

A PATHFINDER SOCIETY SCENARIO



THE DALSINE AFFAIR™

By Alex Greenshields



THE DALSIINE AFFAIR

PATHFINDER SOCIETY SCENARIO 2–21

Design: Alex Greenshields

Development: Mark Moreland

Editing: Judy Bauer

Senior Art Director: Sarah Robinson

Layout: Crystal Frasier

Interior Artists: Mariusz Gandzel, John Gravato, and McLean Kendree

Cartographer: Corey Macourek

Publisher: Erik Mona

Paizo CEO: Lisa Stevens

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Marketing Director: Hyrum Savage

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

Pathfinder Society Scenario 2–21: The Dalsine Affair is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 25 of this product.

Paizo Publishing, LLC

7120 185th Ave NE Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety

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THE DALSIINE AFFAIR

BY ALEX GREENSHIELDS



Chalfon Dalsine should have led a charmed life. The third son of one of Taldor's wealthiest senatorial families, Chalfon grew up with everything a young boy could want. He lived in his family's vast country estate outside of the capital city of Oppara with servants at his beck and call. Not being the eldest, Chalfon wasn't burdened with the responsibility of someday taking over as head of the family, and spent his youth indulging every whim. As he matured into young adulthood, however, he slowly began to resent his parents' emotional distance, their burdensome rules, and their insistence on tradition, station, and family pride, and he began to look for diversions outside of Taldor's strict social hierarchies. He found such an outlet in the easy camaraderie and fantastic adventures promised to members of the Pathfinder Society in Absalom.

At first, life as an initiate in the Society was everything he had hoped for. Because of his family's wealth, he was able to circumvent some of the more stringent requirements the Society places on its initiates, and live a life of relative luxury. He paid others to complete his chores and assignments, and spent his days and nights in Absalom's brothels and taverns. He did not care that his actions violated the Pathfinders' basic rules, believing that his ancestry and social class placed him above such boring, petty concerns. But when the Three Masters (the Pathfinders charged with overseeing initiates' training) discovered Chalfon's indiscretions, he was summarily expelled.

Chalfon left Absalom angry and bitter, and spent the next few years roaming the Inner Sea region in search of distractions. He sampled the more exotic wares found in the markets of Sothis and Katapesh, lost and gained fortunes in the darkest gambling dens of Ilizmagorti and Riddleport, and drank strong mead in the cold longhouses of Kalsgard. When his gambling debts began to mount up, he fled his many creditors and went into hiding in rural Taldor. With nothing else to do so far from "civilization," the bored noble began dabbling in esoteric arcana under the tutelage of a local, reclusive magic theoretician named Banell Half-Drowned, who followed the way of the magus, preaching the blending of magical

WHERE ON GOLARION?

The Dalsine Affair takes place in Oppara, the gilded capital city of the crumbling empire of Taldor. Once the center of human civilization in the Inner Sea region, Oppara—like much of the empire—has deteriorated into a gaudy display of hollow decadence. Here nobles flaunt their wealth and influence, while the working classes struggle to keep the streets clean for aristocrats who pay them no mind. For more information on Oppara and the nation of Taldor, see *Pathfinder Player Companion: Taldor, Echoes of Glory*, available at bookstores and game stores everywhere, or online at paizo.com.



and martial techniques. Being a rebel at heart, Chalfon found personal validation in the rejection of wizard orthodoxy inherent in this approach, and saw it as a way of achieving wealth and true power. Not surprisingly, he soon became one of Banell's most promising students.

During his 4 years of study under Banell Half-Drowned, Chalfon occasionally visited some of Taldor's larger, if not most metropolitan, cities in disguise to blow off steam and escape the drudgery of rural living. On one of these trips, Dalsine met a young Pathfinder named Kormiggon Sussworth in a seedy tavern. Kormiggon was slowly becoming disenchanted with the Society and spoke of a group called the Shadow Lodge, which aimed to supplant the inefficient and feckless Decemvirate. Since Chalfon blamed the Pathfinder hierarchy for many of his own problems, he and Kormiggon quickly became friends.

When he felt he had learned all he could from Banell, Chalfon left his master's house and began exploring remote ruins and forgotten places of power throughout Avistan, hoping to discover powerful magical artifacts that would help him in his ascent to power and limitless wealth. Although he ultimately failed in that endeavor, he made contact with a group that would change his life: a small tribe of ugothol, or faceless stalkers, living in a marshy bog among the River Kingdoms. For their own unknowable reasons, these shapechanging aberrations agreed to ally themselves with Chalfon in exchange for access to the upper crust of Taldan society. At first, Chalfon was hesitant to return to Oppara, not wishing to once again be ruled by his family. The faceless stalkers quickly convinced him that he had outgrown their feeble restrictions, and could now use his family's position to help him achieve the wealth and power he so desperately craved.

Chalfon hired a ship, brought the faceless stalkers back to Oppara, and began reingratiating himself with the Dalsine family. Playing the part of the prodigal son, Chalfon did his best to seem contrite and was soon accepted back into the family fold. When the opportunity presented itself, however, Chalfon acted with utter ruthlessness. He secretly killed his only surviving older brother (the other had been slain in a duel years before) and took control of the family's fortune. Within a few years he had placed faceless stalkers in prominent positions not just at the royal court, but also in both the secretive Lion Blades (Taldor's spy organization) and Oppara's largest thieves' guild, the Brotherhood of Silence.

But even though his wealth and power kept increasing, it was not enough. Through his continued correspondence with the Shadow Lodge member Kormiggon Sussworth, he made contact with an influential and radical member of the Lodge's hierarchy—a secretive agent known only as the Spider. The Spider offered Chalfon an incredible opportunity: if the Taldan noble helped bring down the Pathfinder Society in Taldor, he would receive his pick of the artifacts found in the Society's vault in Absalom once the Shadow Lodge brought the Decemvirate to its knees.

Soon afterward, Chalfon's spies came across some incredible secrets that would allow him to put this plan into motion. A faceless stalker placed in the Lion Blades informed Chalfon that they had been spying on a secret and illegal cult of Sarenrae worshipers hiding in Oppara who called themselves the Dawnflower Blossoms. A Keleshite member of the cult named Khismia happened to be the youngest sister of a Qadiran noblewoman named Pasha Muhlia Al-Jakri, the faction leader for the Qadiran loyalists within the Pathfinder Society.

Chalfon knew very well who Pasha Al-Jakri was. Chalfon's older cousin was none other than Baron Jacquo Dalsine, head of the rival Taldor faction, and Chalfon

knew that the two of them hated each other. Not caring for his cousin any more than he did for the rest of his family, he devised a plan to pit the two faction heads against one another.

Chalfon could not believe his luck when he received further news—that the venture-captain for the Opparan Pathfinder lodge, a man named Muesello, had been using the Dawnflower Blossoms to smuggle Taldan artifacts out of the country in order to circumvent Taldor's high export taxes on such items. The situation seemed almost too perfect. With a few well-placed manipulations, he would not only be able to expose the venture-captain's crimes and discredit the Pathfinder Society in his home country, but hopefully also create an all-out war within the Society by pitting Baron Jacquo Dalsine and Pasha Al-Jakri against each other. All the Shadow Lodge would have to do then is come in and pick up the pieces. All he needed was a little luck.

SUMMARY

The adventure begins with the PCs' arrival at the Pathfinder Lodge in Oppara, Taldor's gilded capital city. As they quickly receive a recap of recent events by Venture-Captain Muesello, the local militia knocks at the door, claiming the Pathfinders are harboring known criminals. In fact, lodge currently houses a number of outlawed Sarenite cultists, and it falls to the PCs to quickly get them out of the lodge and into the catacombs beneath the city. Alternatively, the PCs may choose to distract or openly combat the encroaching guard.

Once the PCs have successfully evacuated the Sarenites, they must navigate the dangerous catacombs to locate a long-hidden temple of Sarenrae beneath the city. There, they encounter a faceless stalker infiltrating the organization, taking the form and role of the cult's leader. The false priest does his best to keep the PCs from leaving the temple, but ultimately provides too much information about his "master" Chalfon Dalsine, leading the PCs to the treacherous noble's opulent estate.

The PCs arrive at the estate to find a standoff between a series of Taldan manor guards and several Keleshite soldiers. The Taldans are servants of House Dalsine and have come to the manor with their master, Baron Jacquo Dalsine, who is currently in the manor with his cousin, while the Keleshites are the personal bodyguards of Pasha Muhlia al-Jakri, here to exact revenge on Chalfon, who she sees as being responsible for her sister's death. The PCs much act as diplomats, calming the tension between the two groups of guards in order to prevent an open conflict as well as to gain entry into the estate's grounds.

When the Pathfinders finally reach the manor house, they enter to find a gruesome scene: Baron Jacquo is dead,

and his blood stains the blades of Pasha al-Jakri's twin kukris. Noticing the PCs' approach, the Qadiran assassin renounces her role as head of the faction, spits on Jacquo's corpse, and uses a magic item to teleport away. At the top of the stairs, Chalfon Dalsine laughs maniacally at his plan's success. Bringing justice to the man responsible for so much strife falls to the PCs, who must see through his continuing deception and significant defenses in order to bring an end to the Shadow Lodge threat in Oppara.

GETTING STARTED

In the middle of the night, the PCs are summoned to the Grand Lodge. It is abuzz with rumors of something monumental happening in Oppara. In the formal briefing, the PCs are informed that transport has been arranged and the team of agents is being sent to the Oppara Lodge. Allow the players a chance to prepare for the adventure by memorizing spells or buying any equipment they need.

A swift boat ride, a quick trip through Taldor's gilded capital, and a coded knock at the front door lead to the unassuming, windowless Pathfinder Society lodge masquerading as a bait and tackle shop called *Rods and Reels*. The strong smell of old fish permeates the dwelling, which has somewhat of a ill cared-for, haphazard appearance. The light of a single, whale-oil lantern forms strange shadows on the floor among the nets and buckets that fill the lodge's ground floor.

The middle-aged venture-captain who runs the lodge—a ruddy-skinned and pockmark-faced man named Muesello—emerges from the narrow spiral stairs to the lodge's second floor and addresses the PCs. Read the following text aloud to get the adventure underway.

"Thank you for coming on such short notice, Pathfinders. Let me bring you all up to speed. It seems that I may have gotten myself, and by extension the Society, into a bit of hot water. You see, lately the Taldan government has been growing particularly protective of what it considers its national treasures. Grand Prince Stavian seems to have taken a personal interest in anything older than last week's fish stew, imposing heavy tariffs on any antiquities being sent out of the country."

The grey-haired man lets out a deep sigh and his shoulders slump. "This is where my own idiocy comes in. I thought that I could save the Society a few pieces of gold by smuggling items out of the city, using my contacts in a secret cult of local Sarenites known as the Dawnflower Blossoms. They receive significant support from people in Qadira, and oversee regular shipments to and from Katheer.

"Everything went very smoothly until last night. A group of local guards known as the Porthmos Militia conducted a violent raid on one of the cult's safe houses here in the neighborhood of Westport. A man named Chalfon Dalsine, a minor noble who

was himself nearly a Pathfinder in his youth, led the attack. This gang slaughtered half the members of the cult, even those who didn't fight back—it was horrible. A few members were able to escape, but the rest were either slain or captured and dragged away for interrogation.

Muesello goes on to explain that while the deaths were tragic, his primary concern is that he had given the Sarenites several parcels for transport just last week. The parcels included a number of notes written in a personal cypher, but anything involving codes eventually makes its way to the Lion Blades, the secret spies of the Taldan government. It's only a matter of time before they crack the code or use some divination magic to track him down. Muesello continues his explanation.

