** *potion of cure light wounds*; **Other Gear** splint mail, tower shield, scimitar

### MICKY TICKLEFEET CR 1/2

Male gnome ranger 1  
NE Small humanoid (gnome)  
**Init** +2; **Senses** low-light vision; Perception +3

#### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size) (+4 dodge vs. giants)  
**hp** 9 (1d10+4)  
**Fort** +5, **Ref** +4, **Will** +1; +2 vs. illusions, +1 vs. fear effects

#### OFFENSE

**Speed** 20 ft.  
**Melee** short sword +3 (1d4/19–20)  
**Ranged** composite longbow +6 (1d6/x3)  
**Special Attacks** favored enemy (humanoid [human] +2), +1 on attack rolls against goblinoid and reptilian humanoids

#### TACTICS

**Before Combat** Muminah casts *bless* on Micky.  
**During Combat** Micky finds cover and fires over it, targeting any PCs not engaged in melee combat first and targeting anyone Bega is fighting second.  
**Morale** Micky fights to the death as long as Muminah and Bega are alive. Should they fall, he flees.

**Base Statistics** remove +1 vs. fear; **Melee** short sword +2 (1d4/19–20); **Ranged** composite longbow +5 (1d6/x3)

**STATISTICS**

**Str** 10, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Weapon Focus (composite longbow)

**Skills** Climb +2, Fly +2, Handle Animal +4, Heal +5, Intimidate +4, Knowledge (nature) +4, Perception +3, Stealth +4, Survival +5;

**Racial Modifiers** +2 Perception

**Languages** Common, Gnome, Sylvan

**SQ** track, wild empathy +1

**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, short sword, composite longbow with 20 arrows

**TODOR MOZES**

**CR 1/2**

Male human evoker 1

NE Medium humanoid (human)

**Init** +5; **Senses** Perception +1

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 10 (1d6+7)

**Fort** +3, **Ref** +1, **Will** +3; +1 vs. fear

**OFFENSE**

**Speed** 30 ft.

**Melee** dagger +1 (1d4/19–20)

**Ranged** dagger +2 (1d4/19–20)

**Special Attacks** intense spells +1 damage

**Arcane School Spell-Like Abilities** (CL 1st; concentration +3)

5/day—force missile (1d4+1)

**Evoker Spells Prepared** (CL 1st; concentration +3)

1st—*magic missile* (2, +1 damage), *shocking grasp* (+1 damage)

o (at will)—*flare* (DC 13), *light*, *ray of frost* (+1 damage)

**Opposition Schools** Divination, Enchantment

**TACTICS**

**Before Combat** Muminah casts *bless* on Todor and the evoker casts *mage armor* on himself from a scroll.

**During Combat** Todor flings *magic missiles* and force missiles at anyone Bega targets. Should any PCs get close, he uses *shocking grasp* on them and then *flare*.

**Morale** Todor fights to the death.

**Base Statistics** **AC** 11, touch 11, flat-footed 10 (+1 Dex); remove +1 vs. fear; **Melee** dagger +0 (1d4/19–20); **Ranged** dagger +1 (1d4/19–20)

**STATISTICS**

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

**Base Atk** +0; **CMB** +0; **CMD** 11

**Feats** Improved Initiative, Spell Focus (evocation), Toughness

**Skills** Fly +5, Knowledge (arcana) +6, Knowledge (local) +6, Linguistics +6, Spellcraft +6

**Languages** Abyssal, Common, Draconic, Goblin

**SQ** arcane bond (wand)

**Combat Gear** *potion of invisibility*, *scrolls of magic missile* (2); **Other Gear** dagger

**Tier 3–4 (CR 5)**

**MUMINAH**

**CR 1**

Female half-elf cleric of Nethys 2

N Medium humanoid (elf)

**Init** +0; **Senses** low-light vision; Perception +7

**DEFENSE**

**AC** 14, touch 10, flat-footed 14 (+4 armor)

**hp** 11 (2d8+2)

**Fort** +5, **Ref** +1, **Will** +6; +2 vs. enchantment

**Immune** magical sleep effects

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk quarterstaff +1 (1d6–1)

**Special Attacks** channel positive energy 5/day (DC 13, 1d6), destructive smite (+1, 5/day)

**Domain Spell-Like Abilities** (CL 2nd; concentration +4)

5/day—resistant touch

**Cleric Spells Prepared** (CL 2nd; concentration +4)

1st—*bless* (already cast), *cause fear* (DC 13), *sanctuary*<sup>D</sup>, *shield of faith*

o (at will)—*detect magic*, *detect poison*, *light*, *read magic*

D Domain spell; **Domains** Destruction, Protection

**TACTICS**

**Before Combat** Muminah casts *bless* on the party.

**During Combat** Muminah stays in the back and uses channel positive energy to heal her crew. She uses her Selective Channeling feat to keep the two most hurt PCs out of the blast of positive energy. Should a PC get close to her, she uses her next action to cast *cause fear* on that PC, and if that fails, she casts *sanctuary*.

**Morale** A brave adventurer and Pathfinder, Muminah fights to the death.

**STATISTICS**

**Str** 8, **Dex** 10, **Con** 12, **Int** 15, **Wis** 15, **Cha** 14

**Base Atk** +1; **CMB** +0; **CMD** 10

**Feats** Selective Channeling, Skill Focus (Perception)

**Skills** Heal +7, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (planes) +7, Knowledge (religion) +7, Perception +7;

**Racial Modifiers** +2 Perception

**Languages** Abyssal, Common, Draconic, Elven

**SQ** aura, elven magic

**Combat Gear** *potions of cure light wounds* (3), *scrolls of doom* (2), *scrolls of obscuring mist* (2); **Other Gear** chain shirt, *elixir of love*, masterwork quarterstaff, silver holy symbol of Nethys, key to the Temple

**BEGA ETHALDREDA**

**CR 1**

Female half-orc fighter 2

CN Medium humanoid (orc)

**Init** +4; **Senses** darkvision 60 ft.; Perception +3

**DEFENSE**

**AC** 21, touch 10, flat-footed 21 (+7 armor, +4 shield)



**hp** 20 (2d10+9)

**Fort** +5, **Ref** +0, **Will** +1; +2 vs. fear

**Defensive Abilities** bravery +1, Orc ferocity

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**OFFENSE**

**Speed** 20 ft.

**Melee** mwk scimitar +6 (1d6+3/18–20)

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**TACTICS**

**Before Combat** Muminah casts *bless* on Bega.

**During Combat** Bega attacks whoever she thinks is the strongest melee fighter among the PCs. With her high AC, she hopes to distract the PCs long enough for Micky and Todor to start pelting the PCs with ranged damage.

**Morale** Bega fights to the death.

**Base Statistics** +1 vs. fear; **Melee** mwk scimitar +5 (1d6+3/18–20)

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**STATISTICS**

**Str** 17, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

**Base Atk** +2; **CMB** +5; **CMD** 15

**Feats** Improved Initiative, Toughness, Weapon Focus (scimitar)

**Skills** Intimidate +6, Perception +3, Survival +6; **Racial Modifiers** +2 Intimidate

**Languages** Common, Goblin, Orc

**SQ** Orc blood

**Combat Gear** *potions of cure light wounds* (2); **Other Gear** splint mail, tower shield, masterwork scimitar

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**MICKY TICKLEFEET**

**CR 1**

Male gnome ranger 2

NE Small humanoid (gnome)

**Init** +2; **Senses** low-light vision; Perception +3

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**DEFENSE**

**AC** 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size) (+4 dodge vs. giants)

**hp** 19 (2d10+8)

**Fort** +6, **Ref** +5, **Will** +1; +2 vs. illusions, +1 vs. fear

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**OFFENSE**

**Speed** 20 ft.

**Melee** short sword +4 (1d4/19–20)

**Ranged** mwk composite longbow +8 (1d6/x3)

**Special Attacks** favored enemy (humanoid [human] +2), +1 on attack rolls against goblinoid and reptilian humanoids

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**TACTICS**

**Before Combat** Muminah casts *bless* on Micky.

**During Combat** Micky finds cover and fires over it, targeting any PCs not engaged in melee combat first and targeting anyone Bega is fighting second.

**Morale** Micky fights to the death as long as Muminah and Bega are alive. Should they fall, he flees.

**Base Statistics** remove +1 vs. fear; **Melee** short sword +3 (1d4/19–20); **Ranged** mwk composite longbow +7 (1d6/x3)

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**STATISTICS**

**Str** 10, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 10

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

**Feats** Point-Blank Shot, Weapon Focus (composite longbow)

**Skills** Climb +4, Fly +3, Handle Animal +5, Heal +6, Intimidate +5, Knowledge (nature) +5, Perception +3, Stealth +5, Survival +6;

**Racial Modifiers** +2 Perception

**Languages** Common, Gnome, Sylvan

**SQ** track, wild empathy +2

**Combat Gear** *potion of cure light wounds*; **Other Gear** masterwork chain shirt, short sword, masterwork composite longbow with 20 arrows

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**TODOR MOZES**

**CR 1**

Male human evoker 2

NE Medium humanoid (human)

**Init** +5; **Senses** Perception +1

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**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 18 (2d6+11)

**Fort** +3, **Ref** +1, **Will** +4; +1 vs. fear

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**OFFENSE**

**Speed** 30 ft.

**Melee** dagger +2 (1d4/19–20)

**Ranged** dagger +3 (1d4/19–20)

**Special Attacks** intense spells +1 damage

**Arcane School Spell-Like Abilities** (CL 2nd; concentration +4) 5/day—force missile (1d4+1)

**Evoker Spells Prepared** (CL 2nd; concentration +4)

1st—*magic missile* (3, +1 damage), *shocking grasp* (+1 damage)

o (at will)—*flare* (2, DC 13), *light*, *ray of frost* (2, +1 damage)

**Opposition Schools** Divination, Enchantment

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**TACTICS**

**Before Combat** Muminah casts *bless* on Todor and the evoker casts *mage armor* on himself from a scroll.

**During Combat** Todor flings *magic missiles* and force missiles at anyone Bega targets. Should any PCs get close, he uses *shocking grasp* on them and then *flare*.

