

# PATHFINDER SOCIETY



## MY ENEMY'S ENEMY

By James Olchak



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PATHFINDER SOCIETY SCENARIO #4-14

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*Pathfinder Society Scenario #4-14: My Enemy's Enemy* is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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

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# MY ENEMY'S ENEMY

BY JAMES OLCHAK



Magnimar owes much of its economic good fortune to its thriving port, the Dockway. Tradespeople from every social class do business throughout the Dockway district at all hours of the day and night, and the unfettered flow of goods provides Magnimar with a reputation as one of Varisia's most essential trading centers. Though the salt-stung citizens of the Dockway are notorious for rascality, a few coins put in the right hands ensure that losses to theft are negligible. Unfortunately, a recent spate of violent robberies has upset the delicate balance between Magnimar's criminal element and the merchants who rely on the Dockway for their livelihoods. Priceless relics, art objects, and culturally significant items from across the Inner Sea region have been taken in the series of thefts. Worse still, clues found at the crime scenes suggest that the party responsible for the recent crime wave is affiliated with the Pathfinder Society. The situation has become tense enough that Venture-Captain Sheila Heidmarch has been forced to take action to resolve the situation lest the Pathfinder Society's reputation become permanently tarnished.

The crimes plaguing the Dockway are being planned and executed by a cell of rogue Shadow Lodge agents led by former Pathfinder Society agent Titus Terliss. Terliss and his group have infiltrated a local Szarni gang, the Twincandles, under the pretense of helping them carve out a portion of Magnimar's narcotics trade. In truth, Terliss and his rogue Shadow Lodge cell are simply using the Twincandles' home as a base of operations to carry on their crimes, with the primary intention of creating resentment within the city toward the Pathfinder society and destroying the shaky alliance brokered between the Pathfinder Lodge and the Shadow Lodge.

Support for Terliss's operation is provided by former Shadow Lodge agent provocateur Dorianna Ouida, known in the underworld as the Spider. This notorious slaver, smuggler, and corrupt politician served as a member of Andoran's ruling legislative body—a position she used to forward her battle against the Pathfinder Society—until a team of Pathfinders exposed her for the criminal she is. Since that time, Ouida's hatred for the

## WHERE ON GOLARION?

*My Enemy's Enemy* takes place in Magnimar, the City of Monuments, located on Varisia's southwestern coast. Magnimar is a bustling seaport through which the region of Varisia carries out much of its trade. Magnimar's busy harbor is free from the tariffs that plague Korvosa and the pirates that call Riddleport home, making it a desirable destination for merchants from throughout the Inner Sea region. For more information on Magnimar, see *Pathfinder Campaign Setting: Magnimar, City of Monuments* or the Shattered Star Adventure Path, both available at your local bookstore or game store and online at [paizo.com](http://paizo.com).



society and the complexity of her schemes to destroy it have both increased tenfold. Now based in Riddleport, the criminal mastermind deployed Terliss's group of rogue Shadow Lodge agents—loyal to her and her ideals of dominance over the Decemvirate—to Magnimar in hopes of turning public opinion against the Pathfinder Society based at Heidmarch Manor, the only Pathfinder Lodge in Varisia. Ouida knows that the public ouster of this lodge would be a grave loss to the Pathfinder Society. Venture-Captain Heidmarch is also keenly aware of this, and has dispatched agents to the most recent crime scene, with the intent that they discover the parties responsible for the rash of thefts and vindicate the society's reputation.

What Heidmarch doesn't know—and what few outside of a handful of high-ranking agents in the Aspis

### GM RESOURCES

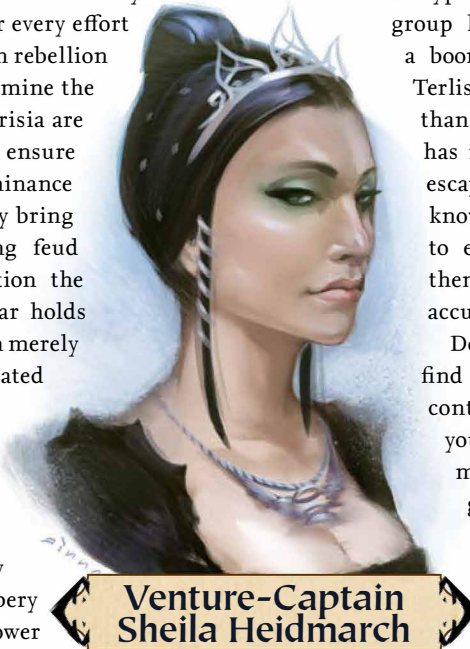
This adventure makes use of the following Pathfinder RPG game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, and the *Pathfinder RPG Bestiary*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

