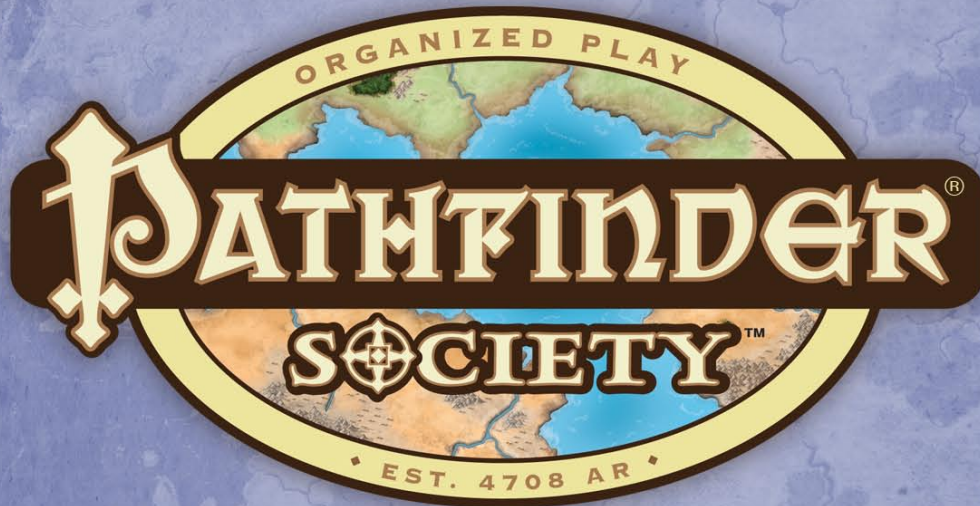


A PATHFINDER SOCIETY SCENARIO



# SHADOW'S LAST STAND, PART I AT SHADOW'S DOOR

By Steven Robert



# SHADOW'S LAST STAND, PART I: AT SHADOW'S DOOR

PATHFINDER SOCIETY SCENARIO 2–23

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*Pathfinder Society Scenario 2–23: Shadow's Last Stand, Part I: At Shadow's Door* 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 21 of this product.

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# SHADOW'S LAST STAND, PART I: AT SHADOW'S DOOR

BY STEVEN ROBERT



The Shadow Lodge, a secret cabal of renegade Pathfinder Society agents hidden within the greater ranks of the organization, has plotted for years to transform the Society's expansive stores of knowledge and precious artifacts into power, whether magical or political. Several years ago, one of this group's most devious lieutenants, a woman named Dorianna Ouida, set her sights on the vast resources secured within the Almas Lodge, judging the weak-minded masses of Andoran as ripe for conquest. Ouida, known as "the Spider" for her exceptional skill at weaving intricate plots, quickly inserted herself into the Andoren criminal underground and set her plan in motion.

In a relatively short time, Ouida used her growing influence among the various elements of Almas's thieves' guilds and crime syndicates to build a public, political career for herself as a promising visionary of Andoren ideals. In short order, she found herself a (mostly) legitimately elected member of the nation's ruling body: the People's Council.

While Ouida's newfound position enabled her to further expand her criminal empire behind the scenes, it also permitted her access to some of the most powerful figures within Andoran's government—the very people capable of bringing the Pathfinder Society to its knees within the influential nation's borders. Her plan to eliminate the Pathfinder Society from Andoran was twofold, however, and involved more than political manipulation. In order to rid the nation of those Pathfinders loyal to the Decemvirate, the Spider needed the Society weakened to a point where they couldn't resist her political machinations.

While Ouida was a skilled deceiver, politician, and criminal mastermind, her military prowess left much to be desired. As such, she allied herself with a vicious hobgoblin commander: the Goblinblood Wars veteran Hagla. With a small army of hobgoblin shock troops from the wooded wilderness of greater Andoran and a number of Shadow Lodge agents, Hagla invaded the Pathfinder Society's primary lodge in the nation's capital, one of several former Arodenite cathedrals, in the dead of night while the local venture-captain, a hawk-nosed man named Brackett, held

## WHERE ON GOLARION?

*At Shadow's Door* takes place in Almas, capital of the nation Andoran on the northern coast of the Inner Sea. Almas has become one of the most influential cities in the Inner Sea region, and it typifies both the best and worst of that democratic nation, with enormous monuments to the civil government and crumbling class distinctions. To learn more about Almas, check out *Pathfinder Player Companion: Andoran, Spirit of Liberty*, available at your local bookstore and hobby store, and online at [paizo.com](http://paizo.com).



an opulent gala in honor of a recently returned Pathfinder expedition to Darkmoon Vale. After massacring many of the guests, Hagla captured Brackett, his librarian Telfyr, and two other guests. Now he awaits the appointed time to ring the Cathedral of Aroden's famous bells and trigger an invasion of Almas by his hobgoblin followers, hidden throughout Almas—a plan even the Spider isn't aware of and which only the Pathfinders sent in to retake the captured lodge can prevent.

## SUMMARY

The Pathfinder Society tasks the PCs with liberating Venture-Captain Brackett and the Almas Lodge from their hobgoblin invaders. Warned that partygoers who fled underground were massacred by heavily armed

### THE SHADOW'S LAST STAND SERIES

*At Shadow's Door* is the first installment of the two-part Shadow's Last Stand series, but the series may easily be played in either order. In this scenario, the PCs are tasked with retaking the Cathedral of Aroden from the Shadow Lodge and rescuing Venture-Captain Brackett and several other hostages. In the second part, *Web of Corruption*, the PCs must track down and defeat the plot's mastermind, Dorianna Ouidda. PCs will learn of Ouidda's role from Brackett at the end of this scenario, but if they have already defeated her, they can simply tell Brackett of their previous victory when they rescue him.

guards, the PCs enter the Cathedral through its belfry. There they must tread carefully to avoid a Shadow Lodge trap, set to alert the entire complex to intruders.

The PCs then find themselves inside the Cathedral's massive dome, where an air elemental under the Shadow Lodge's command attacks them. They get a glimpse of the previous night's carnage before proceeding to the choir loft, where a stained-glass window—shattered during the attack and reanimated as a dangerous foe—attacks them.

The PCs must then pass safely through Wystorn Telfyr's homunculus laboratory, where several of the strange constructs have sought refuge. They then pass through the former living quarters of Aroden's priests, where two Shadow Lodge rogues ambush them. Finally, the PCs enter a former chapel, where Hagla holds Brackett and the other hostages. Once rescued, Brackett informs the PCs that the attack's true mastermind is elsewhere and that one of the Society's most valuable allies is hidden with her, hoping to end the Shadow Lodge menace in Almas for good.

## GETTING STARTED

Read the following to get the adventure underway.

The hills ringing Almas, capital of Andoran, slope gently toward the harbor cradling the *Hornet's Nest*, the red sun rising behind them. This morning the ship's activity rivals its namesake as Pathfinders and their agents bustle here and there inside the ship's hastily constructed command post.

After a short wait, Venture-Captain Dannel Hamshanks rolls into the ship's galley, his face scowling and dark eyes bloodshot. "You lot again? The Decemvirate promised better, but I suppose we have no time to waste. You have likely heard the rumors—which, unfortunately, underestimate our danger.

"The Society's lodge in the former Cathedral of Aroden here has thrived of late—they say thanks to Venture-Captain Brackett's grand parties, which seduce the weak-willed leaders

of this so-called 'democracy' into permitting the Pathfinder Society unfettered access to the resources in the nation's interior. Not likely you lot were ever invited, though. Needed to be of the presentable sort, after all.

"Last night, Brackett threw one of his most extravagant fetes yet to celebrate the recent return of a team of Pathfinders up near Falcon's Hollow on a diplomatic mission to the region's fey. Fillian over there claims that all the sparkling light made the Cathedral's windows a stunning sight. Everyone was having a grand time until the trouble started. At the stroke of midnight, a dozen guests drew their swords and methodically massacred the others—poor, drunk fools. A moment later the lights went out. Fillian had been admiring the windows from the dome's walkway and ran upward, to the belfry. Says he hid there until daylight and then crawled out to my ship here. He heard many others flee underground, followed by screams of agony.

"Shortly before dawn, several bands of what looked to be hulking, cloaked hobgoblins left the Cathedral, taking off in different directions into the city. Not only do we need to retake our lodge and rescue any survivors, but whatever those monsters plan to do in Almas, it's got something to do with the Cathedral. I imagine even you understand how that might look for the Society if something bad were to happen to the city at large, centered on our local headquarters.

"You can probably guess who's behind this—the Shadow Lodge, source of endless trouble this past year. We need that Lodge back, and we need Brackett alive. Time is not on our side here, and I fear it may already be too late for whatever those monstrous brutes left the Cathedral to do.