**Morale** Todor fights to the death.

**Base Statistics** **AC** 11, touch 11, flat-footed 10 (+1 Dex); remove +1 vs. fear; **Melee** dagger +1 (1d4/19–20); **Ranged** dagger +2 (1d4/19–20)

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**STATISTICS**

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

**Base Atk** +1; **CMB** +1; **CMD** 12

**Feats** Improved Initiative, Spell Focus (evocation), Toughness

**Skills** Fly +6, Knowledge (arcana) +7, Knowledge (local) +7, Linguistics +7, Spellcraft +7

**Languages** Abyssal, Celestial, Common, Draconic, Goblin

**SQ** arcane bond (wand)

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, *scrolls of magic missile* (5); **Other Gear** dagger

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**Tier 6–7 (CR 8)**

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**MUMINAH**

**CR 4**

Female half-elf cleric of Nethys 5

## PATHFINDER SOCIETY SCENARIO

N Medium humanoid (elf)

**Init** +0; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 armor)

**hp** 32 (5d8+10)

**Fort** +7, **Ref** +3, **Will** +9; +2 vs. enchantment

**Immune** magical sleep effects

### OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +3 (1d6–1)

**Special Attacks** channel positive energy 7/day (DC 14, 3d6), destructive smite (+2, 6/day)

**Domain Spell-Like Abilities** (CL 5th; concentration +8)  
6/day—resistant touch

**Cleric Spells Prepared** (CL 5th; concentration +8)

3rd—*invisibility purge*, *rage*<sup>D</sup>, *searing light* (DC 16)

2nd—*bull's strength* (already cast), *hold person* (DC 15), *shield other*<sup>D</sup>, *silence*

1st—*bless* (already cast), *cause fear* (DC 14), *remove fear*, *sanctuary*<sup>D</sup>, *shield of faith*

0 (at will)—*detect magic*, *detect poison*, *light*, *read magic*

**D** Domain spell; **Domains** Destruction, Protection

### TACTICS

**Before Combat** Muminah casts *bless* on the party and *bull's strength* on Bega.

**During Combat** Muminah stays in the back and uses channel positive energy to heal her crew. She uses her Selective Channeling feat to keep the two most hurt PCs out of the blast of positive energy. Should a PC get close to her, she uses her next action to cast *cause fear* on that PC and if that fails, casts *sanctuary*. When not healing, she hits Bega's target with *searing light*.

**Morale** Muminah is a brave adventurer and Pathfinder—she fights to the death.

### STATISTICS

**Str** 8, **Dex** 10, **Con** 12, **Int** 15, **Wis** 16, **Cha** 14

**Base Atk** +3; **CMB** +2; **CMD** 12

**Feats** Extra Channel, Selective Channeling, Skill Focus (Perception), Toughness

**Skills** Heal +11, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +8; **Racial Modifiers** +2 Perception

**Languages** Abyssal, Common, Draconic, Elven

**SQ** aura, elven magic

**Combat Gear** *potions of cure light wounds* (3), *potion of cure serious wounds*, *scrolls of doom* (2), *scrolls of obscuring mist* (2), *wand of cure light wounds* (50 charges); **Other Gear** +1 chain shirt, *elixir of love*, masterwork quarterstaff, silver holy symbol of Nethys, key to The Temple

## BEGA ETHALDREDA

CR 4

Female half-orc fighter 5

CN Medium humanoid (orc)

**Init** +4; **Senses** darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 21, touch 10, flat-footed 21 (+7 armor, +4 shield)

**hp** 47 (5d10+20)

**Fort** +6, **Ref** +1, **Will** +2; +2 vs. fear

**Defensive Abilities** bravery +1, Orc ferocity

### OFFENSE

**Speed** 30 ft.; can move at normal speed in medium armor

**Melee** +1 scimitar +13 (1d6+10/18–20)

### TACTICS

**Before Combat** Muminah casts *bless* and *bull's strength* on Bega.

**During Combat** Bega attacks whoever she thinks is the strongest melee fighter among the PCs. With her high AC, she hopes to distract the PCs long enough for Micky and Todor to start pelting the PCs with ranged damage.

**Morale** Bega fights to the death.

**Base Statistics** +1 vs. fear; **Melee** +1 scimitar +10 (1d6+8/18–20);

**Str** 18; **CMB** +9; **CMD** 19

### STATISTICS

**Str** 22, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +11; **CMD** 21

**Feats** Improved Initiative, Intimidating Prowess, Step Up, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar)

**Skills** Intimidate +14, Perception +6, Survival +9; **Racial Modifiers** +2 Intimidate

**Languages** Common, Goblin, Orc

**SQ** armor training 1, Orc blood, weapon training 1 (heavy blades)

**Combat Gear** *potion of cure serious wounds*; **Other Gear** splint mail, tower shield, +1 scimitar

## MICKY TICKLEFEET

CR 4

Male gnome ranger 5

NE Small humanoid (gnome)

**Init** +3 (+5 urban); **Senses** low-light vision; Perception +3 (+5 urban)

### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size) (+4 dodge vs. giants)

**hp** 47 (5d10+20)

**Fort** +7, **Ref** +7, **Will** +2; +2 vs. illusions, +1 vs. fear

### OFFENSE

**Speed** 30 ft.

**Melee** short sword +7 (1d4/19–20)

**Ranged** +1 composite longbow +12 (1d6+1/x3) or +1 composite longbow +10/+10 (1d6+1/x3)

**Special Attacks** favored enemy (humanoid [human] +4, humanoid [dwarf] +2), +1 on attack rolls against goblinoid and reptilian humanoids

**Ranger Spells Prepared** (CL 2nd; concentration +3)

1st—*longstrider* (already cast), *speak with animals*

### TACTICS

**Before Combat** Muminah casts *bless* on Micky and the ranger casts *longstrider* on himself.

**During Combat** Micky finds cover and fires over it, targeting any

PCs not engaged in melee combat first and targeting anyone Bega is fighting second. Micky has the Rapid Shot feat and uses it whenever he can take a full attack action.

**Morale** Micky fights to the death as long as Muminah and Bega are alive. Should they fall, he flees.

**Base Statistics** remove +1 vs. fear; **Speed** 20 ft.; **Melee** short sword +6 (1d4/19–20); **Ranged** +1 composite longbow +11 (1d6+1/x3) or +1 composite longbow +9/+9 (1d6+1/x3)

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#### STATISTICS

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

**Base Atk** +5; **CMB** +4; **CMD** 17

**Feats** Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

**Skills** Climb +7, Fly +4, Handle Animal +8, Heal +9, Intimidate +8, Knowledge (nature) +8, Perception +3, Stealth +6 (+8 urban), Survival +9 (+11 urban); **Racial Modifiers** +2 Perception

**Languages** Common, Gnome, Sylvan

**SQ** hunter's bond (companions), favored terrain (urban +2), track, wild empathy +5

**Combat Gear** *potion of cure serious wounds*; **Other Gear** masterwork chain shirt, short sword, +1 composite longbow with 20 arrows

### TODOR MOZES

CR 4

Male human evoker 5

NE Medium humanoid (human)

**Init** +5; **Senses** Perception +1

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#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 42 (5d6+25)

**Fort** +4, **Ref** +2, **Will** +5; +1 vs. fear

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#### OFFENSE

**Speed** 30 ft.

**Melee** dagger +3 (1d4/19–20)

**Ranged** dagger +4 (1d4/19–20)

**Special Attacks** intense spells +2 damage

**Arcane School Spell-Like Abilities** (CL 5th; concentration +8)  
6/day—force missile (1d4+2)

**Evoker Spells Prepared** (CL 5th; concentration +8)  
3rd—*fireball* (2, DC 18, +2 damage), *lightning bolt* (DC 18, +2 damage)  
2nd—*scorching ray* (3, DC 17, +2 damage), *flaming sphere* (DC 17, +2 damage)

1st—*magic missile* (4, +2 damage), *shocking grasp* (+2 damage)  
0 (at will)—*flare* (2, DC 15), *light, ray of frost* (2, +2 damage)

**Opposition Schools** Divination, Enchantment

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#### TACTICS

**Before Combat** Muminah casts *bless* on Todor and the evoker casts *mage armor* on himself from a scroll.

**During Combat** Todor casts his evoker spells at anyone Bega targets, careful not to hit his friends. Should any PCs get close, he uses *shocking grasp* on them and then *flare*. Todor also possesses a *wand of scorching ray* and isn't afraid to expend its

charges on the PCs.

**Morale** Todor fights to the death.

**Base Statistics** **AC** 11, touch 11, flat-footed 10 (+1 Dex); remove +1 vs. fear; **Melee** dagger +2 (1d4/19–20); **Ranged** dagger +3 (1d4/19–20)

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#### STATISTICS

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

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

**Feats** Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation), Toughness

**Skills** Appraise +11, Fly +9, Knowledge (arcana) +11, Knowledge (local) +11, Linguistics +11, Spellcraft +11

**Languages** Abyssal, Celestial, Common, Draconic, Goblin, Ignan, Infernal, Orc, Undercommon

**SQ** arcane bond (*wand of scorching ray*)

**Combat Gear** *potions of cure light wounds* (2), *potion of cure moderate wounds*, *potions of invisibility* (2), *scrolls of magic missile* (5), *wand of scorching ray* (50 charges); **Other Gear** dagger

**Development:** Once the combat is over, people slowly start coming back into the market, all of them staring curiously at the PCs. If the PCs take too long after the combat, street urchins start trying to drag the bodies of the dead Pathfinders away. If the PCs managed to capture anyone, they'll eventually admit that they're Shadow Lodge members and former Pathfinders and tell the PCs that the Shadow Lodge HQ is an abandoned prison in the Bottoms known as the Temple.

If the PCs killed all of the Pathfinders, they find a key on Muminah with the symbol of a kneeling human male, his arms raised to the sun. The merchants in Meatgate (or any of the PCs contacts from Act 1) recognize the symbol—they've seen it a bunch of times on an abandoned prison in the Bottoms called the Temple. No one goes to prison in Kaer Maga—those caught committing crimes are either slain by vigilantes or executed by the Ardoks, the Commerce League, or the Duskwardens—and so the prison was just a trash heap the last time anyone checked.

