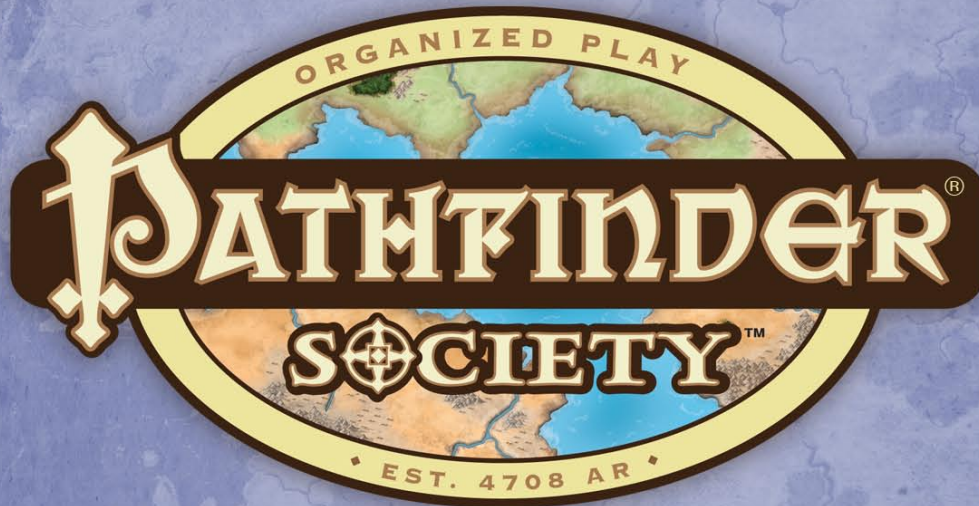


A PATHFINDER SOCIETY SCENARIO



SHADOW'S LAST STAND, PART IV WEB OF CORRUPTION™

By Patrick Renie



SHADOW'S LAST STAND, PART II: WEB OF CORRUPTION

PATHFINDER SOCIETY SCENARIO 2–24

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Pathfinder Society Scenario 2–24: Shadow's Last Stand, Part II: Web of Corruption 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.

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SHADOW'S LAST STAND, PART II: WEB OF CORRUPTION

BY PATRICK RENIE



Dorianna Ouidda, the manipulative leader of the Almas cell of the Shadow Lodge, began her infiltration into Andoren politics several years ago, when with the aid of mysterious contacts and through questionable activities she secured herself a position on the Peoples' Council as an important representative of the general elect. Known throughout the criminal underworld of Almas as the Spider, Ouidda has continued her series of dastardly schemes while pursuing her ultimate goal of defaming the Pathfinder Society and dismantling their presence within Almas.

In order to achieve her position on the Peoples' Council, Ouidda used the influence and resources at her disposal as a gold Aspis Consortium Agent while keeping her affiliation with the company strictly private—for while the Aspis Consortium has a reputation in political realms for being somewhat underhanded but not entirely unwholesome, Ouidda's dealings with it are beyond compromising for an Andoren official. Indeed, her influence in the slave trade as the Spider is almost legendary throughout the eastern shores of the Inner Sea. She accomplished much of her people-trafficking through means of powerful compulsions, which she used to influence victims into following her, apparently of their own free will. In addition to her villainous acts of slavery, Ouidda is responsible for a large number of the Shadow Lodge's outright attacks against the Pathfinder Society around the entire Inner Sea Region, and is one of the key figures working to force a complete split between the Shadow Lodge and the rest of the Society.

By forming a small band of unwitting associates in Almas, Ouidda was able to construct an artificial history for herself in order to delve into Andoren politics, while simultaneously continuing her highly profitable slave trading activities and dealings within the Shadow Lodge.

First, she acquired the aid of a power-hungry doppelganger known as Yero, who had no trouble in disposing of and impersonating Senlokto Boraminder, a pudgy gnome who was the owner and stage manager of a rundown playhouse in the Theater District of Almas. In order to give the place a new image, Yero (under orders of the mystically persuasive Ouidda) gave the Captive

THE SHADOW'S LAST STAND SERIES

Web of Corruption is the second 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 must track down and prove guilty the criminal mastermind Dorianna Ouidda, a vicious politician with a grudge against Pathfinders and her fingers in all manner of foul business. Ouidda is also responsible for the Shadow Lodge attack on the Grand Cathedral of Aroden in the first part of the series, *At Shadow's Door*, and the PCs must now rescue Venture-Captain Brackett from the Cathedral's assailants. PCs can learn of the attack on the Cathedral and Brackett's capture from Amenopheus at the end of this scenario, but if they have already rescued Brackett, they can simply tell Amenopheus that it's already been taken care of.

Audience a few major renovations, turning the rundown dive practically overnight into a classy—if somewhat gaudy—theater. Throngs of young and upcoming performing artists now come from all over the nation to the Captive Audience, which serves audiences both in shows of amazing feats as well as lurid burlesque acts. However, the playhouse is merely a cover for the more illicit activities of the charmed male and female actors who work there both as performers and courtesans, offering their services to select customers behind the scenes. The bewitched actors never stay for long, though, as they are systematically shipped off to the far corners of the Inner Sea to be sold to the highest bidder.

In order for these unwitting slaves to be trafficked, however, Ouidda needed a front to mask her involvement in the operation. For this, she hired Zirunne Jarovar, an old Katapeshi half-elf down on his luck and willing to do anything for money without sticking his nose too far into his employer's business. With him handling the money and shipments, the Spider had a perfect scapegoat should her slave-trading operation fall under any harsh scrutiny.

Finally, Ouidda required a ship and captain she could rely on to traffic her cargo out of Almas, and so she called upon a trusted ally of the Shadow Lodge in Almas, Ruovarn

WHERE ON GOLARION?

Web of Corruption takes place in the city of Almas, capital of the nation of Andoran on the northern coast of the Inner Sea. Having freed its citizens from the bonds of slavery years ago in order to strengthen the nation against imposing forces, Andoran is dedicated to the virtues of freedom and the spread of these ideals, and is fierce in its efforts to abolish all forms of slavery both within its borders and beyond them. For more information on Andoran, check out *Pathfinder Companion: Andoran, Spirit of Liberty*, available at your local bookstore or hobby store, and online at paizo.com.



Krillis—a dhampir pirate whose passion for cruelty is only rivaled by his infatuation toward Dorianna.

With all these pieces in place, Ouidda could continue her slave-trafficking operation while at the same time bolstering her political presence in Almas and her fight against the Pathfinder Society as both a government representative and a leader of the Shadow Lodge. Venture-Captain Brackett of Almas discovered the Spider's plot, though, and attempted to oppose it. When Amenopheus, the Sapphire Sage of Osirion, offered his aid to Brackett and infiltrated the Almas Shadow Lodge cell as a double agent—his true loyalties known only to himself and Brackett—Ouidda caught on to their scheme and set into motion an attack on the Cathedral of Aroden while simultaneously capturing Amenopheus. Now, she plans to give a speech to the Peoples' Council of Almas that would jeopardize the Society's entire presence in the city.

SUMMARY

The PCs are tasked with the objective of finding out about the Shadow Lodge agent and Peoples' Council representative Dorianna Ouidda's illegal activities in Almas. They must then bring her wrongdoings to light and reveal her as the infamous criminal mastermind known as the Spider, to ensure that she is disbarred

from the Council before she gives a speech that could jeopardize the Pathfinder Society's presence in Almas.

After asking around town for leads on the Spider's unlawful acts within the city, the PCs can visit three locations where the Spider is thought to conduct business: the upstart banking firm Jarovar Investments, a recently renovated playhouse called the Captive Audience, and a trading galley called *Sailsswift*. At each of these locations, clues help unravel the web of slave-trading activity Ouidda has established in Almas and implicate her as the Spider, a member of the Aspis Consortium, and the leader of the local Shadow Lodge cell.

When the PCs gather their evidence against her, they must confront Ouidda as she makes her speech before her peers in the palace of the Peoples' Council, the capital of the nation. The PCs need several pieces of powerful evidence to convince the Council to disbar and arrest Ouidda. Shortly after she has been hauled away, the PCs find that she has slain the guards escorting her and run back to her personal quarters. They may then confront her directly in her quarters and also find the imprisoned Amenopheus, who explains that he was acting as a double agent in order to expose the Shadow Lodge as a real threat to the Society and find the true mastermind behind the recent warfare between the sect and the Decemvirate. If the PCs have not completed the first part of this adventure arc yet, Amenopheus also informs them of the raid on the Grand Cathedral of Aroden—now the city's opulent Pathfinder Lodge—Brackett and several others are being held prisoner there and must be rescued.

GETTING STARTED

Read the following to get the adventure underway:

The cool ocean air of Almas is less forgiving than usual this early morning, leaving the streets empty even of vagrants. As the moon showers its last ivory rays onto the cobblestone street and the tip of the sun begins to climb over the watery horizon, a lone figure slinks out from a nearby alleyway, pulling back its hood and revealing itself to be Venture-Captain Alissa Moldreserva, a dour expression cemented to her face.

"It's a shame we couldn't have met at the lodge, but thanks to all the disappearances and political turmoil as of late, I'd say it's best to keep a low profile for the time being, at least until things get sorted out. It's bad enough that the good name of Pathfinders everywhere is being slandered by that treacherous group of villains, the ones who call themselves the Shadow Lodge—now the politicians are on our hides thanks to that damnable Ouidda.

"No doubt you've heard of her—Dorianna Ouidda, one of the representatives on the Peoples' Council here in Almas. She showed up in Almas a few years back, and she's been out to get

the Society ever since. Her origins are damn-near untraceable by practical means; it took us this long to finally get to the bottom of the matter, and while it's no secret she has it out for the Society, few know the truth behind the matter, which is what I'm here to tell you.

"We have it on good authority that Ouidda is none other than the Spider—the leader of the Shadow Lodge cell here in Almas—and that she's been using her fellow cabalists to smear our name throughout the city. She's trying to get the legitimate members of the Society either completely run out of Almas or completely under her thumb, but for what reason, we don't yet know. We know she's got some shady dealings in her past with the slave trade, and we think she might be up to some of that business here in Almas too.

Venture-Captain Moldreserva explains that in just a few days' time, Ouidda will be going up in front of the Council to make her most damaging speech yet, a speech which could obliterate the Society's presence in Almas, if not the whole nation of Andoran. The tricky part is, the Society doesn't have enough proof of her association with the Shadow Lodge or the slave trade to get her disbarred yet. That's where the PCs come in. Moldreserva orders them to uncover evidence of Ouidda's foul business in Almas, whatever that may be, and to stop her from delivering her speech before the legislature at the palace of the Peoples' Council the morning after next. They will have to go around the city finding leads regarding the Spider; if they uncover nasty or criminal information about her, they'll need to investigate further. The general public is not keen on Pathfinders since Ouidda started smearing the organization's reputation, so she recommends that the PCs find the clues they need as quickly as possible during the day and make the rest of their moves after dark so they don't rouse too much suspicion.

The PCs might have additional questions for Venture-Captain Moldreserva. Below are her answers to the most common inquiries about their task.

What's this about a Spider? "The Spider has long been the moniker by which one of Almas's most cunning criminal masterminds went, and only recently have anonymous reports sent from someone with much knowledge of our organization revealed a connection between this Spider and Ouidda. If we can prove the two are one and the same, we can easily discredit her and end her plot against the Decemvirate."