Consortium do—is that the Spider is actually a gold agent in the consortium. Her every effort to rile the Shadow Lodge into open rebellion 2 years ago and her plan to undermine the Pathfinder Society's growth in Varisia are part of the same master plan to ensure the Aspis Consortium gains dominance over the Pathfinders and to finally bring the two groups' generations-long feud to an end. Thus, the investigation the Pathfinders conduct in Magnimar holds the potential to uncover more than merely the identities of those who perpetrated the recent crimes.

### SUMMARY

The adventure begins at the bedside of a wounded local businessman, Elias Chert, recently injured in an early-morning robbery committed within his exotic flower shop, *The Dryad's Trousseau*. Chert, who was poisoned by his attackers, is delirious and unresponsive, although his caretaker, cantankerous landlady Abigail Soap, believes that Pathfinder agents are responsible because she found a broken *wayfinder* near the wounded man. As the elderly Mrs. Soap is Mr. Chert's landlady, she can be convinced to give the PCs access to the shop. Investigating the shop's interior, the PCs find more clues, including one that implicates a local Sczarni gang known as the Twincandles, evidence that Chert was smuggling illicit goods into Magnimar, and a couple of mysterious vials. During the investigation, one of Chert's pet plant creatures, agitated by the morning's violence, attacks the PCs.

The PCs travel to the headquarters of the Twincandles, a shanty-camp built within the ruins of an ancient Gozren temple, known locally as Two-Lights. Approaching the camp, the PCs encounter a pair of Twincandles members who are in grave danger from a sinkhole. After being rescued and confronted with evidence from the morning's robbery, they relate how the crime occurred and deny that the Twincandles were responsible.



Venture-Captain  
Sheila Heidmarch

Allowed an audience with the Twincandles' leaders, Jacek and Olivia Giatano, the PCs gain information regarding the group that has taken up residence beneath Two-Lights. The Giatanos confess that the group responsible for the recent crimes is led by their distant cousin, a man named Titus Terliss, and that he was recruited in order to help the struggling Twincandles gang break into Magnimar's profitable narcotics trade. Though Terliss's alchemist companion was initially quite useful in preparing a drug manufacturing laboratory in the crypt complex beneath Two-Lights, Terliss's group has proven more of a liability than a boon. The Giatanos now recognize that Terliss and his allies have priorities other than aiding the Twincandles—the group has instead started carrying out criminal escapades without the Sczarni leaders' knowledge. The Giatanos entreat the PCs to evict Terliss and his group, offering them the goods that the rogue cell has accumulated over the past few weeks.

Delving beneath Two-Lights, The PCs find themselves within a forgotten crypt containing a bustling workshop where young and inexperienced Twincandles members aid in the cataloguing of stolen goods under Terliss's direction. Terliss activates an ancient trap to combat the intruders, and retreats to a deeper chamber where he prepares a final defense with his lieutenant, deranged alchemist Lal Chawda.

Defeating Terliss and Chawda gains the PCs both the stolen relics and evidence linking the crime spree to directives from the Spider—as well as the first hints of how deep Dorianna Ouidda's treachery truly stretches.

### GETTING STARTED

Inform the players that they receive urgent instructions from Venture-Captain Sheila Heidmarch to head to the *Dryad's Trousseau*, a flower shop in the Dockway district of Magnimar, to investigate a recent crime meant to frame the Pathfinder Society. Further instructions are promised upon the PCs' arrival on the scene. Once the players have an idea of the scenario's context, read or paraphrase the following to get the adventure underway.

It's a cold twilight in the Dockway, and the salt-sprayed streets still teem with activity. A young city guard stands outside an ornately decorated storefront, the window frame adorned with baroque carvings of wild vines and flowers.

The guard speaks: "Oye, Pathfinders. Glad you all came so quick. Here's the latest place robbed, this afternoon by a



group dressed like your lot. The shopkeep is laid up in the flat upstairs—his landlady’s taking care of him. She thinks it was Pathfinders, too, but I talked her into speaking with you.”