Since the major local political entities are not thrilled with the presence of the Shadow Lodge in Kaer Maga, should the PCs turn their prisoners over to them, they hear later that the prisoners were executed.

**Rewards:** If the PCs defeat Muminah and her crew, reward each tier thusly:

**Tier 1–2:**

Give each player 111 gp.

**Tier 3–4:**

Give each player 242 gp.

**Tier 6–7:**

Give each player 1,317 gp.

## ACT 3: THE TEMPLE

The Temple is exactly as described—a trash heap. It may once have been a model of beautiful prison architecture, but its facade is faded and cracked, piles of windblown trash hug its walls in drifts, and what may have once been manicured landscaping has since devolved into a tangled, swampy mess. A single path of cracked, wet bricks links the street to the entrance of the Temple, which appears to be a brand new, iron-braced wooden door. Above the door is a decayed carving of a human man on his knees, his arms raised toward a rising sun.

The Temple is the headquarters of the Kaer Magan Shadow Lodge. Long ago a sturdy prison, the place has now into ill repair and disuse, its walls and floors cracked and broken throughout and the roof shot with holes. Birds and vermin are plentiful within—much to the delight of the goblins the Shadow Lodge keeps inside. All of the ceilings are 10 feet high unless otherwise noted. The only way into this former prison is through the front door, though enterprising PCs can climb the walls and enter through the yard (area 3), though they have a nasty surprise waiting there if they do. Though the front door to the prison is locked, if the PCs took Muminah's key from Act 2, they can use it to unlock the door. Otherwise the door requires a DC 20 Disable Device check, and has a break DC of 30, hardness 10, and 200 hit points.

### 1: Entrance (CR 2 or CR 5 or CR 7)

This small room looks as though it were recently cleaned. Piles of broken furniture lay against the east wall and a single, nondescript desk sits in the middle of the room facing the door in the south wall. Another door, just as thick and sturdy, is opposite the main door on the north wall.

Depending on the tier, Kormiggon Sussworth leaves a variety of allied creatures here to guard the front door.

**Creatures:** In Tier 1–2, some of Sussworth's goblins guard the room. In Tier 3–4, a Shadow Lodge-friendly troll guards the room. In Tier 6–7, Sussworth keeps a flesh golem here. The flesh golem knows not to attack anyone in the room with Sussworth, but otherwise attacks on sight.

### Tier 1–2 (CR 2)

#### GOBLIN WARRIORS (4) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

##### TACTICS

**Before Combat** The goblin warriors recline lazily on the piles of broken furniture along the east wall.

**During Combat** The goblin warriors are not tactical geniuses—

they swarm one PC at a time, if possible, and continue to attack that PC until he's out of the fight.

**Morale** The goblin warriors fight to the death.

#### GOBLIN SHAMAN CR 1/3

Female goblin adept of Zarongel 1

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +1

##### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 7 (1d6+4)

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

##### OFFENSE

**Speed** 30 ft.

**Melee** dagger –1 (1d3–2/19–20) or

touch –1 (as spell)

**Ranged** light crossbow +4 (1d6/19–20)

**Adept Spells Prepared** (CL 1st; concentration +2)

1st—*burning hands* (DC 12), *sleep* (DC 12)

o—*touch of fatigue* (3, DC 11)

##### TACTICS

**Before Combat** The goblin shaman sits at the desk in the middle of the room.

**During Combat** The goblin shaman hits the first PC through the door with *sleep* and then tries to catch as many PCs as possible with *burning hands*. After that, she resorts to her light crossbow.

**Morale** The goblin shaman fights to the death.

##### STATISTICS

**Str** 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7

**Base Atk** +0; **CMB** –3; **CMD** 10

**Feats** Toughness

**Skills** Fly +5, Heal +5, Ride +7, Stealth +12; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**Combat Gear** *potion of cure light wounds*; **Other Gear** dagger, light crossbow with 10 bolts, wooden holy symbol of Zarongel

### Tier 3–4 (CR 5)

#### TROLL CR 5

hp 63 (*Pathfinder RPG Bestiary* 268)

##### TACTICS

**Before Combat** The troll sits at the desk in the middle of the room.

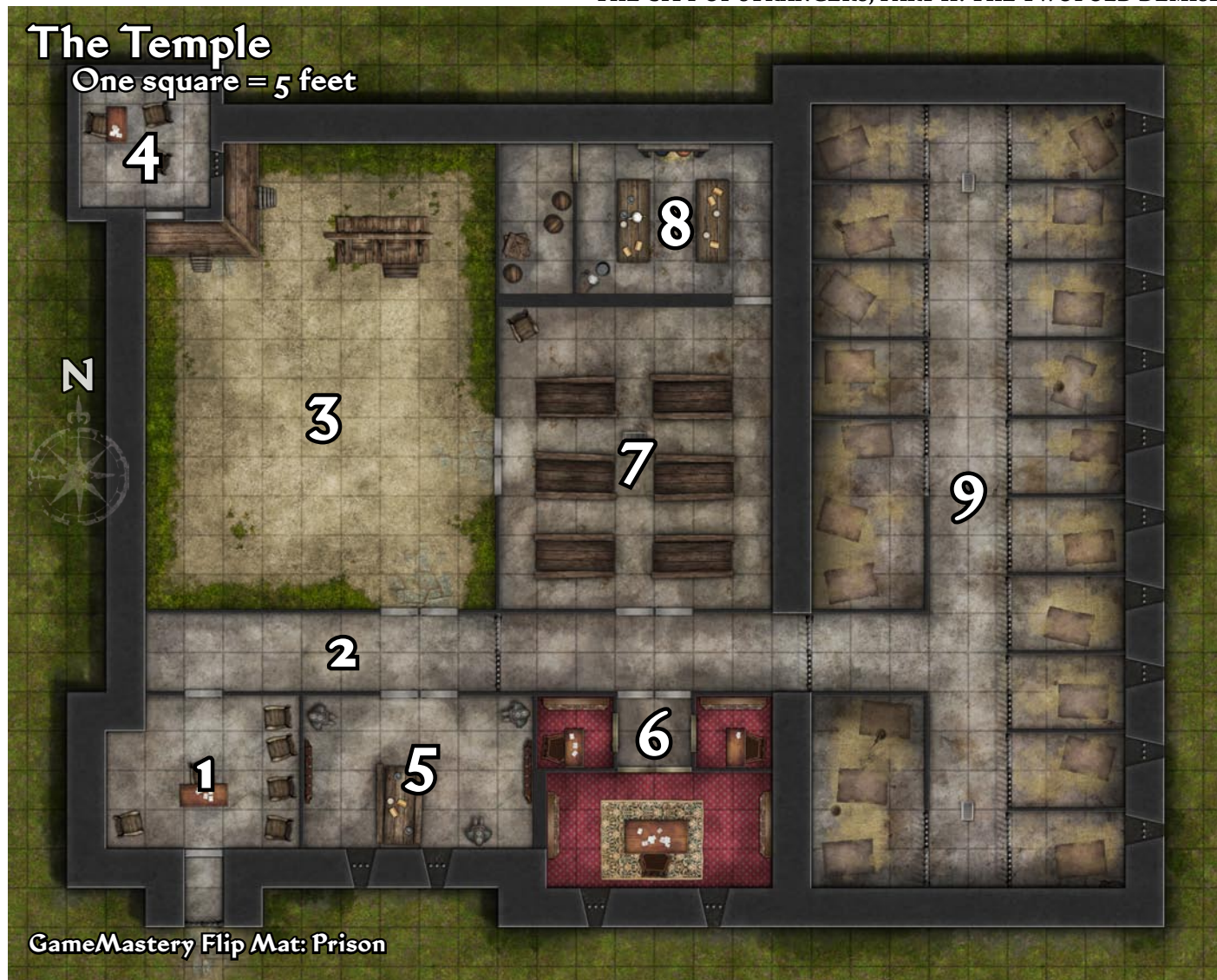
**During Combat** The troll has orders to attack anyone who enters the Temple that isn't a known Shadow Lodge agent. He attacks the first PC through the door.

**Morale** The troll fights to the death.

### Tier 6–7 (CR 7)

#### FLESH GOLEM CR 7

hp 79 (*Pathfinder RPG Bestiary* 160)




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**TACTICS**


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**Before Combat** The flesh golem stands mindlessly in the western alcove.

**During Combat** The flesh golem has one order: kill anything that enters the room without Sussworth.

**Morale** The flesh golem fights until destroyed.

**Development:** Because the Temple is a former prison, it has thick, sturdy walls and even sturdier doors. Any combat here will not be heard by anyone else in the prison unless the PCs manage to push the combat out into area 2. If that happens, the goblins in area 9 start making an awful racket as they scream in Goblin to be let out of their pens and the agents in area 7 hear this and prepare for battle. Because of the layout of area 6, Sussworth does not hear any combat unless the PCs open the door to his office. The door to area 2 is unlocked.

**Mission Notes:** For Tier 1–2, this is the first opportunity that Taldor faction PCs have to capture a live goblin.

**Rewards:** If the PCs defeat the guards here, reward each tier thusly:

**Tier 1–2 only:**

Give each player 25 gp.

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## 2: Hallway

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This long hallway stretches 110 feet from east to west and is periodically broken up by thick, iron portcullises. Several sets of doors can be seen at even intervals along the north and south walls, and at the far east end the hallway appears to terminate in a room filled with large cages. The floor of the hallway was recently swept, but spiderwebs the ceilings.

There are two portcullises here. The first one outside of area 5 is unlocked and can be easily lifted with a DC 18 Strength check as the first. The second one blocks access to area 9 and is firmly locked. A switch beneath the desk in Sussworth's office (area 6) unlocks this portcullis and

it can be raised with the same Strength check. Should the PCs wish to breach the second portcullis, the bars are 2 inches thick and have the following stats: hardness 10, 60 hit points, Break DC 25.

If the PCs make a lot of noise in area 2, they run the risk of being heard both by the goblins in area 9 and the Shadow Lodge agents in area 7 (see those areas for details).

### 3: The Yard (CR 2 or CR 4 or CR 8)

What was once an exercise yard for inmates is now a choked yard filled with dead grass, animal nests, and trash. The yard is open to the sky and at the north end the ruins of a gallows can be seen. In the northwest corner of the yard a small, rickety wooden platform leads up to a single, heavy door. A set of thick double doors can be seen in the south and east walls.