"The Society is in a very delicate place at the moment, especially here in Taldor. The upheavals caused by the Shadow Lodge have only made things worse. If the government tracks those packages back to me, they might formally expel all Pathfinders from the country! Now what I need you to do is ..."

A loud knock on the shop's front door interrupts the venture-captain mid-sentence. A strong voice calls out from the other side, "Open this door! This is the Porthmos Militia. Open this door in the name of the Grand Prince!"

Venture-Captain Muesello (N male human sorcerer 5/expert 3) plays up his age, and calls to the guards outside the door that he must find the key, motioning for the PCs to remain quiet. As he loudly fumbles around the shop to make it sound as though he's searching for something, he whispers to the gathered Pathfinders. "Ten of the escaped Dawnflower Blossoms members are hidden here in the lodge. I was able to rescue them after the raid. They're all upstairs—five in my bedroom and another five in my supply room." He knocks over three hay bales along the room's east wall, revealing a trap door beneath. He flings it open to reveal a ladder descending into darkness.

"You've got to get those people out of here," he pleads, gesturing frantically at the hatch. "In my basement there is a staircase leading down to the ancient catacombs under the city. At the bottom of that staircase, there is a large lever on the right, just a few feet down the connecting corridor. Once everyone is clear of the staircase, pull it down and it will collapse behind you. That should keep anyone from following you. Once you're in the catacombs, just ask the cult members for directions; they should know their way around. Ask them to take you to the Vault of Sarenrae—it's their last hiding place. Oh, and track down this Chalfon Dalsine, and see if you can find my parcels: two beautiful sets of armor crafted by the fey of the Verduran Forest. Last I heard, the Porthmos Militia had taken them back to Dalsine's home."



ACT 1: OPEN UP IN THE NAME OF THE LAW (CR 3 OR CR 5 OR CR 8)

Read the following text aloud.

The pounding on the door increases in volume and an annoyed voice calls out again. “We don’t want to break the door down, old man. Hurry up!”

“Yes, yes, I heard you. Hold on, I’ve got to find a candle.” Muesello turns back and whispers once more, “I’ll hold them off as best I can. Please get the cult members out of here, or they’re all as good as dead, and please don’t try to kill the guards! This is a large group of serious guards who obviously mean business. Any lethal attacks or, gods forefend, a death could spell doom for the Society! These are city guards acting on the authority of the Grand Prince himself!”

Creatures: A group of local Porthmos Militia members led by their captain have drawn up outside of the disguised Pathfinder Lodge. They were ordered to bring in Muesello for questioning, and are perfectly happy to break down his doors to do so. This is not the same group that perpetrated the raid on the Dawnflower Cult the night before. These are ordinary, law-abiding militia members who were simply ordered to bring in Muesello. They don’t attack anyone in the house unless provoked, although they are happy to club Muesello and anyone defending him into unconsciousness if they do not obey the militia’s orders.

There are 10 Dawnflower Blossoms on the lodge’s second floor, who become aware of the militia’s presence on the first round of combat. Because every second counts for the trapped Dawnflower Blossoms, combat rounds begin immediately. If unassisted, the cultists take a total of 12 rounds to reach the basement. Note that this time frame only includes the Sarenites and not the PCs, who are assumed to flee once everyone else is safe. If any PCs wish to flee first, or in the middle of the cultists’ departure, add 1 round to the cultist evacuation time for each PC, as the Pathfinders block the stairs or ladder. Under no circumstances does Muesello attempt to flee; he instead plans on sacrificing himself so the others can escape.

At this point the PCs have several options. They should be allowed to be as creative as they wish, but Muesello pleads that they need to move quickly and get the cultists out as fast as possible. The PCs can try to help Muesello by bluffing or otherwise peacefully interacting with the guards, and if that fails, can barricade the door. Alternatively, they can help the 10 Sarenite cultists escape by alerting them of the danger and helping them through the trap door into the basement. Finally, the PCs can simply attack the guards. The PCs don’t all have to focus on the same objective; in fact, they will be more successful if they each focus on different tasks. If the players are having trouble coming up with actions, feel free to have Muesello suggest some to them (see page 9).

Because of the layout of the building, only two militia members can get within melee range of anyone standing

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in the doorway. Any guard who falls in combat is dragged away by those behind her and replaced the following round with a fresh guard. Throughout the fight, Muesello pleads with the PCs to escape, promising that he will use his magic to cover their retreat.

If the situation looks bad for the militia, the captain blows her horn to alert other guards in the area; the sound of two responding horns in the distance follows on the next round. Two more patrols of the Porthmos Militia members show up to assist 2d4 rounds after the last member of the original group falls unconscious or flees.

Tier 1–2 (CR 3)

PORTHMOS MILITIA CAPTAIN CR 1

Female human fighter 1/rogue (investigator) 1 (*Pathfinder RPG Advanced Player's Guide* 133)

LN Medium humanoid

Init +3; **Senses** Perception +9

DEFENSE

AC 16, touch 9, flat-footed 16 (+6 armor, –1 Dex, +1 shield)

hp 14 (2 HD; 1d10+1d8)

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

OFFENSE

Speed 20 ft.

Melee sap +2 (1d6+1 nonlethal) or
longsword +2 (1d8+1/19–20)

Ranged light crossbow +0 (1d8/19–20)

Special Attacks sneak attack +1d6

TACTICS

During Combat The captain attempts to knock opponents out with her sap. If attacked for lethal damage, she switches to her longsword.

Morale The captain is not stupid, and flees if reduced to 5 hit points or fewer or if more than three of the guards are killed or knocked unconscious, blowing her watch horn to summon reinforcements.

STATISTICS

Str 13, **Dex** 8, **Con** 10, **Int** 15, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 11

Feats Alertness, Improved Initiative, Skill Focus (Sense Motive)

Skills Bluff +7, Diplomacy +7, Intimidate +7, Knowledge (local) +7, Perception +9, Ride +0, Sense Motive +12, Stealth +0, Swim +1

Languages Common, Kelish, Osiriani

SQ follow up*

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork breastplate, light steel shield, light crossbow with 10 bolts, longsword, sap, watch horn, 60 gp

* See the *Advanced Player's Guide*.

PORTHMOS MILITIA MEMBERS (4) CR 1/3

Human warrior 1

N Medium humanoid

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

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 8 each (1d10+3)

Fort +4, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6 +1 nonlethal) or
short sword +2 (1d6+1/19–20)

TACTICS

During Combat Militia members try to flank at any opportunity and attack using their saps. If attacked for lethal damage, they switch to their short swords. If three or more are attacking the same target, one attempts to demoralize the opponent instead of attacking.

Morale These are not the bravest of Oppara's guards; they flee if reduced to 5 hit points or below.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 12

Feats Skill Focus (Intimidate), Weapon Focus (sap)

Skills Climb +4, Intimidate +6

Languages Common

Combat Gear tanglefoot bag; **Other Gear** studded leather, sap, short sword, 20 gp

Tier 3–4 (CR 5)

PORTHMOS MILITIA CAPTAIN CR 3

Female human fighter 3/rogue (investigator) 1 (*Pathfinder RPG Advanced Player's Guide* 133)

LN Medium humanoid

Init +3; **Senses** Perception +11

DEFENSE

AC 17, touch 9, flat-footed 17 (+6 armor, –1 Dex, +2 shield)

hp 25 (4 HD; 3d10+1d8)

Fort +3, **Ref** +2, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee sap +5 (1d6+1 nonlethal) or
mwk longsword +6 (1d8+1/19–20)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks sneak attack +1d6

TACTICS

During Combat The captain attempts to knock opponents out with her sap. If attacked for lethal damage, she switches to her longsword.

Morale The captain is not stupid, and flees if reduced to 5 hit points or fewer or if more than three of the guards are killed or knocked unconscious, blowing her watch horn to summon reinforcements.

STATISTICS

Str 13, **Dex** 9, **Con** 10, **Int** 15, **Wis** 14, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 13
Feats Alertness, Improved Initiative, Iron Will, Skill Focus (Sense Motive), Weapon Focus (sap)
Skills Appraise +7, Bluff +9, Diplomacy +9, Intimidate +7, Knowledge (local) +7, Perception +11, Ride +2, Sense Motive +13, Stealth +2, Swim +6
Languages Common, Kelish, Osiriani
SQ armor training 1, follow up*
Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork breastplate, +1 light steel shield, light crossbow with 10 bolts, masterwork longsword, sap, watch horn, 100 gp
 * See the *Advanced Player's Guide*.

PORTHMOS MILITIA MEMBERS (4) CR 1/2

Human warrior 2
 N Medium humanoid
Init +0; **Senses** Perception +0

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)
hp 17 each (2d10+6)
Fort +5, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.
Melee sap +4 (1d6+1 nonlethal) or short sword +3 (1d6+1/19–20)

TACTICS

During Combat Militia members try to flank at any opportunity and attack using their saps. If attacked for lethal damage, they switch to their short swords. If three or more are attacking the same target, one attempts to demoralize the opponent instead of attacking.
Morale These are not the bravest of Oppara's guards; they flee if reduced to 5 or fewer hit points.

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 13
Feats Skill Focus (Intimidate), Weapon Focus (sap)
Skills Climb +2, Intimidate +7, Knowledge (local) +3
Combat Gear tanglefoot bag; **Other Gear** studded leather, heavy wooden shield, sap, short sword, 40 gp

Tier 6–7 (CR 8)

PORTHMOS MILITIA CAPTAIN CR 6

Female human fighter 3/rogue (investigator) 4 (*Pathfinder RPG Advanced Player's Guide* 133)
 LN Medium humanoid
Init +3; **Senses** Perception +14

DEFENSE

AC 17, touch 9, flat-footed 17 (+6 armor, –1 Dex, +2 shield)

hp 43 (7 HD; 3d10+4d8+4)
Fort +4, **Ref** +4, **Will** +6; +1 vs. fear
Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.
Melee mwk sap +9/+4 (1d6+1 nonlethal) or +1 longsword +9/+4 (1d8+2/19–20)
Ranged mwk light crossbow +6 (1d8/19–20)
Special Attacks sneak attack +2d6

TACTICS

During Combat The captain attempts to knock opponents out with her sap. If attacked for lethal damage, she switches to her longsword.
Morale The captain is not stupid, and flees if reduced to 5 hit points or fewer or if more than three of the guards are killed or knocked unconscious, blowing her watch horn to summon reinforcements.

STATISTICS

Str 13, **Dex** 9, **Con** 10, **Int** 15, **Wis** 14, **Cha** 14
Base Atk +6; **CMB** +7; **CMD** 16
Feats Alertness, Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Sense Motive), Weapon Focus (sap), Weapon Focus (longsword)
Skills Appraise +7, Bluff +12, Diplomacy +12, Disguise +12, Intimidate +7, Knowledge (local) +12, Perception +14, Ride +4, Sense Motive +17, Stealth +5, Swim +6
Languages Common, Kelish, Osiriani
SQ armor training 1, follow up*, rogue talents (follow clues*, hard to fool*)
Combat Gear *potion of cure serious wounds*; **Other Gear** masterwork breastplate, +1 light steel shield, +1 longsword, masterwork light crossbow with 10 bolts, masterwork sap, watch horn, 150 gp
 *See the *Advanced Player's Guide*.

PORTHMOS MILITIA MEMBERS (4) CR 2

Human warrior 4
 N Medium humanoid
Init +4; **Senses** Perception +0

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)
hp 34 each (4d10+12)
Fort +6, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.
Melee mwk sap +8 (1d6+2 nonlethal) or mwk short sword +7 (1d6+3/19–20)

TACTICS

During Combat Militia members try to flank at any opportunity and attack using their saps. If attacked for lethal damage, they switch to their short swords. If three or more are attacking the same target, one attempts to

demoralize the opponent instead of attacking.