"According to Fillian's tale, the best way in is the belfry. So your job is to get in there, kick the Shadow Lodge out, and keep Brackett alive. And put a stop to whatever ongoing plot you manage to uncover.

"Good luck. You'll need it."

The PCs may have questions for Hamshanks or Fillian, a young apprentice to the wizard Telfyr. The boy is exhausted and terrified but answers questions as best he can.

**Did you see or hear anything else during the night that could help us?** "After all the light, it seemed so dark—I couldn't see much. There was a lot of noise at first. I think they were barricading the main entrance, and then it got real quiet once the invaders dragged the captives off upstairs, yelling in a coarse, monster language the entire time. All I heard after that was wind blowing all around the main chamber, and sometimes cackling—Master Telfyr's homunculi, I'll wager; they're always laughing and jesting." (PCs who succeed at a DC 15 Wisdom check recall that the previous night was unusually still, with very little wind.)

**Did the intruders hear you escaping?** "Of course not!" Fillian says, but he immediately turns red; a Sense

Motive check against the boy's Bluff skill (+6) reveals he is lying. A successful DC 12 Diplomacy or Intimidate check convinces Fillian to admit to accidentally kicking a bell while squirming out. He's not sure if it was overheard, but he knows he failed at being completely silent.

**How is the Cathedral laid out?** "Well, I'm new there, and they don't let me go nowhere. But on the ground floor is the main Cathedral hall and the library, which I know best—that's where the main entrance is. Looking out over that is a choir loft, full of nice wood and a 'specially beautiful window. Master Telfyr's lab is in the west tower, and through there's the back rooms, where the priests used to live. I'm not allowed in there. Somewhere at the far side is Captain Brackett's private meeting room. There are all sorts of underground chambers too, where the servants say all the treasure is."

**How can we get inside?** "There's lots of ways to approach without being seen from any of those narrow grimy windows. I'd scurry across the plaza from the northwest. It's easy to climb up to the roof, and there's a loose grate partway up the belfry—should be easy to slip inside there, even for big folks like yourselves."

**Who attended the party?** "Couldn't say, sir, I'm just an apprentice. But usually it's mostly the Pathfinders who show up, and some really special others, feeling good about themselves." A successful Sense Motive check against a DC of 20 reveals Fillian's discomfort. PCs who pursue the point eventually learn that, "Uh, well, you see, I wasn't exactly *invited* myself. One of the door guards was pretty drunk and was letting lots of people in, so I followed."

Before the PCs depart, Hamshanks provides them with several hundred feet of rope and climbing spikes. He refuses to send the untrained boy with the PCs.

## ACT 1: THE CATHEDRAL OF ARODEN

The Cathedral of Aroden is a massive stone structure overlooking central Almas. Two solid towers flanking a pair of enormous bronze doors dominate the facade. The doors, with their glittering bronze carvings of Aroden's ascension to godhood, welcomed the faithful in times past, but they now lead into Telfyr's massive library. Above the doors stands a roughly circular stained-glass window with delicate looping stonework, a style known as a rose window.

The main entrance is locked (Disable Device DC 35) and thoroughly barricaded, requiring magic or a DC 30 Strength check to open the doors. Removing the barricade requires 1 hour of work and (without magical precautions) automatically alerts all of the cathedral's occupants to intruders. Any character who spends more

than 15 minutes on such work must succeed at a DC 12 Constitution check or be fatigued for 1 hour.

The northwestern approach is concealed from those inside, so Fillian recommends the PCs climb the 40-foot wall there. The numerous carvings peppering the wall make it a relatively easy climb (Climb DC 10, or DC 5 if PCs can throw a rope around one of the grotesques lining the roof).

Unless otherwise noted, the interior is well, if eerily, lit by the numerous stained-glass windows lining the former congregation hall and choir loft. Ceilings are typically 20 feet high, all walls are stone, and single doors are thick wood.

### 1. Aroden's Dome

A flat gray stone ledge runs along the edge of the cathedral's roof, crisscrossed with rain gutters feeding the leering grotesques that ring the building. Toward the south side, the ledge surrounds a gently peaked roof above the long rectangular nave. Two solid towers jut upward at the south end, their severe stone sides broken only occasionally by narrow, barred stained-glass windows.

At the north end a lofty dome covered with deep red copper shingles dominates the structure. The graceful edifice peaks in a twisting stone tower with a golden turret, from which the Pathfinder Society's Glyph of the Open Road banner hangs limply in the still air. The tower has four large windows arranged vertically on each side, all protected by corroded iron grates. Through the grates hang several bells, ranging in size from large to gigantic.

The circular dome (80 feet across at its base) sits atop the octagonal section of the cathedral, leaving a ledge only a few feet wide.

Each of the belfry's windows covers roughly a 5-foot square. The iron grates (hardness 10, hp 15, Break DC 24) are bolted onto the stone. Breaking one of these grates likely makes a great deal of noise; unless substantial precautions are taken, 3 rounds of weapon attacks against a grate alert the cathedral's occupants to the presence of intruders.

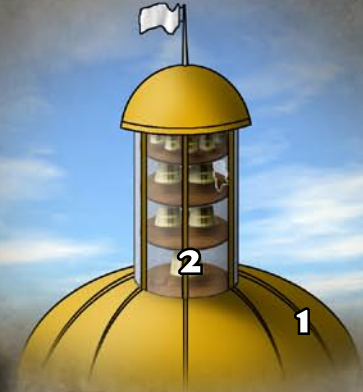
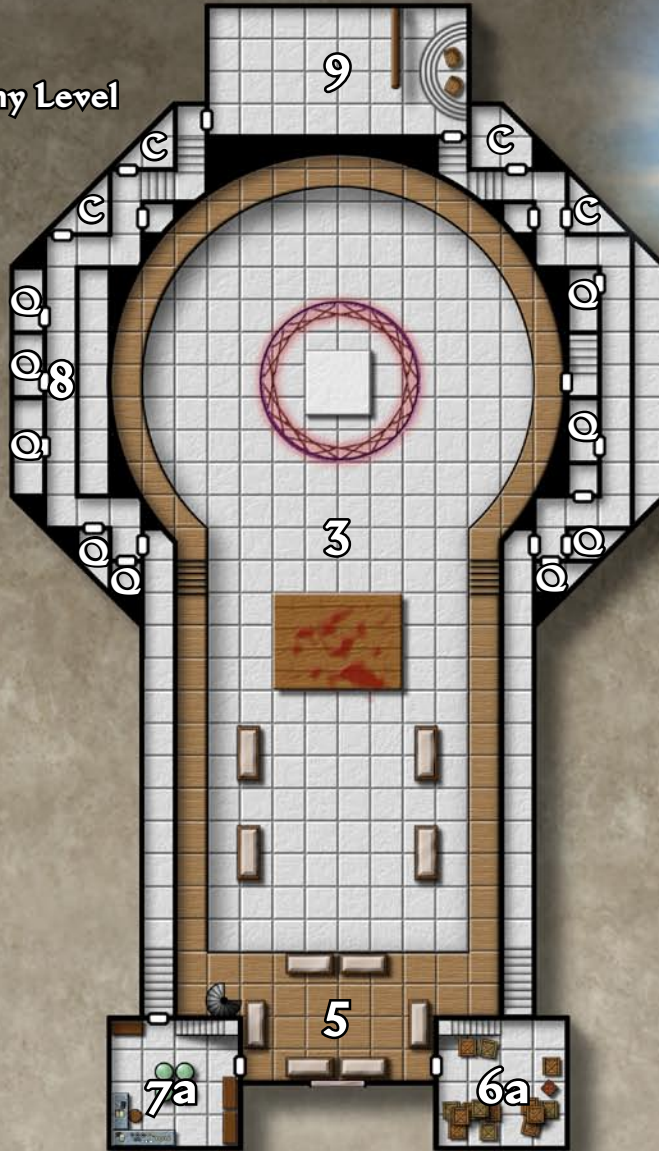
The loose grate noted by Fillian is the second from the top on the east side (DC 5 Perception check to notice if they heard Fillian's directions, or DC 25 otherwise). Fortunately, the grates make climbing the final 10 feet to reach it very easy (Climb DC 5). Two of the bolts are missing, and the grate swings upward easily.

PCs can also enter the cathedral through either of the towers on the south side (areas 6 and 7 below). However, climbing their relatively smooth walls is much more difficult (Climb DC 20). The tower tops lie 40 feet above the roof.