The young man knocks on a narrow door to the right of the shop entrance. “Look, I know you Pathfinders are all right. Cap’n Heidmarch’s done good in this city, so I’m happy to help you start sortin’ out what’s behind these crimes. But public opinion is goin’ south. The sooner you figure out who the guilty parties are, the better. Good luck. Oh, almost forgot—I was ta give this to you.”

The guard hands over a leather pouch marked with the Heidmarch family seal, and departs just as a scowling elderly woman opens the door. “Right. You come to explain why your gang beat up poor Mr. Chert?”

The pouch contains letters from the heads of the various factions within the Pathfinder Society, forwarded from Heidmarch Manor. Distribute the scenario’s faction handouts at this time. The players are unlikely to have

the chance to read them immediately, however, as their characters begin the adventure already under question by the elderly widow **Abigail Soap** (LN venerable human commoner 5), who was the first to discover the aftermath of the attack on Mr. Chert’s shop.

She is suspicious of the PCs due to rumors that Pathfinder agents are responsible for the recent spate of thefts in the Dockway. Although her concerns have been somewhat placated by the city guard, she is still considered to be unfriendly to her visitors. Unless a PC adjusts her attitude with a successful DC 21 Diplomacy check, Mrs. Soap answers questions about the crime (to the best of her limited knowledge) but doesn’t allow PCs access to Chert’s apartment or shop. If the PCs offer to examine and treat Mr. Chert’s injuries, the party receives a +10 circumstance bonus on any Diplomacy checks made to improve Mrs. Soap’s attitude. Below are some answers Mrs. Soap gives in response to lines of questioning the PCs are likely to pursue.

**Did you witness the robbery?** “No, not exactly. It was early this afternoon I heard a crashin’ come from the shop. At first I thought it was just some noisy delivery men, but I remembered they already come this mornin’. I looked outside—I live across the street—and saw Mr. Chert slumped on the cobblestones, and three or four people in hooded cloaks runnin’ away!”

**Why do you think the attackers were Pathfinders?** “Well, everybody’s been talkin’ about how what’s been stolen a late’s been old statues and books and junk. What kinda folks would take that sort of stuff other than your lot? Besides, I found one a them ‘way-show-ers’ you Pathfinders is always carryin’, smashed on the ground right aside Mr. Chert.”

**What was taken from the shop?** “I don’t rightly know. I figure they took the cashbox. Mr. Chert carries a lot of rare and unusual plants, maybe they wanted somethin’ like that there.”

**Didn’t you go inside?** “No, I can’t set foot in that infernal place. I break out in awful hives just bein’ near the flowers.”

**How did Mr. Chert end up in the street?** “Well, that were odd. It looked like one of the thieves was pullin’ him out the front door when I got to the window. Little fella was draggin’ Elias by his shoulders. It was then I seen him drop the ‘way-show-er.’”

**Did he drop it accidentally?** “Honest? It looked like he threw it down, almost on purpose.” The Widow Soap looks somewhat sheepish at this admission, and realizes she might have had the wrong impressions about what she witnessed. Consequently, her attitude toward the PCs improves by one step.

If the PCs gain Mrs. Soap’s trust by shifting her attitude to friendly or better, she willingly turns over the broken *wayfinder*, which bears the Glyph of the Open Road—the universal symbol of the Pathfinder Society—on its case. The *wayfinder* can also be surreptitiously taken from her pocket with a successful Sleight of Hand check (Mrs. Soap’s Perception modifier is +1). If made friendly, Mrs. Soap also shows the PCs up the stairs to Mr. Chert’s bedside. The PCs can sneak past her with guile at the GM’s discretion, but ultimately, the easiest way to gain access to Chert’s room is to befriend his landlady.

**Elias Chert** (LN old male human expert 5) is a broad-shouldered, robust man in his late 50s. At present, his only obvious injury seems to be bruising and a small, bandaged cut on his arm. Despite the minor nature of his wounds, Chert seems gravely ill, sweating profusely and muttering to himself. A DC 12 Heal check reveals that Mr. Chert has suffered Wisdom and Constitution damage from exposure to poison, but is in no further danger from the poison’s effects and will recover with

rest. Chert is rambling, constantly repeating “Antaios ... Antaios ... No ... Antaios ...” If a PC restores 4 points of Wisdom damage to Mr. Chert, he instantly recovers from his delirium, but settles into a deep sleep immediately and can’t be questioned. Calming Chert in this manner immediately makes Mrs. Soap helpful to the PCs.