Morale These are not the bravest of Oppara's guards; they flee if reduced to 10 or fewer hit points.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 16

Feats Improved Initiative, Skill Focus (Intimidate), Weapon Focus (sap)

Skills Climb +4, Intimidate +9, Knowledge (local) +4

Languages Common

Combat Gear *potion of cure moderate wounds*, *tanglefoot bag*;

Other Gear masterwork chain shirt, heavy wooden shield, masterwork sap, masterwork short sword, 60 gp

Assisting Muesello

Some PCs may wish to help Venture-Captain Muesello in his efforts to keep the guards from entering the lodge. He is happy for any assistance the PCs can provide. Verbally stalling the guards requires a Bluff check opposed by the Porthmos Militia Captain's Sense Motive check (see the Tier-appropriate stat block above). Because both Intimidate and Diplomacy checks each take a minute to perform, these skills are not useful in this situation; the guards simply don't wait that long before forcing their way in. PCs can either attempt the Bluff check themselves or assist Muesello in his attempt (he has a +14 modifier unaided). Any number of PCs may assist. Each successful opposed Bluff check delays the guards from attempting to enter the house for 1 round. Because the Porthmos Militia Captain is not stupid and grows increasingly suspicious as the seconds tick by, each subsequent Sense Motive check that she makes gains a cumulative +2 modifier. If the PCs fail a Bluff check (or if Muesello does so), the guards attempt to break down the door on the following round.

If you wish to increase the roleplaying opportunities in this scenario, you could allow players to come up with actual excuses for not allowing the guards in. Particularly clever reasons could be awarded a +2 circumstance bonus on the PCs' Bluff check.

Blocking the Door

Unless someone from inside the house deliberately opens the double doors by unlocking them (Muesello has the key), the guards have to break them down in order to get in. The doors are good doors augmented by Muesello's *hold portal* spell (hardness 5, hp 15, Break DC 23).

Up to four Medium creatures can block the door with their bodies, increasing the DC by +1 per two creatures (rounded down). PCs may also drag barrels, tables, chairs, or anything else they can find in the house in front of the doors, increasing the DC by an additional point. The militia members have a portable ram (*Pathfinder RPG Core*

Rulebook 157), which means that with two people using it, they receive a +4 bonus on this check.

Evacuating Cultists

Alternatively, the PCs can help accelerate the Sarenites' escape into the lodge's basement. As noted above, if unassisted, the cultists take 12 rounds to fully evacuate. Each PC who actively helps them reduces this time by a number of rounds determined by the assistance given.

The easiest method is to help them via mundane means. This can include verbally encouraging them or helping them down the steps or the ladder into the basement. Each PC engaged in this task reduces the total evacuation time by 1 round, but must spend the entire encounter helping the cult members; breaking off to cast spells or participate in combat negates the effort. Any PC with at least 1 rank in Bluff, Diplomacy, or Intimidate decreases the total evacuation time by 2 rounds per PC assisting.

A more effective method of helping the cultists escape is magic. Any spell cast on a cult member that increases his or her speed (such as *blessing of fervor* [see the *Advanced Player's Guide*], *fly*, or *haste*) decreases the total number of rounds needed to evacuate by 1 round per person affected. Note that mundane and magical means of speeding the cultists' evacuation stack.

Development: Venture-Captain Muesello is willing to sacrifice himself to help the PCs and Dawnflower Blossoms members escape. As the last person climbs down the ladder, Muesello casts *arcane lock* on the trapdoor, after which he loudly surrenders to any remaining guards. Although the venture-captain has given the PCs and fleeing Sarenites a moment to catch their breaths, the danger has by no means passed.

If the PCs are all knocked unconscious by the Porthmos Militia, they are held captive in the secret headquarters of the Lion Blades for questioning. There they are tortured for days before being released onto the streets of Oppara weeks later.

Anyone who remains in the basement for more than a few moments hears the Militia arguing in loud voices about how to open the hatch. A short time later, the sound of axes trying to cut through the hatch cover can be heard.

Following Muesello's instructions and descending down the tight spiral staircase takes the PCs and cultists to a narrow tunnel that connects to the ancient catacombs below Oppara. Just as the venture-captain promised, there is a lever a few feet down this hallway. Pulling it triggers the stairway to collapse with a reverberating rumble, filling the chamber with dust, but sealing off the way up. The PCs must leave through the catacombs, and the only ones who know how to navigate them are the surviving members of the Dawnflower Blossoms.

Mission Notes: Even though Andoran faction PCs have been tasked with protecting the Dawnflower Blossoms members, they must continue to do so in Act 2 in order to finish their mission.

Cheliox faction PCs will want to speak with Muesello at some point before descending into the basement. Although it may be a little tricky to get his attention in the middle of the chaos erupting all around him, it shouldn't present them with any serious problems. Informing Muesello that Egorian will aid him should he be exiled from the Society for his error earns Cheliox faction PCs 1 Prestige Award.

Qadira faction PCs might want to pass the gems to members of the cult. Although it's technically possible, this is not the best timing, as they are in the middle of fleeing for their lives. The Sarenites will be much more receptive during the long trek through the catacombs in Act 2.

Taldor faction PCs will want to avoid combat with the Porthmos Militia members or only attack them by nonlethal means in order to achieve their first faction mission. Note that their mission does not require them to keep others from killing the guards. If non-Taldor faction PCs kill or lethally injure the guards, Taldor faction PCs still receive 1 Prestige Award.

Rewards: If the PCs defeat the guards or help evacuate the Sarenites while avoiding combat completely, award each tier thusly:

Tier 1–2:

Give each player 74 gp.

Tier 3–4:

Give each player 254 gp.

Tier 6–7:

Give each player 721 gp.

ACT 2: THE DAWNFLOWER BLOSSOMS

The people the PCs have saved are part of a group of Sarenites consisting of both Opparan natives and foreigners. Because of the goddess's close association with the nation of Qadira—Taldor's most hated enemy—her worship has been outlawed in this country for 2 centuries. Despite this, her faithful exist throughout the old empire, generally organized into small, independent, and highly secretive cults.

This particular group calls itself the Dawnflower Blossoms, believing that they are but a bud of the mighty flower of faithful that will soon grow in Taldor's heart. Unless any cultists were captured during the events of Act 1, 10 refugees travel with the PCs: five human women (Charito, Ionnia, Nellina, Pasara, and Xene), two halfling

women (Piria and Sophone), and three human men (Marcian, Narces, and Theodric). All are young adults or adults, 1st-level commoners with 4 hit points. The only exception is Piria, who is a 1st-level adept. Unfortunately, she has already expended her daily spells tending to the needs of her fellow cultists. Even though the cult was a fairly egalitarian organization, it did have a few leaders. Sadly, however, almost all of them perished in Dalsine's attack. The members the PCs saved are simple parishioners and are unarmed.

Since the PCs will be traveling with the Sarenites during this Act, they might have some questions about the recent raid on their organization, the history of Sarenrae worship in Taldor, and the catacombs through which they travel. Below are a few answers the cultists might give:

What happened during the raid? "That murderous raid took us all by complete surprise. They burst in while we were in the middle of worship. We were in what we thought was a safe house in Oppara's Westport neighborhood. A butcher of a man named Chalfon Dalsine—a nobleman of some sort judging by his dress—led the attack. There hasn't been such a vicious attack on Sarenrae's faithful in Oppara for decades. They came in and just started killing everyone. They didn't even ask any questions."

What are the catacombs and can you get us to the Vault of Sarenrae? "The catacombs are old tunnels and connected rooms buried centuries or even millennia ago. I think we can find our way to the Vault, although I'm not familiar with this particular part of the catacombs. Sarenites like us have used the catacombs for centuries to meet in secret and to move around the city undetected. It's not the safest place, as we've encountered criminals and dangerous creatures down here from time to time, but I don't think we have a better choice at the moment. The Porthmos Militia has likely alerted the other city guards to us. I doubt the streets are any safer at the moment."

What is the Vault of Sarenrae? "It's an ancient temple dedicated to the Dawnflower we discovered here in the catacombs a few years back. Only a few of us know about it, so it's probably the most secure location for us right now. Then again, after the attack, I'm not so sure it's wise to trust anyone or anything."

Additionally, there are several Knowledge skill checks the PCs can make now that they have a moment to organize their thoughts.

Knowledge (history or religion)

Player characters may know the following on the worship of Sarenrae in Taldor.

15+ The worship of Sarenrae has been illegal in Taldor since the Great Purge of 4528 AR. The degree to which her followers are persecuted has waxed and waned over the last 200 years.

20+ Sarenrae worship is much more common outside of Taldor's major urban centers (Cassomir and Oppara), and away from the xenophobic southern border region (which includes the city of Zimar).

25+ The brutality of the recent raid on the Dawnflower Blossoms does not reflect the current government's attitude toward Sarenites within Taldor's borders. It is more likely to be the result of a single, ultra-patriotic zealot.

30+ Worship of Sarenrae was once quite popular in Taldor, although never as central to national identity as the veneration of Aroden. Numerous large Sarenite temples and cathedrals once existed throughout the empire, one of which was built of gold-plated bricks, rumors say.

Knowledge (dungeoneering or history)

Player characters may have existing knowledge about Oppara's vast catacombs.

15+ The catacombs of Oppara are a mix of ancient sewer lines, natural caves, and old city streets and buildings buried centuries or even millennia ago. The ground beneath the city is literally honeycombed by countless tunnels and chambers. The catacombs have been used throughout Oppara's history as a meeting place for secret organizations.

20+ Oppara was supposedly founded over 6,000 years ago by the last descendants of ancient Azlant, and its catacombs are said to contain a few deep ruins dating back to this time.

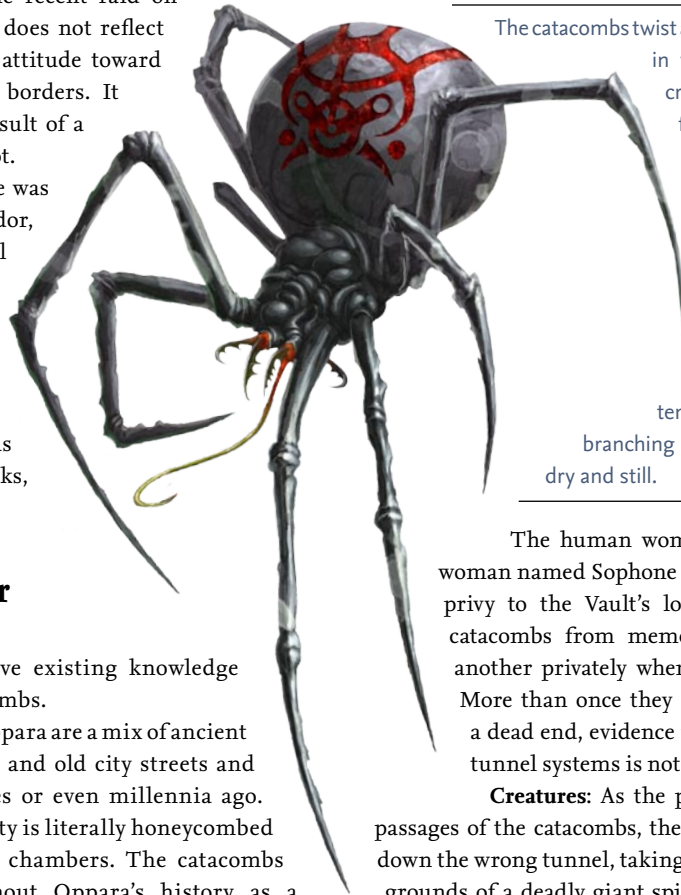
25+ Countless entrances into the catacombs once existed from the surface. Most were destroyed or bricked up centuries ago, following a nasty torble infestation that was believed to have originated in the catacombs.