Can't we just go after her directly? "While I'd normally suggest we handle Society matters ourselves, this time it's a bit different. If we strike at an elected member of the People's Council, we risk the very result of disgracing the Pathfinder name we hope to avoid. This needs to be handled legally, which means we need to expose Ouidda for the scoundrel she is."

How long do we have until Ouidda gives her speech to the Peoples' Council? "She's on the docket to give her speech two days and two nights from now, at mid-morning. You'll need to have all your evidence against her together by then. Once you find your initial leads, you'll probably be moving at night for the most part, which should give you plenty of time to accomplish your tasks before the speech. Do try to get in a couple hours of shut-eye, though."

Is there anyone else we should be watching out for? "Ouidda's web of contacts is vast and her influence strong, so there's no telling how many you might be up against. Owners or proprietors of the corrupt businesses she uses to launder money or that serve as cover operations are especially suspect, and depending on how discrete you are, she may send some of her own agents after you in short order. Be on the watch for assassins, though there's no telling what kind of creatures—or whether they'll be magical or not—a person of Ouidda's influence might have access to."

ACT 1: THE INVESTIGATION

The first thing the PCs must do is make inquiries around the city about the Spider. Since her presence in the criminal underground of Almas is vast, many citizens possess valuable information, or at least know of those who might. In order to acquire this information, the PCs must make a series of Diplomacy (gather information) or Knowledge (local) checks, although creative PCs might propose using different skills to acquire the clues. As GM, you should keep an open mind when players bring these ideas up, especially if no one in the group is well-equipped for making successful Diplomacy or Knowledge (local) checks. Andoren PCs gain a +5 circumstance bonus on any of the skill checks below if they make their nationality openly known.

Presented below are three sets of clues the PCs can garner from NPCs around town. The clues can be presented in any order, but the first clue of each set (**1a**, **2a**, or **3a**) should be given first; if the PCs choose to pursue that particular clue in a subsequent Diplomacy (gather information) or Knowledge (local) check, then they may be able to access the second clue (**1b**, **2b**, or **3b**) if they succeed on the subsequent check.

For each clue, the PCs must spend the usual 1d4 hours asking around town and succeed on a DC 20 Diplomacy (gather information) or Knowledge (local) check. While the PCs need not obtain all of the clues to unravel the Spider's plot (not even each of the first three—the PCs might just go off of the first one or two and figure out the rest from there), each clue makes the Spider's plot a bit easier to unravel.

This investigation scene is intended to show the PCs just how intricate the Spider's plot is. If the particular group you are running this scenario for enjoys roleplaying, feel free to play this part up; if the players would rather just get on with the skill checks, you're not obligated to linger any longer on this part of the adventure than the PCs wish to.

While groups who love roleplaying should thrive on the open-ended nature of the investigation, bear in mind that this is only the first part of the scenario, and you should keep time passing at a regular pace. Since Ouidda is set to give her speech before the People's Council in 2 days' time, the built-in time limit should keep things moving, but it's up to you to manage the time it actually takes for your players to move on to Act 2 and ultimately Act 3.

Key Almas Citizens

Below are six sample characters the PCs may encounter to receive the six pieces of information listed in the following section.

Analís Broomwillow, female halfling trader: Having traveled the Inner Sea region a dozen times over, Analís is well-versed in the laws of lands both distant and near. Her adventuring days wore her out long ago, so she settled down in Almas to operate a provisioner's shop, where she sells goods that might aid travelers such as the PCs. Pathfinders who make a purchase at this shop (which sells most of the always-available goods PCs can purchase in Pathfinder Society Organized Play) have an easier time getting information from Analís.

Audovini the Hungry, female Andoren beggar: Traveling from city to city in Andoran, Audovini wound up in Almas some years ago and has been begging for food and money to get back on her feet ever since. She's clearly lost most of her mind, and she's known for being "not all there" by the people who live on her street. She's sharper than they give her credit for, though, and she knows it, listening intently to passersby's chatter and absorbing as much information as possible. She'll gladly help the PCs in exchange for some food.

Chulo Varotien, male Andoren Almas University don: Gossipy and full of himself, Chulo loves to prate about his colleagues at Almas University, particularly if they're up to anything potentially scandalous. He's oblivious to the fact that he's a blabbermouth, and is happy to talk the PCs' ears off for a while, if they're willing to sift through some petty details about his coworkers.

Gabro Nemphis, male Andoren wannabe thug: A regular at the Copper Dog—a tavern on the western bank of the Andoshen River—Gabro is a middle-aged bachelor who spends most of his time with his "gang," a group of likewise middle-aged bachelors who fancy themselves bullies, but whose temperate and unimposing natures

make them annoying at worst. They'll do their best to appear tough and uncooperative to the PCs, but their simple demeanors and sheer absentmindedness render them harmless.

Horianos Stichen, male Andoren lumberer: Born and raised in Almas with a wife and child back at home, Horianos is hard-working and enjoys his job as a lumberman in the Wood District. He's a good-natured sort with the city's best interests in mind. He is aware of the slanderous efforts of the city's politicians to defame the Pathfinders, who he holds in high regard and will help as best he can.

Rikka Helmsbrew, female dwarf smith's apprentice: Young and cocky, Rikka is a crass and lazy dwarf originally from Absalom; she moved to Almas when her parents demanded she work and sent her to a friend who owns a small workshop in Smithtown, a dwarf by the name of Bromfuther (Rikka disdainfully refers to him as "Ol' Brom" behind his back). When her employer is away and leaves her in charge of the shop, Rikka wastes most of her time gambling with some of the local ruffians. A greedy type, she'll happily divulge everything she knows if the PCs bribe her with a single gold piece or more.

The Clues

Every time a PC successfully makes a DC 20 Diplomacy (gather information) or Knowledge (local) check, she learns a new clue about the Spider's activities throughout Almas. If the PCs are searching for a new clue, present them either **1a**, **2a**, or **3a** (GM's choice); if they are following up one of these **a** clues, present the corresponding **b** clue. If the PCs aren't looking into any clue in particular but have found all of the **a** clues, you can present the **b** clues to them in any order.

The PCs can choose to visit any of the three locations mentioned in the clues below at any time, and they can always choose to investigate for more information after completing one of the encounters in Act 2 if they so choose.

Clue 1a: *The Spider is involved with a strange new investor.*

"This old half-elf, goes by the name of Jarovar—a real stingy, nasty type—well, he's just set up his investment establishment in Almas, but he refuses to subscribe to any of the merchant guilds in the city and he only deals with a few clients who get small contributions from him, one of whom is the Spider, I hear. Queerer still, he makes odd ventures out of his shop in the dead of night, well after closing."

Clue 1b: *One of the Spider's henchmen wanders around the Mercantile District at odd hours of the night.*

"Let's just say I know someone who knows someone who says that one of the Spider's cronies does odd jobs in the Mercantile District most nights. Around two hours past midnight, I hear, this skinny feller's either on foot

or with a carriage, and he's up to some shady business, hauling loads of cargo from his shop to the docks. Weirdest thing is, he goes to the docks with the carriage, but comes back without it."

Clue 2a: *The Spider is originally from Katapesh, and brought along some slave-traders when she came to Almas.*

"If rumors are true—and I hope they're not—then this Spider is the nasty sort of arachnid, the kind from distant lands like Katapesh that brings her creepy slaver buddies with her. Only sensible way in from Katapesh is from a boat, and the only boat I seen around here that says it's from Katapesh lately is the ship they call the *Sailswift*."

Clue 2b: *Some unnatural-looking sailors are rumored to actually be slave-traders.*

"I don't know much about the Spider, but if what I hear is true, he's into the slave-trading business. I've also heard that some rather nasty crew members from a boat called the *Sailswift* have been showing up at the Almas docks more and more lately with rugs and contraband from Katapesh, only those sailors don't look a bit Katapeshi. Real eerie, these types—and they only do their business at night. Their ship is anchored far off the shore during the day, but when dusk falls they bring her to the docks until sunrise."

Clue 3a: *There's an underground brothel in the Theater District being run by the Spider.*

"Only thing I know about this Spider character is that she's supposedly the madam for an illegal brothel in the Theater District. Some place that's just undergone some strange renovations of some sort."

Clue 3b: *The Spider attends all of the plays at a playhouse called the Captive Audience. "This Spider character that's been going around is a pretty sophisticated sort, I'd guess, because I hear he shows up incognito to every performance at this newly remodeled playhouse, some upscale house of burlesque called the Captive Audience. It's been putting on a new show every month for a couple of years now, and never gives repeat performances. Seems these artist types are flighty and don't stick around town long."*

ACT 2: THE PLOT THICKENS

As the PCs follow the clues gleaned in Act 1, they may investigate any of the following locations in any order.

1. Jarovar Investments (CR 1 or CR 3 or CR 6)

The PCs can easily find out the location of this establishment with a DC 10 Diplomacy (gather information) or Knowledge (local) check to ask for directions. During the day, Jarovar—a crusty half-elf with little in the way of manners and even less in regards to personal hygiene—keeps his

shop open, but quickly dismisses most solicitors or people who would otherwise seek to do business with him. He spends most of the day behind a counter in the lobby of the establishment, picking at his gnarly fingernails and toes.

If the PCs question him regarding his strange activities during the night, he tells them off and suggests they go elsewhere with their wild accusations. With a successful Bluff, Diplomacy, or Intimidate check (see Jarovar's stat block for the DC), however, Jarovar's tongue loosens, as he is both greedy and cowardly. An offer of 5 gp or more grants the PCs a +2 circumstance bonus on these three checks while they question him, and any show of physical force likewise grants a +2 bonus on Intimidate checks.

The PCs may choose to confront Jarovar at any time, though it is easiest during the day when he is alone in his shop. If confronted at night, as he makes his way from Jarovar Investments to the Captive Audience and back—Yero happens not to need him to make any deliveries that particular evening—he attempts to run back to his Jarovar Investments and lock the door in almost all situations (not opening the door again until the next morning, when he resumes business as usual), unless he is apprehended in some manner. If captured, he struggles and threatens to yell for the authorities (though he never actually does so, as he wouldn't want to draw any attention to himself). Any show of force easily startles the spineless Jarovar, however, and a successful Bluff, Diplomacy, or Intimidate check (see Jarovar's stat block for the DC) is all it takes to get him to start talking.

Tier 1–2 (CR 1)

ZIRUNNE JAROVAR

N male half-elf commoner 2/aristocrat 1

Skill DCs Bluff DC 18; Diplomacy DC 19; Intimidate DC 14; Stealth DC 20

Will Save +5 (+2 vs. enchantments)

Special Ouidda has given specific orders to Jarovar not to give so much as the time of day to Pathfinders. If any of the party reveals that they are Pathfinders during any point in the conversation with Jarovar, they receive a –5 penalty on Bluff, Diplomacy, and Intimidate checks.

Tier 3–4 (CR 3)

ZIRUNNE JAROVAR

N male half-elf commoner 3/aristocrat 2

Skill DCs Bluff DC 20; Diplomacy DC 22; Intimidate DC 16; Stealth DC 21

Will Save +7 (+2 vs. enchantments)

Special Ouidda has given specific orders to Jarovar not to give so much as the time of day to Pathfinders. If any of the party reveals that they are Pathfinders during any point in

the conversation with Jarovar, they receive a –5 penalty on Bluff, Diplomacy, and Intimidate checks.