**Creatures:** As a sign of respect for Sussworth, the goblins captured a giant scorpion and brought it to the Temple in the middle of the night. Capturing the scorpion cost the goblins dozens of their tribe, but they were convinced the Shadow Lodge could use it to protect their holdings in Kaer Maga. Not wanting to draw too much attention to the Temple, Sussworth had the goblins put the scorpion in this area (which took a great deal of effort and cost the goblins a few more of their tribe) where it's been feeding on trash and rodents. With a successful DC 15 Perception check, the PCs can also see that the scorpion fed on a few goblins recently as well—this was because the goblins couldn't help coming here to check on their new “pet” and it took a few of them being eaten to cure them of that desire.

### Tier 1–2 (CR 2)

#### INJURED GIANT SCORPION CR 2

N Large vermin (*Pathfinder RPG Bestiary* 242)

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

#### DEFENSE

**AC** 16, touch 9, flat-footed 16 (+7 armor, –1 size)

**hp** 20 (5d8+15)

**Fort** +7, **Ref** +1, **Will** +1

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 50 ft.

**Melee** 2 claws +4 (1d6+2 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d6+2)

#### TACTICS

**Before Combat** When the goblins captured this giant scorpion, he was injured severely and has not since fully

recovered. His stinger was cut off (thus removing his sting attack and poison), he took a lot of Strength damage from goblin poisons (of which 4 points have yet to heal), and he still has 17 points of damage that haven't healed from the day he was brought here.

**During Combat** The scorpion is mindless and injured—he attacks the first PC he sees.

**Morale** The scorpion fights to the death.

**Base Statistics** When not injured, the giant scorpion has the following stats: **hp** 37; **Melee** 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison); **Str** 19; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip); **Climb** +8

#### STATISTICS

**Str** 15, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 16 (28 vs. trip)

**Skills** **Climb** +6, **Perception** +4, **Stealth** +0; **Racial Modifiers** +4 **Climb**, +4 **Perception**, +4 **Stealth**

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

### Tier 3–4 (CR 4)

#### ADVANCED GIANT SCORPION CR 4

N Large vermin (*Pathfinder RPG Bestiary* 242)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.;

**Perception** +2

#### DEFENSE

**AC** 20, touch 11, flat-footed 18 (+7 armor, +2 Dex, +2 natural armor, –1 size)

**hp** 47 (5d8+25)

**Fort** +9, **Ref** +3, **Will** +3

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 50 ft.

**Melee** 2 claws +8 (1d6+6 plus grab), sting +8 (1d6+6 plus poison)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d6+6)

#### TACTICS

**Before Combat** The scorpion wanders the yard in search of food.

**During Combat** The scorpion is a mindless combatant—he attacks the first PC he sees.

**Morale** The scorpion fights to the death.

#### STATISTICS

**Str** 23, **Dex** 14, **Con** 20, **Int** —, **Wis** 14, **Cha** 6

**Base Atk** +3; **CMB** +12 (+14 grapple); **CMD** 22 (34 vs. trip)

**Skills** **Climb** +10, **Perception** +6, **Stealth** +2; **Racial Modifiers** +4 **Climb**, +4 **Perception**, +4 **Stealth**

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

## PLAYER HANDOUT #1

Dear Caggrigan,

The mission in Kaer Maga is proceeding as ordered, though Absalom has seen fit to send Pathfinders here to look into our presence. One of my lieutenants, that fool bard if you must know, murdered Collgardie too late—the old man sent a letter to Dreng and now we're hip-deep in Pathfinder entanglements. As you well know, this is a difficult city for murder and mayhem—killing the wrong person at the wrong time with the wrong tool can result in a blood feud or, worse, your expulsion from the city. We are not popular here anymore.

I humbly ask that we scrap this part of the plan and try to establish our headquarters in Whitethrone instead. It's farther from Absalom than Kaer Maga and I know of no one there that the Society counts as a loyal agent.

Humbly Yours,  
Kormiggon Sussworth  
Kaer Maga Lodge

## Tier 6–7 (CR 8)

**DEADFALL SCORPION****CR 8**N Huge vermin (*Pathfinder RPG Bestiary* 242)**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 21, touch 7, flat-footed 21 (+11 armor, –1 Dex, +3 natural, –2 size)**hp** 105 (10d8+50)**Fort** +12, **Ref** +2, **Will** +3**Immune** mind-affecting effects**OFFENSE****Speed** 50 ft.**Melee** 2 claws +14 (1d8+9 plus grab), sting +14 (1d8+9 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d8+9)**TACTICS****Before Combat** The scorpion wanders the yard in search of food.**During Combat** The scorpion is a mindless combatant—he attacks the first PC he sees.**Morale** The scorpion fights to the death.**STATISTICS****Str** 28, **Dex** 8, **Con** 20, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +7; **CMB** +18 (+22 grapple); **CMD** 27 (+39 vs. trip)**Skills** Climb +17, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**SPECIAL ABILITIES****Poison (Ex)** Sting—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**Development:** The two Shadow Lodge agents in area 7 can hear combat in the yard. Though they know the goblins kept poking around here, they know that Sussworth locked the entire tribe in area 9 for their own safety and that it's unlikely anyone fighting the scorpion is someone the Shadow Lodge agents want inside the Temple. If the agents hear combat (and haven't already), they begin readying themselves to fight the PCs.**Treasure:** On the two goblin corpses, the PCs may find a handful of potions. For Tier 1–2, they find five *potions of cure light wounds*. For Tier 3–4, they find five *potions of cure moderate wounds*. For Tier 6–7, the bodies hold nothing of value.**Rewards:** If the PCs find the two goblin corpses and retrieve the potions, reward each tier thusly:**Tier 1–2:**

Give each player 21 gp.

**Tier 3–4:**

Give each player 125 gp.

**Tier 6–7:**

Give each player 0 gp.

Dear Hondo Heru,  
 I never believed that your ancient Osirian technique for acquiring a tribe of pet goblins would work—but I must now eat my words, dearest Hondo, and tell you that it did. No matter what you hear about my mission here, know that the goblin trick worked.

Sincerely,  
 Kormiggon Sussworth  
 Kaer Maga Lodge

#### 4: Trash Room

This room contains piles and piles of paper trash and wood scraps—it's also full of rats and vermin and smells strongly of both. A full search of the room with a DC 20 Perception check finds several sheets of paper written in code with four recognizable words on it: Almas, Kaer Maga, Absalom, and Whitethrone. Because the goblins brought Sussworth a scorpion that now occupies the yard (area 3), this room hasn't been used for trash in weeks.

#### 5: Armory

The Shadow Lodge agents cleaned this room entirely and recently used it to store weapons. All of the weapons were handed out to newly arriving agents or given to the goblins.

**Mission Notes:** Qadira faction PCs can find a hidden ledger here that shows all of these weapons were purchased from a Taldan weapons dealer in Zimar. The ledger is well hidden, however, and requires a DC 25 Perception check to find it under a loose tile in the southeast corner of the room.

#### 6: Kormiggon Sussworth's Office (CR 2 or CR 4 or CR 7)

Sussworth's office is actually four separate rooms. The first is the entryway—a set of double doors from area 2 enter here, revealing another set of double doors on the opposite wall and two single doors in the east and west walls. Behind the single doors are small 10-foot-by-10-foot rooms piled high with garbage, wood scraps, and chunks of broken masonry from around the prison. Behind the double-doors is Sussworth's actual office. The office proper has a rug laid out on the floor over rotted carpet, two salvaged bookshelves, and a small desk with a simple wooden chair behind it.

**Creatures:** When the PCs enter the entryway, Sussworth calls out, "Who is it?" Because of the layout of his office, it's impossible for him to hear commotion in the rest of

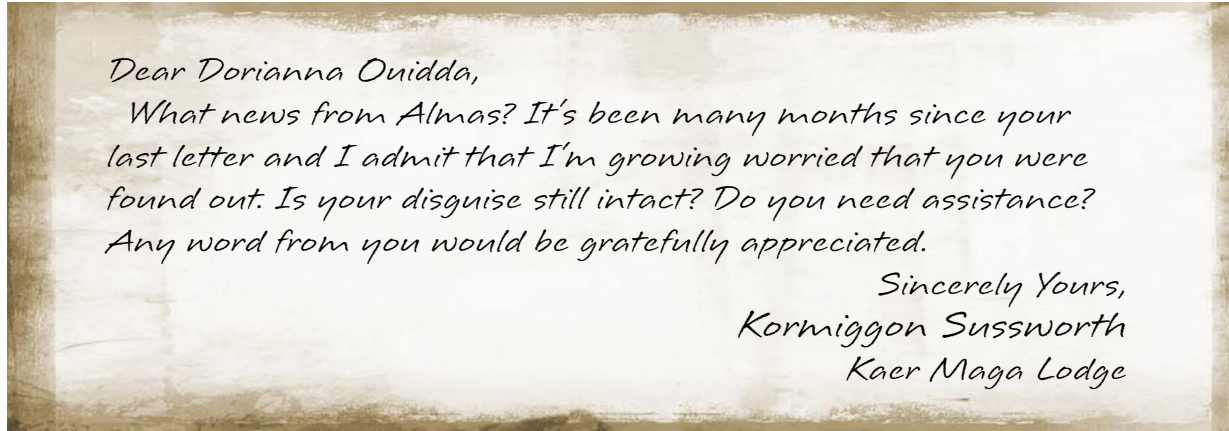
the prison. Sussworth sits behind the desk drafting coded letters to other Shadow Lodge locations throughout the rest of the Inner Sea. Should the PCs delay in responding to him, he gets suspicious and draws his rapier. If the PCs do reply, he immediately draws his rapier as he doesn't recognize the voice. On his very next action he reaches under the desk and pulls the switch that raises the portcullis to area 9 and opens all of the cages there, freeing the goblins (see area 9).