30+ Although Oppara's catacombs are extensive, the areas used today are relatively close to the surface. Most of the oldest areas have been underwater for millennia.

Mission Notes: Andoran faction PCs may wish to look for exits to the catacombs while they are traveling to the Vault of Sarenrae. Doing so requires three DC 18 Perception checks, each of which takes 1d6+1 minutes to perform. The Dawnflower Blossoms members are not familiar enough with the tunnels to simply give them this information. Andoran faction PCs who discover and

note three distinct entrances to the catacombs earn 1 Prestige Award.

Spider Assault (CR 1 or CR 3 or CR 6)



The catacombs twist and turn, the passages ranging in width from narrow five-foot crawlspaces to massive twenty-foot avenues. The walls and floors vary in material from rough-hewn stone to cobblestone to moldering wooden boardwalks. The current stone passage spans a width of twenty-feet and features dozens of smaller, five- and ten-foot-wide, round tunnels branching off every few yards. The air is dry and still.

The human woman Xene and the halfling woman named Sophone seem to be the only cultists privy to the Vault's location. They navigate the catacombs from memory, often counseling one another privately when unsure which way to go. More than once they double back after reaching a dead end, evidence that their knowledge of the tunnel systems is not perfect.

Creatures: As the party navigates the ancient passages of the catacombs, the Sarenite guides lead them down the wrong tunnel, taking them through the hunting grounds of a deadly giant spider. Allow the PCs a DC 15 Perception check to notice a decrease in small vermin and an increase in cobwebs as they pass through the tunnel. Those who succeed at the check may make an additional Perception check to notice a giant spider hiding in one of the 10-foot-wide side tunnels before it springs its attack.

Tier 1–2 (CR 1)

GIANT SPIDER CR 1
hp 16 (*Pathfinder RPG Bestiary* 258)

Tier 3–4 (CR 3)

GIANT BLACK WIDOW CR 3
hp 37 (*Pathfinder RPG Bestiary* 2 256)

Tier 6–7 (CR 6)

TOMB SPIDER CR 6
N Huge vermin

Init +1; **Senses** darkvision 60 ft. tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 9, flat-footed 16 (+1 Dex, +8 natural, -2 size)
hp 76 (8d8+40)

Fort +11, **Ref** +3, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 30 ft., burrow 15 ft., climb 30 ft.

Melee bite +12 (2d6+12 plus poison)

Space 15 ft.; **Reach** 10 ft.

Special Attacks poison, web (+5 ranged, DC 19, 8 hp)

STATISTICS

Str 27, **Dex** 13, **Con** 20, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** +16; **CMD** 27

Skills Climb +24, Perception +4, Stealth -3 (+1 underground);

Racial Modifiers +8 Climb, +4 Perception, +4 Stealth (+8 underground)

SPECIAL ABILITIES

Poison (Ex) Bite-injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex; *cure* 2 consecutive saves.

The Vault of Sarenrae (CR 3 or CR 5 or CR 8)

About an hour after the spider ambush, the PCs and Sarenite refugees finally reach the Vault of Sarenrae.

In the center of this large, natural cavern, easily more than forty feet in height, stands the ruin of a truly ancient temple constructed of chipped grey and white marble. Its domed roof collapsed long ago, but the structure is otherwise in remarkably good shape. Where doors must once have hung, a small campfire now burns, surrounded by piles of ragged but neatly folded bedding.

Millennia ago, this magnificent temple served as the center of Taldan Sarenrae worship. As time wore on and the faith's popularity gave way to the veneration of Aroden, the temple, like so much of ancient Oppara, was built over and lost beneath countless layers of new development. Now, the Dawnflower Blossoms and other underground cults of Sarenrae use this as a gathering place for their largest meetings and a refuge in dangerous times.

Creatures: Seven people sit huddled around the small campfire to ward off the damp and cold of the cavern. As soon as they spot the approaching party, they pick up wooden clubs and leap to their feet suspiciously. One of the cult members calls out, "Well met by moonlight, sisters and brothers, but soon the dawn will come!" Upon hearing the coded greeting, the cultists by the fire set down their weapons and welcome the party and their fellow Sarenites to the camp.

One of the lay priests present here, a man named Akkuret, is actually a faceless stalker sent by Chalfon Dalsine to infiltrate the cult; the stalker killed the real Akkuret and replaced him a few weeks ago. (In Tier 6–7, two other faceless stalkers, Salaan and Mibosk, join Akkuret). Akkuret now appears as a slim, redheaded human man with pinched features.

Akkuret invites the new arrivals into the ancient temple, offering them seats in the recently constructed pews. All are given food and wine, and while everyone is eating and drinking, Akkuret states that he wishes to discuss some new developments with the group.

Akkuret knows that Chalfon Dalsine's plans to foment all-out war between the Pathfinder Society's rival factions come to fruition tonight, and will do anything he can to keep the PCs from leaving the Vault of Sarenrae and potentially spoiling things. He has made sure that none of the cult members have piercing or slashing weapons to use against him, and he thinks that he can handle the unsuspecting PCs. Once he has everyone gathered in the ancient temple, he begins to explain what he knows about Chalfon in an effort to keep the PCs from leaving. He knows almost everything listed in the introduction, although he obviously leaves out any mention of faceless stalkers. If asked how he has come to know so much about the man who attacked the cult, he mysteriously states that the "city has many eyes."

The PCs can attempt Sense Motive checks at any time during this conversation, opposed by Akkuret's Bluff checks. If the PCs win the opposed skill check, they get the feeling that the lay priest is hiding something. If Akkuret is threatened or if any PC attempts to leave, whether out of impatience or in light of the recent information gathered about Dalsine, he draws his scimitar and moves toward the exit, stating that he cannot allow anyone to leave, as his master must not be disturbed. Akkuret won't attack the PCs first, hoping to draw out conversation as long as possible.

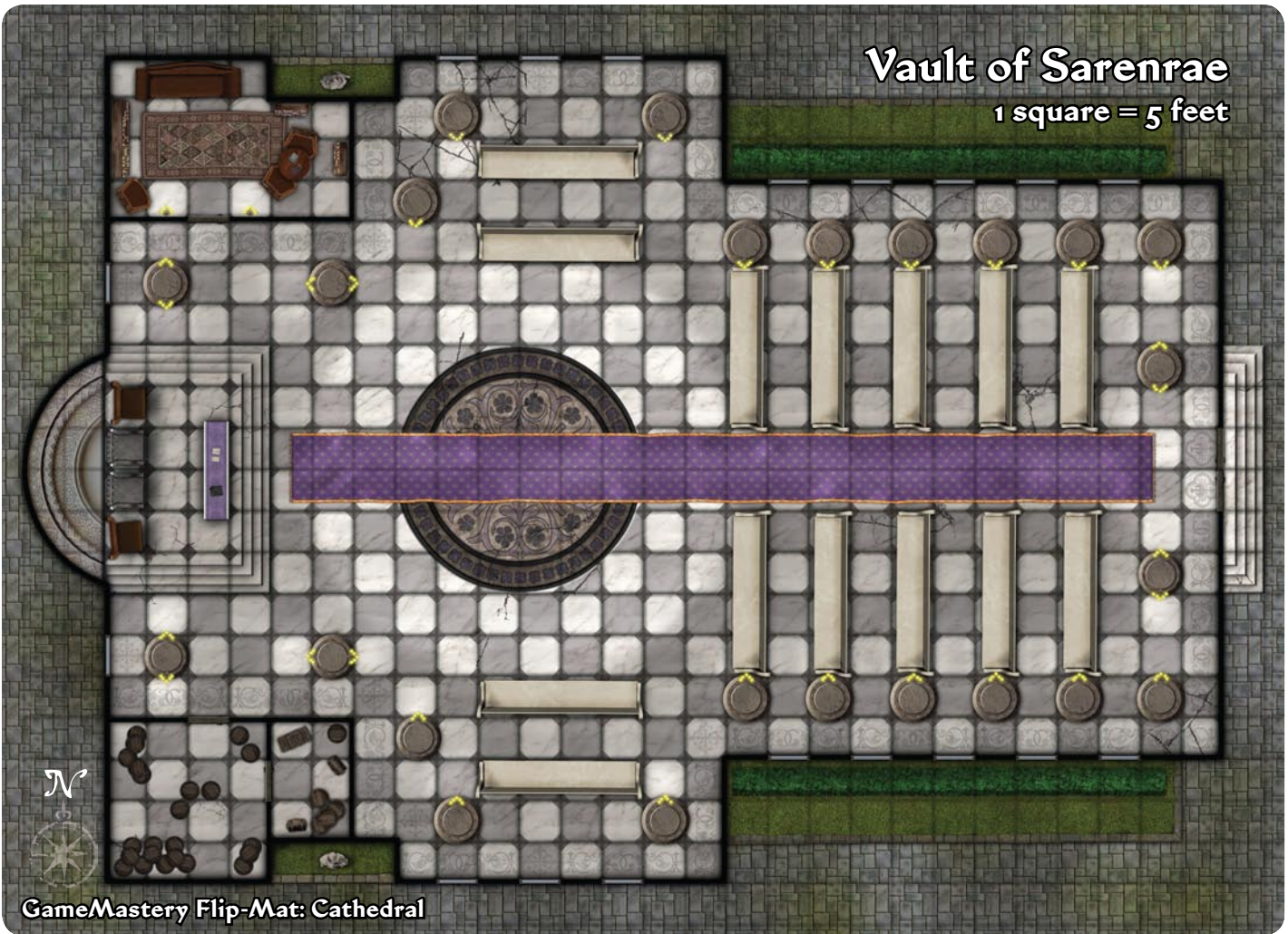
In their current state, and with only bludgeoning weapons at hand, the Dawnflower Blossoms cultists are of little use in this combat, and simply try to stay out of harm's way.

Tier 1–2 (CR 3)

AKKURET	CR 3
Male variant faceless stalker (<i>Pathfinder RPG Bestiary 2</i> 122)	
CE Medium aberration (shapechanger)	
Init +3; Senses darkvision 60 ft.; Perception +2	
DEFENSE	
AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)	
hp 34 (4d8+16)	
Fort +5, Ref +4, Will +6	

Vault of Sarenrae

1 square = 5 feet



GameMastery Flip-Mat: Cathedral

DR 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee mwk scimitar +8 (1d6+4/18–20), slam +2 (1d6+4 plus grab)

Space 5 ft.; Reach 10 ft.

Special Attacks sneak attack +1d6, blood drain (1 Constitution)

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

TACTICS

During Combat Akkuret reverts to his true shape on the first round of combat, gaining the benefits described below in the process. Instead of engaging foes toe-to-toe, Akkuret prefers to stay 10 feet away from all combatants in order to gain attacks of opportunity against them as they approach. In an effort to delay the PCs, Akkuret fights defensively, sacrificing his damage output for a greater chance at survival. Whenever possible, he feints in order to gain a sneak attack against a foe the following round.

Morale Fanatically devoted to Chalfon, Akkuret fights to the death.