Tier 6–7 (CR 6)

ZIRUNNE JAROVAR

N male half-elf commoner 5/aristocrat 3

Skill DCs Bluff DC 23; Diplomacy DC 24; Intimidate DC 19; Stealth DC 23

Will Save +7 (+2 vs. enchantments)

Special Ouidda has given specific orders to Jarovar not to give so much as the time of day to Pathfinders. If any of the party reveals that they are Pathfinders during any point in the conversation with Jarovar, they receive a –5 penalty on Bluff, Diplomacy, and Intimidate checks.

Development: Jarovar is a curt individual with little patience or mettle. He cracks easily under most forms of intimidation and reveals what little he knows about the operation he’s a part of if prompted. While interrogating him, the PCs may learn that Jarovar is originally from Katapesh, where a business partner of his told him that he could make a lot of gold in the slave-trading business, and that the Spider was looking for someone to look after the money and resources necessary to accomplish this illegal feat.

Jarovar thinks little of himself and plays up the fact that he is merely a pawn in the larger scheme of things, and that he didn’t even really think he was getting into slave-trading at first, just running errands for people who might be slave-traders. He tells the PCs that if they really want to get to the bottom of the matter they should check out the *Sailswift* or the Captive Audience, where the real trading goes on. He swears that he just transports the goods, and he doesn’t even know what they are (though he confesses that he’s sometimes heard muffled sounds coming from the back of the cart); he just drives the wagon from the playhouse to the ship about once a month. He doesn’t know who the Spider is, as he only deals with two people, both of whom give Jarovar the creeps: an eccentric gnome named Senlokto Boraminder who runs the Captive Audience and whom he collects the goods from, and Ruovarn Krillis, the captain of the *Sailswift*, whom he delivers the goods to.

Aside from a few half-hearted bluffs and easily discernible lies, Jarovar primarily tells the truth, and he should be depicted in a manner that makes him seem truly nonthreatening and for the most part just in the business to make money. If the PCs threaten to turn him over to the authorities or make any mention of doing so, he looks as though he’s just realized the danger he’s put himself in and swears to go back to Katapesh on the next possible ship if the PCs will spare him “just this once.”

If they choose to turn him in after all, he proves to be valuable evidence later in the adventure when the PCs call out Ouidda in front of the People’s Council.

2. The *Sailswift* (CR 3 or CR 5 or CR 8)

Read or paraphrase the following text aloud as the PCs approach the docks at night.

At this late hour, the briny sea air of Almas’s wooden docks is void of the daytime crowds of crew members bustling about. Nearly a dozen ships are docked here, and several more are anchored in the calm waters further from the shore. One ship in particular still has lanterns hanging lit next to its gangway, a shoddy wooden plank that connects the old ship to the dock. Red letters scrawled on the side of the ship read “*Sailswift*,” and several cloaked men move to and fro on the ship’s deck with uncanny grace, shifting boxes of cargo about and going below deck occasionally.

Creatures: The dhampir crew of the *Sailswift* have been instructed to offer anyone making inquiries about the ship some of the Katapeshi rugs or illicit pesh they claim to be selling and to pretend not to speak fluent Common. Their tempers run short, however, and as the PCs make it more apparent that they’re not interested in the low-quality rugs or addictive substances, the dhampirs begin to itch for a fight. The pirates eye the PCs warily if they walk up the gangplank to the ship, and humor them for a while as they stealthily surround the adventurers until they are signaled to kill them by Ruovarn’s crossbow bolt.

Tier 1–2 (CR 3)

SAILSWIFT CREW (2)

CR 1/2

Dhampir fighter 1 (*Pathfinder RPG Bestiary* 2 89)

CE Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

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

hp 13 each (1d10+3)

Fort +2, **Ref** +3, **Will** –1 (+2 vs. disease and mind-affecting effects)

Defensive Abilities negative energy affinity, resist level drain

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+1/18–20)

Spell-Like Abilities (CL 1st)

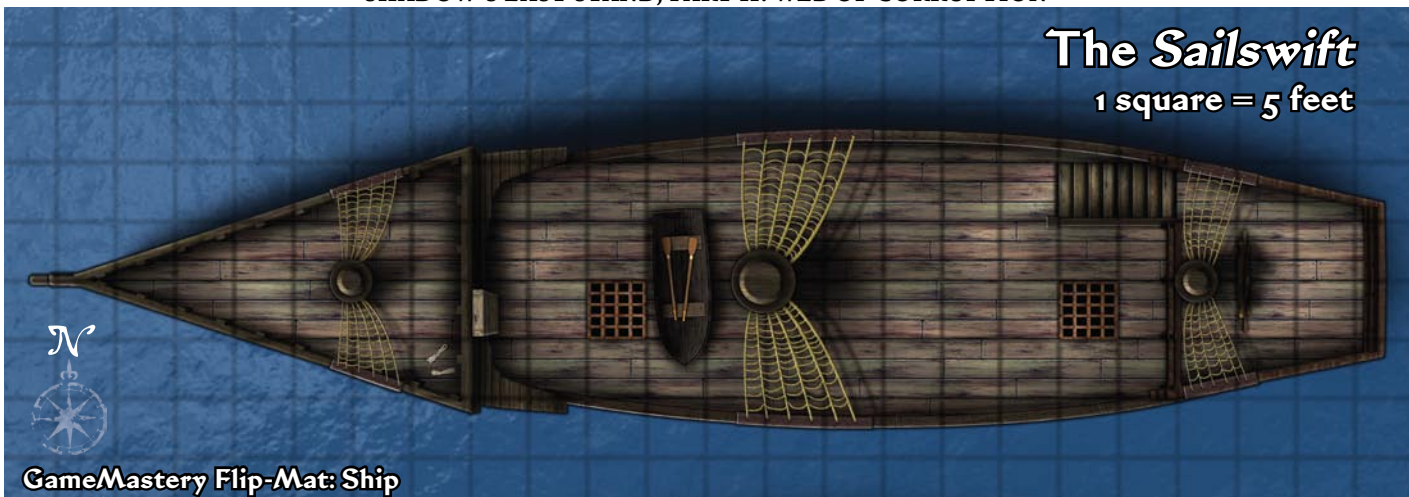
3/day—*detect undead*

TACTICS

Before Combat If the PCs make it known they are searching for Ruovarn or are investigating anything regarding slave-

The Sailswift

1 square = 5 feet



GameMastery Flip-Mat: Ship

trading, the dhampir closest to the gangplank draws it up onto the ship's deck.

During Combat On the first round of combat, the dhampir closest to gangplank draws it up onto the ship's deck if it is not already there, preventing escape. The other dhampir fights the PC closest to him.

Morale The dhampir pirates, soon lusting for the blood of the adventurers, fight until they are incapacitated or dead.

STATISTICS

Str 13, **Dex** 17, **Con** 10, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +1; **CMB** +2; **CMD** 15

Feats Toughness, Weapon Finesse

Skills Bluff +5, Intimidate +7, Perception +1, Ride +7, Survival +3

Language Common

Gear chain shirt, rapier

SPECIAL ABILITIES

Resist Level Drain (Ex) A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

RUOVARN KRILLIS

CR 1

Male dhampir rogue (swashbuckler) 2 (*Pathfinder RPG Bestiary* 2 89; *Pathfinder RPG Advanced Player's Guide* 135)

LE Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

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

hp 14 (2d8+2)

Fort +0, **Ref** +6, **Will** -1; (+2 vs. disease and mind-affecting effects)

Defensive Abilities evasion, negative energy affinity, resist level drain

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk scimitar +5 (1d6+2/18-20)

Ranged light crossbow +4 (1d8/19-20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 2nd; concentration +3)

3/day—*detect undead*

TACTICS

Before Combat If the PCs make it known that they are Pathfinders, Ruovarn hides on the upper deck of the *Sailswift* until he can make a sneak attack with his crossbow, which signals the rest of the pirates to attack.

During Combat Ruovarn uses his first turn to throw a tanglefoot bag down onto the PCs, then fires at them from higher ground until he is forced to enter melee. In melee, he fights the first PC to attack him until that PC falls unconscious, and then moves on to fight the PC with the highest Charisma.

Morale Ruovarn fights until rendered unconscious or killed.

STATISTICS

Str 15, **Dex** 16, **Con** 11, **Int** 12, **Wis** 8, **Cha** 12

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

Feats Weapon Focus (scimitar)

Skills Acrobatics +7, Bluff +8, Disable Device +7, Intimidate +6, Perception +6, Sense Motive +4, Sleight of Hand +8, Stealth +7, Swim +6

Languages Common, Kelish

SQ martial training, rogue talents (finesse rogue)

Combat Gear *potion of inflict light wounds*, tanglefoot bag, thunderstones (2); **Other Gear** studded leather, light crossbow with 20 bolts, masterwork scimitar, ruby medallion worth 125 gp

Tier 3-4 (CR 5)

SAILSWIFT CREW (4)

CR 1/2

hp 13 each (use the stats from Tier 1-2)

RUOVARN KRILLIS

CR 3

Male dhampir rogue (swashbuckler) 4 (*Pathfinder RPG Bestiary* 2 89; *Pathfinder RPG Advanced Player's Guide* 135)

LE Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 33 (4d8+12)

Fort +2, **Ref** +7, **Will** +0; (+1 vs. fear, +2 vs. disease and mind-affecting effects)

Defensive Abilities daring +1, evasion, negative energy affinity, resist level drain, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7 (1d6+2/18–20)

Ranged mwk light crossbow +7 (1d8/19–20)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 4th; concentration +5)
3/day—*detect undead*

TACTICS

Before Combat If the PCs make it known that they are

Pathfinders, Ruovarn hides on the upper deck of the *Sailswift* until he can make a sneak attack with his crossbow, which signals the rest of the pirates to attack.

During Combat Ruovarn uses his first turn to throw a tanglefoot bag down onto the PCs, then fires at them from higher ground until he is forced to enter melee. In melee, he fights the first PC to attack him until that PC falls, and then moves on to fight the PC with the highest Charisma.

Morale Ruovarn fights until rendered unconscious or killed.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Toughness, Weapon Focus (scimitar)

Skills Acrobatics +11, Bluff +10, Disable Device +10, Intimidate +8, Perception +8, Sense Motive +6, Sleight of Hand +10, Stealth +10, Swim +9

Languages Common, Kelish

SQ martial training, rogue talents (combat trick, finesse rogue)

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

Other Gear +1 studded leather, masterwork light crossbow with 20 bolts, masterwork scimitar, ruby medallion worth 125 gp

Tier 6–7 (CR 8)

SAILSWIFT CREW (4)

CR 2

Male dhampir fighter 3 (*Pathfinder RPG Bestiary 2* 89)

LE Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 27 each (3d10+6)

Fort +3, **Ref** +4, **Will** +0; (+1 vs. fear, +2 vs. disease and mind-affecting effects)

Defensive Abilities bravery +1, negative energy affinity, resist level drain

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee rapier +7 (1d6+1/18–20)

Spell-Like Abilities (CL 3rd; concentration +6)

3/day—*detect undead*

TACTICS

Before Combat If the PCs make it known they are searching for Ruovarn or are investigating anything regarding slave-trading, the dhampir closest to the gangplank draws it up onto the ship's deck.