#### Tier 1–2 (CR 2)

KORMIGGON SUSSWORTH		CR 2
Male human fighter 3		
LE Medium humanoid (human)		
Init +7; Senses Perception +3		
<b>DEFENSE</b>		
AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)		
hp 22 (3d10+6)		
Fort +4, Ref +4, Will +1; +1 vs. fear		
Defensive Abilities bravery +1		
<b>OFFENSE</b>		
Speed 30 ft.; can move at normal speed in medium armor		
Melee mwk rapier +8 (1d6+2/18–20)		
<b>TACTICS</b>		
<b>Before Combat</b> Sussworth sits at his desk, writing letters. If he's aware of the PCs, he stands behind his desk, his rapier drawn.		
<b>During Combat</b> Sussworth is an experienced swordsman and uses the room's tight spaces to attempt to keep his opponents down to one melee combatant at a time.		
<b>Morale</b> Sussworth fights to the death.		
<b>STATISTICS</b>		
Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8		
Base Atk +3; CMB +5; CMD 19		
Feats Dodge, Improved Initiative, Mobility, Weapon Finesse,		



## PLAYER HANDOUT #3



Weapon Focus (rapier)  
**Skills** Acrobatics +6, Bluff +2, Diplomacy +2, Perception +3  
**Languages** Common, Goblin  
**SQ** armor training 1  
**Combat Gear** *potion of cure moderate wounds*; **Other Gear** masterwork chain shirt, masterwork rapier

## Tier 3–4 (CR 4)

**KORMIGGON SUSSWORTH** CR 4

Male human fighter 5  
 LE Medium humanoid (human)  
**Init** +8; **Senses** Perception +5

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**DEFENSE**

**AC** 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)  
**hp** 37 (5d10+10)  
**Fort** +5, **Ref** +5, **Will** +1; +1 vs. fear  
**Defensive Abilities** bravery +1

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**OFFENSE**

**Speed** 30 ft.; can move at normal speed in medium armor  
**Melee** +1 rapier +12 (1d6+6/18–20)

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**TACTICS**

**Before Combat** Sussworth sits at his desk, writing letters. If he's aware of the PCs, he stands behind his desk, his rapier drawn.

**During Combat** Sussworth is an experienced swordsman and uses the room's tight spaces to attempt to keep his opponents down to one melee combatant at a time.

**Morale** Sussworth fights to the death.

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**STATISTICS**

**Str** 14, **Dex** 18, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8  
**Base Atk** +5; **CMB** +7; **CMD** 22  
**Feats** Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)  
**Skills** Acrobatics +9, Bluff +4, Diplomacy +4, Perception +5  
**Languages** Common, Goblin  
**SQ** armor training 1, weapon training 1 (light blades)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** masterwork chain shirt, +1 rapier

## Tier 6–7 (CR 7)

**KORMIGGON SUSSWORTH** CR 7

Male human fighter 6/duelist 2  
 LE Medium humanoid (human)  
**Init** +11; **Senses** Perception +8

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**DEFENSE**

**AC** 23, touch 18, flat-footed 15 (+5 armor, +7 Dex, +1 dodge)  
**hp** 58 (8 HD; 6d10+2d10+14)  
**Fort** +8, **Ref** +9, **Will** +4; +2 vs. fear  
**Defensive Abilities** bravery +2, canny defense, parry

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**OFFENSE**

**Speed** 30 ft.; can move at normal speed in medium armor  
**Melee** +1 rapier +16/+11 (1d6+6/18–20)  
**Special Attacks** precise strike +2

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**TACTICS**

**Before Combat** Sussworth sits at his desk, writing letters. If he's aware of the PCs, he stands behind his desk, his rapier drawn.

**During Combat** Sussworth is an experienced swordsman and uses the room's tight spaces to attempt to keep his opponents down to one melee combatant at a time.

**Morale** Sussworth fights to the death.

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**STATISTICS**

**Str** 14, **Dex** 20, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8  
**Base Atk** +8; **CMB** +10; **CMD** 26  
**Feats** Dodge, Improved Initiative, Mobility, Spring Attack, Step Up, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier), Wind Stance  
**Skills** Acrobatics +13, Bluff +7, Diplomacy +7, Escape Artist +9, Perception +8  
**Languages** Common, Goblin  
**SQ** armor training 1, improved reaction, weapon training 1 (light blades)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** *belt of incredible Dexterity +2, +1 chain shirt, +1 rapier*

**Development:** Should the PCs capture Sussworth, he refuses to reveal anything about his operation, knowing that his masters who sent him here to establish the Lodge would kill him if he revealed anything. At this point, the city of Kaer Maga is tired of the Shadow Lodge—if the PCs turn Sussworth over to Dakar, the Ardoc family, or the Duskwardens, he'll end up dead. A successful DC 15 Perception check finds three letters in this office not yet coded (see handouts #1, #2, and #3). The PCs find no trace of the code itself and Sussworth refuses to say anything about it, though, in reality, Sussworth has the code memorized (and is the only Shadow Lodge agent in Kaer Maga that does).

**Treasure:** For Tier 1–2, the PCs find an unlocked chest with 900 gp inside. For Tier 3–4, the chest contains 1,500 gp. There is no chest for Tier 6–7.

**Mission Notes:** Andoran faction PCs must ensure that Sussworth dies—though he can either die in combat here or he can die after being executed by the authorities. Cheliox faction PCs need to recover Sussworth's collection of perfect condition *Pathfinder Chronicles*, all of which are stored on the bookshelf along the east wall. The collection weighs 100 pounds.

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

**Tier 1–2:**

Give each player 223 gp.

**Tier 3–4:**

Give each player 489 gp.

**Tier 6–7:**

Give each player 656 gp.

## 7: Meeting Room (CR 3 or CR 5 or CR 8)

This large room was recently cleaned—piles of trash are swept into the corners, the six tables and dozen benches here are spotless, and the majority of the spider webs and vermin nests were cleaned from the corners. A set of sturdy double doors sit in the south wall, another is set in the west wall, and a single door in the northwest corner leads north into a small kitchen.

The Shadow Lodge takes its meals here and holds its meetings here as well. New arrivals also use this area for sleeping (and once established take a home in Kaer Maga), though there haven't been any in a while.

**Creatures:** Guarin, a scarred human rogue, and his companion, Kanna Rhamla, a human white dragon sorcerer with pale skin and shockingly white eyes, are here discussing what to do with the PCs and waiting for word back from Muminah's party, who left this morning to find and kill the meddling Pathfinders. If they heard combat in areas 2 or 3, they are ready for the PCs. Otherwise, they're seated at the northeast table sipping tea when the PCs enter.

## Tier 1–2 (CR 3)

### GUARIN

CR 1

Male human rogue 2

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +5

#### DEFENSE

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

**hp** 16 (2d8+7)

**Fort** +1, **Ref** +6, **Will** +0

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +3 (1d6+2/18–20) and mwk dagger +3 (1d4+1/19–20)

**Ranged** mwk dagger +5 (1d4+2/19–20)

**Special Attacks** sneak attack +1d6

#### TACTICS

**During Combat** Guarin flanks with Kanna and they take down one target a time, starting with the closest PC.

**Morale** Guarin fights to the death.

#### STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 16

**Feats** Toughness, Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +6, Bluff +4, Climb +5, Disable Device +6,

Escape Artist +6, Knowledge (dungeoneering) +6, Knowledge

(local) +6, Linguistics +5, Perception +5, Sleight of Hand +7,

Stealth +6

**Languages** Common, Elven, Goblin

**SQ** rogue talents (finesse rogue), trapfinding +1

**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, masterwork rapier, masterwork dagger, Varisia treasure map

### KANNA RHAMLA

CR 1

Female human sorcerer 2

CE Medium humanoid (human)

**Init** +2; **Senses** Perception +0

#### DEFENSE

**AC** 19, **touch** 12, **flat-footed** 17 (+3 armor, +2 Dex, +4 shield)

**hp** 14 (2d6+7)

**Fort** +1, **Ref** +2, **Will** +3

**Immune** *magic missile*

**OFFENSE****Speed** 30 ft.**Melee** 2 claws +6 (1d4+4) or touch +5 (as spell)**Special Attacks** claws (2, 1d4+4, 5 rounds/day)**Sorcerer Spells Known** (CL 2nd; concentration +4; 15% arcane spell failure)1st (5/day)—*color spray* (DC 13), *mage armor*0 (at will)—*acid splash*, *daze* (DC 12), *mage hand*, *open/close*, *ray of frost* (+1 damage per die rolled)**Bloodline** Draconic (white)**TACTICS****Before Combat** If Kanna knows the PCs are coming, she drinks a *potion of bull's strength* and casts *shield* on herself from a scroll (these spells are figured into her stats). *Bull's strength* is active for 10 rounds and *shield* is active for 9 rounds.**During Combat** Kanna is a unique sorcerer—she prefers melee combat. She flanks with Guarin and uses her claw attacks on the PCs. If she starts to feel overwhelmed, she hits as many of the PCs as possible with *color spray*.**Morale** Kanna fights to the death.**Base Statistics** AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex); remove immunity; **Melee** 2 claws +4 (1d4+2) or touch +3 (as spell); **Special Attacks** claws (2, 1d4+2, 5 rounds/day); **Str** 15; **CMB** +3; **CMD** 15**STATISTICS****Str** 19, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15**Base Atk** +1; **CMB** +4; **CMD** 16**Feats** Eschew Materials, Toughness, Weapon Focus (claws)**Skills** Bluff +6, Intimidate +6, Knowledge (arcana) +3, Linguistics +0**Languages** Common, Draconic**SQ** bloodline arcana**Combat Gear** *potions of cure light wounds* (2), *potion of cure moderate wounds*, *scroll of obscuring mist*; **Other Gear** studded leather**Tier 3–4 (CR 5)****GUARIN****CR 3**

Male human rogue 4

NE Medium humanoid (human)

**Init** +8; **Senses** Perception +7**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)**hp** 30 (4d8+12)**Fort** +2, **Ref** +8, **Will** +1**Defensive Abilities** evasion, trap sense +1, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** +1 *rapier* +7 (1d6+3/18–20), *mwk dagger* +6 (1d4+1/19–20)**Ranged** *mwk dagger* +8 (1d4+2/19–20)**Special Attacks** sneak attack +2d6**TACTICS****During Combat** Guarin flanks with Kanna and they take down one

target a time, starting with the closest PC.