# The Cathedral of Aroden

1 square = 5 feet

Balcony Level



West Tower



East Tower

Ground Floor



## 2. Belfry (CR 1)

The belfry contains nine large bells hanging from a maze of wooden beams. Four relatively small bells hang from a beam at the tower's top, with the others increasing in size toward the tower's bottom. Weather and rust coat most of them, especially the seven-foot-wide behemoth of a bell at the tower's base.

A complex network of scaffolding frames the bells, with each suspended from wooden sliders attached to a system of ropes and pulleys along the tower's walls. These beams connect to scaffolding along the vertical chamber's perimeter, allowing access to the bells above and a platform five feet below the giant bell's bottom.

If the PCs enter through the loose grate, they find themselves 10 feet above the base of the lowermost bell and a further 5 feet above the solid platform below. PCs who entered by breaking a grating may be farther down—even at the base of the lowermost bell, if they entered through a bottom window.

After Fillian accidentally kicked a bell during his escape, the Shadow Lodge agents set a devious trap here.

**Traps:** The PCs face two challenges in the belfry: first, to safely negotiate the scaffolding to the platform below, and second, to avoid the trap.

The scaffolding normally requires Climb checks (DC 5) to descend. However, the sections even with the lowermost bell have been trapped to trigger violent pealing of all 10 bells, alerting the rest of the cathedral's occupants to intruders and posing a substantial danger to any PCs near the belfry.

For convenience, the bells are divided into four groups, each filling 5 feet of vertical space within the tower's shaft. The uppermost group of four small bells and the second group of two middle-sized bells peal rapidly and chaotically, filling the air with high-pitched notes. The third group of two larger bells, and the giant bell at the bottom, swing more slowly, emitting deep bass tones.

## Tier 1–7 (CR 1)

### BELL TRAP

CR 1

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

#### EFFECTS

**Trigger** touch (creature standing on scaffolding across from bottom bell); **Reset** none

**Effect** All four sections of bells peal for 1 minute, alerting everyone in the temple to the presence of intruders. In addition, anyone in the belfry when the bells ring must make a DC 15 Fortitude saving throw or be deafened for 1d4 minutes.

**Development:** The pealing bells alert all the Shadow Lodge creatures within the complex to the presence of intruders. The individual encounter areas outline each creature's preparations.

The trap door on the belfry's platform leads to a narrow wooden staircase descending the dome's interior (between the roof and the fresco described in area 3) and opening onto the dome's viewing gallery at the point marked **B** on the map.

## 3. Congregation Hall (CR 3 or CR 5 or CR 8)

The Cathedral of Aroden's former congregation hall fills an enormous, high-ceilinged open space, with the rectangular nave opening into a large circular chamber beneath the building's grand dome.

Along the dome's ceiling, a fresco depicts Aroden's apotheosis and his famed battle with the wizard-king Tar Baphon on the Isle of Terror. Although intricate, the fresco's crumbling perimeter and fading colors betray the lack of recent maintenance. A narrow wooden balcony, lined by a finely carved balustrade, encircles the dome's base and the cathedral's nave. The balusters depict men following several different professions, while fine calligraphy graces the top railing.

Forty feet below, an enormous altar—itsself the size of a small building—stands stoutly below the dome's apex. The cathedral's nave stretches out to the south. Soft blue light streams into the enormous space through dozens of meticulously decorated stained-glass windows lining the nave. They illuminate trophies of all sorts—from weapons to wands—hung from the hall's many columns.

Signs of last night's gala and the massacre that interrupted it are obvious: freshly painted sunburst decorations, tables swathed in fine cloth covered with spoiled food, a portable stage standing empty but bloodstained, and corpses littering the floor below.

The Cathedral's former congregation hall no longer resembles a religious space. Many of the original decorations—such as the fresco and balustrade—remain, but Brackett has put the stamp of the Pathfinder Society on it as well, with a huge number of vibrant and exotic (but mostly worthless) trophies hanging from the columns.

The octagonal part of the congregation hall extends underneath the balcony and dome to the outer walls of the Cathedral of Aroden (with the exception of the northern edge, where it stops at the edge of area 9). The nave extends below the balcony, as depicted on the Ground Floor map.

**Creatures:** Hagla has stationed his most powerful ally, an air elemental, here.

## Tier 1–2 (CR 3)

### MEDIUM AIR ELEMENTAL CR 3

hp 30 (*Pathfinder RPG Bestiary* 120)

#### TACTICS

**Before Combat** If it has been alerted to intruders, the elemental hides inside the hollow altar (Stealth +10). Otherwise, it flies lazily just below the dome's apex.

**During Combat** The elemental uses Flyby Attack to harass PCs on the balcony, ending each of its turns under and out of sight from the PCs. It exhausted its whirlwind form during the night attack and so cannot use that ability now.

## Tier 3–4 (CR 5)

### LARGE AIR ELEMENTAL CR 5

hp 68 (*Pathfinder RPG Bestiary* 120)

#### TACTICS

**Before Combat** If it has been alerted to intruders, the elemental hides inside the hollow altar (Stealth +11). Otherwise, it flies lazily just below the dome's apex.

**During Combat** The elemental begins by transforming to whirlwind form, attempting to lift PCs into the air and drop them onto the hall below (from up to 60 feet high). It then uses Flyby Attack to harass PCs on the balcony, ending each of its turns with as much cover as possible.

## Tier 6–7 (CR 8)

### ADVANCED LARGE AIR ELEMENTALS (2) CR 6

*Pathfinder RPG Bestiary* 120, 294

N Large outsider (air, elemental, extraplanar)

**Init** +13; **Senses** darkvision 60 ft.; **Perception** +13

#### DEFENSE

**AC** 25, **touch** 19, **flat-footed** 15 (+9 Dex, +1 dodge, +6 natural, –1 size)

**hp** 84 (8d10+40)

**Fort** +11, **Ref** +15, **Will** +4

**Defensive Abilities** air mastery; **DR** 5/—; **Immune** elemental traits

#### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** 2 slams +16 (1d8+6)

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

**Special Attacks** whirlwind (DC 20)

#### STATISTICS

**Str** 22, **Dex** 29, **Con** 20, **Int** 10, **Wis** 15, **Cha** 15

**Base Atk** +8, **CMB** +15; **CMD** 35

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved

Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +20, Escape Artist +20, Fly +27, Knowledge

(planes) +11, Perception +13, Stealth +13

#### TACTICS

**Before Combat** If the elementals have been alerted to intruders, one of them hides inside the hollow altar (Stealth

+13). Otherwise, they fly lazily just below the dome's apex.

**During Combat** One elemental begins by transforming into whirlwind form, attempting to lift PCs into the air and drop them onto the hall below (from up to 60 feet high). The other uses Flyby Attack to harass PCs on the balcony, ending each of its turns with as much cover as possible.

**Development:** Combat here alerts the choir loft's guardian (area 5) to intruders.

PCs who succeed at a DC 15 Knowledge (religion) check can identify the balusters ringing the balcony as the 12 disguises many faithful believed Aroden used while traveling the world (artist, beggar, craftsman, farmer, fisherman, hunter, merchant, scholar, shepherd, soldier, tailor, and thief). PCs who read Azlanti or who succeed at a DC 20 Linguistics check can translate the lettering as the infamous *Starfall Doctrine*, which prophesied Aroden's return to usher in an Age of Glory but was proven false when he died on the eve of its manifestation.

Should the PCs explore the ground floor, they find it covered with remnants of the party and its gory end. After their assault, the Shadow Lodge agents and Hagla's hobgoblin troops dragged their more important captives upstairs and left the remainder to die in the hall. Seventeen corpses, many important members of the Almas elite, lie here.

The altar is hollow and contains the elemental's treasure cache and a locked trap door (Disable Device DC 35) opening onto a narrow set of stairs leading downward into the cathedral's crypt. This maze of tunnels is beyond the scope of this scenario and is very heavily guarded by Hagla's troops, throngs of whom can be heard chanting warcries in Goblin.

**Treasure:** The elemental gathered much of the corpses' treasure and hid it under the altar (Perception DC 15 to notice). The assorted jewelry is worth 240 gp for Tier 1–2, 404 gp for Tier 3–4, and 684 gp for Tier 6–7. For Tier 3–4, there is also a *hat of disguise* in the shape of a fez and a 1st-level *pearl of power*. For Tier 6–7, there is the *hat of disguise* and a *circlet of persuasion*.

**Mission Notes:** Qadira faction PCs should find Fuha's corpse (his scarred head is easy to identify) among the dead. If they search his body, they find his ancestral scroll detailing the deeds of his Qadiran family. PCs must destroy or confiscate the scroll without any others noticing to succeed in their mission.

**Rewards:** If the PCs find the elemental's treasure cache, reward each tier thusly:

**Tier 1–2:**

Give each player 20 gp.

**Tier 3–4:**

Give each player 270 gp.