During Combat On the first round of combat, the dhampir closest to gangplank draws it up onto the ship's deck if it is not already there, preventing escape. The rest each fight the PC closest to them.

Morale The dhampir pirates, soon lusting for the blood of the adventurers, fight until they are incapacitated or dead.



STATISTICS

Str 13, **Dex** 17, **Con** 10, **Int** 10, **Wis** 8, **Cha** 16
Base Atk +3; **CMB** +4; **CMD** 18
Feats Dodge, Toughness, Weapon Finesse, Weapon Focus (rapier)
Skills Bluff +5, Intimidate +9, Perception +1, Ride +8, Survival +5
Languages Common
SQ armor training 1
Gear chain shirt, rapier

RUOVARN KRILLIS

CR 6

Male dhampir rogue (swashbuckler) 7 (*Pathfinder RPG Bestiary* 2 89, *Pathfinder RPG Advanced Player's Guide* 135)
 LE Medium humanoid (dhampir)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)
hp 56 (7d8+21)
Fort +3, **Ref** +8, **Will** +1; (+2 vs. disease and mind-affecting effects; +2 vs. fear),
Defensive Abilities daring +2, evasion, negative energy affinity, resist level drain, uncanny dodge
Weaknesses light sensitivity

OFFENSE

Speed 30 ft.
Melee +1 scimitar +9 (1d6+3/18–20)
Ranged mwk light crossbow +9 (1d8/19–20)
Special Attacks sneak attack +4d6
Spell-Like Abilities (CL 7th; concentration +8)
 3/day—*detect undead*

TACTICS

Before Combat If the PCs make it known that they are Pathfinders, Ruovarn hides on the upper deck of the *Sailswift* and applies poison to one of his bolts, remaining hidden until he is ready to make a sneak attack with his crossbow.
During Combat Ruovarn uses his first turn after shooting the poisoned bolt to throw a tanglefoot bag down onto the PCs, then fires at them from higher ground until he is forced to enter melee. In melee, he fights the first PC to attack him until that PC falls, and then moves on to fight the PC with the highest Charisma.
Morale Ruovarn fights until rendered unconscious or killed.

STATISTICS

Str 15, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 12
Base Atk +5; **CMB** +7; **CMD** 21
Feats Dodge, Improved Initiative, Toughness, Vital Strike, Weapon Focus (scimitar)
Skills Acrobatics +15, Bluff +13, Disable Device +13, Intimidate +11, Perception +11, Sense Motive +9, Sleight of Hand +13, Stealth +13, Swim +12
Languages Common, Kelish
SQ martial training, rogue talents (combat trick, finesse rogue, offensive defense*)

Combat Gear *potion of blur*, *potion of inflict moderate wounds*, tanglefoot bags (2), giant wasp poison (2 doses); **Other Gear** +1 studded leather, +1 scimitar, masterwork light crossbow with 20 bolts, ornate scabbard worth 300 gp

SPECIAL ABILITIES

Poison (Ex) *Giant Wasp Poison*: injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.
 * See the *Advanced Player's Guide*.

Development: As the PCs fight off the pirates assailing them, it doesn't take long for the authorities to be notified of the violent activity in the Docks District by late-night passersby who overhear or see the conflict. Once the fighting starts, it takes 2d4 minutes for 1d6 city guards to arrive at the *Sailswift* and break up the conflict.

If the PCs apprehend Ruovarn, they may question him before the authorities take him away. He won't reveal much unless magically charmed; his love for Ouidda was not only brought on by her mesmerizing charms, but also by a deep and romantic past involvement with her. A letter found in the captain's quarters (see **Player Handout #1**) implicates him thoroughly, however, and the enslaved actors below deck are more than happy to testify against their captors once the effects of their compulsions wears off (they currently believe that they're departing to distant lands where crowds already await their debut performances).

Mission Notes: There are several elements of interest for PCs of various factions on the *Sailswift*.

Andoran faction PCs should want to kill Ruovarn or otherwise effectively put an end to his slave-trading career; doing so earns Andoran faction PCs 1 Prestige Award.

Qadira faction PCs may go below deck and rescue the enslaved Rashtu. The other slaves shackled there beg to be saved as well, and say that they will testify against their captors in court. The door to the gallery is a nondescript trapdoor on the quarter deck that can be found with a DC 20 Perception check; once inside, Qadira faction PCs can easily find cases of rations. Obtaining a sample of the rations earns Qadira faction PCs 1 Prestige Award. Freeing Rashtu earns Qadira faction PCs 1 bonus Prestige Award.

Taldor faction PCs who ruin the ship's sails or mast by any means (such as slashing the sails, breaking the mast) and do so without arousing any of the other PCs' as to their motives earn 1 Prestige Award.

Rewards: If the PCs defeat the pirates on the *Sailswift*, reward each tier thusly:

- Tier 1–2:**
Give each player 146 gp.
- Tier 3–4:**
Give each player 334 gp.
- Tier 6–7:**
Give each player 1,435 gp.

3. The Captive Audience (CR 2 or CR 4 or CR 7)

When the PCs reach the Theater District looking for the Captive Audience, read the following text aloud:

The Theater District of Almas is filled with old architecture and buildings of a traditional style, save for one: a gaudy, tall structure painted several shades of bright green, everburning torches on either side of the face of the building illuminating the words “The Captive Audience,” painted in overly elaborate, nearly unreadable letters.

The PCs may have heard the rumors that the Captive Audience is putting on another one of its extravagant plays in a few days, and the actors have nearly been worked to death in the process. This isn’t at all unusual for the establishment; the theater is known the city over for its eccentric and demanding director, Senlokto Boraminder, who has always been a bit on the odd side, but has been acting even loonier than usual since the recent renovation to the Captive Audience about a year ago. No one suspects it, but this is because a manic doppelganger who goes by the name Yero killed and stole the original proprietor’s identity, all at the suggestion of Ouidda, who met the doppelganger during her travels. Once she pushed him in the proper direction to sate his lust for power, he took to the job of stage director with zealous excitement, striving both to create magnificent plays as well as please his employer by finding many aspiring actors to enslave.

Though some have questioned the unusually high turnover for such a popular theater, Yero has cleverly disguised the disappearances of the popular stars as an example of the playhouse’s ability to rocket actors up their occupational ladder and into the plays of the famous theater companies of Cheliox and even more distant lands. He sends forged letters from these theaters to the families of charmed actors, all while the victims are actually being shipped to distant lands and peddled as property.

Creature: When the PCs arrive at the playhouse, Yero (in the form of Senlokto) directs the performers for the latest play, an indecipherable piece vaguely titled *Dweomer Blade*. He wears armor and directs with a longsword, pointing at the actors and the stage with his weapon as he shouts commands and berates his workers, demanding seemingly impossible feats of them repeatedly. The actors all wear various pieces of armor and wield weapons, though these offer but vague clues as to what the obscure play is actually about.

Yero welcomes the PCs’ arrival, even if he has no idea who they are, and tells them pointedly he needs a break from “working with these amateurs” anyway. He bids

the PCs to join him on stage as he dismisses his actors for a short break to their dressing rooms, which also act as personal quarters during times of high stress (which seems like all of the time at the Captive Audience).

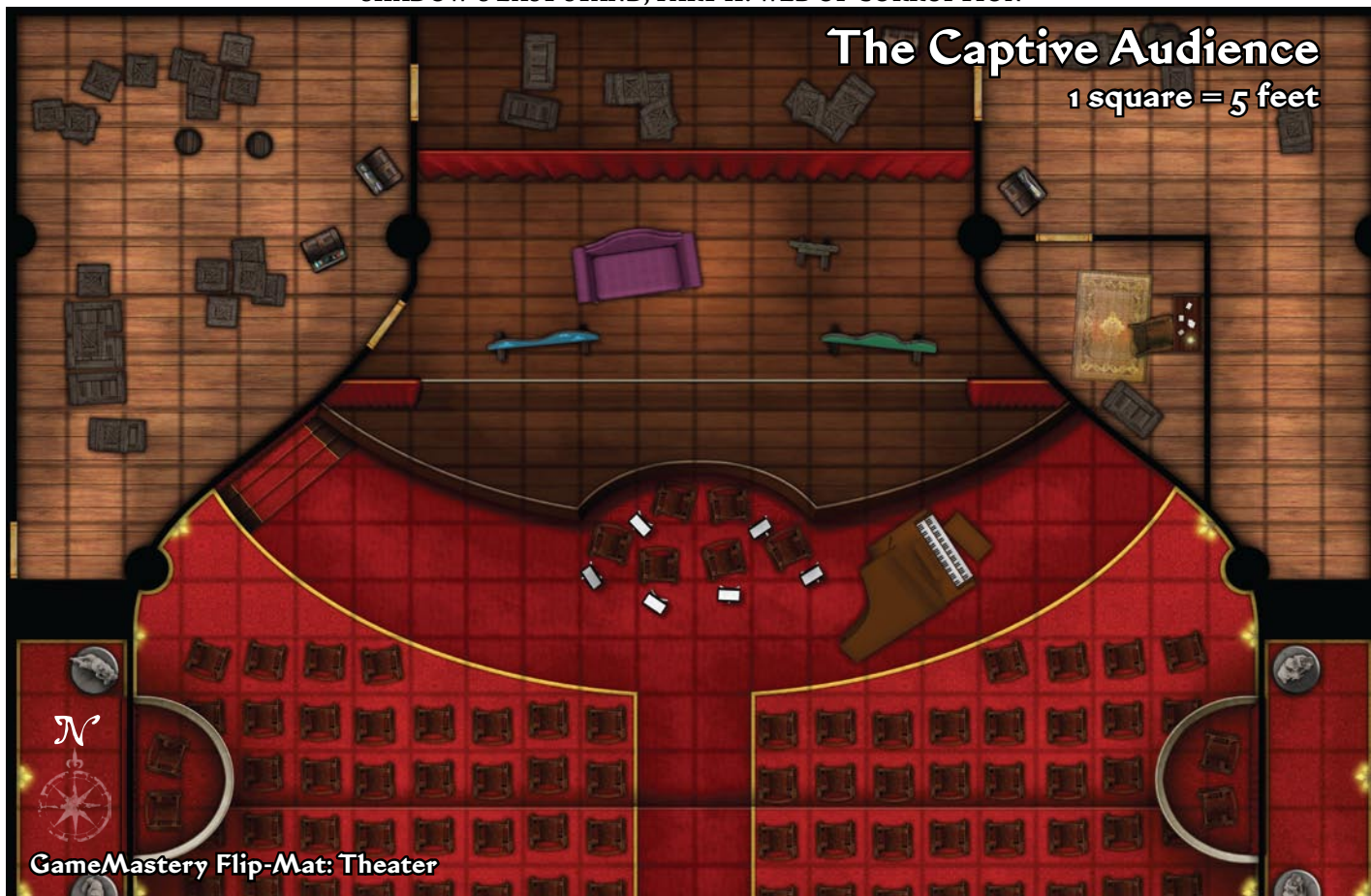
Regardless of how the PCs approach the matter, Yero reacts violently when he realizes the PCs are investigating the slave-trading operation. Realizing that he must silence the PCs before things get out of hand, he attacks, still wearing the form of Senlokto.