**Morale** Guarin fights to the death.**STATISTICS****Str** 14, **Dex** 18, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Improved Initiative, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)**Skills** Acrobatics +9, Bluff +6, Climb +7, Disable Device +9, Escape Artist +9, Knowledge (dungeoneering) +8, Knowledge (local) +8, Linguistics +5, Perception +7, Sleight of Hand +10, Stealth +9**Languages** Common, Elven, Goblin**SQ** rogue talents (finesse rogue, weapon training), trapfinding +2**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, +1 *rapier*, masterwork dagger, Varisia treasure map**KANNA RHAMLA****CR 3**

Female human sorcerer 4

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +5**DEFENSE****AC** 21, touch 12, flat-footed 19 (+4 armor, +2 Dex, +1 natural, +4 shield)**hp** 26 (4d6+12)**Fort** +2, **Ref** +3, **Will** +4**Resist** cold 5**Immune** *magic missile***OFFENSE****Speed** 30 ft.**Melee** 2 claws +8 (1d4+5) or touch +7 (as spell)**Special Attacks** claws (2, 1d4+5, 5 rounds/day)**Sorcerer Spells Known** (CL 4th; concentration +6; 15% arcane spell failure)2nd (4/day)—*ghoul touch* (DC 13)1st (7/day)—*chill touch* (DC 13), *color spray* (DC 13), *mage armor*, *shocking grasp*0 (at will)—*acid splash*, *daze* (DC 12), *mage hand*, *open/close*, *ray of frost* (+1 damage per die rolled)**Bloodline** Draconic (white)**TACTICS****Before Combat** If Kanna knows the PCs are coming, she drinks a *potion of bull's strength* and casts *shield* on herself from a scroll (these spells are figured into her stats). *Bull's strength* is active for 10 rounds and *shield* is active for 9 rounds.**During Combat** Kanna is a unique sorcerer—she prefers melee combat. She flanks with Guarin and alternates between *ghoul touch*, *chill touch*, *shocking grasp*, and claw attacks on the PCs. If she starts to feel overwhelmed, she hits as many of the PCs as possible with *color spray*.**Morale** Kanna fights to the death.**Base Statistics** AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural); remove immunity; **Melee** 2 claws +6 (1d4+3) or touch +5 (as spell); **Special Attacks** claws (2, 1d4+3, 5 rounds/day); **Str** 16; **CMB** +5; **CMD** 17;

**STATISTICS**

**Str** 20, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15  
**Base Atk** +2; **CMB** +7; **CMD** 19  
**Feats** Eschew Materials, Improved Initiative, Toughness, Weapon Focus (claws)  
**Skills** Bluff +7, Intimidate +7, Knowledge (arcana) +3, Linguistics +0, Perception +5  
**Languages** Common, Draconic  
**SQ** bloodline arcana  
**Combat Gear** *potions of cure light wounds* (2), *potions of cure moderate wounds* (2), *scroll of obscuring mist*; **Other Gear** +1 studded leather

**Tier 6–7 (CR 8)**

**GUARIN**

**CR 6**

Male human rogue 7  
 NE Medium humanoid (human)  
**Init** +8; **Senses** Perception +10  


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**DEFENSE**  
**AC** 21, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 shield)  
**hp** 52 (7d8+21)  
**Fort** +3, **Ref** +9, **Will** +2  
**Defensive Abilities** evasion, trap sense +2, uncanny dodge

**OFFENSE**

**Speed** 30 ft.  
**Melee** +1 rapier +9 (1d6+3/18–20), +1 dagger +8 (1d4+3/19–20)  
**Ranged** +1 dagger +10 (1d4+3/19–20)  
**Special Attacks** sneak attack +4d6

**TACTICS**

**During Combat** Guarin flanks with Kanna and they take down one target a time, starting with the closest PC.  
**Morale** Guarin fights to the death.

**STATISTICS**

**Str** 14, **Dex** 18, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8  
**Base Atk** +5; **CMB** +7; **CMD** 22  
**Feats** Dodge, Double Slice, Improved Initiative, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)  
**Skills** Acrobatics +13, Bluff +9, Climb +11, Disable Device +13, Escape Artist +13, Knowledge (dungeoneering) +11, Knowledge (local) +11, Linguistics +5, Perception +10, Sleight of Hand +13, Stealth +13  
**Languages** Common, Elven, Goblin  
**SQ** rogue talents (combat trick, finesse rogue, weapon training), trapfinding +3  
**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 chain shirt, +1 rapier, +1 dagger, Varisia treasure map

**KANNA RHAMLA**

**CR 6**

Female human sorcerer 7  
 CE Medium humanoid (human)  
**Init** +6; **Senses** Perception +7

**DEFENSE**

**AC** 21, touch 12, flat-footed 19 (+4 armor, +2 Dex, +1 natural, +4 shield)  
**hp** 45 (7d6+21)  
**Fort** +3, **Ref** +4, **Will** +5  
**Resist** cold 5  
**Immune** *magic missile*

**OFFENSE**

**Speed** 30 ft.  
**Melee** 2 claws +9 (1d6+5)  
**Special Attacks** claws (2, 1d6+5, treated as magic weapons, 5 rounds/day)  
**Sorcerer Spells Known** (CL 7th; concentration +9; 15% arcane spell failure)  
 3rd (4/day)—*fly*, *hold person* (DC 15), *vampiric touch*  
 2nd (7/day)—*ghoul touch* (DC 14), *glitterdust* (DC 14), *hideous laughter* (DC 14), *resist energy*  
 1st (7/day)—*chill touch* (DC 13), *color spray* (DC 13), *mage armor*, *shocking grasp*, *true strike*  
 0 (at will)—*acid splash*, *daze* (DC 12), *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost* (+1 damage per die rolled)  
**Bloodline** Draconic (white)

**TACTICS**

**Before Combat** If Kanna knows the PCs are coming, she drinks a *potion of bull's strength* and casts *shield* on herself from a scroll (these spells are figured into her stats). *Bull's strength* is active for 10 rounds and *shield* is active for 9 rounds.

**During Combat** Kanna is a unique sorcerer—she prefers melee combat. She starts combat trying to catch as many PCs as possible with *glitterdust* and then flanks with Guarin and alternates between *ghoul touch*, *vampiric touch*, *shocking grasp*, and claw attacks on the PCs. If she starts to feel overwhelmed, she starts hitting PCs with *hold person* and *hideous laughter*.

**Morale** Kanna fights to the death.

**Base Statistics** **AC** 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural); remove immunity; **Melee** 2 claws +8 (1d6+4); **Special Attacks** claws (2, 1d6+4, treated as magic weapons, 5 rounds/day); **Str** 16; **CMB** +6; **CMD** 18

**STATISTICS**

**Str** 20, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15  
**Base Atk** +3; **CMB** +8; **CMD** 20  
**Feats** Cleave, Combat Reflexes, Eschew Materials, Improved Initiative, Power Attack, Toughness, Weapon Focus (claws)  
**Skills** Bluff +9, Intimidate +9, Knowledge (arcana) +3, Linguistics +0, Perception +7  
**Languages** Common, Draconic  
**SQ** bloodline arcana  
**Combat Gear** *potion of cure light wounds*, *potion of cure moderate wounds*, *scroll of obscuring mist*; **Other Gear** +1 studded leather

**Development:** Guarin and Kanna are not as tight-lipped as Sussworth, but they also don't know much. They know the Shadow Lodge likely has lodges in Almas, Whitethrone, and Sothis by now and that they're

targeting dozens of other cities hoping to establish more. They know that the Shadow Lodge comprises hundreds of former and current Pathfinders, though they only know the Pathfinders from the Kaer Maga lodge—a lodge, they add, that the Shadow Lodge was intending to be their Grand Lodge. They also know that Collgardie was killed because Sussworth and Wymund Pratt (see *The Shadow Gambit*) thought he would either get in their way or write to Venture-Captain Drandle Dreng and get Pathfinders involved—they admit that happened anyway and that Pratt was too late, and had the PCs not killed/capture Pratt, Sussworth would have likely killed him. Neither Guarin nor Kanna are remorseful about joining the Shadow Lodge—they believe the Society has immense power it neither wants to use or knows how to use and that the Shadow Lodge is what the Society should have been. As with the other Shadow Lodge agents in this scenario, if the PCs turn them over to the local authorities, they will be executed.

**Mission Notes:** Cheliox faction PCs need to either ensure that Kanna Rhamla dies or make sure that she never leaves the city of Kaer Maga again. Qadira faction PCs need to collect Guarin's map.

**Rewards:** If the PCs defeat Guarin and Kanna Rhamla, reward each tier thusly:

**Tier 1–2:**

Give each player 102 gp.

**Tier 3–4:**

Give each player 389 gp.

**Tier 6–7:**

Give each player 643 gp.

## 8: Kitchen & Pantry

The Shadow Lodge agents store, cook, and serve their food here. Both rooms are impeccably clean and orderly and the PCs can find fresh water and food here.

## 9: Goblin Pens (CR 2 or CR 4 or CR 7)

This room is full of dirty cells stuffed with straw, tattered clothing, and garbage, and the entire area stinks like a wet dog and garbage.

Sussworth had no plans for the former jail cells until his goblins showed up with a giant scorpion and got themselves killed. As a result, he keeps the goblins here until he needs them—they're well fed and have made this area their own, but rather than have them running about the city, bringing him dangerous presents, or getting themselves killed, he keeps them here for their own safety.

The goblins can't get out of area 9 unless someone pulls the switch in Sussworth's office (area 6) and opens the portcullis and cell doors. Once these are opened, however, the goblins flood into the prison. This encounter is optional and should only happen if the players have more than 90 minutes remaining in their playtime.

**Creatures:** If Sussworth opens this area, the goblins flood out and attack the PCs. The goblins are happy to be free of the pens for a while and the PCs are the perfect target for mayhem and murder.