STATISTICS

Str 18, Dex 17, Con 18, Int 13, Wis 15, Cha 16

Base Atk +3; CMB +7 (+11 grapple); CMD 20

Feats Combat Reflexes, Deceitful

Skills Bluff +9, Disguise +13 (+23 when using change shape), Escape Artist +18, Sleight of Hand +7, Stealth +10

Languages Aquan, Common; *tongues*

SQ change shape (Medium humanoid, *alter self*), compression*, faceless

Combat Gear *potion of cure light wounds*; Other Gear masterwork scimitar, 45 gp

SPECIAL ABILITIES

Change Shape (Su) Akkuret can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter his body. Performing this transformation is somewhat painful, but the faceless stalker can maintain his new form indefinitely once he has achieved it. Akkuret can change back to his true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after he does so. Akkuret retains his own innate abilities when he assumes his new form and does not gain any of those belonging to the creature he mimics. He gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

Faceless (Su) In its natural form, a faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

* See the *Pathfinder RPG Bestiary 2*.

Tier 3–4 (CR 5)

AKKURET CR 5

Male faceless stalker rogue (spy) 1 (*Pathfinder RPG Advanced Player's Guide 135, Pathfinder RPG Bestiary 2 122*)

CE Medium aberration (shapechanger)

Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 15 (+1 armor, +3 Dex, +4 natural)

hp 51 (6d8+25)

Fort +5, **Ref** +6, **Will** +6

DR 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee mwk scimitar +8 (1d6+4/18–20), slam +2 (1d6+4 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks blood drain (1 Constitution), sneak attack +3d6

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

TACTICS

During Combat Akkuret reverts to his true shape on the first round of combat, gaining the benefits described below in the process. Instead of engaging foes toe-to-toe, Akkuret prefers to stay 10 feet away from all combatants in order to gain attacks of opportunity against them as they approach. In an effort to delay the PCs, Akkuret fights defensively, sacrificing his damage output for a greater chance at survival. Whenever possible, he feints in order to gain a sneak attack against a foe the following round.

Morale Fanatically devoted to Chalfon, Akkuret fights to the death.

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 20

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Acrobatics +7, Bluff +14, Climb +8, Disguise +18 (+28 when using change shape), Escape Artist +20, Knowledge (local) +5, Perception +6, Sleight of Hand +12, Stealth +12

Languages Aquan, Common; *tongues*

SQ change shape (Medium humanoid, *alter self*), compression*, faceless, skilled liar +1**

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork scimitar, *bracers of armor* +1, 105 gp

SPECIAL ABILITIES

See the Tier 1–2 stats on page 12.

* See the *Pathfinder RPG Bestiary 2*.

** See the *Advanced Player's Guide*.

Tier 6–7 (CR 8)

AKKURET CR 7

Male faceless stalker rogue (spy) 3 (*Pathfinder RPG Advanced Player's Guide 135, Pathfinder RPG Bestiary 2 122*)

CE Medium aberration (shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 14, flat-footed 15 (+1 armor, +4 Dex, +4 natural)

hp 70 (8d8+35)

Fort +6, **Ref** +8, **Will** +7

Defensive Abilities evasion; **DR** 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee +1 scimitar +10 (1d6+5/18–20), slam +4 (1d6+4 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks blood drain (1 Constitution), sneak attack +4d6

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

TACTICS

During Combat Akkuret reverts to his true shape on the first round of combat, gaining the benefits described below in the process. Instead of engaging foes toe-to-toe, Akkuret prefers to stay 10 feet from all combatants in order to gain attacks of opportunity against them as they approach. To delay the PCs, Akkuret fights defensively and uses his Combat Expertise feat, sacrificing offensive potential for a greater chance at survival. Whenever possible, he feints as a move action to gain a sneak attack against a foe he isn't flanking.

Morale Fanatically devoted to Chalfon, Akkuret fights to the death.

STATISTICS

Str 18, **Dex** 18, **Con** 18, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +5; **CMB** +9 (+13 grapple); **CMD** 23

Feats Combat Expertise, Combat Reflexes, Deceitful, Improved Feint, Improved Initiative

Skills Acrobatics +10, Bluff +16, Climb +10, Disguise +20 (+30 when using change shape), Escape Artist +23, Knowledge (local) +7, Perception +8, Sleight of Hand +15, Stealth +15

Languages Aquan, Common; *tongues*

SQ change shape (Medium humanoid, *alter self*), compression*, faceless, poison use, rogue talents (combat trick), skilled liar +1**

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 scimitar, *bracers of armor* +1, 77 gp

SPECIAL ABILITIES

See stats in Tier 1–2 on page 12.

* See the *Pathfinder RPG Bestiary 2*.

** See the *Advanced Player's Guide*.

SALAN AND MIBOSK (2) CR 3

hp 34 each (use the Tier 1–2 stats for Akkuret)

THE DALSIINE AFFAIR

Development: Once the PCs have dealt with the Akkuret, the Dawnflower Blossoms cultists are quite upset, knowing that their entire organization has been compromised. They thank the PCs once again and inform them that they are no longer safe here and that they will hire a ship this evening and flee the city. They decline any further help, stating that the PCs have already done more than enough.

If the PCs inquire about the location of Chalfon Dalsine's home, the Sarenites state that they had never heard of him before he attacked them the night before. They add that none of them know the location of Dalsine's home, but assume that it is located somewhere in the aristocratic Senate's Hill district.

A DC 10 Sense Motive check allows a PC to notice that Charito, one of the female human cult members, has gotten very nervous and seems to be hiding something. If confronted, she breaks down in tears and falls to her knees, begging not to be killed. If shown mercy, she reluctantly confesses that she knows who Chalfon Dalsine is, and states that she hadn't mentioned anything until now because she was afraid the other Dawnflower Blossoms wouldn't trust her. She truthfully confesses that she knew nothing of the attack, and that she worked as a chambermaid for a woman who was having an affair with Chalfon last year. She can give the PCs some very basic information about Chalfon from the introduction (such as his being the black sheep in the family, and the fact that he only returned to Taldor a few years ago). More importantly, she knows where his manor home is located in Senate's Hill, and can give the PCs detailed directions to the manor.

Treasure: The Sarenites had to leave most of their possessions behind during the initial attack, but the survivors present the PCs with their few remaining treasures before the Pathfinders depart. In all tiers, this includes a *potion of lesser restoration* and an illuminated Kelish manuscript of key passages from Sarenrae's most holy text, *The Birth of Light and Truth*, worth 150 gp. In addition, in Tier 3–4 they give the PCs a *potion of cure moderate wounds*.

Mission Notes: As long as all the Dawnflower Blossom refugees survive this act, Andoran faction PCs have successfully completed one of their missions and earn 1 Prestige Award.

Osirion faction PCs can find the crypt of Khasekhemwy in the sub-basement of the ancient temple. Making a rubbing of the carved stone that covers the casket can be done with little difficulty and earns Osirion faction PCs 1 Prestige Award. Additionally, among the Sarenite cultists the PCs encounter at the Vault is a man named Ahan, the very man Osirion faction PCs should be looking for.

He's been burned a number of times by Osirion, however, and it requires a DC 25 Diplomacy check to convince him otherwise. If he can be brought back into the fold, Osirion faction PCs earn 1 Prestige Award.

Qadira faction PCs may inquire about Pasha Al-Jakri's sister, Khismia. The cult members regretfully inform them that she died during the attack, and that her body was brought here. It now lies in a small crypt under the temple with several others. The PCs must persuade the Sarenites to bring Khismia's body with them when they take ship out of the country, and to return the body to the Pasha's estate. Convincing the frightened cult members to take the added risk requires a DC 20 Diplomacy check. Ensuring that Khismia's body is returned to Qadira earns Qadira faction PCs 1 Prestige Award. Additionally, this act presents the last opportunity for Qadira faction PCs to give the Sarenite refugees Pasha al-Jakri's bag of gems; doing so earns them 1 Prestige Award.



Akkuret

Rewards: If the PCs defeat the faceless stalker and accept the gifts from the Dawnflower Blossoms, award each tier thusly:

Tier 1–2:

Give each player 75 gp.

Tier 3–4:

Give each player 215 gp.

Tier 6–7:

Give each player 465 gp.

ACT 3: DALSINE MANOR

Dalsine Manor is a modern, two-story structure set back from the main road and surrounded by a twelve-foot brick wall. Its main gate is shut and guarded, but through it can be seen a well-kept garden surrounding the house. A carriage covered in gold filigree and inset with gems stands parked inside the gate, while another, constructed of modest wood with drawn shades, waits just outside the gate.

Equipped with the location of Chalfon Dalsine's home in the Senate's Hill district, the PCs should have no difficulty navigating Oppara's night-shrouded streets. Before they can confront Chalfon, however, they must first deal with two other problems: Baron Jacquo Dalsine, head of the Pathfinder Society's Taldor faction, and Pasha Muhlia Al-Jakri of the rival Qadira faction. Both arrived in Oppara just prior to the PCs and both have been tracking down the details surrounding the raid on the Dawnflower Blossoms. Pasha Muhlia Al-Jakri intercepted the cultists as they hired passage to Qadira; she is enraged by the news of her younger sister's death and now seeks the deaths of the Dalsines. The Baron and Pasha's presence and near-simultaneous arrival at Chalfon's manor fit perfectly into the Shadow Lodge's plan to increase tension between the factions and weaken the Pathfinder Society at its core.

Standoff at the Gate (CR 3 or CR 5 or CR 8)

Shortly before the PCs' arrival at the manor, Baron Jacquo showed up in his opulently bejeweled carriage and demanded an audience with his cousin. The guards, who Chalfon had placed on high alert, knew the baron's rank and permitted him entry despite their master's orders not to allow anyone into the manor. Only moments later, the second carriage arrived, a rented affair Pasha al-Jakri picked up as she investigated the raid on the Dawnflower Blossoms. The guards, having already shirked their solemn duty to obey Chalfon, were less than receptive

to Muhlia's bodyguards' demands that their mistress be allowed to enter. This mattered little to the Qadiran agent, however, as their bickering provided her just the distraction she needed. A skilled assassin, Pasha Muhlia Al-Jakri had little difficulty scaling the manor's stone wall unnoticed and making her way silently across the yard to the house itself. Neither the Pasha's own guards nor the manor guards suspect that she's anywhere but in the carriage, and the two sets of guards are on the verge of violence as both sides issue demands to the representatives of their sworn enemies.

The PCs must gain entry to the manor in order to retrieve the confiscated documents implicating the Pathfinder Society in abetting the illegal Sarenite cultists, and they have several options to do so.

Diplomacy: The most straightforward means of getting into the manor is for the PCs to convince the house guards to let them enter, a task complicated by the presence of the Pasha's retinue. The guards know that they can't easily let one group pass without the other group entering as well, and have no intention of risking their necks by granting access to the Qadiran scum with whom they now argue. If the PCs can calm both sides of the argument, they can convince the guards to let them pass without further enraging the Qadiran guards.

Convincing one of the two entourages to back down and take a breath requires three successful Bluff, Diplomacy, or Intimidate checks. The PCs may increase their chances by mentioning several pieces of key information to each side, granting a cumulative +2 bonus on all future Bluff, Diplomacy, and Intimidate checks to influence that party. Mentioning that Chalfon is allied with faceless stalkers or that Chalfon acts against the will of his family each grants a bonus to the PCs when they interact with the Taldan house guards. Mentioning that they rescued the Sarenite refugees, that they hope to avenge Khismia themselves, and that they hold evidence that can weaken the Dalsine name each grants the PCs a bonus when speaking to the Qadiran guards.

The DC for all three skills scales with tier. In Tier 1–2, the PCs must make three DC 15 checks; in Tier 3–4, they must make three DC 19 checks; and in Tier 6–7, they need three DC 25 successes.