**Tier 6–7:**

Give each player 582 gp.

## 4. Telfyr's Library

A splendidly carved marble corridor cuts through the center of this chamber, connecting a pair of huge bronze doors to the south to a pair of colorful wooden doors to the north. Freshly painted images of the sun cover the latter, while a massive barricade of broken shelves and upturned tables blocks the southern doors—clearly the main entrance to the cathedral. Oddly, the piled furniture actually cuts through not only the arches lining the corridor but also the columns that support them, as if they were insubstantial.

Beyond these arches, two dim stone rooms flank the central corridor, packed with pile upon pile of books, tomes, and scrolls. Although dozens of shelves stand throughout, most of the books are scattered haphazardly on the floor, many torn or otherwise damaged.

Originally the Cathedral of Aroden's antechamber, this room was converted into a library by Wystorn Telfyr, who believed the massive trove of knowledge merited surroundings as lofty as these. In order to maintain the fiction of a grand entrance, he used several variant *illusory wall* spells to create the grandiose central corridor, decorated with famous scenes from the *Pathfinder Chronicles*. The library visible through the arches is meant to impress visitors, although the most valuable tomes are kept elsewhere (area 7b).

After Hagla took over the cathedral, his minions barricaded the doors with broken tables from the nave. The enormous pile quickly spilled over into the neighboring chambers, ruining Telfyr's illusion. In the process, the hobgoblins ransacked the library. The Spider did ensure that they left the southeast corner—containing lore on Aroden's life—untouched so that she could complete some research. A thorough search of this area, or a DC 25 Perception check, allows a PC to find a small scrap of paper inscribed with the following: "sunset: 4-4-3-9-9-7-2-1-"

The spiral staircase leads upward to the choir loft. The exterior doors are locked (Disable Device DC 35) and barricaded. Removing the barricade requires 1 hour of work. Any character who spends more than 15 minutes on such work must succeed at a DC 12 Constitution check or be fatigued for 1 hour.

## 5. Choir Loft (CR 2 or CR 4 or CR 7)

At the southern end of the congregation hall, an ornate choir loft sits twenty feet above the ground, joined to the narrow balcony encircling the nave and dome. The richly decorated wall panels depict scenes of strangely dressed men, while the

low marble balustrade shows human figures celebrating. Many of these scenes have suffered recent damage, with stone shards and a broken bannister littering the floor. Several smashed glass cases line the room, numerous swords of widely varying styles and construction poking out of them.

Along the Cathedral's south wall, a ten-foot-wide rose window glitters with the sun, bathing the loft in light. A number of red figures surround a strange white shape against the window's blue background.

A spiral staircase leads down and a pair of doors lead east and west.

The choir loft sits atop the cathedral's antechamber (area 4). The air elemental stormed through in whirlwind form during the raid, dealing a good deal of damage to the carvings, cases, and rose window.

As soon as they get a clear view of the rose window, PCs can make DC 15 Knowledge (religion or history) checks. Those who succeed suspect that the scene should depict the raising of the *Starstone*, but the figures' hands are positioned in such a way that they appear to be lowering the artifact instead of raising it (see Creature, below). Anyone who inspects it carefully and who succeeds at a DC 25 Perception check notes that the window and its stone frame are riddled with cracks.

**Creature:** After the elemental damaged the rose window, the Shadow Lodge animated the shards as a second guard. However, ignorant of human history, the guardian ruined the window's iconography when it reassembled itself.

The window attacks once all the PCs are within the loft. Unless a PC succeeded at the Knowledge (religion or history) or Perception check, the window gains a surprise round.

The sun shines brightly through the window opening after the guardian vacates it, filling the choir loft with bright light.

## Tier 1–2 (CR 2)

ROSE WINDOW	CR 2
Animated object ( <i>Pathfinder RPG Bestiary</i> 14)	
N Small construct	
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft., low-light vision; Perception –5	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)	
<b>hp</b> 21 (2d10+10)	
<b>Fort</b> +0, <b>Ref</b> +1, <b>Will</b> –5	
<b>Defensive Abilities</b> hardness 5; <b>Immune</b> construct traits	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> 2 slams +3 (1d4)	
<b>TACTICS</b>	
<b>During Combat</b> The window begins combat by leaping onto a	

creature from its perch (requiring a ranged touch attack and dealing 1d6 points of damage) and relying on its hardness to resist the damage to itself. It then attacks with its slam attacks, focusing on one creature at a time.

**STATISTICS**

**Str** 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

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

**SPECIAL ABILITIES**

**Construction Points (Ex)** The rose window has spent its 1 Construction Point on an additional slam attack.

**Tier 3–4 (CR 4)**

**ANIMATED ROSE WINDOW** **CR 4**

Advanced animated object (*Pathfinder RPG Bestiary* 14, 294)

N Medium construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** –3

**DEFENSE**

**AC** 18, touch 12, flat-footed 18 (+2 Dex, +6 natural)

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +3, **Will** –2

**Defensive Abilities** hardness 5; **Immune** construct traits

**OFFENSE**

**Speed** 30 ft.

**Melee** 3 slams +7 (1d6+4)

**TACTICS**

**During Combat** The window begins combat by leaping onto a creature from its perch (requiring a ranged touch attack and dealing 3d3 points of damage) and relying on its hardness to resist the damage to itself. It then attacks with its slam attacks, focusing on one creature at a time.

**STATISTICS**

**Str** 18, **Dex** 14, **Con** —, **Int** —, **Wis** 5, **Cha** 5

**Base Atk** +3; **CMB** +7; **CMD** 19

**SPECIAL ABILITIES**

**Construction Points (Ex)** The rose window has 2 CP, which it has spent on two additional slam attacks.

**Tier 6–7 (CR 7)**

**ROSE WINDOW GOLEM** **CR 7**

Young stained glass golem (*Pathfinder RPG Bestiary* 2 138, 293)

N Medium construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

**DEFENSE**

**AC** 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

**hp** 86 (12d10+20)

**Fort** +4, **Ref** +5, **Will** +4

**Defensive Abilities** reflect spells; **DR** 5/adamantine; **Immune** magic, construct traits

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +15 (2d6+3 plus bleed)

**Special Attacks** bleed (1d8), dazzling brightness

**TACTICS**

**During Combat** The golem begins combat by leaping onto a creature from its perch (requiring a ranged touch attack and dealing 3d3 points of damage) and relying on its hardness to resist the damage to itself. It uses its reflect spells ability as often as possible.

**STATISTICS**

**Str** 16, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Skills** Stealth +9; **Racial Modifiers** +8 Stealth

**Base Atk** +12; **CMB** +15; **CMD** 16

**SPECIAL ABILITIES**

**Dazzling Brightness (Ex)** A stained glass golem in an area of bright light dazzles any creature within 30 feet that sees it (Fortitude DC 16 negates). Once a creature makes a save against this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

**Immune to Magic (Ex)** A stained glass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a stained glass golem, as noted here. A *shatter* spell damages a stained glass golem as if it were a crystalline creature. A *keen edge* spell affects all of a stained glass golem's slam attacks as if they were slashing weapons. A magical attack that deals cold damage slows a stained glass golem (as the *slow* spell) for 3 rounds (no saving throw). A magical attack that deals fire damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A stained glass golem gets no saving throw against fire effects.

**Reflect Spells (Ex)** As a free action once every 1d4 rounds, a stained glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a *spell turning* spell.

**Development:** Combat here alerts the elemental in area 3 to the presence of intruders.

PCs who succeed at a DC 20 Knowledge (history) check identify the paneled wall carvings as key scenes in the founding of Absalom, while those who succeed at a DC 15 Knowledge (religion) check identify the balustrade's figures as the steps in the invention process sacred to Aroden.

Both doors are locked (Disable Device DC 20).

**Treasure:** The 11 swords inside the shattered cases are all ornately decorated. PCs who succeed at DC 20 Knowledge (history or religion) checks recognize them as blades associated with heroes of Aroden's faith, although

most are replicas. The nine longswords are each worth 35 gp. A masterwork bastard sword with a wolf-head hilt lies along the east wall. For Tier 3–4, this is a +1 *bastard sword*, and for Tier 6–7, it is a +1 *vicious bastard sword*. Finally, a gleaming mithral short sword with intricate scrollwork on its blade lies along the west wall. For Tier 6–7, this is a +1 *mithral short sword*.

**Mission Notes:** Taldor faction PCs should be interested in the rose window. Unfortunately, the shattered window must be reconstructed to copy the code, which requires a DC 20 Perception check or a DC 15 Knowledge (history or religion) check. The message is written on the stained-glass image of the *Starstone*. PCs can copy the script (or the entire window) to complete their mission, earning Taldor faction PCs 1 Prestige Award.