## Tier 1–2 (CR 2)

### GOBLIN WARRIORS (4)

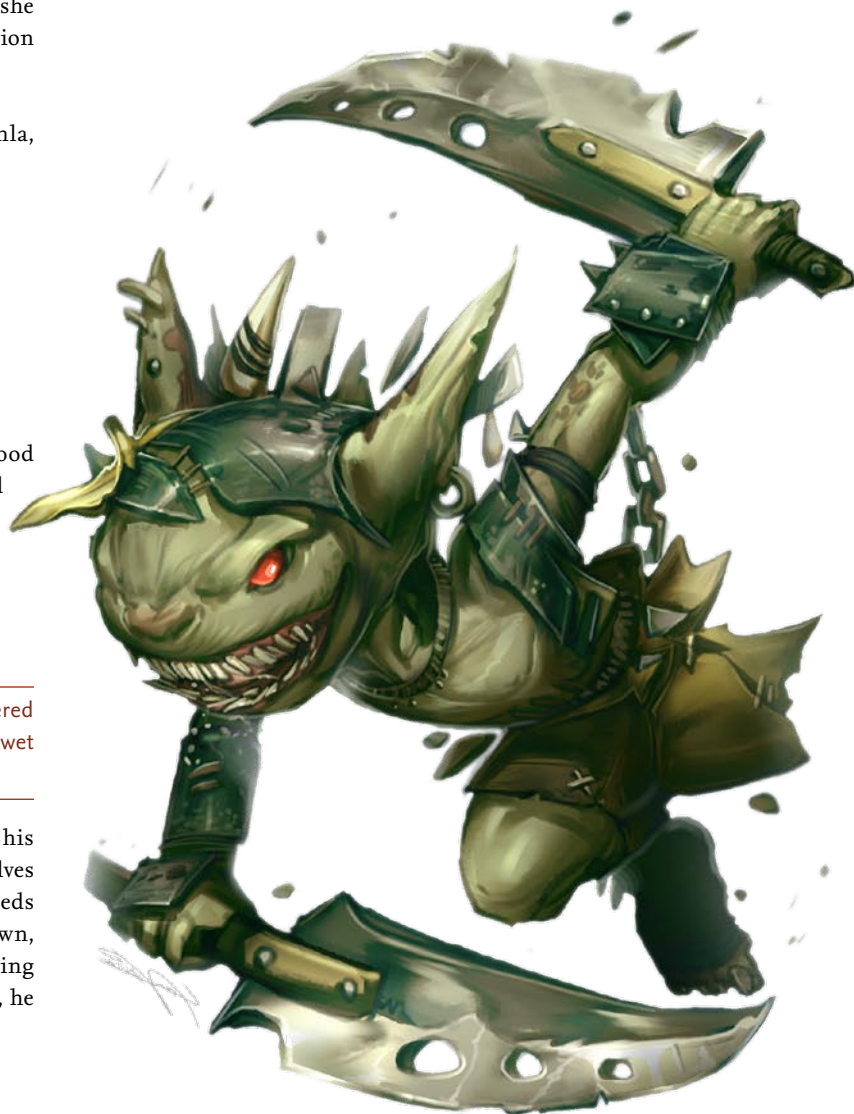
CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

#### TACTICS

**During Combat** The goblin warriors are not tactical geniuses—they swarm one PC at a time, if possible, and continue to attack that PC until he's out of the fight.

**Morale** The goblin warriors fight to the death.



**GOBLIN SHAMAN** CR 1/3

Female goblin adept of Zarongel 1  
NE Small humanoid (goblinoid)  
**Init** +3; **Senses** darkvision 60 ft.; Perception +1

**DEFENSE**

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)  
**hp** 7 (1d6+4)  
**Fort** +0, **Ref** +3, **Will** +3

**OFFENSE**

**Speed** 30 ft.  
**Melee** dagger –1 (1d3–2/19–20)  
or touch –1 (as spell)  
**Ranged** light crossbow +4 (1d6/19–20)  
**Adept Spells Prepared** (CL 1st; concentration +2)  
1st—*burning hands* (DC 12), *sleep* (DC 12)  
o—*touch of fatigue* (3, DC 11)

**TACTICS**

**During Combat** The goblin shaman hits the first PC she sees with *sleep* and then tries to catch as many PCs as possible with *burning hands*. After that, she resorts to her light crossbow.  
**Morale** The goblin shaman fights to the death.

**STATISTICS**

**Str** 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7  
**Base Atk** +0; **CMB** –3; **CMD** 10  
**Feats** Toughness  
**Skills** Fly +5, Heal +5, Ride +7, Stealth +12; **Racial Modifiers** +4 Ride, +4 Stealth  
**Languages** Goblin  
**Combat Gear** *potion of cure light wounds*; **Other Gear** dagger, light crossbow with 10 bolts, wooden holy symbol of Zarongel

**Tier 3–4 (CR 4)**

**GOBLIN WARRIORS (4)** CR 1/2

Male goblin warrior 2  
NE Small humanoid (goblinoid)  
**Init** +6; **Senses** darkvision 60 ft.; Perception –1

**DEFENSE**

**AC** 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 shield, +1 size)  
**hp** 15 (2d10+4)  
**Fort** +4, **Ref** +2, **Will** –1

**OFFENSE**

**Speed** 30 ft.  
**Melee** short sword +3 (1d4/19–20)  
**Ranged** shortbow +5 (1d4/x3)

**TACTICS**

**During Combat** The goblin warriors are not tactical geniuses—they swarm one PC at a time, if possible, and continue to attack that PC until he's out of the fight.  
**Morale** The goblin warriors fight to the death.

**STATISTICS**

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6  
**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Improved Initiative  
**Skills** Fly +1, Ride +7, Stealth +9, Swim +1; **Racial Modifiers** +4 Ride, +4 Stealth  
**Languages** Goblin

**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, light wooden shield, shortbow with 20 arrows, short sword

**GOBLIN SHAMAN** CR 1/2

Female goblin adept 2  
NE Small humanoid (goblinoid)  
**Init** +3; **Senses** darkvision 60 ft.; Perception +3

**DEFENSE**

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)  
**hp** 12 (2d6+5)  
**Fort** +0, **Ref** +5, **Will** +4

**OFFENSE**

**Speed** 30 ft.  
**Melee** dagger +0 (1d3–2/19–20) or touch +0 (as spell)  
**Ranged** mwk light crossbow +6 (1d6/19–20)  
**Adept Spells Prepared** (CL 2nd; concentration +3)  
1st—*burning hands* (DC 12), *sleep* (DC 12)  
o—*touch of fatigue* (3, DC 11)

**TACTICS**

**During Combat** The goblin shaman hits the first PC she sees with *sleep* and then tries to catch as many PCs as possible with *burning hands*. She then orders her weasel familiar to attack and resorts to her light crossbow.  
**Morale** The goblin shaman fights to the death.

**STATISTICS**

**Str** 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7  
**Base Atk** +1; **CMB** –2; **CMD** 11  
**Feats** Alertness, Toughness  
**Skills** Fly +5, Heal +6, Perception +3, Ride +7, Sense Motive +3, Stealth +13; **Racial Modifiers** +4 Ride, +4 Stealth  
**Languages** Goblin  
**SQ** familiar  
**Combat Gear** *potions of cure light wounds* (3); **Other Gear** dagger, masterwork light crossbow with 10 bolts, wooden holy symbol of Zarongel

**GOBLIN SHAMAN'S FAMILIAR** CR —

Weasel (*Pathfinder RPG Bestiary* 133)  
N Tiny animal  
**Init** +2; **Senses** low-light vision, scent; Perception +1

**DEFENSE**

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)  
**hp** 6 (2d8)  
**Fort** +2, **Ref** +4, **Will** +4

**Defensive Abilities** improved evasion

**OFFENSE**

**Speed** 20 ft., climb 20 ft.  
**Melee** bite +5 (1d3–4 plus attach)  
**Space** 2–1/2 ft.; **Reach** 0 ft.

---

**STATISTICS**

---

**Str** 3, **Dex** 15, **Con** 10, **Int** 6, **Wis** 12, **Cha** 5**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)**Feats** Alertness, Weapon Finesse**Skills** Acrobatics +10, Climb +10, Escape Artist +6, Stealth +14;**Racial Modifiers** +4 Stealth, +8 Acrobatics**SQ** empathic link, share spells

---

**SPECIAL ABILITIES**

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**Attach (Ex)** When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

## Tier 6–7 (CR 7)

**GOBLIN WARRIORS (4)****CR 2**

Male goblin warrior 4

NE Small humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft.; Perception –1

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**DEFENSE**

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**AC** 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 shield, +1 size)**hp** 30 (4d10+8)**Fort** +6, **Ref** +5, **Will** +1

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**OFFENSE**

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**Speed** 30 ft.**Melee** mwk short sword +9 (1d4/19–20)**Ranged** mwk shortbow +9 (1d4/x3)

---

**TACTICS**

---

**During Combat** The goblin warriors are not tactical geniuses—they swarm one PC at a time, if possible, and continue to attack that PC until he's out of the fight.**Morale** The goblin warriors fight to the death.

---

**STATISTICS**

---

**Str** 11, **Dex** 16, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +4; **CMB** +3; **CMD** 16**Feats** Improved Initiative, Weapon Finesse**Skills** Fly +2, Ride +9, Stealth +12, Swim +2; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin**Combat Gear** *potions of cure light wounds* (3); **Other Gear** *cloak of resistance* +1, heavy wooden shield, masterwork chain shirt, masterwork short sword, masterwork shortbow with 20 arrows

---

**GOBLIN SHAMAN****CR 1**

Female goblin adept of Zarongel 3

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +3

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**DEFENSE**

---

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 16 (3d6+6)**Fort** +1, **Ref** +6, **Will** +4

---

**OFFENSE**

---

**Speed** 30 ft.**Melee** mwk dagger +1 (1d3–2/19–20) or touch +0 (as spell)**Ranged** mwk light crossbow +6 (1d6/19–20)

---

**Adept Spells Prepared** (CL 3rd; concentration +4)1st—*burning hands* (2, DC 13), *sleep* (DC 12)o—*touch of fatigue* (3, DC 11)

---

**TACTICS**

---

**During Combat** The goblin shaman hits the first PC she sees with *sleep* and then tries to catch as many PCs as possible with *burning hands*. She then orders her weasel familiar to attack and resorts to her light crossbow.**Morale** The goblin shaman fights to the death.