Tier 1–2 (CR 2)

YERO	CR 2
Male young doppelganger (<i>Pathfinder RPG Bestiary</i> 89, 295) CN Small monstrous humanoid (shapechanger)	
Init +3; Senses darkvision 60 ft., low-light vision; Perception +9	
DEFENSE	
AC 19, touch 15, flat-footed 15 (+2 armor, +3 Dex, +1 dodge, +2 natural, +1 size)	
hp 18 (4d10–4)	
Fort +2, Ref +7, Will +6	
Immune charm, sleep	
OFFENSE	
Speed 30 ft.	
Melee +1 longsword +9 (1d6+3/19–20)	
Spell-Like Abilities (CL 8th; concentration +9) At will— <i>detect thoughts</i>	
TACTICS	
Before Combat Yero interacts with the PCs in a friendly—if brash—manner until it dawns on him what they are after, at which point he turns his sword on them.	
During Combat On his first turn, Yero either throws his flask of acid at the nearest PC or throws a smokestick down to mask his movements. He then strikes the nearest PC with his longsword until that PC is incapacitated, then fights the next closest PC and so forth.	
Morale Yero fights until he is rendered unconscious or killed.	
STATISTICS	
Str 14, Dex 17, Con 8, Int 13, Wis 14, Cha 13	
Base Atk +4; CMB +5; CMD 19	
Feats Dodge, Great Fortitude	
Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +11	
Languages Common, Gnome	
SQ change shape (<i>alter self</i>), mimicry, perfect copy	
Combat Gear <i>potion of bull’s strength</i> , acid flask, smokesticks (2); Other Gear masterwork leather armor, +1 longsword	

Tier 3–4 (CR 4)

YERO	CR 4
Male doppelganger bard 1 (<i>Pathfinder RPG Bestiary</i> 89)	



CN Small monstrous humanoid (shapechanger)

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

Perception +9

DEFENSE

AC 20, touch 14, flat-footed 17 (+2 armor, +2 Dex, +1 dodge, +4 natural, +1 size)

hp 42 (5 HD; 4d10+1d8+16)

Fort +7, **Ref** +9, **Will** +8

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee +1 longsword +12 (1d6+6/19–20)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Spell-Like Abilities (CL 8th; concentration +11)

At will—*detect thoughts*

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*charm person* (DC 14), *cure light wounds*

0 (at will)—*detect magic*, *mage hand*, *message*, *prestidigitation*

TACTICS

Before Combat Yero interacts with the PCs in a friendly—if brash—manner until it dawns on him what they are after, at which point he calmly begins to use his bardic performance ability to fascinate one of the PCs. During his dramatic

performance, he quaffs the *potion of bull's strength* he's holding, acting as though it's a part of whatever he's acting out. He then turns his sword on the PCs, breaking the fascination effect.

During Combat On the first turn of combat, Yero throws a smokestick down to hide his movements. Afterward, he attacks whichever PC is closest to him with his longsword. While he could drop his gnome disguise to increase his size to Medium, Yero prefers fighting with his sword, which would be undersized for him were he to change his shape.

Morale Yero fights until he is rendered unconscious or killed.

STATISTICS

Str 20, **Dex** 15, **Con** 16, **Int** 15, **Wis** 12, **Cha** 17

Base Atk +4; **CMB** +8; **CMD** 21

Feats Dodge, Great Fortitude, Weapon Focus (longsword)

Skills Acrobatics +10, Bluff +15, Disguise +15 (+35 while using change shape ability), Perception +9, Perform (act) +8, Sense Motive +9, Stealth +14

Languages Common, Elven, Gnome

SQ bardic knowledge +1, change shape (*alter self*), mimicry, perfect copy

Combat Gear *potion of bull's strength*, *scroll of magic missile*, smokesticks (2); **Other Gear** masterwork leather armor, +1 longsword, *cloak of resistance* +1

Tier 6–7 (CR 7)

YERO**CR 7**Male doppelganger bard 4 (*Pathfinder RPG Bestiary* 89)

CN Small monstrous humanoid (shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +12**DEFENSE****AC** 23, touch 15, flat-footed 19 (+4 armor, +3 Dex, +1 dodge, +4 natural, +1 size)**hp** 76 (8 HD; 4d10+4d8+36)**Fort** +8, **Ref** +12, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic**Immune** charm, sleep**OFFENSE****Speed** 30 ft.**Melee** +1 keen longsword +15/+10 (1d6+6/17–20)**Special Attacks** bardic performance 13 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)**Spell-Like Abilities** (CL 8th; concentration +11)
At will—*detect thoughts***Bard Spells Known** (CL 4th; concentration +7)2nd (2/day)—*hold person* (DC 15), *invisibility*1st (4/day)—*charm person* (DC 14), *cure light wounds*, *silent image*, *ventriloquism*o (at will)—*detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*, *resistance***TACTICS**

Before Combat Yero interacts with the PCs in a friendly—if brash—manner until it dawns on him what they are after, at which point he calmly begins to use his bardic performance ability to fascinate the PCs. During his dramatic performance, he quaffs the *potion of bull's strength* that he's holding, acting as though it's a part of whatever scene he's acting out. He then turns his sword on the PCs, breaking the fascination effect and entering melee with them.

During Combat On the first turn of combat, Yero either casts *invisibility* or throws a smokestick down to hide his movements. Afterward, he attacks the PC closest to him with his longsword. While he could drop his gnome disguise to increase his size to Medium, Yero prefers fighting with his sword, which would be undersized for him were he to change shape.

Morale Yero fights until he is rendered unconscious or killed.

STATISTICS**Str** 20, **Dex** 16, **Con** 16, **Int** 15, **Wis** 12, **Cha** 17**Base Atk** +7; **CMB** +11; **CMD** 25**Feats** Dodge, Great Fortitude, Toughness, Weapon Focus (longsword)**Skills** Acrobatics +14, Bluff +18, Diplomacy +14, Disguise +18 (+38 while using change shape ability), Perception +12, Sense Motive +12, Stealth +18**Languages** Common, Elven, Gnome**SQ** bardic knowledge +2, change shape (*alter self*), mimicry, perfect copy, versatile performance (act)**Combat Gear** *potion of bull's strength*, *scroll of magic missile*, smokesticks (2); **Other Gear** +1 studded leather, +1 keen longsword, *cloak of resistance* +1

Development: If the PCs apprehend Yero, he refuses to talk under any conditions, and tries to escape if given the opportunity.

Player characters investigating the playhouse find a dozen dressing rooms through a short corridor behind the stage. Each room has a piece of paper with a name scrawled on it tacked to the door where it looks like a nameplate used to be. One of the doors still features a gold-faced nameplate that says “Senlokto Boraminder”; Yero has claimed these quarters as his own when he killed Senlokto and took over the gnome's role. The door is locked with an average lock, which requires a DC 25 Disable Device check to unlock or a DC 15 Strength check to break through.

In Yero's dressing room are a carpet, bed, desk, mirror, and chair. In the desk is a note from Ouidda to Yero (see **Player Handout #2**), which provides further incriminating evidence against her.

Players who make a DC 20 Perception check also spot a trap door hidden beneath the carpet. The trap door opens to a ladder that leads down 15 feet to a crawl space measuring no more than 20 feet square. In one corner of the room is a pile of rags, beneath which lies the decomposed body of the true Senlokto Boraminder. In the other corner of the room lie scattered papers, including the deed for the Captive Audience, signed by Senlokto Boraminder, as well as papers providing the details of the recent renovations to the playhouse, some of them signed by both Ouidda and Senlokto. A DC 16 Linguistics check comparing Senlokto's signature on the deed with the signature on the renovation details reveals that these latest signatures are forged.

In each of the other dressing rooms in the back of the playhouse rests a charmed actor or actress. There are a total of 12 dressing rooms, not including Yero's. All of the actors lie docilely on their beds, muttering their lines to themselves repetitively, and don't move or otherwise act even if the PCs break down their doors (which aren't locked anyway). If the PCs can negate Ouidda's charm effects on the actors, the captives realize the madness of what they are doing to be a part of this playhouse. The actors all promptly shed their costumes and leave, returning to their former lives. The actors aren't interested in the larger plot the PCs are trying to unravel, and they refuse to testify against either Yero or Ouidda before the People's Council.



Treasure: Six of the actors in the dressing rooms wear ornate yet sturdy suits of studded leather armor, each worth 40 gp, and they shed the armor in their respective rooms when they are snapped out of their haze and decide to go home. One of the other six actors, a woman named Bourillia who appears to have the lead role, wears a masterwork breastplate with gold plating and decorative blue slashes running across it. In Tier 3–4, this is a +1 *breastplate*, and in Tier 6–7 it is a +1 *glamered breastplate*.

Mission Notes: The current play's script, titled *Dweomer Blade*, lies in a drawer in Yero's desk in his private chamber. Cheliox faction PCs who take this script without the other PCs noticing earn 1 Prestige Award. Cheliox PCs can also look for Bourillia's dressing room to find her and try to convince her to join a different acting group. Snapping her out of her charmed state requires the use of *dispel magic* or other compulsion negating magic, at which point she'll happily agree if the PC mentions her uncle's name. Convincing her to leave the theater's employ earns Cheliox faction PCs 1 Prestige Award.

Taldor faction PCs who search through the papers in the crawl space beneath Yero's quarters find several old, thick tomes titled *An Extended History of Taldor*. Taking these books without the other PCs noticing grants Taldor faction PCs 1 Prestige Award.

Rewards: If the PCs defeat the doppelganger and free the charmed actors, reward each tier thusly:

Tier 1–2:

Give each player 308 gp.

Tier 3–4:

Give each player 626 gp.

Tier 6–7:

Give each player 1,449 gp.

4. Streets of Almas

The night before Ouidda gives her speech (the second night of the PCs' investigation into her plot), she has caught on to their actions, having many eyes and ears in the places where she runs her operation, and she begins

OPTIONAL ENCOUNTER

The assassin-beasts encountered in the streets of Almas make an optional encounter. If more than 2 hours remain in the session, run it as written. Otherwise, assume that Ouidda has caught on to the PCs' scheme against her, but is unable to procure agents to silence them before her speech.

to take preventative measures against the Pathfinders. The Spider gathers a small strike force of supernatural assassins—creatures that can't be directly traced back to her—to do her dirty work. During any point in the night when the PCs are walking around town, they are stealthily surrounded by several foes who attack when there are no bystanders. PCs should roll a Perception check versus their assailants' Stealth checks to determine whether their enemies get to act during a surprise round before combat.