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

**Tier 1–2:**

Give each player 138 gp.

**Tier 3–4:**

Give each player 305 gp.

**Tier 6–7:**

Give each player 972 gp.

## 6. Greudemoffit's Tower

The easternmost tower rises 80 feet above the ground, or 40 feet above the nave's roof (area 1). Its solid gray stone is mostly unadorned, broken only by a few narrow vertical windows peppering the surface, except on the south face, which is covered with carvings of Aroden's saints. The smooth walls are relatively difficult to climb (DC 20).

The lowest level (area 6a) has a thick wooden door (also locked, Disable Device DC 20) leading to the choir loft (area 5). It is a storage area, containing crates of supplies and equipment for the lodge. A DC 20 Perception check reveals that the middle section of the north wall, by the staircase, is recent construction (built by Brackett to seal off the inner conference chambers).

The middle level (area 6b) contains Greudemoffit's laboratory, filled with large glass chambers, tubes, benches, and a number of weather experiments. These range from the distillation of rainwater to attempts to create clouds (DC 15 Craft [alchemy] or Knowledge [nature] check to interpret).

The tower's interior has three levels, all connected by a narrow wooden staircase snaking up the tower's north side (the ground floor is no longer accessible, sealed off when it was incorporated into the library). The uppermost level (area 6c) contains an office, with an enormous oak desk littered with papers and logbooks. These notes belong to Greudemoffit, one of Telfyr's senior apprentices, who has

### OPTIONAL ENCOUNTER

The homunculi encountered in area 7a are an optional encounter. If more than 2 hours remain in the session, run it as written. Otherwise, assume that the Shadow Lodge agents have destroyed all the homunculi but that the laboratory equipment (important for the faction missions) remains.

developed an fascination with meteorology and weather prediction. A nearby table contains a stack of books detailing magical theories of weather.

The tower's roof (area 6d) is edged by a low crenellated wall and contains several pieces of meteorological equipment: a brass wind vane shaped like a bird in flight, a water-filled glass chamber containing a number of colorful glass bulbs (three of which float on top, one on the bottom), a rainwater gauge, and a spyglass mounted on a tripod. A trap door on the northern edge of the roof is locked (Disable Device DC 25) and opens onto a spiral staircase leading into the tower.

## 7. The Homunculus Lab

The exterior of the western tower is identical to the eastern tower (area 6), though its roof (area 7d) is completely bare save for the trap door. It too has three accessible levels, with the ground floor sealed off from the rest and connected to the library (area 4).

When the PCs enter the tower's lowest floor (area 7a), read the following.

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At the center of this twenty-foot-square room stand eight stout glass receptacles filled with fluids ranging from clear liquid to green jelly. Warty, fleshy blobs, resembling tiny humanoids, float inside each one. In one tube, a large black eye blinks up and down repeatedly, while in others a creature's arms wave frantically and a strangely pretty doll-faced creature floats calmly.

Heavy wooden benches ring the room, overflowing with alembics, beakers, ovens, tubes, and alchemical equipment of all sorts. Stout doors stand along the room's western and northern walls, and a narrow staircase leads upward along the north wall.

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This is Wystorn Telfyr's homunculus laboratory, where he has created dozens of the creatures. The blobs incubating here are his works-in-progress, some of which are bizarre variant homunculi built to resemble particular people or creatures (see Mission Notes, below).

Both doors in the room are locked (Disable Device DC 20). During the assault, the Shadow Lodge slaughtered many of Telfyr's homunculus assistants. A trio of survivors fled here.

These survivors are distrustful of the PCs and hide from them at first. If discovered, they flee unless the PCs

convince the creatures of their good intent. This requires that the PCs do not attack them and succeed at a DC 20 Diplomacy check. Player characters gain a +2 bonus if they can present evidence of their association with the Pathfinder Society. Once the homunculi calm down, they fly to the room's ceiling and begin clicking incoherently and beating their chests.

Because the homunculi cannot speak (though they understand Common), communicating with them is difficult. PCs can make requests using the normal Diplomacy rules (treat calm homunculi as indifferent), but understanding their response requires either magic or a DC 20 Sense Motive or Linguistics check. Failed checks should result in amusing, but not harmful, misinterpretations of the homunculi's sign language.

If asked about the attack, the homunculi tell the PCs of the air elemental, though they do not know where it is now. They also know that a humanoid with a wicked spiked chain led the attack. Most importantly, they report that their master has remained unconscious since the attack and was taken through the north door.

PCs who inquire about contacting Telfyr telepathically learn that his unconsciousness has so far prevented any communication.

Under no circumstances will the homunculi accompany PCs elsewhere in the cathedral.

The middle floor (area 7b) contains the library's most valuable tomes. It is especially rich in books about devil-binding and the history of magical constructs, including homunculi.

The uppermost floor (area 7c) contains Telfyr's home, including both his office (a small marble table and a bookcase filled with tomes detailing the creation of homunculi and other constructs) and, hidden behind several tapestries depicting Aroden and Iomedae, his richly appointed bedchamber. The neatly made bed lies beside a nightstand stacked with several well-thumbed volumes of the *Pathfinder Chronicles*, with bookmarks flagging some of the more titillating passages.

**Mission Notes:** Cheliox faction PCs can find the *Book of the Dreaming Devils*—actually a pamphlet—in the tower archives (area 7b, DC 15 Perception check to find); doing so earns them 1 Prestige Award.

Cheliox faction PCs also notice that one of the incubating blobs bears a striking resemblance to Paracountess Zarta Dralneen, albeit with dozens of extra warts. Provided the complex network of tubes and fragile containers are at least partly intact, extracting the blob from them requires a DC 20 Craft (alchemy) or Disable Device check. Otherwise, the glass breaks, spilling goo around the room. Any surviving homunculi resist this interference, increasing the skill check DCs by 5 unless the PC also succeeds at a DC 20 Diplomacy or Bluff

check to keep them docile. The blob is destroyed if the incubators are knocked over. Retrieving the blob intact earns Cheliox faction PCs 1 Prestige Award.

Osirion faction PCs need to recover some fluid from the homunculus incubators, which requires either sensible precautions or a DC 10 Craft (alchemy) or Sleight of Hand check to avoid taking 1d6 points of acid damage. Any remaining homunculi watch this task curiously but do not interfere.

## 8. Inside the Dome (CR 2 or CR 4 or CR 7)

The north door in area 7a leads to an ascending stairway and a corridor running above the nave's stained-glass windows, where the cathedral's walls bow outward to support the roof. At the end of this long corridor, a plain door opens into a series of dark rooms situated 40 feet above the ground at the base of the cathedral's great dome. These small rooms, formerly the cells of Aroden's clergy, are mostly dark, although narrow, barred windows dimly light those along the exterior walls.

This area now contains guest quarters for Pathfinders and a number of conference rooms. The rooms marked Q on the map are guest chambers; most contain simple beds (their mattresses slit open by Hagla's hobgoblins and Shadow Lodge agents), broken desks, and upturned wardrobes. The rooms marked C are conference rooms, with solid wood tables, finely carved chairs, and easels for displaying maps and charts. The Shadow Lodge agents have already removed all the valuables in these rooms. In the process, they ransacked the area, leaving refuse throughout the main hallway and making it difficult terrain.

The secret doors require DC 20 Perception checks to notice them. A PCs who sees one opened gets a +10 bonus on her check.

**Creatures:** Hagla left two Shadow Lodge rogues to guard this area (at positions R on the map).

### Tier 1–2 (CR 2)

HOBGOBLIN ROGUES (2)	CR 1/2
Male hobgoblin rogue 1 ( <i>Pathfinder RPG Bestiary</i> 175)	
LE Medium humanoid (goblinoid)	
<b>Init</b> +3; <b>Senses</b> darkvision 60 ft.; Perception +5	
<b>DEFENSE</b>	
AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)	
<b>hp</b> 11 each (1d8+3)	
<b>Fort</b> +2, <b>Ref</b> +5, <b>Will</b> +1	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> heavy mace +2 (1d8+2)	

**Ranged** shortbow +3 (1d6/x3)

**Special Attacks** sneak attack +1d6

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**TACTICS**

**Before Combat** If the rogues are aware of intruders, they quaff their *potions of invisibility*. Otherwise, they lounge at their stations.

**During Combat** The northernmost rogue ambushes the PCs using Point-Blank Shot and then moves into the secret corridor; as the PCs advance, the other rogue sneaks up from behind. The rogues continue these tactics until cornered, using their smokesticks to hide their movements.