## A. THE DRYAD’S TROUSSEAU

The Dryad’s Trousseau is one of a series of shops tucked into the back streets that serve the Dockway’s waterfront. A display window filled with colorful, hardy blooms fills the front of the store. The sign displayed in the window reads “The Dryad’s Trousseau, Exotic Flora. Proprietor, Elias Chert.” A sturdy wooden front door leads to the shop’s atrium. On the building’s east side, a narrow alleyway runs north to a delivery entrance.

Changing Mrs. Soap’s attitude to friendly or better, regardless of the method involved, earns the PCs a key to the Dryad’s Trousseau so they can continue their investigations inside. If the Pathfinders fail to gain Mrs. Soap’s trust, they can still unlock either the front door or the delivery entrance with a successful DC 25 Disable Device check.

**Faction Notes:** Grand Lodge faction PCs might be interested in the *wayfinder* discovered by Mrs. Soap. The ordinary-looking compass previously belonged to missing Pathfinder agent Lydia Hob, and bears her name engraved on the inside of its lid along with the initials “A.V.” If a member of the Grand Lodge inspects the *wayfinder* and discovers the identity of its previous owner, all members of the faction earn 1 Prestige Point for returning it to the Grand Lodge for further study.

### A1. Atrium

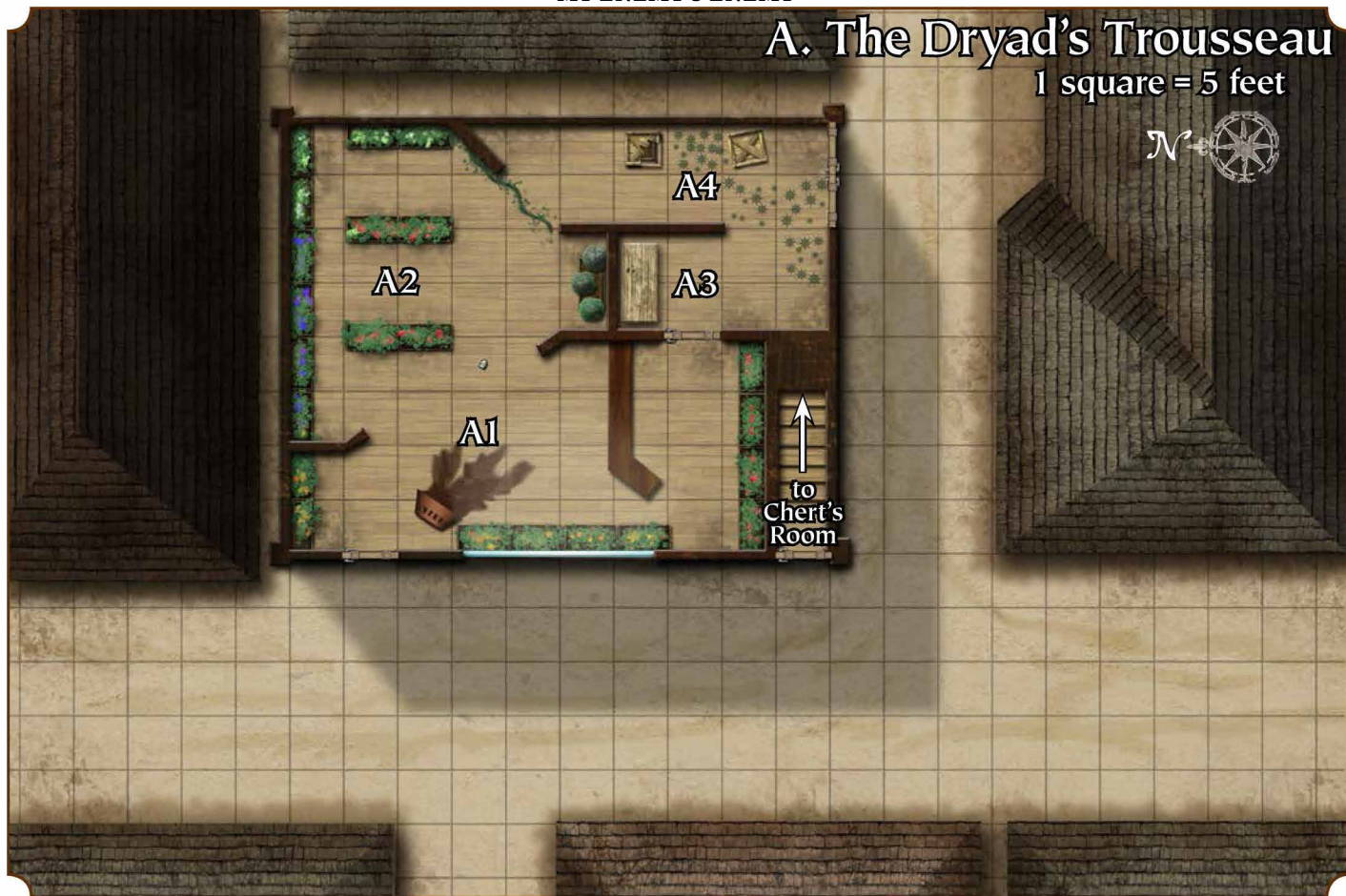
Inside the front door is an overturned planter the size of a washtub. Soil mixed with bits of broken pottery is spilled across the hardwood floor. To the north, an ornately decorated fifteen-foot-wide archway allows passage to the shop’s display floor. A sales counter fills the eastern side of the room, and behind it stand several bookshelves filled with horticultural tomes. A stoppered flask lies in plain sight in the middle of the floor.