Tier 1–2 (CR 3)

KRENSHARS (2) CR 1

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N Medium magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 13 (2d10+2)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d6), 2 claws +2 (1d4)

Special Attacks skullface

STATISTICS

Str 11, **Dex** 14, **Con** 13, **Int** 6, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative

Skills Intimidate +1 (+5 to demoralize), Perception +5, Stealth +10

Languages Sylvan (can't speak)

SPECIAL ABILITIES

Skullface (Su) As a standard action, a krenshar can pull the skin back from its face, revealing the musculature and bony structures of its skull. This action counts as using Intimidate to demoralize an opponent, and is an extraordinary ability. The krenshar can emit a loud screech while peeling back its skin, causing potent fear in a single creature within 100 feet that can see the krenshar. The targeted creature must make a DC 12 Will save or become frightened (if the target has 6 or fewer Hit Dice) or shaken (if the target has more than 6 Hit Dice) for 1d4 rounds. A

creature that successfully saves cannot be affected again by the same krenshar's skullface ability for 24 hours. This ability is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

Tier 3–4 (CR 5)

Ooze Mephits (2) CR 3

hp 19 each (*Pathfinder RPG Bestiary 203*)

Tier 6–7 (CR 8)

Phase Spiders (3) CR 5

hp 51 each (*Pathfinder RPG Bestiary 226*)

ACT 3: THE UNVEILING

The special legislative meeting that Dorianna Ouidda herself called to order begins promptly at 9 a.m. on the third day of the adventure. Many of the most prominent politicians in Andoran are in attendance, and rumors fly about the crowd outside the palace of the Grand Council that the Supreme Elect, Codwin the I of Augustana, may even make an appearance to hear Ouidda's oration. The PCs are permitted into the upper balcony of the legislative chamber where they find several seats in the front row, overlooking the main floor. After the routine opening remarks from a court bailiff, Ouidda takes the floor and flies almost immediately into an embittered and passionate speech about the Pathfinder scourge within Almas. The PCs can jump in at any time, though the longer they wait the more difficult it will be to convince the Council of their evidence.

1. The People's Council Meeting

While interrupting the regular proceedings is normally grounds for immediate removal from the Council meeting, PCs who make accusations against Ouidda are be allowed to at least say their piece before bailiffs escort them from the premises as several senior members of the committee find their curiosity piqued by the PCs' claims and demand evidence before completely dismissing the interrupters. Several factors come into consideration in this meeting as the PCs reveal to the members of the Council what Ouidda has really been up to, and for each of the following circumstances, the PCs receive a bonus on Diplomacy checks made while convincing the Council of Ouidda's treachery and true identity as the Spider.

The mechanics of this encounter rely on a series of Diplomacy checks, each check made in secret by the GM whenever the PCs draw upon a piece of evidence against Ouidda. Succeeding on the Diplomacy check means that the Council was convinced of the legitimacy

of the claim. In all tiers, it requires a DC 20 Diplomacy check to convince the Council of any piece of evidence, constituting a success.

The PCs can attempt as many Diplomacy checks as they want within reason, each time presenting a different piece of evidence. Each piece of evidence grants a bonus on that Diplomacy check and, if successful, all subsequent checks as well. The circumstance bonus for each piece of evidence is listed below. Some PCs may come up with additional evidence beyond the examples listed below; feel free to reward up to a +4 bonus for other legitimate evidence based on its relative effectiveness compared to the examples presented here. Additionally, if you feel the players do a particularly good job roleplaying their argument, feel free to grant a +5 bonus on one Diplomacy check per PC in secret to reward them for getting into the story. After the PCs have acquired a number of successes based on their sub-tier, the Council is sufficiently convinced of the evidence against Ouidda to take her into custody for further investigation and a true trial.

In Tier 1–2, the PCs need to make 3 successful Diplomacy checks to convince the Council of Ouidda's guilt. In Tier 3–4, they must make 4 successful Diplomacy checks. In Tier 6–7, five successes are needed to sway the Council.

Slaves From the *Sailswift* (+6): If the PCs bring forth any of the willing slaves who were aboard the *Sailswift* to testify against Ouidda, they inform the Council that the PCs are indeed telling the truth and that they were charmed at the Captive Audience after auditioning for roles, and then taken aboard the *Sailswift* to be sold as slaves. PCs receive a +6 bonus on their Diplomacy check as well as on subsequent checks made to convince the Council of Ouidda's criminal activities.

Yero/Senlokto's Body (+5): If the PCs bring forth either the doppelganger body of Yero (dead or alive) or the dead body of the real Senlokto as evidence, they receive a +5 bonus on their Diplomacy check as well as on subsequent checks made to convince the Council of Ouidda's criminal activities. If the PCs bring both of these pieces of evidence,

only make one check for both of them, granting only one bonus to the Diplomacy check and subsequent checks.

Jarovar (+4): If the PCs didn't let Jarovar go free in Act 2 and decide to use him as evidence against Ouidda, he openly blubbers and confesses that everything the PCs are saying is true, and details his involvement in the scheme. Though he does not know who the Spider is, as he has never met her in person, he confesses to working for her and dealing with Yero (who he didn't realize was a doppelganger) and Ruovarn. Using Jarovar as evidence like this gives the PCs a +3 bonus on their Diplomacy check as well as on subsequent checks made to convince the Council of Ouidda's criminal activities.

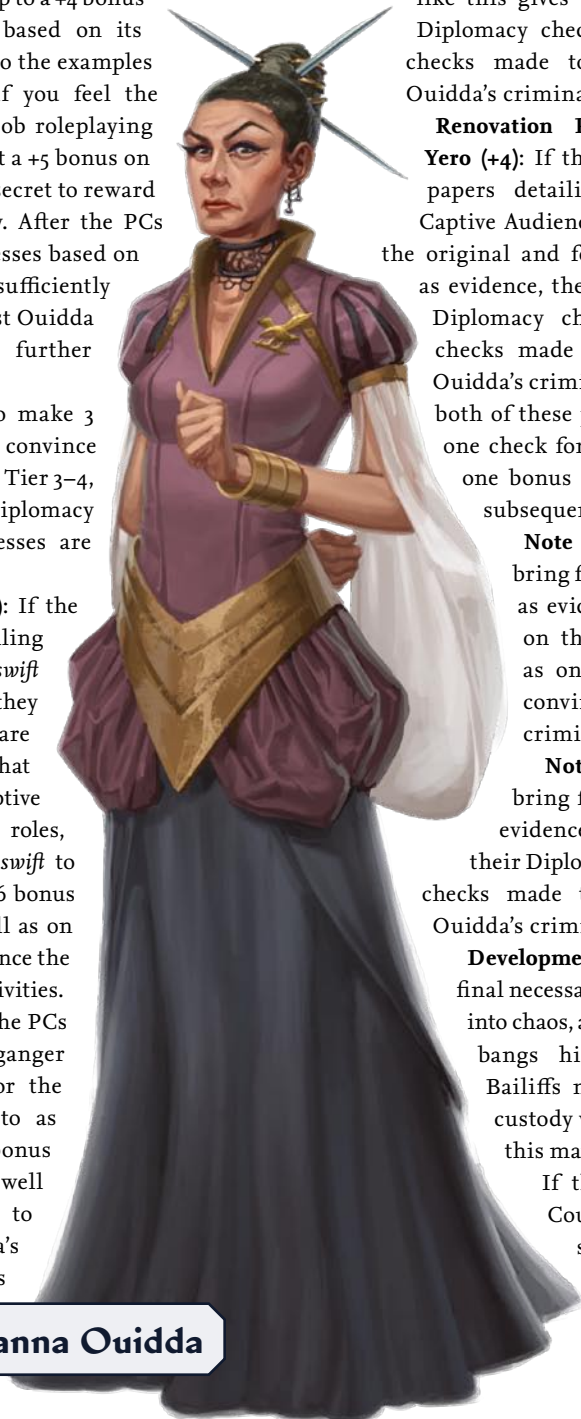
Renovation Papers Signed by Ouidda/Yero (+4): If the PCs bring forth either the papers detailing the renovations to the Captive Audience with Ouidda's signature or the original and forged signatures of Senlokto as evidence, they receive a +4 bonus on their Diplomacy check as well as subsequent checks made to convince the Council of Ouidda's criminal activities. If the PCs bring both of these pieces of evidence, only make one check for both of them, granting only one bonus on the Diplomacy check and subsequent checks.

Note to Ruovarn (+3): If the PCs bring forth Ouidda's note to Ruovarn as evidence, they receive a +3 bonus on their Diplomacy check as well as on subsequent checks made to convince the Council of Ouidda's criminal activities.

Note to Yero (+3): If the PCs bring forth Ouidda's note to Yero as evidence, they receive a +3 bonus on their Diplomacy check and on subsequent checks made to convince the Council of Ouidda's criminal activities.

Development: After the PCs make their final necessary success, the chamber bursts into chaos, and the president of ceremonies bangs his gavel, demanding order. Bailiffs move in to take Ouidda into custody while the Council investigates this matter further.

If the PCs cannot convince the Council of Ouidda's guilt (which should be unlikely, given that there is no limit to the number of Diplomacy attempts they may make),



Dorianna Ouidda

she ends her speech prematurely, as the moment is interrupted by the public outcry to such a degree that she feels her efforts have been hampered even if her guilt was not proven. She sneers at the PCs and leaves the Council chambers to retire to her personal quarters elsewhere in the building.

If the PCs succeed in convincing the Council of Ouidda's criminal activities, the authorities have Ouidda escorted out of the courtroom by two guards. The legislature thanks the PCs for their service to the city as the guards do this. When the meeting is adjourned shortly thereafter, the Council members recess to their respective chambers. As the PCs exit the legislative hall, they notice a crowd amassing in a side hallway around the bodies of the two guards who left with Ouidda and a trail of bloody footprints leading toward her private office and quarters. A bailiff sounds the alarm, calling for more guards and asking the PCs to pursue Ouidda so she doesn't destroy any evidence in her office.

If Ouidda left of her own free will, the PCs are instead approached by a single member of the Council who is sympathetic to their cause and suggests they head to her chambers, where they might find additional evidence. She offers them directions to Ouidda's private office within the large palace should they require it.

Mission Notes: Osirion faction PCs should want to plant their scroll on the outside of the palace of the People's Council where the meeting is to take place without anyone noticing. Doing so earns them 1 Prestige Award.

2. Ouidda's Personal Quarters (CR 4 or CR 6 or CR 9)

Double doors lead into this large, opulently decorated room, a holdover from the palace's former use as home to Andoran's now defunct aristocracy. Intricately woven rugs cover the hardwood floor, and plushly upholstered furniture graces two distinct sections of the room. Bookshelves line the walls of the eastern half, while a small wetbar and decorative tables fill the western portion.