Once both sides of the conflict have been satisfied, they back down and allow the PCs to enter the compound, though they still struggle to hold back rage their at the opposing faction.

Bribery: Alternatively, the PCs can pay each side 100 gp in order to quell the conflict long enough to enter the manor grounds.

Stealth: The PCs may instead take the opportunity of the distraction to follow the Pasha's example and sneak past the guards entirely. They must first get over the

walls, which are 12 feet tall and made of smooth stone, and require a DC 25 Climb check. While this may be a difficult task in lower tiers, only a single PC needs to make the check before dropping a rope and reducing the difficulty of the check to DC 5 for all other Pathfinders. If the PCs move to the opposite side of the manor, they may attempt to gain entry without needing to make Stealth checks. If they attempt to sneak in within earshot or sight of the arguing guards, they must first succeed at a DC 15 Stealth check.

Combat: Should the PCs fail to utilize these three options and resort to combat, they face a sizable force of foes through which they must battle to gain access to the manor grounds. While the initiation of combat brings both sides of the conflict into the fray and many of the combatants fight one another, the PCs must still face a number of enemies based on their respective tier. In Tier 1–2, six CR 1/3 guards (use the Tier 1–2 stats for Porthmos Militia Members on page 7) engage the PCs; in Tier 3–4 they face eight CR 1/2 guards (use the Tier 3–4 stats for Porthmos Militia Members on page 8); in Tier 6–7 the PCs are attacked by eight CR 2 guards (use the Tier 6–7 stats for Porthmos Militia Members on page 8). In each case, the combatants use lethal force.

Manor Grounds

The grounds within the manor's walls are well tended and decorated with small statues, topiaries, and the occasional bench. Everburning torches burn inside colorful lanterns from many of the grounds' trees.

Creatures: While the guards are either distracted or complacent to the PCs' passage across the manor's grounds, the Dalsine guard dogs are not. As the PCs make their way across the lawn, a small pack of territorial hounds come from all sides, attempting to put themselves between the PCs and the manor house that is the PCs' goal.

Tier 1–2 (CR 2)

DOGS (4) CR 1/3
hp 6 (*Pathfinder RPG Bestiary* 87)

Tier 3–4 (CR 4)

RIDING DOGS (3) CR 1
hp 13 (*Pathfinder RPG Bestiary* 87)

Tier 6–7 (CR 7)

ADVANCED WORGs (4) CR 3
hp 34 (*Pathfinder RPG Bestiary* 280, 294)

OPTIONAL ENCOUNTER

Chalfon's guard dogs prowl the yard, but may be on the far side of the manor from the PCs when they cross from the wall to the house. If less than 1 hour of playtime remains, skip this combat and jump directly to the battle with Chalfon Dalsine.

The Bloody Foyer

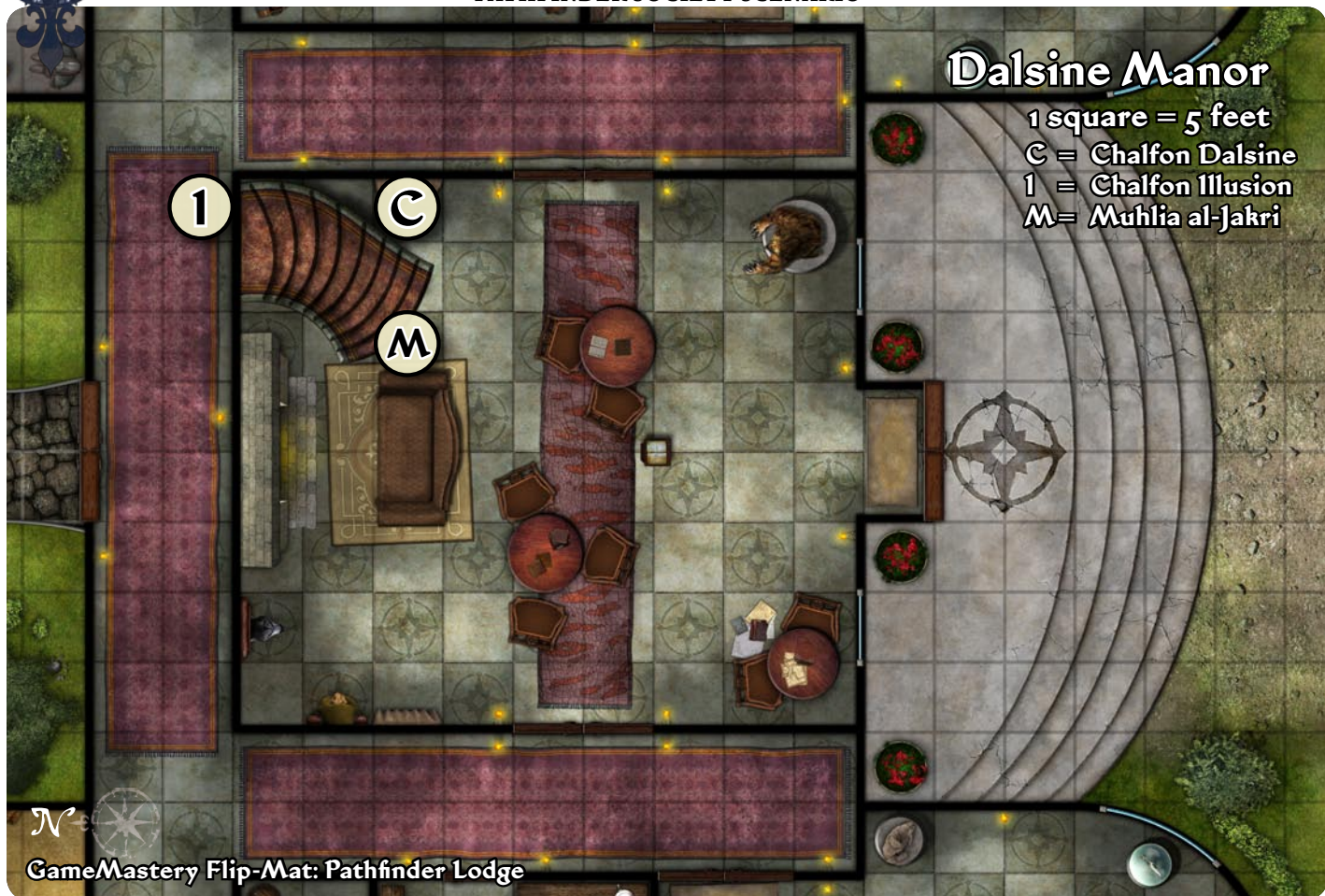
The front porch of the manor sports a stylized compass inlaid in the masonry, and a similar symbol graces the lintel above the open double doors. Within, the sound of clashing blades echoes off the marble floor. Suddenly, the sound of combat ceases with a gruesome thud, and the sound of a laughing man replaces the metallic din. The furniture in the foyer has been thrown about, and a growing pool of blood escapes from a crumpled corpse at the foot of the wide, carpeted stairs.

While the PCs dealt with getting into the manor grounds, Chalfon Dalsine's plan to cause open warfare between the factions reached its climax. Having sneaked over the wall and past the guard dogs, Pasha Muhlia al-Jakri burst into the room in a fit of calm rage. Finding Baron Jacquo arguing with his cousin in the opulent foyer, she challenged them to a duel, openly blaming both for the death of her sister. Jacquo, confident in his renowned swordsmanship, accepted the challenge with a smirk and wink to his cousin, setting aside their differences in the face of an outside enemy. Chalfon, for his part, accepted but let Jacquo do all the fighting.

While Jacquo battled the cool assassin, Chalfon backed up the stairs out of their notice, used his *scroll of minor image* (or *major image* in Tier 6–7) to make a replica of himself at the stairs' top, then cast *invisibility* to hide. The battle between Jacquo and the Pasha ran for several minutes, the tide continually changing as one gained a slight advantage over the other, and vice versa. In the end, just as the PCs reach the foyer, al-Jakri reigned victorious, and with a fateful double slash with both her heirloom kukris, she sliced clean through the Taldan noble's neck.

Creatures: The image of Chalfon Dalsine stands laughing at the top of the stairs, an awkwardly aloof look on his mustachioed face. The true Chalfon hides invisibly to the east of the stairs' foot.

Pasha Muhlia al-Jakri stands in a pool of blood over Baron Jacquo Dalsine's beheaded corpse, twirling her twin kukris around her nimble fingers. As the PCs approach, she bitterly declares that with Khismia's death, she's "done with this whole 'shadow war for Absalom,'" and they can keep scouring the world for useless treasures and risking their lives for delusional fame and worthless fortunes if they like. She spits on Jacquo's corpse, then



Dalsine Manor

1 square = 5 feet

C = Chalfon Dalsine

1 = Chalfon Illusion

M = Muhlia al-Jakri

GameMastery Flip-Mat: Pathfinder Lodge

taps her left toe to her right heel, activating her *boots of teleportation* and vanishing from scene of the crime.

Chalfon's image continues to laugh maniacally at the top of the stairs. Being an illusion, he can't carry on a conversation with the PCs. The real Chalfon hopes at least one PC will interact with the image, distracting the party so he can buff himself with defensive spells while his replica's laughter masks the sound of his casting. Once the image dissipates, he attacks the nearest PC.

Tier 1–2 (CR 3)

CHALFON DALSINE

CR 3

Male human magus 4 (*Pathfinder RPG Ultimate Magic* 9)

CE Medium humanoid

Init +4; Senses Perception +1

DEFENSE

AC 23, touch 14, flat-footed 19 (+5 armor, +4 Dex, +4 shield)

hp 29 (4d8+8)

Fort +5, Ref +5, Will +5

OFFENSE

Speed 30 ft.

Melee +1 rapier +9 (1d6+1/18–20)

Ranged shortbow +7 (1d6/x3)

Special Attacks spell combat (–2 attack), spellstrike

Magus Spells Prepared (CL 4th; concentration +8)

2nd—*cat's grace*, *invisibility*

1st—*corrosive touch** (4d4 acid), *shield*, *shocking grasp* (2)

0 (at will)—*acid splash*, *daze* (DC 14), *flare* (DC 14), *read magic*

TACTICS

Before Combat Chalfon uses his *scroll of minor image* to make an image of himself laughing at the top of the stairs while he hides invisibly and watches his cousin and Pasha al-Jakri duel, concentrating on the spell until the PCs engage the illusion. During the subsequent 2 rounds of the spell's duration, he casts *cat's grace* and *shield* before engaging the PCs under the cover of *invisibility*, expending an arcane pool point as a swift action to grant a +1 enhancement bonus to his rapier for 1 minute that stacks with its existing enhancement bonus. These effects are all included in Chalfon's stats.

During Combat Chalfon attempts to use his spell combat and spellstrike abilities each round, making two melee attacks with his rapier, each at a –2 penalty, and channeling a touch attack through one of the two attacks. When he has a swift action available, he expends 1 arcane pool point to grant himself an insight bonus on all attack rolls until the end of his turn equal to his Intelligence bonus (+4). If he runs out of touch attack spells, he expends an arcane pool point to

retrieve *shocking grasp*, using it the following round as if he had not cast it previously.

Morale Chalfon fights to the death, knowing his plot to destroy the Pathfinder Society has already been put into motion.