---

**STATISTICS**

---

**Str** 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7**Base Atk** +1; **CMB** –2; **CMD** 11**Feats** Alertness, Spell Focus (evocation), Toughness**Skills** Fly +5, Heal +7, Perception +3, Ride +7, Sense Motive +3, Stealth +14; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin**SQ** familiar**Combat Gear** *potion of cure light wounds*, *potion of cure moderate wounds*; **Other Gear** masterwork dagger, masterwork light crossbow with 10 bolts, wooden holy symbol of Zarongel

---

**GOBLIN SHAMAN'S FAMILIAR****CR —**Weasel (*Pathfinder RPG Bestiary* 133)

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

---

**DEFENSE**

---

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)**hp** 8 (3d8)**Fort** +2, **Ref** +4, **Will** +4**Defensive Abilities** improved evasion

---

**OFFENSE**

---

**Speed** 20 ft., climb 20 ft.**Melee** bite +5 (1d3–4 plus attach)**Space** 2–1/2 ft.; **Reach** 0 ft.

---

**STATISTICS**

---

**Str** 3, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 5**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)**Feats** Alertness, Weapon Finesse**Skills** Acrobatics +10, Climb +10, Escape Artist +6, Stealth +14;**Racial Modifiers** +4 Stealth, +8 Acrobatics**SQ** deliver touch spells, empathic link, share spells

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**SPECIAL ABILITIES**

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**Attach (Ex)** When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

---

**Development:** The pens are dirty and smelly and hold nothing of value. The goblins seem to be collecting shiny objects, though, as they've dangled hundreds of them from the many bars throughout area 9.**Mission Notes:** Taldor faction PCs can complete one of their missions by capturing a live goblin.

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

**Tier 1–2:**

Give each player 25 gp.

**Tier 3–4:**

Give each player 105 gp.

**Tier 6–7:**

Give each player 765 gp.

## CONCLUSION

If the PCs have played through both *The Shadow Gambit* and *The Twofold Demise* and defeated the Shadow Lodge in both, they've disrupted the Lodge's plans—for now. The Ardoc family and the Commerce League are both appreciative of the PCs' success and both take time to inform the PCs that the Pathfinders are still welcome with the walls of Kaer Maga. The Duskwardens also thank the PCs for uncovering the source of the goblins that were causing a ruckus in the Halflight Path (see *The Shadow Gambit*).

A difficult question for the PCs is what to do with any captured Shadow Lodge agents. If they're turned over to the Ardocs, Dakar, or the Duskwardens, they're executed. The PCs can also shackle the agents and take them back to Absalom, though that's a long, arduous journey with prisoners and may not be something the PCs choose to do. Regardless, on their return to Absalom, they're summoned to a meeting with Venture-Captain Drandle Dreng, who listens to their story intently and expresses consternation that, day by day, the Shadow Lodge is

becoming more than a rumor—it's a reality and one the Pathfinder Society is going to have to deal with. Dreng then tells the PCs that they've done a great service for the Lodge and that they should stay in Absalom for a while. He imagines that missions against the Shadow Lodge should become plentiful very soon.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who ensure that Sussworth dies earn 1 Prestige Award. PCs from the Andoran faction who also deliver the letter to the Andoren spy earn 1 bonus Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who either ensure that Kanna Rhamla dies or find a way to keep her in Kaer Maga forever earn 1 Prestige Award. PCs from the Cheliox faction who also return Sussworth's perfect collection of *Pathfinder Chronicles* to Zarta Dralneen earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who deliver the letter to the Osirian spy earn 1 Prestige Award. PCs from the Osirion faction who successfully contact a troll augur and deliver Amenopheus's proposal earn 1 bonus Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who return any evidence that the Shadow Lodge buys its weapons from a Taldan weapons dealer earn 1 Prestige Award. PCs from the Qadira faction who also find Guarin's map of the hidden treasures of Varisia earn 1 bonus Prestige Award.

## Osirion Faction Handout

Honored Servant of the Ruby Prince,

I hope this message reaches you in Kaer Maga—I missed you at the dock and have had to send this missive chasing after you. If it does, there's a coded message included with this one. Find a man in Kaer Maga named Krazel—he'll know what to do with it.

I am most interested in these troll augurs in Kaer Maga. I've never seen them, but I hear they cut themselves open, tear out their own entrails, and read the future from them. Fascinating. Go to the Augur Temple and pay for an audience with one of their sages. Once you're alone and he's about to read your future, instead explain to him that you work for a powerful arcanist in Sothis who is most interested in augury and would like to trade letters with an augur. Naturally, I will pay the augur with each letter sent.



For Our Ancestors,  
*Amenopheus*  
 Amenopheus, The Sapphire Sage



## Cheliox Faction Handout

Delectable Dollop,

Such parties you have missed! The evening after you left, there were dozens of loyal Chelaxians throughout my manor house. Wine, food, decadence—they were all had for any who wanted it. We missed you a great deal—my whip, I think, missed you more.

I mentioned in my last letter that I would send along another set of instructions. It seems a woman I've been in search of for several years may actually be among the mysterious Pathfinders gallivanting about the City of Strangers. Her name is Kanna Rhamlia, she's a crazy dragon sorceress, and she betrayed me one too many times. For me, for Cheliox—she must never leave Kaer Maga. See to it.

Lastly, my favorite scoundrel, Kormiggon Sussworth, murdered the wife of an Andoren merchant in Almas a year ago. He's likely now hiding out in Kaer Maga. I care not a whit for the man, but his collection of Pathfinder Chronicles, all in perfect condition, does interest me. Find him and take them for me.

I Suffer in Your Absence,

Paracountess Zarta Dralneen

## Andoran Faction Handout

Freedom's Herald,

I hope this letter reaches you in distant Kaer Maga. The messenger I sent on the next ship to Korvosa is a trusted Andoren hero, so I've no doubt you received this in good order.

As I said in my last letter, I needed to look into other affairs we have in Kaer Maga. After doing so, there are a few things you need to do for Andoran while you're in the City of Strangers. First, we need to ask you to ensure that another enemy of the state is dead before you leave the city. His name is Kormiggon Sussworth and he was once a very popular Pathfinder in Almas. He disappeared a year ago after his mistress, the wife of a prominent Almas merchant, was found dead. All evidence points toward him being the culprit—we also have reason to suspect he's joined a secret organization within the Society that seeks to cause trouble for the Grand Lodge and the Decemvirate. Let's avoid this trouble—ensure he dies. It's a brutal tactic, I know, but enemies of freedom do not always deserve justice.

In addition, my messenger should have handed you two letters. The other is intended for a loyal double agent in Kaer Maga named Krazel. He receives assignments from the Paracountess and that fool Taldan Baron, but in reality he passes them to me. Deliver the message discretely.

For Andoran,

Captain Colson Maldre



## Qadira Faction Handout

*Servant of the Satrap,*

*It is my sincerest hope that this letter reaches you in Kaer Maga—otherwise I shall be disappointed with the expensive messenger I sent to deliver it. I've learned a great deal about Kaer Maga in just the last few days. It seems that these rumors your Decemvirate keeps quashing are actually true—there's a rogue wing of the Society, tired of the Pathfinders controlling such power and doing nothing with it, and they call themselves the Shadow Lodge. I only know they exist because my contact in Oppara assures me that Taldor is selling weapons to them in order to arm their new lodges. Find me proof of this—it could prove very embarrassing for the elderly empire.*

*Additionally, you may encounter a Pathfinder named Guarin while you're in Kaer Maga. While I would never suggest assassination as a method of acquiring something, I need you to get a map he's purported to possess. It's supposed to contain the locations of dozens of hidden treasure vaults throughout Varisia, all placed there by Chelixa. The problem is, these vaults contain valuables that belong to the Satrap. Find Guarin's map and either copy it or take it outright—I care not. Just bring it to me.*

*Sincerely,*

*Pasha Muhlia Al-Jakri* x 

## Taldor Faction Handout


*Humbled Servant of Stavian III,*

*I do hope you enjoyed my last set of missions for you. I know I did.*

*Speaking of Dakar, I want you to pass him another coded message while you're there. If you meet with him again—and I have no doubt you're eager to do so—say the following in front of your companions and Dakar's bodyguards: "I've been told that Qadira is a den of serpents." Dakar should reply, "You are incorrect. The serpents live in Absalom." If he says anything else to you, my advice is to run.*

*I have one final request and I admit that it's likely going to be a difficult one: I want a live goblin. I know they infest the hills, cliffs, and dungeons around Kaer Maga and I want one for my collection. Whatever it takes, capture one and bring him back to me in Absalom in good condition.*

*For Taldor!*

  
*BARON JACQUO*  
Baron Jacquo Dalsine

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Pathfinder Society Scenario 52: The City of Strangers, Part II: The Twofold Demise. © 2010, Paizo Publishing, LLC; Author: Joshua J. Frost.



# SCENARIO 52: THE CITY OF STRANGERS, PART II: THE TWOFOLD DEMISE

This Chronicle Certifies That \_\_\_\_\_

_____		_____	
Player Name	A.K.A.	Character Name	Pathfinder Society #
_____		_____	
Has Completed This Scenario. _____			

Scenario Chronicle # \_\_\_\_\_

TIER	
1-2	507
TIER	
3-4	1,350
TIER	
6-7	3,381

MAX GOLD

### EXPERIENCE

Starting XP
+1 XP
Final XP Total

### Prestige Award

Starting PA	
PA Gained (GM ONLY)	GM's Initial
Final PA Total	

### GOLD

Start GP	
+ GP Gained (GM ONLY)	GM's Initial
+ Items Sold	
= Subtotal	
- Items Bought	
= Subtotal	
- Gold Spent	
= Subtotal	

### Items Found During This Scenario

TIER	Elixir of love (150 gp)
1-2	Potion of cure moderate wounds (300 gp)
	Potion of invisibility (300 gp)

TIER	No additional items.
3-4	

TIER	Belt of incredible Dexterity +2 (4,000 gp)
6-7	Cloak of resistance +1 (1,000 gp)
	Potion of cure serious wounds (750 gp)
	Wand of cure light wounds (50 charges) (750 gp)
	Wand of scorching ray (50 charges) (4,500 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 #