This room is where the thugs attacked Elias Chert, and the PCs can find clues among the disarray.

The flask on the floor is half filled with a diluted *potion of rage*, which has only a faint magical aura and instills a momentary flash of anger in the person who ingests it. This potion can be identified by normal means, but the DC to identify it is increased by 5 because it’s diluted.

## A. The Dryad's Trousseau

1 square = 5 feet



Attached to the overturned planter is a brass plate embossed with the word “Antaios,” the name of Mr. Chert’s prized living topiary. The jaguar-shaped plant creature, previously content to soak up sunlight in the front window, was roused to violence during the attack on Mr. Chert, and now lurks in area **A3**. Because of Antaios’ *pass without trace* spell-like ability, it has left no tracks in the soil. Behind the counter, a securely locked wooden door (DC 25 Disable Device) leads east into area **A3**.

## A2. Display Floor (CR 2 or CR 5)

This room contains hundreds of colorful and exotic plants, positioned beneath several salt-clouded skylights. The most remarkable specimen, an intricately twisting four-foot tree bedecked with lavender-colored leaves, stands in an alcove on the room’s south side. A brass plate reveals it to be an amaranthine juniper. At the rear of the display floor on the southern wall is an open doorway with a twisting woody vine curled around the frame, fixed in place with loops of wire. Above this vine is a sign reading “Employees Only.”

With a successful DC 15 Perception check, the PCs can locate a silver vial among the juniper’s twisted roots. The vial is marked with an insignia resembling a

stylized spider. Although the open vial is mostly empty, a DC 27 Survival check reveals that the few drops within are residue of bloodroot poison.

**Trap:** The vine curling around the doorway to area **A4** is a less dangerous relative of the deadly assassin vine. Carefully manicured and wired in place, it functions as a minor trap to keep customers from wandering into the shop’s loading area by harmlessly (if unceremoniously) pulling them back into area **A2**. Though it’s technically a living creature, this impediment can be disabled like a mechanical trap. The trap has been conditioned to ignore the movements of both Antaios and Mr. Chert, but snares any other creature that passes beneath it. If attacked directly, the rare plant has AC 5, hardness 5, and 60 hp.

## Subtier 3–4 (CR 2)

### SECURITY VINE TRAP

CR 2

**Type** mechanical; **Perception** DC 16; **Disable Device** DC 16

#### EFFECTS

**Trigger** location (passing through the doorway from **A2** to **A4**);

**Reset** automatic

**Effect** Pull combat maneuver (CMB +15), releasing pulled creatures back into the shop floor

## Subtier 6–7 (CR 5)

**SECURITY VINE TRAP** CR 5

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

**EFFECTS**

**Trigger** location (passing through the doorway from **A2** to **A4**);

**Reset** automatic

**Effect** Pull combat maneuver (CMB +20), releasing pulled creatures back into the shop floor

**Faction Notes:** Osirion faction PCs might collect a cutting from the amaranthine juniper plant found in this room. Doing so and returning the sample to Amenopheus for further research earns Osirion faction PCs 1 Prestige Point.