Base Statistics When not affected by *cat's grace* and *shield*, Chalfon has the following statistics: **Init** +2; **AC** 19, touch 12, flat-footed 15; **Ref** +3; **Melee** mwk rapier +7 (1d6/18–20); **Ranged** shortbow +5; **Dex** 14; **CMD** 15; **Skills** Acrobatics +5, Ride +6.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 18, **Wis** 12, **Cha** 8

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

Feats Combat Casting, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +7, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Profession (gambler) +8, Ride +8, Spellcraft +11, Swim +4, Use Magic Device +6

Languages Abyssal, Common, Elven, Kelish, Osiriani

SQ arcane pool (6 points, +1)*, magus arcane (arcane accuracy)*, spell recall*

Combat Gear *potion of cure moderate wounds*, *scroll of minor image*; **Other Gear** +1 chain shirt, masterwork rapier, onyx ring worth 450 gp, spellbook (contains all prepared spells plus *burning hands*, *chill touch*, *magic missile*, *mount*, *obscuring mist*, *silent image*, *reduce person*, *true strike*, and all cantrips), spell component pouch, 50 pp

SPECIAL ABILITIES

Spell Combat (Ex) Chalfon can cast spells while wielding a weapon at the same time. This ability functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. As a full-round action, he can make all of his attacks with his melee weapon at a –2 penalty and can also cast any of his prepared spells with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. Chalfon can choose to cast the spell first or make the weapon attack first.

Spellstrike (Su) Whenever Chalfon casts a spell with a range of “touch”, he can deliver the spell through any weapon he wields as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, Chalfon can make one free melee attack with his weapon (at his full base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If Chalfon makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by his spell combat melee attacks. This attack uses the weapon's critical range, and the spell effect deals x2 damage on a successful critical hit.

* See *Ultimate Magic*.

Tier 3–4 (CR 5)

CHALFON DALSSINE

CR 5

Male human magus 6 (*Pathfinder RPG Ultimate Magic* 9)

CE Medium humanoid

Init +4; **Senses** Perception +1

DEFENSE

AC 23, touch 14, flat-footed 19 (+5 armor, +4 Dex, +4 shield)

hp 48 (6d8+18)

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

OFFENSE

Speed 30 ft.

Melee +3 rapier +12 (1d6+3/18–20)

Ranged shortbow +8 (1d6/x3)

Special Attacks spell combat (–2 attack), spellstrike

Magus Spells Prepared (CL 6th; concentration +10)

2nd—*acid arrow*, *cat's grace*, *frigid touch** (4d6 cold plus staggered 1 round), *invisibility*

1st—*corrosive touch** (5d4 acid), *magic missile*, *shield*, *shocking grasp* (2)

0 (at will)—*acid splash*, *daze* (DC 14), *flare* (DC 14), *ray of frost*, *read magic*

TACTICS

Before Combat Chalfon uses his *scroll of minor image* to make an image of himself laughing at the top of the stairs while he hides invisibly and watches his cousin and Pasha al-Jakri duel, concentrating on the spell until the PCs engage the illusion. During the subsequent 2 rounds of the spell's duration, he casts *cat's grace* and *shield* before engaging the PCs under the cover of *invisibility*, expending an arcane pool point as a swift action to grant a +2 enhancement bonus to his rapier for 1 minute that stacks with its existing enhancement bonus. These effects are all included in Chalfon's stats.

During Combat Chalfon attempts to use his spell combat and spellstrike abilities each round, making two melee attacks with his rapier, each at a –2 penalty, channeling a touch attack through one of the two attacks. When he has a swift action available, he expends 1 arcane pool point to grant himself an insight bonus on all attack rolls until the end of his turn equal to his Intelligence bonus (+4). If he runs out of touch attack spells, he expends an arcane pool point to retrieve *shocking grasp*, using it the following round as if he had not cast it previously. The first time Chalfon casts *shocking grasp* against a foe wearing metal armor or wielding a metal weapon, he uses his daily empower magic magus arcane power to empower the spell without increasing its spell level by expending 1 arcane pool point.

Morale Chalfon fights to the death, knowing his plot to destroy the Pathfinder Society has already been put into motion.

Base Statistics When not affected by *cat's grace*, *shield*, and arcane pool, Chalfon has the following statistics:

Init +2; **AC** 17, touch 12, flat-footed 15; **Melee** +1 rapier +8

(1d6+1/18–20); **Ranged** shortbow +6; **Dex** 14; **CMD** 16; **Skills** Acrobatics +8, Ride +8.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +4; **CMD** 18

Feats Combat Casting, Spell Focus (evocation), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +10, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Profession (gambler) +10, Ride +10, Spellcraft +13, Swim +6, Use Magic Device +8

Languages Abyssal, Common, Elven, Kelish, Osiriani

SQ arcane pool (7 points, +2)*, magus arcana (arcane accuracy, empowered magic)*, spell recall*

Combat Gear *potions of cure moderate wounds* (2), *potions of cure serious wounds*, *scroll of minor image*; **Other Gear** +1 mithral shirt, +1 rapier, onyx ring worth 600 gp, spellbook (contains all prepared spells plus *alter self*, *burning hands*, *chill touch*, *expeditious retreat*, *magic missile*, *minor image*, *mount*, *obscuring mist*, *silent image*, *reduce person*, *true strike*, and all cantrips), spell component pouch, 75 pp

SPECIAL ABILITIES

Spell Combat (Ex) See Tier 1–2 on page 19.

Spellstrike (Su) See Tier 1–2 on page 19.

* See *Ultimate Magic*.

Tier 6-7 (CR 8)

CHALFON DALSINE

CR 8

Male human magus 9 (*Pathfinder RPG Ultimate Magic* 9)

CE Medium humanoid

Init +4; **Senses** Perception +1

DEFENSE

AC 28, touch 15, flat-footed 22 (+7 armor, +4 Dex, +2 dodge, +1 natural, +4 shield)

hp 89 (9d8+45)

Fort +10, **Ref** +9, **Will** +8

OFFENSE

Speed 60 ft.

Melee +4 rapier +16/+16/+11 (1d6+4/15–20)

Ranged shortbow +11/+11/+6 (1d6/x3)

Special Attacks improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike

Magus Spells Prepared (CL 9th; concentration +13)

3rd—*fireball* (DC 18), *haste*, *keen edge*, *vampiric touch*

2nd—*acid arrow*, *blur*, *cat's grace*, *frigid touch** (4d6 cold plus staggered 1 round), *invisibility*

1st—*burning hands* (DC 16), *corrosive touch** (5d4 acid), *magic missile*, *shield*, *shocking grasp* (2)

0 (at will)—*acid splash*, *daze* (DC 14), *flare* (DC 15), *ray of frost*, *read magic*

TACTICS

Before Combat Chalfon cast *keen edge* when his cousin showed up less than an hour ago. He uses his *scroll of major image*

to make an image of himself laughing at the top of the stairs while he hides invisibly and watches his cousin and Pasha al-Jakri duel, concentrating on the spell until the PCs enter the room. During the following 3 rounds of the spell's duration, he casts *haste*, *cat's grace* and *shield* before engaging the PCs under the cover of *invisibility*, expending an arcane pool point as a swift action to grant a +3 enhancement bonus to his rapier for 1 minute that stacks with its existing enhancement bonus. These effects are all included in Chalfon's stats.

During Combat On the first round of combat, Chalfon casts an empowered fireball using his daily empower magic magus arcane power and expending 1 arcane pool point. Chalfon attempts to use his spell combat and spellstrike abilities each round, making two melee attacks with his rapier, each at a –2 penalty, channeling a touch attack through one of the two attacks. When he has a swift action available, he expends 1 arcane pool point to grant himself an insight bonus on all attack rolls until the end of his turn equal to his Intelligence bonus (+4). If he runs out of touch attack spells, he expends an arcane pool point to retrieve *shocking grasp*, using it the following round as if he had not cast it previously. When brought below 35 hit points, Chalfon casts vampiric touch as part of his spell combat and spellstrike abilities; if he has at least 3 arcane pool points to retrieve it, he does so each time the temporary hit points he gained previously are expended.

Morale Chalfon fights to the death, knowing his plot to destroy the Pathfinder Society has already been put into motion.

Base Statistics When not affected by *cat's grace*, *haste*, *keen edge*, *shield*, and arcane pool, Chalfon has the following statistics: **Init** +2; **AC** 21, touch 13, flat-footed 18; **Ref** +6; **Speed** 30 ft.; **Melee** +1 rapier +10/+5 (1d6+1/18–20); **Ranged** shortbow +8/+3; **Dex** 14; **CMD** 19; **Skills** Acrobatics +10, Ride +9.

STATISTICS

Str 10, **Dex** 18, **Con** 16, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +6; **CMD** 21

Feats Combat Casting, Dodge, Extra Arcane Pool*, Spell Focus (evocation), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12 (+24 jump), Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Profession (gambler) +13, Ride +11, Spellcraft +16, Swim +6, Use Magic Device +11

Languages Abyssal, Common, Elven, Kelish, Osiriani

SQ arcane pool (10 points, +3)*, knowledge pool*, magus arcana (arcane accuracy, concentrate, empowered magic)*, medium armor proficiency

Combat Gear *potions of cure serious wounds*, *scroll of major image*; **Other Gear** +1 mithral breastplate, +1 rapier, amulet of natural armor +1, belt of mighty constitution +2, cloak of resistance +1, pearl of power (1st level), onyx ring worth 1000 gp, spellbook (contains all prepared spells plus *alter self*, *color spray*, *dispel magic*, *expeditious retreat*, *magic weapon*, *minor image*, *mount*, *reduce person*, *silent image*, *slow*, *true strike*, and all cantrips), spell component pouch, 150 pp

THE DALSINE AFFAIR

SPECIAL ABILITIES

Improved Spell Combat (Ex) When using the spell combat ability, Chalfon receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

Spell Combat (Ex) See Tier 1–2 on page 19.

Spellstrike (Su) See Tier 1–2 on page 19.

*See *Ultimate Magic*.

Treasure: Chalfon's onyx ring is emblazoned with an icon of a dark, wispy flame. A DC 20 Knowledge (local) check identifies it as an emblem of the Shadow Lodge. Any PC wearing this ring gains a +4 circumstance bonus on Disguise checks to impersonate a member of the Shadow Lodge.

Mission Notes: Cheliox faction PCs must to recover one of Chalfon's body parts to take back with them. Doing so without the other Pathfinders noticing requires a successful Sleight of Hand check opposed by the rest of the party's Perception checks. Secretly collecting part of Chalfon's body earns Cheliox faction PCs 1 Prestige Award.

Taldor faction PCs' mission is complicated by Baron Jacquo's death. Finding the location of the Dalsine baronial estate is quite easy, as they are a well-known family. A simple DC 15 Diplomacy (gather information) or Knowledge (local) check in town will suffice. What happens once they get there depends on how they approach the situation. If they bring Baron Jacquo Dalsine's body to the estate, they automatically succeed in their mission, and received the thanks of a grateful family. If they do not, they must negotiate Taldor's byzantine social conventions to make peace with his father, which require a successful DC 25 Knowledge (nobility) or Diplomacy check. Making the proper social gestures to the baron's father earns Taldor faction PCs 1 Prestige Award.

Rewards: If the PCs defeat Chalfon Dalsine, reward each tier thusly:

Tier 1–2:

Give each player 352 gp.

Tier 3–4:

Give each player 781 gp.

Tier 6–7:

Give each player 2,066 gp.