---

**STATISTICS**

**Str** 14, **Dex** 17, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 15

**Feats** Point-Blank Shot

**Skills** Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Intimidate +3, Perception +5, Sleight of Hand +7, Stealth +11

**Languages** Common, Goblin

**SQ** trapfinding +1

**Combat Gear** *potion of invisibility*, smokestick; **Other Gear** leather armor, heavy mace, shortbow with 20 arrows, 18 gp

## Tier 3–4 (CR 4)

### HOBGOBLIN ROGUE (2)

CR 2

Male hobgoblin rogue 3 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7

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**DEFENSE**

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 26 each (3d8+9)

**Fort** +3, **Ref** +6, **Will** +2

**Defensive Abilities** evasion, trap sense +1

---

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk heavy mace +5 (1d8+2)

**Ranged** mwk composite shortbow +6 (1d6+2/x3)

**Special Attacks** sneak attack +2d6

---

**TACTICS**

**Before Combat** If the rogues are aware of intruders, they quaff their *potions of invisibility*. Otherwise, they lounge at their stations.

**During Combat** The northernmost rogue ambushes the PCs using Point-Blank Shot and then moves into the secret corridor; as the PCs advance, the other rogue sneaks up from behind. The rogues continue these tactics until cornered, using their smokesticks to hide their movements.

---

**STATISTICS**

**Str** 14, **Dex** 17, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Nimble Moves, Point-Blank Shot

**Skills** Acrobatics +9, Climb +8, Disable Device +9, Escape Artist +9, Intimidate +5, Perception +7, Sleight of Hand +9, Stealth +13

**Languages** Common, Goblin

**SQ** rogue talent (fast stealth), trapfinding +1

**Combat Gear** *potions of cure light wounds* (2), *potion of invisibility*, smokestick; **Other Gear** masterwork studded leather armor, masterwork heavy mace, masterwork mighty composite shortbow (+2 Str) with 20 arrows, jeweled knuckle rings (worth 125 gp), 23 gp

## Tier 6–7 (CR 7)

### HOBGOBLIN ROGUE (2)

CR 5

Male hobgoblin rogue 5/assassin 1 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +9

---

**DEFENSE**

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

**hp** 47 each (6 HD; 5d8+1d8+17)

**Fort** +4, **Ref** +10, **Will** +2

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

---

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk heavy mace +5 (1d8+2)

**Ranged** mwk composite shortbow +8 (1d6+2/x3 plus poison)

**Special Attacks** death attack (DC 12), sneak attack +4d6, poison

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**TACTICS**

**Before Combat** If the rogues are aware of intruders, they quaff their *potions of invisibility*, poison their arrows, and begin to study the PCs for their death attacks. Otherwise, they lounge at their stations.

**During Combat** The rogues use their death attacks on the first round (choosing paralysis). They then retreat to fire arrows, moving through the secret doors (all of which they have discovered by now) to maneuver for sneak attacks. They use their smokesticks to hide their movements.

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**STATISTICS**

**Str** 14, **Dex** 17, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Acrobatic Steps, Nimble Moves, Point-Blank Shot

**Skills** Acrobatics +13, Climb +8, Disable Device +13, Disguise +8, Escape Artist +13, Intimidate +8, Perception +9, Sleight of Hand +11, Stealth +17; **Racial Modifiers** +4 Stealth

**Languages** Common, Goblin, Orc

**SQ** rogue talents (bleeding attack +4, fast stealth), trapfinding +2

**Combat Gear** *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of shield of faith* +2, smokesticks (2), shadow essence poison (4 doses); **Other Gear** +1 studded leather, heavy mace, masterwork mighty composite shortbow (+2 Str) with 20 arrows, jeweled knuckle rings (worth 125 gp), 23 gp

SPECIAL ABILITIES

**Poison (Ex)** *Shadow Essence Poison*: injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1 Str drain/1d2 Str; cure 1 save.

**Development:** If interrogated, the rogues describe Hagla as a fearsome and famous warrior from the Goblinblood Wars. They know he has hostages in Brackett's quarters but do not know who any of them are. They know nothing about Ouidda. If asked where the rest of the raiding party are, the rogues may be convinced with a DC 20 Intimidate check to reveal that most of their force has moved into the catacombs beneath the city or out to other strategic locations throughout Almas awaiting the signal to attack the city. Only Hagla knows when that signal is set to be given.

The stairways at the northern ends of the corridors lead downward to the entry doors to area 9.

**Mission Notes:** Qadiran faction PCs must find Fuha's contact list, which one of the rogues now carries: the list is coded, but it is signed "Fuha." Retrieving it earns Qadira faction PCs 1 Prestige Award.

Andoran faction PCs can goad the hobgoblins into revealing the location of their compatriots with a DC 20 Bluff or Intimidate check (which can be performed once per round during combat as a free action, or once each as part of interrogation), or with a DC 20 Diplomacy check after combat. The rogues reluctantly point out on a map of the city and its surrounding areas where the major hobgoblin attack forces are amassed. Retrieving this information earns Andoran faction PCs 1 Prestige Award.

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

**Tier 1–2:**

Give each player 68 gp.

**Tier 3–4:**

Give each player 283 gp.

**Tier 6–7:**

Give each player 775 gp.

## 9. The High Chapel (CR 3 or CR 5 or CR 8)

A soft blue glow fills this room, emanating from the stained-glass windows lining three of its walls, each depicting a godlike figure in a different city. Frescoes of angels lifting Aroden to the sky cover the ceiling.

Despite its obvious design as a chapel, the room itself has no religious trappings. Instead of pews, the remnants of a large wooden table and a dozen chairs fill the chamber. Much of their wood has been cannibalized to create a makeshift wooden gallows across the chamber's eastern end.

Behind the gallows, three low stairs ascend to a raised area with two overstuffed chairs.

Brackett converted the high priest's private chapel into his prime meeting room. Hagla moved the hostages here after the assault, with orders from the Spider to guard the cathedral and activate the bells according to the prescribed melody at sunset. Fortunately for Brackett, she ordered the hobgoblin to leave the hostages alive in case they held information of interest. Hagla's crew built the gallows to frighten the hostages during interrogations.

Note that the much of the chapel is now difficult terrain, thanks to the debris from the broken furniture.

**Creatures:** Hagla, a terrifying hobgoblin champion from Isgar, led the Shadow Lodge raid on the cathedral and now guards the captives. After leading a group of commandos in the Goblinblood Wars, Hagla brought his minions to seek their fortune in the forests of Andoran. After they tried to rob her, an impressed Ouidda offered him revenge on humankind if he agreed to follow her. His unquestioning loyalty is largely due to the Spider's continuing success and the opportunity to craft his own plots against Almas while she provides financial and logistical support, even though she is unaware of his true motivations.

The four hostages are **Venture-Captain Brackett** (LN male human fighter 5/expert 2), the Pathfinder wizard **Wystorn Telfyr** (N male human wizard 7), his apprentice **Greudemoffit** (CG male human wizard 1), and a visiting Osirian (and advisor to the Sapphire Sage) named **Ramenophesa** (LN female human expert 4). All except Telfyr are conscious and staggered (and at 0 hit points) but tightly bound. Even if freed and healed, they are in no condition to fight.

Telfyr is unconscious, bound, and at 4 hit points with 15 points of nonlethal damage. If he is healed back to consciousness, such as through the use of channel positive energy, he casts his only remaining spell—*animate rope*, meant for a party trick—on the second round of combat, using it to free Brackett from his bonds. Other than this token effort, the wizard tries to stay out of the fighting.

If the PCs rang the bells in area 2, Hagla has hung the three conscious prisoners from the gallows. They now stand on a bench; if it is removed, they begin to die. Assume that the relatively hardy Brackett dies after 6 rounds of struggle, while the other two perish after only 3 rounds. The unconscious Telfyr lies between the chairs on the dais.

If Hagla is unaware of intruders, Brackett lies next to Telfyr while the other two hostages are in the gallows, in the midst of a brutal interrogation.

## Tier 1–2 (CR 3)

### HAGLA CR 3

Male hobgoblin fighter 4 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

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

#### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

**hp** 38 (4d10+12)

**Fort** +6, **Ref** +4, **Will** +0; +1 vs. fear

**Defensive Abilities** bravery +1

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk spiked chain +9 (2d4+6)

**Ranged** composite longbow +7 (1d8+3/×3)

#### TACTICS

**During Combat** If the captives are in the gallows, Hagla first kicks out the bench from underneath them. He then moves to block PCs from rescuing them using his Stand Still feat. If the PCs catch Hagla unaware, he stands his ground unless the PCs all attack from a distance. If reduced to half his hit points, he threatens to coup de grace Greudemofft or Ramenophesa, following through 1 round later.