## A3. Potting Room (CR 5 or CR 8)

Tools, soil, and pots are stored here, next to a deeply-scarred hardwood worktable. A strange plant, shaped like a jaguar made of thorny vines and covered in freshly blooming rose buds, sits crouched in the corner among torn sacks of potting earth.

**Creature:** Though Elias Chert loves all the plants he cultivates, arranges, and sells, his most prized plant is the intelligent living topiary he created 5 years ago with the help of an aged druid customer who wished to leave him a parting gift before departing Magnimar for good. Chert named the plant Antaios, and has tended to it carefully since taking the topiary under his care. Normally, Antaios rests in area **A1**, content to remain still when others are present, soaking up the sun and enjoying Chert's company. When the thugs attacked Chert earlier, however, Antaios attempted to come to its master's aid—though it ultimately failed to save him from harm. Distraught over the disturbance and worried for Chert's wellbeing (the plant doesn't know he's alive and recovering upstairs), Antaios is on high alert and violently attacks any creature entering this area out of fear and a sense of self-preservation.

## Subtier 3–4 (CR 5)

**ANTAIOS** CR 5

Living topiary (*Pathfinder Adventure Path* #47 80)

N Medium plant

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

**DEFENSE**

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 42 (5d8+20)

**Fort** +10, **Ref** +3, **Will** +1

**DR** 5/slashing; **Immune** plant traits

**Weaknesses** vulnerable to fire

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +6 (1d8+3)

**Spell-Like Abilities** (CL 5th; concentration +9)

Constant—*pass without trace*

3/day—*hedge stride* (see below)

**TACTICS**

**Before Combat** Antaios is confused and disturbed by the morning's violence, and sits quietly until it detects intruders in the shop.

**During Combat** Antaios attacks the closest target, using Power Attack until its attacks miss twice. It then either moves on to attack the next nearest target or stops using Power Attack.

**Morale** Once Antaios falls to fewer than half its full normal hit points, it attempts to assimilate the nearest 5 cubic feet of plant material in order to heal its wounds. It retreats to a corner and takes total defense if reduced to one quarter its total hit points.

**STATISTICS**

**Str** 17, **Dex** 14, **Con** 19, **Int** 6, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +6; **CMD** 18 (22 vs. trip)

**Feats** Great Fortitude, Improved Initiative, Power Attack

**Skills** Escape Artist +10, Perception +6, Stealth +9 (+15 in undergrowth); **Racial Modifiers** +8 Escape Artist, +2 Stealth (+8 in undergrowth)

**Languages** Common, Sylvan (can't speak)

**SQ** assimilate, brambles, move through hedges, sculpt shape

**SPECIAL ABILITIES**

**Assimilate (Ex)** As a full-round action, a living topiary can consume any undergrowth or bushy plant matter it is currently touching and then incorporate that matter into its own form. The topiary can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage when it does so. If the living topiary is at maximum hit points this ability has no effect.

**Brambles (Ex)** Living topiaries with this ability are made out of plants with deadly thorns. Those with this ability deal 1d8 points of piercing damage with their attacks (rather than 1d6 bludgeoning).

**Hedge Stride (Sp)** This ability functions as *tree stride*, but rather than allowing for teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet. A living topiary can use this ability three times per day.

**Move Through Hedges (Ex)** A living topiary may move through any solid object made of brambles or thick, porous plants without penalty. It must begin and end its turn outside of the object.

**Sculpt Shape (Ex)** As a standard action, a living topiary can alter itself to take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.



**Subtier 6–7 (CR 8)**

**ANTAIOS** **CR 8**

Advanced living topiary (*Pathfinder Adventure Path #47 80*)

N Large plant

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

**DEFENSE**

**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

**hp** 103 (9d8+63)

**Fort** +14, **Ref** +6, **Will** +4

**DR** 5/slashing; **Immune** plant traits

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +15 (2d6+9)

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

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

Constant—*pass without trace*

3/day—*hedge stride* (see below)

**TACTICS**

**Before Combat** Antaios is confused and disturbed by the morning's violence, and sits quietly until it detects intruders in the shop.

**During Combat** Antaios attacks the closest target, using Power Attack until its attacks miss twice. It then either moves on to attack the next nearest target or stops using Power Attack.