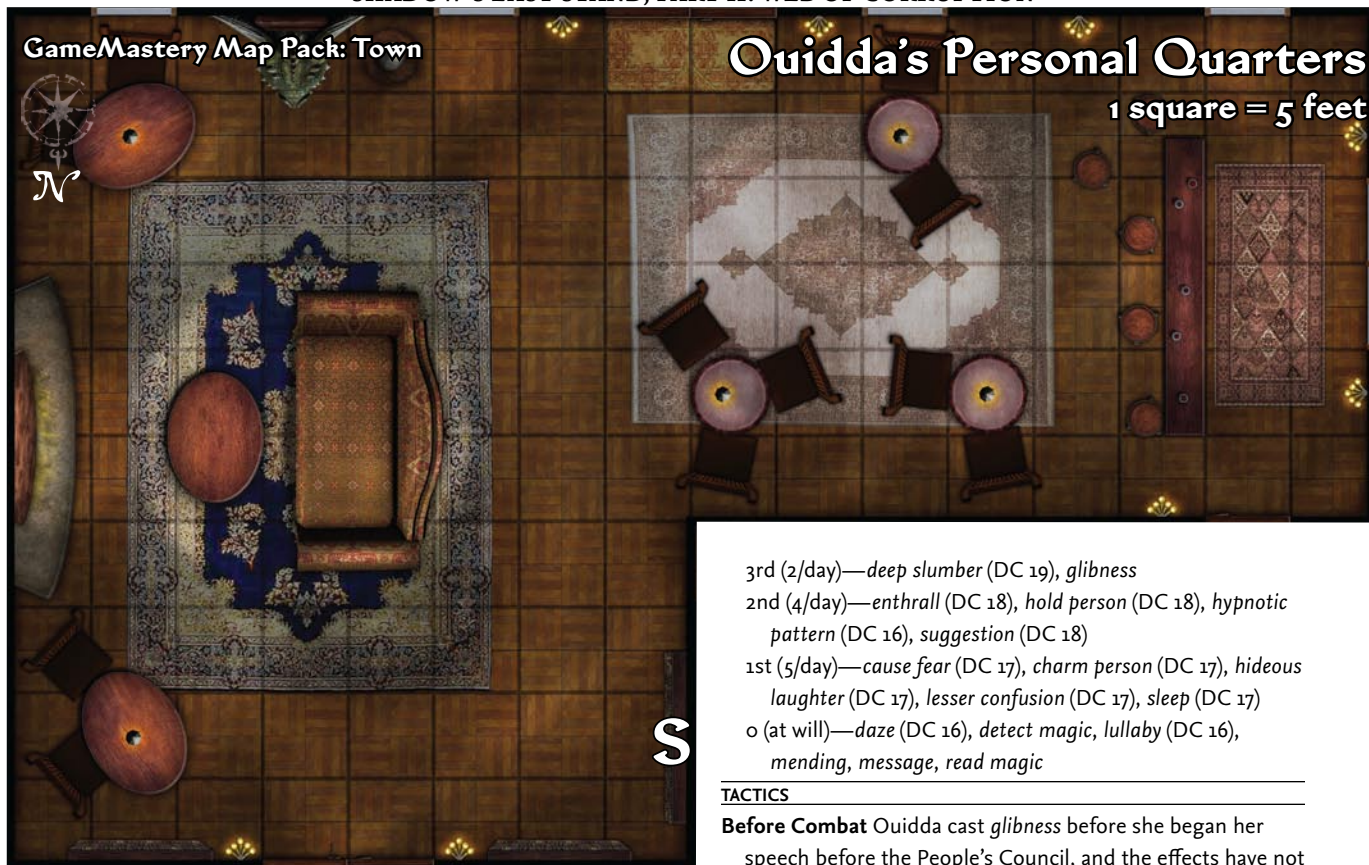
Each member of the People's Council, while considered a citizen by the law, is granted the lifestyle of the aristocracy they replaced by their position alone. When the People's Council is not in session in the palace, they often lounge in their personal chambers, which typically contain the same opulent decor that graced the rooms when the palace served different purposes. Ouidda's chambers are no different, and here she uses the relative privacy to orchestrate many of her most sinister criminal plans, far from the actual operations in the alleys and docks of Almas.

A secret door behind the northwestern most bookshelf (DC 20 Perception to find) leads to a small closet wherein she keeps most of her most damning evidence and the most valuable of her possessions. At the moment, these possessions include a captured Osirian double agent—Amenopheus, the Sapphire Sage.

Creature: Anticipating that the PCs or the palace's guard would follow her here, Ouidda waits to ambush her pursuers in the familiar room. Once she arrives in the room, she arms herself and readies to quaff her *potion of invisibility* when she hears someone opening the double doors to the chamber.

Tier 1–2 (CR 4)

DORIANNA OUIDDA	CR 4
Female human bard 5	
LE Medium humanoid	
Init +5; Senses Perception +7	
DEFENSE	
AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)	
hp 36 (5d8+10)	
Fort +2, Ref +5, Will +3; +4 vs. bardic performance, language-dependent, and sonic	
OFFENSE	
Speed 30 ft.	
Melee mwk rapier +4 (1d6+2/18–20)	
Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2)	
Bard Spells Known (CL 5th; concentration +9)	
2nd (3/day)— <i>enthrall</i> (DC 17), <i>hypnotic pattern</i> (DC 16), <i>suggestion</i> (DC 17)	
1st (5/day)— <i>cause fear</i> (DC 16), <i>charm person</i> (DC 16), <i>lesser confusion</i> (DC 16), <i>sleep</i> (DC 16)	
0 (at will)— <i>daze</i> (DC 15), <i>detect magic</i> , <i>lullaby</i> (DC 15), <i>mending</i> , <i>message</i> , <i>read magic</i>	
TACTICS	
Before Combat Ouidda drinks her <i>potion of invisibility</i> when she hears someone approach the door.	
During Combat Ouidda attempts to turn the PCs against one another and win allies through her mastery of compulsions. She tries to avoid melee at all costs, preferring to use charmed foes as blockers between herself and her attackers.	
Morale Ouidda is not stupid and knows when she's beaten. She can exact revenge on the PCs if she can simply get away, which she attempts to do if reduced to fewer than half her total hit points.	
STATISTICS	
Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 18	
Base Atk +3; CMB +3; CMD 15	
Feats Combat Casting, Dodge, Improved Initiative, Spell Focus (enchantment)	



Skills Bluff +12, Diplomacy +12, Intimidate +12, Knowledge (local) +12, Knowledge (nobility) +12, Perception +7, Perform (oratory) +12, Sense Motive +7, Spellcraft +10

Languages Common, Goblin, Kelish

SQ bardic knowledge +2, lore master 1/day, versatile performance (oratory)

Combat Gear *potions of cure light wounds* (2), *potion of invisibility*;

Other Gear masterwork chain shirt, masterwork rapier

Tier 3–4 (CR 6)

DORIANNA OUIDDA

CR 6

Female human bard 7

LE Medium humanoid

Init +5; **Senses** Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)

hp 49 (7d8+14)

Fort +3, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 rapier +6 (1d6+3/18–20)

Special Attacks bardic performance 20 rounds/day (move action, countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

Bard Spells Known (CL 7th; concentration +11)

Ouida's Personal Quarters

1 square = 5 feet

3rd (2/day)—*deep slumber* (DC 19), *glibness*

2nd (4/day)—*enthrall* (DC 18), *hold person* (DC 18), *hypnotic pattern* (DC 16), *suggestion* (DC 18)

1st (5/day)—*cause fear* (DC 17), *charm person* (DC 17), *hideous laughter* (DC 17), *lesser confusion* (DC 17), *sleep* (DC 17)

o (at will)—*daze* (DC 16), *detect magic*, *lullaby* (DC 16), *mending*, *message*, *read magic*

TACTICS

Before Combat Ouida cast *glibness* before she began her speech before the People's Council, and the effects have not yet worn off. She drinks her *potion of invisibility* when she hears someone approach the door.

During Combat Ouida attempts to turn the PCs against one another and win allies through her mastery of compulsions. She tries to avoid melee at all costs, preferring to use charmed foes as blockers between herself and her attackers, and employing magic such as *hold person* or *deep slumber* to drop physical threats out of combat.

Morale Ouida is not stupid and knows when she's beaten. She can exact revenge on the PCs if she can simply get away, which she attempts to do if reduced to fewer than half her total hit points.

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 14, **Wis** 8, **Cha** 18

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

Feats Combat Casting, Dodge, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)

Skills Bluff +14 (+34 to lie), Diplomacy +14, Intimidate +14, Knowledge (local) +13, Knowledge (nobility) +14, Perception +7, Perform (act) +14, Perform (oratory) +14, Sense Motive +7, Spellcraft +12

Languages Common, Goblin, Kelish

SQ bardic knowledge +3, lore master 1/day, versatile performance (oratory, act)

Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*, *potion of undetectable alignment*; **Other Gear** +1 chain shirt, +1 rapier

Tier 6–7 (CR 9)

DORIANNA OUIDDA**CR 9**

Female human bard 10

LE Medium humanoid

Init +6; **Senses** Perception +7**DEFENSE****AC** 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +2 Dex, +1 dodge)**hp** 78 (10d8+30)**Fort** +4, **Ref** +9, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic**OFFENSE****Speed** 30 ft.**Melee** +1 rapier +8/+3 (1d6+3/18–20)**Special Attacks** bardic performance 28 rounds/day (move action, countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion,)**Bard Spells Known** (CL 10th; concentration +16)4th (2/day)—*dominate person* (DC 22), *greater invisibility*3rd (4/day)—*confusion* (DC 21), *deep slumber* (DC 21),
glibness, *slow* (DC 19)2nd (6/day)—*eagle's splendor*, *enthral* (DC 20), *hold person*
(DC 20), *hypnotic pattern* (DC 18), *suggestion* (DC 20)1st (7/day)—*cause fear* (DC 19), *charm person* (DC 19), *hideous
laughter* (DC 19), *lesser confusion* (DC 19), *sleep* (DC 19)0 (at will)—*daze* (DC 18), *detect magic*, *lullaby* (DC 18),
mending, *message*, *read magic***TACTICS****Before Combat** Ouidda cast *glibness* before giving her speech to the People's Council, and the effects are still active.She casts *eagle's splendor* as she flees to her quarters (the effects of which are included in her stats). When she hears someone approaching the door, she casts *greater invisibility* and drinks her *potion of haste*.**During Combat** Ouidda initiates combat by casting *dominate person* on the most heavily armored foe and turning him on his fellow Pathfinders. She follows up with *slow*, *confusion*, and *deep slumber* to keep her enemies off balance or out of combat. If forced into melee, she uses *cause fear*, *hideous laughter*, and *hold person* to eliminate immediate threats.**Morale** Ouidda is not stupid and knows when she's beaten.

She can exact revenge on the PCs if she can simply get away, which she attempts to do if reduced to fewer than half her total hit points.

STATISTICS**Str** 10, **Dex** 14, **Con** 12, **Int** 14, **Wis** 8, **Cha** 22**Base Atk** +7; **CMB** +7; **CMD** 21**Feats** Combat Casting, Dodge, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Toughness**Skills** Bluff +19 (+39 to lie), Diplomacy +19, Intimidate

+19, Knowledge (local) +17, Knowledge (nobility) +16, Perception +7, Perform (act) +16, Perform (dance) +16, Perform (oratory) +19, Sense Motive +10, Spellcraft +15

Languages Common, Goblin, Kelish**SQ** bardic knowledge +5, jack-of-all-trades (use any skill), lore master 1/day, versatile performance (oratory, act, dance)**Combat Gear** *potions of cure moderate wounds* (2), *potion of haste*; **Other Gear** +1 chain shirt, +1 rapier, ring of protection +1**Development:** Though Ouidda is crafty, chances are she won't be able to escape a full team of Pathfinders set on bringing her to justice. If captured, she refuses to divulge any information, or lies to hint at even larger plans yet to come. She does not admit to her affiliation with the Aspis Consortium unless magically compelled to do so, and even then does everything she can to hide the truth among layers of other conspiracies and affiliations (such as her work as the Spider and among the Shadow Lodge).