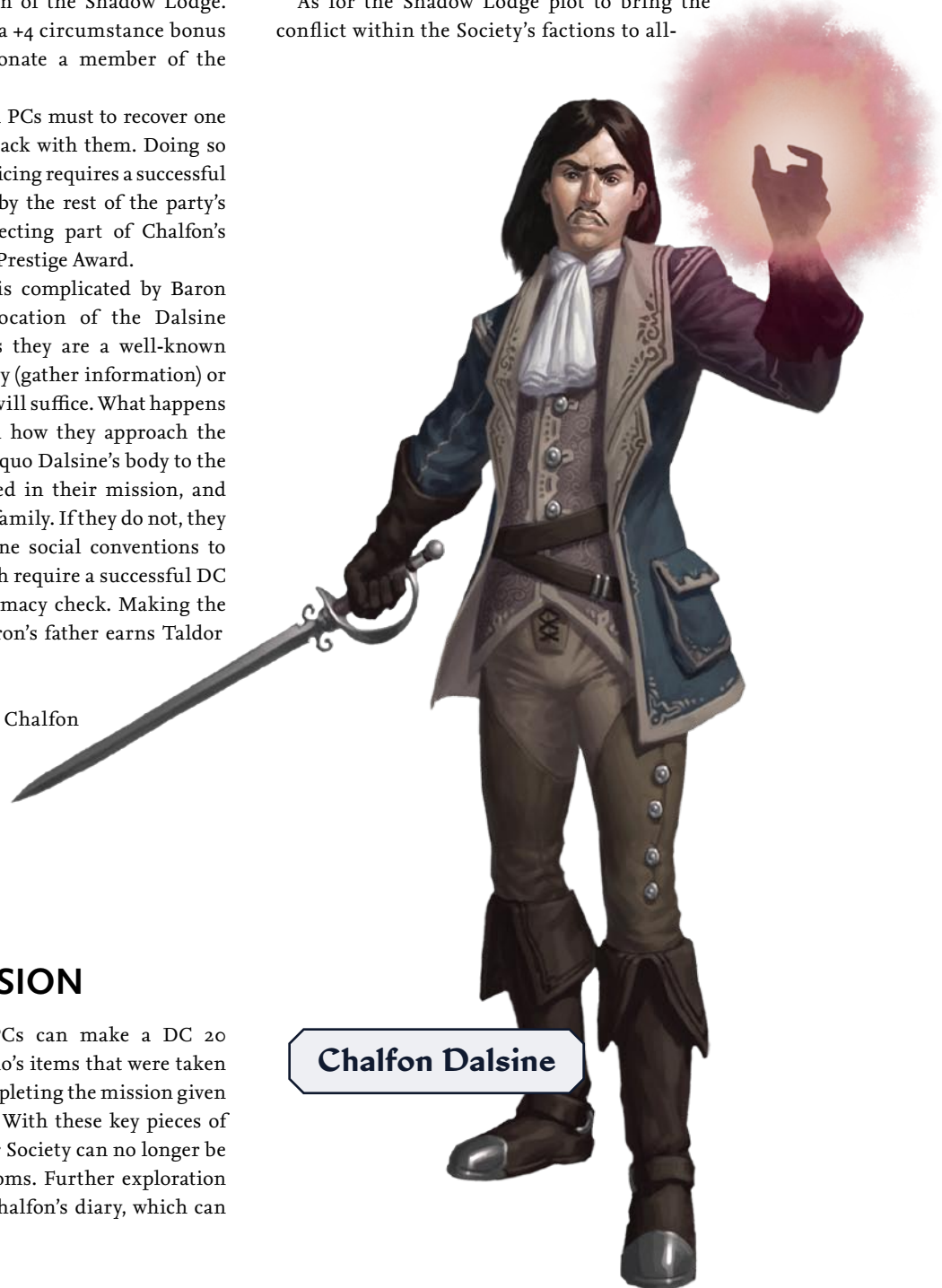
CONCLUSION

After defeating Chalfon, the PCs can make a DC 20 Perception check to find Muesello's items that were taken during the raid, successfully completing the mission given to them by the venture-captain. With these key pieces of evidence missing, the Pathfinder Society can no longer be linked to the Dawnflower Blossoms. Further exploration of the Dalsine home uncovers Chalfon's diary, which can

fill in any of his remaining background information and serve as evidence to absolve the PCs of any guilt in Baron Jacquo's death or the other recent conflicts in Oppara.

Members of the Qadira and Taldor factions are likely confused and concerned at the events that they witnessed. Representatives from each of their factions contact them with cryptic messages that their efforts will continue despite the setback of losing their respective faction heads, and informing the PCs that replacements will be contacting them to introduce themselves soon.

As for the Shadow Lodge plot to bring the conflict within the Society's factions to all-



Chalfon Dalsine

out war, both Qadira and Taldor factions recognize that their respective heads were manipulated by the Shadow Lodge, and the Grand Lodge helps smooth things over, ensuring that all members of the Pathfinder Society maintain a level of cooperation necessary to end the Shadow Lodge threat once and for all.

Faction Missions

Andoran Faction: Andoran faction PCs who protect the Dawnflower Blossoms members in Acts 1 and 2 gain 1 Prestige Award. Andoran faction PCs who discover the location of three exits from the catacombs in Act 2 receive 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who pass the message to Muesello in Act 1 gain 1 Prestige Award. Cheliox faction PCs who secretly recover a body part from Chalfon in Act 3 gain 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who make a rubbing of the tomb of Khasekhemwy in Act 2 gain 1 Prestige Award. Osirion faction PCs who successfully convince Ahan to align himself with Osirion's interests again in Act 2 receive 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who deliver the Pasha's gems to the Dawnflower Blossoms members in Acts 1 or 2 gain 1 Prestige Award. Qadira faction PCs who persuade the Sarenites to bring the body of the Pasha's sister with them when they flee and return it to the Pasha in Act 2 receive 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who only attack the Porthmos Militia members using nonlethal means or avoid combat with them altogether in Act 1 gain 1 Prestige Award. Taldor faction PCs who travel to Baron Dalsine's father's estate and make the proper social gestures in Act 3 earn a bonus 1 Prestige Award.

Andoran Faction Handout

Defender of Liberty,

I write to you in great haste, having just been informed that you are about to be sent to Oppara, seat of that decadent tyrant, the Grand Prince of Taldor. Something monumental is afoot there, and we need your fresh eyes to see to freedom's interests. Our spies tell us that you may encounter a group of Sarenite worshipers hiding in the catacombs beneath the city. If so, do all you can to assist them, as their faith is forbidden in that dictatorial regime. All good people deserve to worship the god of their choosing.

If you manage to make your way into the tunnels beneath the city, see if you can find at least three separate entrances to them from the surface. We have been searching for ways of infiltrating Oppara for many years, and these catacombs may be our answer.

Capt. Colson Maldris

For Freedom,

Captain Colson Maldris



Cheliox Faction Handout

Favored of Asmodeus,

It seems that Oppara's venture-captain, a maker of wayfinders named Muesello, has made a rather stupid mistake and will no doubt lose the favor of the Pathfinder Society in short order. Make sure he knows that he still has a friend in Egorian, and that his talents will always be appreciated there.

We need to know more about the person or thing behind the curtain of this whole affair in Oppara: find out who it is. There's a good chance that person will turn up dead by the end of the affair. If so, make sure you collect an appendage from the perpetrator. Egorian will want to find out how the culprit managed to pull off this delicate manipulation. Make sure that none of your companions see you doing this, however. Not everyone agrees with our methods.

Aching for the touch of your whip,

Zarta Draldeen
 Paracountess Zarta Draldeen

Osirion Faction Handout

Servant of the Sands,

Our agents have reported that you are about to leave for Oppara on a matter of great urgency. You are to assist a group of Sarenite worshipers who have been hiding in the catacombs beneath the city. One of these Sarenites is a former ally of ours named Ahan who has strayed from the Ruby Prince's favor. Convince him to return to the fold. Promise him that all has been forgiven, and that he should make contact with us again.

An ancient patriot of Osirion named Khasekhemwy was buried centuries ago in a Sarenite tomb rumored to be located in those tunnels. It would please my masters to have a rubbing of that tomb for further analysis and later recovery. You will find paper and charcoal for this purpose included with my missive.



Return to us quickly,

Otoneraphim
 Otoneraphim, Humble Scribe of the Ruby Prince



Qadira Faction Handout

Favored friend,

I hear that you are being sent to hated Taldor on your next mission. This gives us a valuable opportunity to forward the work of our Sarenite allies there. Seek out the sect known as the Dawnflower Blossoms, and deliver the enclosed gems to them to fund their actions against Taldor.

I must also ask you a personal favor, however. I am told that my youngest sister, Khismia, has joined up with these Dawnflower Blossoms, and I fear for her safety amid the recent crackdown on Sarenite activity. Find her, and bring her to the harbor—lie if you must to get her there, but I want her on the next ship back to Qadira. I will meet you there and escort her home myself.

Do not tarry!

Pasha Muhlia Al-Jakri



Taldor Faction Handout

Pathfinder,

For once there is no time for pleasantries. You are about to leave for Oppara, and I will quickly be behind you.

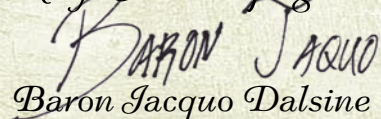


It seems that my stupid cousin Chalfon Dalsine has gotten himself into a bit of trouble there. He has always been the family's black sheep, and it does not surprise me that he has dragged our name through the mud once again.

This mission may bring you into conflict with members of the town guard or Taldor's famous spy organization, the Lion Blades. I know that you can't control your foreign companions, but be sure that no legal official comes to permanent harm by your hand. We Taldans are known for our honor. What honor is there in killing your own people?

There is one more thing. After I deal with Chalfon, I must travel to my family's estate outside of the city. I would be honored if you could accompany me there and pay your respects to my father, the head of our family. He is a powerful man to have on your side.

May Taldor's flag ever fly,



Baron Jacquo Dalsine

THE DALSIINE AFFAIR

SCENARIO 2-21: THE DALSIINE AFFAIR

Event	Date
GM #	GM Name

Character #	Prestige Points

Character Name	<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Taldor
	<input type="checkbox"/> Osirion	<input type="checkbox"/> Qadira	

Character #	Prestige Points

Character Name	<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Taldor
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SCENARIO 2-21: THE DALSINE AFFAIR

Scenario Chronicle #

TIER		
1-2	→	501
TIER		
3-4	→	1,250
TIER		
6-7	→	3,253

MAX GOLD

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario.

Items Found During This Scenario

TIER
1-2

- Potion of cure moderate wounds (300 gp)
- Potion of lesser restoration (300 gp)
- Scroll of cat's grace (150 gp)
- Scroll of invisibility (150 gp)
- Scroll of minor image (150 gp)
- Shadow Lodge signet (150 gp; this onyx signet ring grants the wearer a +4 circumstance bonus on Disguise checks to masquerade as a member of the Shadow Lodge)

TIER
3-4

- Bracers of armor +1 (1,000 gp)
- Scroll of acid arrow (150 gp)
- Scroll of alter self (150 gp)
- Scroll of frigid touch (150 gp; see *Pathfinder RPG Ultimate Magic* 221)
- Potion of cure serious wounds (750 gp)

TIER
6-7

- Amulet of natural armor +1 (2,000 gp)
- Belt of mighty constitution +2 (4,000 gp)
- Cloak of resistance +1 (1,000 gp)
- Pearl of power, 1st level (1,000 gp)
- Scroll of dispel magic (375 gp)
- Scroll of fireball (375 gp)
- Scroll of haste (375 gp)
- Scroll of keen edge (375 gp)
- Scroll of major image (375 gp)
- Scroll of slow (375 gp)
- Scroll of vampiric touch (375 gp)

EXPERIENCE

Starting XP

+1 XP

Final XP Total

PRESTIGE AWARD

Starting PA

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+ GP Gained (GM ONLY)

+ Items Sold

= Subtotal

- Items Bought

= Subtotal

- Gold Spent

= Subtotal

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 #