**Morale** Hagla fights to the death, his last words a promise that the Spider will avenge him.

#### STATISTICS

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

**Base Atk** +4; **CMB** +7; **CMD** 20

**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Stand Still, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

**Skills** Intimidate +8, Perception +3, Stealth +5

**Languages** Common, Goblin

**SQ** armor training 1

**Combat Gear** *potions of cure light wounds* (2); **Other Gear** +1 breastplate, masterwork spiked chain, mighty composite longbow (+3 Str), nose ring (worth 175 gp), 50 gp

## Tier 3–4 (CR 5)

### HAGLA CR 5

Male hobgoblin fighter 6 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

**hp** 55 (6d10+18)

**Fort** +7, **Ref** +5, **Will** +1; +2 vs. fear

**Defensive Abilities** bravery +2

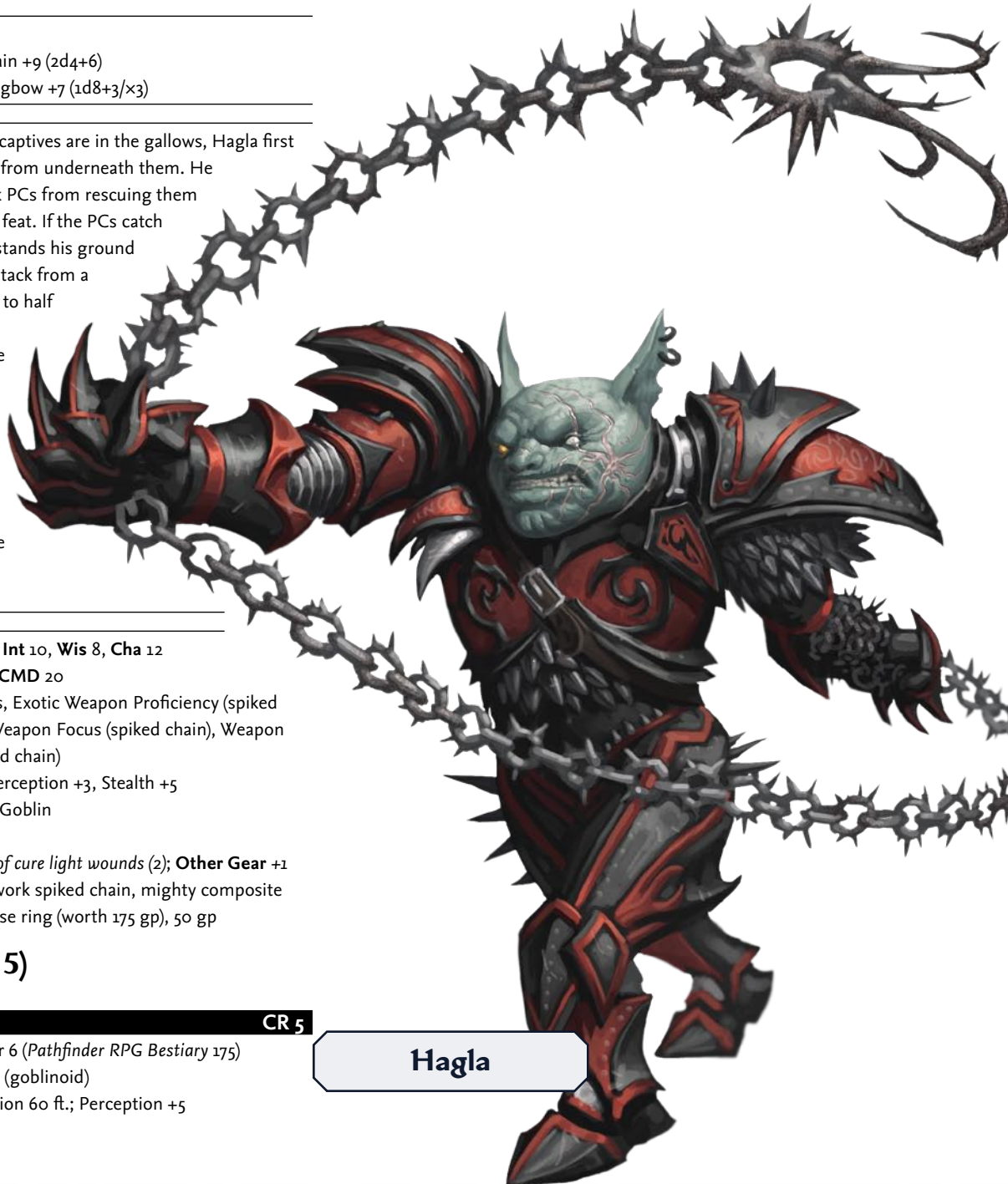
#### OFFENSE

**Speed** 30 ft.

**Melee** mwk spiked chain +12/+7 (2d4+8)

**Ranged** mwk composite longbow +10/+5 (1d8+3/×3)

**Special Attacks** weapon training (flails +1)



Hagla

**TACTICS**

**During Combat** If the captives are in the gallows, Hagla first kicks out the bench from underneath them. He then moves to block PCs from rescuing them using his Stand Still feat and making liberal use of Lunge and Power Attack. If the PCs catch Hagla unaware, he stands his ground unless the PCs all attack from a distance. If reduced to half his hit points, he threatens to coup de grace Greudemoffit or Ramenophesa, following through 1 round later.

**Morale** Hagla fights to the death, his last words a promise that the Spider will avenge him.

**STATISTICS**

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

**Base Atk** +6; **CMB** +9; **CMD** 22

**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Lunge, Power Attack, Stand Still, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

**Skills** Intimidate +10, Perception +5, Stealth +5

**Languages** Common, Goblin

**SQ** armor training 1

**Combat Gear** *potions of cure light wounds* (2); **Other Gear** +1 breastplate, +1 spiked chain, masterwork mighty composite longbow (+3 Str), nose ring (worth 125 gp), 50 gp

**Tier 6–7 (CR 8)**

**HAGLA**

**CR 8**

Male hobgoblin fighter 9 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +8

**DEFENSE**

**AC** 23, touch 13, flat-footed 20 (+10 armor, +3 Dex)

**hp** 99 (9d10+45)

**Fort** +11, **Ref** +8, **Will** +4; +2 vs. fear

**Defensive Abilities** bravery +2

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk spiked chain +17/+12 (2d4+9/19-20)

**Ranged** mwk composite longbow +14/+9 (1d8+4/x3)

**Special Attacks** weapon training (flails +2, bows +1)

**TACTICS**

**During Combat** If the captives are in the gallows, Hagla first kicks out the bench underneath them. He then moves to block PCs from rescuing them using his Stand Still feat and making liberal use of Lunge and Power Attack. If the PCs catch Hagla unaware, he stands his ground unless the PCs all attack from a distance. If reduced to half his hit points, he threatens to coup de grace Greudemoffit or Ramenophesa, following through 1 round later.

**Morale** Hagla fights to the death, his last words a promise that the Spider will avenge him.

**STATISTICS**

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

**Base Atk** +9; **CMB** +12; **CMD** 25

**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Critical (spiked chain), Lunge, Power Attack, Stand Still, Toughness, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

**Skills** Intimidate +13, Perception +8, Stealth +4; **Racial**

**Modifiers** +4 Stealth

**Languages** Common, Goblin

**SQ** armor training 1

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 full plate, +1 spiked chain, masterwork mighty composite longbow (+3 Str), cloak of resistance +2, nose ring (75 gp)

**Development:** Any rescued captives thank the PCs profusely for their help. The exhausted Brackett immediately inquires about the Spider; see the Conclusion section below for more information. In case he perishes during the combat, Hagla now carries his notes, which also contain all the information in the Conclusion section.

Should the PCs capture Hagla, he threatens them with the Spider's revenge but will sooner die than reveal any more information about the Spider than Brackett already knows. He does know the code melody to begin the hobgoblin assault and tries to convince PCs that it must be rung in order to call off the assault if they inquire about it. Otherwise, he makes no mention of the whereabouts of his forces nor his plan to sack Almas.

The rooms underneath the eastern portion of the dome are accessible from the southeast door here. They are much the same as those on the western half and have also been ransacked by the Shadow Lodge. They originally connected to area 6, but Brackett sealed off this entrance in order to increase the security of this wing.

**Mission Notes:** Andoran faction PCs can goad Hagla into revealing the location of his followers with a DC 20 Bluff or Intimidate check (which can be performed once per round as a free action during combat, or once each as part of interrogation); obtaining this information from him earns Andoran faction PCs 1 Prestige Award.

Osirion faction PCs must ensure that Ramenophesa survives, while Taldor faction PCs must rescue Greudemoffit; doing so earns each faction 1 Prestige Award, respectively.