The papers and correspondence scattered about the room all pertain to Ouidda's position as an elected member of the People's Council and don't provide any evidence to her criminal activities, association with the Shadow Lodge, or Aspis Consortium. The closet behind the northwest bookshelf, however, holds a trove of damning evidence of all her most illicit dealings, as well as proof of kidnapping in the form of the bound and gagged body of the elderly Osirian sage, Amenopheus. If the PCs do not find the secret chamber, the guards who arrive shortly after combat ends do while investigating the scene.

Among the cramped closet's crowded shelves are documents relating to years of criminal dealings in Almas and other Andoren cities including Augustana, Oregent, and Carpenden, almost all of which clearly incriminate Ouidda as the crime boss known as the Spider. Bills of sale confirm that she has been heavily and personally involved in the slave trade out of Okeno in the Obari Ocean, and the kidnapping of countless aspiring actors through not only the Captive Audience but also small theaters and traveling circuses throughout southern Avistan. Many of these documents also allude to her role in the Aspis Consortium, though never overtly.

A box of collected correspondence provides equally damaging evidence of her influence within the Shadow Lodge, including extensive letters from cell heads throughout the Inner Sea, including Hondo Heru in Sothis, Caggrigar in Irrisen, Chalfon Dalsine in Oppara, and Kormiggon Sussworth in Kaer Maga, all suggesting they ramp up their assault on the Decemvirate instead of sitting idly by while the Shadow Lodge's stodgy leader simply amasses contacts and resources in Absalom. Other correspondence indicates she has powerful contacts within the Grand Lodge itself, though they lack signatures or proper nouns, so any evidence is purely

speculative. Finally, a letter in elegant script from a person signed only “the Needle” promises that “the Red Mantis will see the assassination through upon the orders of your ally.”

Mission Notes: Osirion faction PCs should want to freeing Amenopheus and uncover the truth behind his involvement in the Shadow Lodge during the last year (as detailed in the Conclusion section below). If they discover and release their faction head, Osirion faction PCs earn 1 Prestige Award.

Rewards: If the PCs defeat Dorianna Ouidda, award each tier thusly:

Tier 1–2:

Give each player 80 gp.

Tier 3–4:

Give each player 351 gp.

Tier 6–7:

Give each player 576 gp.

CONCLUSION

After defeating Ouidda, the PCs may speak with Amenopheus, who was held prisoner in Ouidda’s quarters after she found out he was investigating her operation as a double agent within the Shadow Lodge. He provides the PCs with all the information in the adventure background save the Spider’s position as a gold Aspis Consortium agent. He explains that he had to appear to be a traitor against the Decemvirate both to convince Ouidda of his loyalty to the Shadow Lodge, but also to spur the Ten into action and expose the Society’s vulnerability to high-ranking traitors. He apologizes to any members of the Osirion faction for deceiving them, and thanks them for remaining true to the Ruby Prince’s cause despite his apparent betrayal.

If any of the PCs have not completed the first part of the Shadow’s Last Stand series, *At Shadow’s Door*, Amenopheus pulls them aside and informs them of an impending assault on the Almas Pathfinder lodge in the Cathedral of Aroden. He warns that it may already

be too late for Venture-Captain Brackett and his agents, as the most recent information he had attained before his capture indicated the assault was to happen very soon. If, however, all the PCs have played the series’s first chapter, they may inform Amenopheus that Brackett is safe and the lodge has been retaken from the Spider’s agents’ control.

With the Spider’s identity revealed, her vast crime syndicate falls apart, and the Andoren authorities use the information gathered by the PCs to locate and arrest her associates throughout the city. The Decemvirate likewise sends crack teams of Pathfinders to locations throughout the Inner Sea to put an end to her poisonous influence over the minds and motivations of her fellow Shadow Lodge agents.



Amenopheus

Faction Missions

Andoran Faction: Andoran faction PCs who recover the letter proving Ouidda’s involvement with the slave ship *Sailswift* earn 1 Prestige Award. Andoran faction PCs who also apprehend or kill the slavers earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who take the script from Senlokto’s dressing room in the Captive Audience earn 1 Prestige Award. Cheliox faction PCs who also find and convince the paracountess’s niece to switch acting companies earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who plant the scroll on the outside of the Grand Cathedral earn 1 Prestige Award. Osirion faction PCs who also find and rescue Amenopheus earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who bring back samples of the rations given to the slavers earn 1 Prestige Award. Qadira faction PCs who also rescue Rashtu from the *Sailswift* earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who ruin the *Sailswift*’s sails or mast earn 1 Prestige Award. Taldor faction PCs who also retrieve the book of Taldan history from the room under the Captive Audience earn 1 bonus Prestige Award.

Andoran Faction Handout

Defender of Justice,

The People's Council's recent slanderous accusations against the Pathfinders must not stand, and it is good to see that you are seeking to right this matter by exposing the treacherous Spider. It has come to my attention that she is managing a slave-trading operation within the very borders of one of Andoran's finest cities; we must protect Almas's citizens from her vile grasp, lest the entire nation slowly learn to accept such horrid acts as commonplace. Find me solid, irrefutable evidence of the Spider's wrongdoings and put a stop to her madness.

Alas, it is sometimes not enough to merely disrupt one facet of evil, and there have been rumors that the Spider is cooperating with several well-known dhampir pirates, infamous for their slave-running campaign. They've been spotted in the port of Almas as of late—stop them at all costs and you will be greatly rewarded.

Capt. Colson Maldris

For Liberty!

Captain Colson Maldris



Chelixa Faction Handout

Delicate Pawn,

It is delightful to hear you will be visiting the meager settlement of Almas, for I have heard of its recent expanse in the realm of the arts. An old playhouse there has recently been renovated and is slowly making a name for itself. While its works are crude, they are truly unique, and would provide a bit of flavor to the humdrum plays I have seen on the Egorian stage of late. Retrieve a current, ideally unproduced, script for me.

As much as it pains me to admit, I have an additional favor to ask of you. One of my nieces—an innocent, still tender lass named Bourillia—has fallen in with this very playhouse, and I fear it may be somehow involved in the Spider's slaving efforts. Rescue her from the wretched place—convince her to join a different theater company in the city of your choice if you must— and you will have my utmost gratitude.

Travel and Prosper,

Zarta Draldeen
Paracountess Zarta Draldeen

Osirion Faction Handout

Guardian of Knowledge,

I must write this note in haste, for new information has suddenly come to light regarding the disgraced Sapphire Sage, Amenopheus. It seems his involvement in the Shadow Lodge may have been nothing but a ruse in order to infiltrate the organization! If this is true, it is vital you find him and ensure he is safe. I understand your current mission is to hit at the very heart of the Almas Shadow Lodge cell, and if he's there he could easily be caught in the crossfire. Other Pathfinders will not yet understand his involvement as a double agent, so keep this information to yourself.

I lack the skill for managing a network of agents that makes Amenopheus—if he is still loyal to us—such a vital asset, and have had trouble getting a message to one of our spies in Almas, a page for a prominent member of the People's Council. Enclosed is a coded message in the form of a political flyer. Place it on the exterior of the palace of the People's Council in a prominent position where she may see it, but don't let your associates see you, as I would hate for the message to be deciphered by a rival nation's agent.



For the Sands,

Otoneraphim

Otoneraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

Dedicated Servant of the Satrap,

May the winds of trade bear well upon your voyage to Almas! It is fortunate you are going there—we have recently learned that Almas is one of the largest producers of an incredibly durable ration preservative. Having the recipe behind this marvel of food engineering would enable our merchants to take longer voyages and provide us a new and profitable ware to sell. Procure a sample of this substance—likely found in the provisions of the ships in Almas's harbor—and you will be greatly rewarded.

In addition, my partner has requested me to ask you a favor as well. One of his cousins, a girl named Rashtu, was in Almas but has recently dropped out of contact, and we fear the worst, what with all the recent talk of slave-trading there. Perhaps she is somehow entrapped in the Spider's dreadful scheme—rescue her and you will have my eternal gratitude.


*Travel and Prosper,
Trade Prince Aaqir Al'Hakam x* *Aaqir Al'Hakam*



Taldor Faction Handout

Glorious Harbinger of the Empire,

It has come to my attention that you will be visiting the port city of Almas soon. There is a particular matter that I hope you will attend to while you are there. A particular Katapeshi trading vessel has been seen around our waters of late, and I fear that it may be somehow involved with the illegal operation you'll be investigating. In addition, the ship's obviously tawdry design has distracted the dockworkers of our nation with its seeming splendor. Its sails should be down at night—destroy them without any of your allies noticing and you will be doing Taldor a great service.



Also, I have heard that a playhouse in Almas has recently been remodeled; the name of the establishment escapes me, but it is rumored that it was originally built over the ashes of a large library that had a great interest in Taldor's history—Almas was, after all, once merely a colony of the Empire. Surely there must be some piece of work left in the playhouse from its days as a chapel of knowledge. Retrieve such a work to bolster our nation's pride and morale, and you will be rewarded.

For Magnificent Taldor!

Gloriana Morilla
Lady Gloriana Morilla

Player Handout #1

Ruovarn,

I hope this letter and the latest shipment of "supplies" reaches you well, my lovely helper. I would write more, but I'm afraid I have a speech to give in but a few days—as well you know—and I must practice it if I am to convince these blasted bureaucrats of the Pathfinders' treachery. They won't abolish themselves from our fair city, after all.



Player Handout #2

Yero,

From what I've seen of your most recent recruits and the plays, you are doing a splendid job as a stage director, but are failing me in our ultimate pursuit. Need I remind you why I hired you in the first place? There is no shortage of young "talent" eager to appear on stage; ensure that as many of them as possible come under our influence. Only then can we truly profit on their sale.



SHADOW'S LAST STAND, PART II: WEB OF CORRUPTION

**SCENARIO 2-24:
SHADOW'S LAST STAND, PART II: WEB OF CORRUPTION**

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 2-24: SHADOW'S LAST STAND PART II WEB OF CORRUPTION

This Chronicle Certifies That _____

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

Scenario Chronicle # _____

TIER	1-2	▶	533	MAX GOLD
TIER	3-4	▶	1,311	
TIER	6-7	▶	3,460	

EXPERIENCE

Starting XP
+1 XP
Final XP Total

PRESTIGE AWARD

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

Items Found During This Scenario

TIER
all

Spider's Captor: Rather than simply kill the treacherous criminal mastermind and Shadow Lodge agent known as the Spider, you brought her in alive to stand trial for her crimes before the lawful authorities of Andoran. In thanks for your contribution to the process of bringing her to justice, you gain an official writ of appreciation from the People's Council granting you a +5 bonus on any Diplomacy check made to influence a government official within the nation of Andoran.

TIER
1-2

Potion of bull's strength (300 gp)
Potion of invisibility (300 gp)

TIER
3-4

Cloak of resistance +1 (1,000 gp)
Potion of cure moderate wounds (300 gp)
Potion of inflict moderate wounds (300 gp)

TIER
6-7

+1 glamerd breastplate (4,350 gp)
+1 keen longsword (8,315 gp)
Potion of haste (750 gp)
Ring of protection +1 (2,000 gp)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT _____

EVENT CODE _____

DATE _____

Game Master's Signature _____

GM Pathfinder Society # _____