Andoran faction PCs should also want to pass the ledger on to Brackett, which earns them 1 Prestige Award.

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

**Tier 1–2:**  
Give each player 274 gp.

**Tier 3–4:**  
Give each player 392 gp.

**Tier 6–7:**  
Give each player 838 gp.



## CONCLUSION

After thanking the PCs for rescuing him, Brackett pulls himself tall and brings them up to date on the events that transpired since and leading up to the assault on the Cathedral of Aroden. In addition to the details provided in the adventure background, Brackett also informs the PCs that the great Osirian sage Amenopheus is in the city, and has been working with Brackett under cover as an inside agent among the local Shadow Lodge. He believes that the aged wizard is in great danger, quite possibly having been uncovered as a traitor by the local Shadow Lodge leader, a person known as the Spider, who Brackett suspects to be none other than a prominent member of the People's Council named Dorianna Ouidda. If the PCs have already played through *Shadow's Last Stand, Part II: Web of Corruption*, they likely have already exposed Ouidda as the villain she is and rescued Amenopheus, but if they have not, the information Brackett imparts regarding them should be sufficient foreshadowing to the events to follow.

Finally, Brackett asks the PCs to muffle the bells in case additional hobgoblin forces remain in the cathedral, as he had overheard Hagla's plan for invasion while held captive. If the PCs have already visited the belfry, this is a trivial matter, but if not, they must contend with the bell trap there first.

Should the PCs fail to defeat Hagla by sunset, he climbs to the belfry and rings the melody triggering the assault.

Hobgoblins swarm key locations in Almas, causing much chaos and death but eventually suffering defeat.

## FACTION MISSIONS

**Andoran Faction:** Andoran faction PCs who pass the ledger to Brackett in area 9 earn 1 Prestige Award. Andoran faction PCs who also learn the locations of the hidden hobgoblins from those in areas 8 or 9 earn 1 bonus Prestige Award.

**Cheliox Faction:** Cheliox faction PCs who recover the *Book of Dreaming Devils* from the Telfyr's library (area 7b) earn 1 Prestige Award. Cheliox faction PCs who also kidnap the special homunculus from area 7 earn 1 bonus Prestige Award.

**Osirion Faction:** Osirion faction PCs who recover some incubation fluid from area 7 earn 1 Prestige Award. Osirion faction PCs who also rescue Ramenophesa from area 9 earn 1 bonus Prestige Award.

**Qadira Faction:** Qadira faction PCs who find Fuha's coded contact list in area 8 earn 1 Prestige Award. Qadira faction PCs who also successfully hide Fuha's ancestral scroll in area 3, without any other creatures noticing, earn 1 bonus Prestige Award.

**Taldor Faction:** Taldor faction PCs who successfully copy the rose window's code in area 5 earn 1 Prestige Award. Taldor faction PCs who also rescue Greudemoffit from area 9 earn 1 bonus Prestige Award.

## Andoran Faction Handout

### Hail Freedom Fighter!

May the warm winds of Almas find you well, friend. I have heard news of the terrible tragedy in the Cathedral of Aroden. But perhaps from such horror some good will arise. Attached to this note is a small ledger that another of our agents liberated from some smugglers bound for Katheer. It contains evidence that a Qadiran agent used the Almas Lodge to launder their ill-gotten slave money in Andoran. Give it to Brackett, and the slavers will henceforth be most unwelcome in the Almas Lodge!

We have also heard rumors of hobgoblins inside Almas. Perhaps coincidence—but most likely not. The Society cares little that such creatures have penetrated our fair city, but we must protect the citizens as best we can. Learn where any of these creatures hide, and we will move quickly to neutralize them. If you have reason to believe the forces are sizable, do not risk yourself to eliminate them; stay focused on the task at hand, for Andoran's betterment.

*Capt. Colson Maldris* May freedom always reign,  
 Captain Colson Maldris



## Cheliox Faction Handout

*Delicious Toy,*

*It is rare indeed that we have unfettered access to the Cathedral of Aroden and its many treasures, and I simply insist that you take advantage! We have heard tell of a forbidden book, the *Book of Dreaming Devils*, that the Almas Lodge has kept hidden from outside view for decades. Find it, and House Thrune will be most pleased.*

*Additionally, I must ask a personal favor. The Almas Lodge's librarian has something of a strange obsession with me. While I am hardly one to discourage admiration, rumors have reached me that he has taken a step that is... embarrassing. If you discover any such evidence, pray bring it to me, and we will celebrate most decadently.*

*With the greatest pleasure,*

*Zarta Draldeen*  
 Paracountess Zarta Draldeen

## Osirion Faction Handout

*Honorable Servant of the Ruby Prince,*

*I write this in great haste, for there is much to be done in Almas. The Cathedral of Aroden holds fabulous knowledge in its walls, but surprisingly enough some of its most unique knowledge emerged in our own age. Wytorn Telfyr, the Lodge's librarian, has learned a great deal about homunculi, surpassing even our sages. The key, we suspect, lies in the creatures' incubation fluid. Take this opportunity to extract some, and the Ruby Prince will be most pleased.*

*I also beg of you a personal favor—a close advisor to the Ruby Prince traveled to Almas recently and attended Brackett's gala. This woman, Ramenophesa, is truly a font of wisdom. I beg that you rescue her if you are able.*



*For Our Ancestors,*

*Otonaphim*  
 Otonaphim, Humble Scribe of the Ruby Prince

## Qadira Faction Handout

### *Faithful Servant of the Satrap,*

*My sources tell me that you head into Almas, that strange city where the unwashed masses try to rule themselves! Indeed our esteemed traders have not yet penetrated its obtuse markets—an odd place indeed. One of our agents—a bear of a man, with unforgettable scars atop his bare pate—was finally making headway, but we fear he is lost after attending this fool Brackett's ill-fated gala. Fortunately, this man Fuha was a renowned note-taker. Perhaps he left a list of his contacts, either on his person or in his quarters. Find it, and all may not be lost.*

*We must, however, ensure that Fuha is never discovered as one of our agents. Stealthily destroy any items that could connect him with the Satrap, if you can, and you shall be richly rewarded.*

*Do not tarry!*

*Trade Prince Aaqir Al'Hakam x*

## Taldor Faction Handout

### *Loyal Scion of the Emperor!*

*Your jaunt in Almas shall not be without benefit to Taldor, despite the troubles it causes for the Society. The Emperor feels especially curious about this Cathedral of Aroden, thanks to Aroden's long patronage of our fine nation. Legends say that the cathedral's famous southern window hides a coded prophecy about Taldor's future, one we hope is more accurate than the Starfall Doctrine but whose contents have remained thus far hidden. The code is intricate, but copy it for us, and perhaps it will aid us in recovering our nation's glory.*



*I close with a personal request of your honor. One of Taldor's finest youths, and a distant cousin of mine, was also an apprentice to Brackett's lieutenant wizard. The boy, Greudemoffit, attended the gala last night—rescue him, and you will have my deepest gratitude.*

*For Taldor!*

*Lady Gloriana Morilla*

**SCENARIO 2-23:  
SHADOW'S LAST STAND, PART I: AT SHADOW'S DOOR**

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

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

Character Name  Andoran  Cheliox  Taldor  
 Osirion  Qadira

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

Character Name  Andoran  Cheliox  Taldor  
 Osirion  Qadira

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

Character Name  Andoran  Cheliox  Taldor  
 Osirion  Qadira

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

Character Name  Andoran  Cheliox  Taldor  
 Osirion  Qadira

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

Character Name  Andoran  Cheliox  Taldor  
 Osirion  Qadira

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

Character Name  Andoran  Cheliox  Taldor  
 Osirion  Qadira

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# SCENARIO 2-23: SHADOW'S LAST STAND, PART I - AT SHADOW'S DOOR

Scenario Chronicle #

TIER		
1-2	→	500
TIER		
3-4	→	1,250
TIER		
6-7	→	3,167

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 invisibility (300 gp)

TIER  
3-4

Cloak of resistance +1 (1,000 gp)  
Hat of disguise (1,800 gp)  
Pearl of power [1st level] (1,000 gp)

TIER  
6-7

+1 vicious bastard sword (8,335 gp)  
Circlet of persuasion (4,500 gp)  
Cloak of resistance +2 (4,000 gp)  
Potion of cure moderate wounds (300 gp)

### EXPERIENCE

Starting XP

+1 XP

Final XP Total

### PRESTIGE AWARD

Starting PA

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

PA Gained (GM ONLY)

Final PA Total

### GOLD

Start GP

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

GP Gained (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Subtotal

-	
---	--

Items Bought

=	
---	--

Subtotal

-	
---	--

Gold Spent

=	
---	--

Subtotal

### Items 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 #