**Morale** Once Antaios falls to fewer than half its full normal hit points, it attempts to assimilate the nearest 5 cubic feet of plant material in order to heal its wounds. It retreats to a corner and takes total defense if reduced to one quarter its total hit points.

**STATISTICS**

**Str** 29, **Dex** 16, **Con** 23, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +6; **CMB** +16; **CMD** 29 (33 vs. trip)

**Feats** Great Fortitude, Improved Initiative, Power Attack, Toughness, Weapon Focus (slam)

**Skills** Escape Artist +11, Perception +9, Stealth +8 (+14 in undergrowth); **Racial Modifiers** +8 Escape Artist, +2 Stealth (+8 in undergrowth)

**Languages** Common, Sylvan (cannot speak)

**SQ** assimilate, brambles, flame retardant, move through hedge, sculpt shape

**SPECIAL ABILITIES**

See Subtier 3–4.

**Development:** After Antaios's defeat, the PCs can free a scrap of blood-streaked, colored cloth from one of its limbs. A PC who succeeds at a DC 10 Knowledge (local) check identifies it as a *satek*—a kerchief commonly worn by ethnic Varisians. The cheaply printed scarf, bandanna, or shawl employs an intricate pattern to discreetly display the wearer's Sczarni affiliations. A DC 15 Knowledge

(local) check reveals that this satek is printed with a repeating insignia that resembles two burning candles crossed in an "X," the symbol of a Sczarni gang newly arrived in Magnimar: the Twincandles.

If none of the PCs grasps the significance of the satek, the party can attempt a Diplomacy check to gather information. General awareness of the various Sczarni gangs is so common in Magnimar that the PCs need only a DC 10 Diplomacy check to learn the satek's implied Sczarni connection.

With a successful DC 15 Diplomacy or Knowledge (local) check a PC can learn that the Twincandles avoid violent crimes in favor of street-level confidence games and protection rackets. They are headquartered in Ordellia, in a shantytown known as Two-Lights.

**A4. Loading Area**

The rear entrance of The Dryad's Trousseau allows pallets of fresh plants to be brought from the alleyway into the back of the shop, where they can be unpacked for display. Just inside the delivery doors are two wooden crates of robust Avistani roses. One crate has been smashed open, and rose petals and tangled, thorny clusters are strewn throughout the room.



A shipping manifest attached to one of the crates states that it was unloaded this morning from a ship called the *Paloma*.

**Hazard:** The clumps of destroyed roses are studded with strong, needle-sharp spines. The squares containing this detritus are treated as if they are filled with caltrops.

**Creature:** If Antaios detects movement in this area, it enters from area A3 and attacks.

**Development:** The PCs can find another clue in the loading area. The crate of Avistani roses has a false bottom that opens into a shallow space approximately 4 inches deep. The space is easily detectable with a successful DC 5 Perception check. The undamaged crate contains a similar false bottom (automatically found if the other false bottom has been discovered; otherwise it requires a successful DC 20 Perception check to locate). This second space contains blocks of sticky white wax wrapped in cheesecloth. A DC 20 Knowledge (nature) check reveals the substance to be raw pesh, a potent narcotic uncommon to Magnimar. Documents affixed to the side of the crate detail its progress from western Andoran aboard a ship called the *Paloma*. A DC 25 Appraise check reveals the cache of narcotics to have a significant street value. Turning the illicit substance over to the Dockway watch results in a nominal reward.

**Faction Notes:** Andoran faction PCs who retrieve the shipping label from the crate containing the smuggled pesh and report their findings to Major Maldris earn 1 Prestige Point for completing their faction mission.

**Rewards:** If the PCs turn the smuggled pesh over to the city guard, give each PC 130 gp. If they instead keep the pesh with the intent of selling it themselves, award them half this value.

## ORDELLIA

Once the PCs have thoroughly investigated the Dryad's Trousseau, they should be able to piece together at the very least that members of the Sczarni gang known as the Twincandles are somehow involved. This revelation should lead them to the district of Ordellia from which the gang operates out of a ruin called Two-Lights. Ordellia is the easternmost of Magnimar's districts and stands apart from the rest of the city thanks to the deep waters of the mighty Yondabakari River. It is in Ordellia that many with "foreign blood" dwell, including many ethnic Varisians. The district simultaneously extols the virtues of diversity Magnimar was founded on and supplies those who distrust outlanders with constant reminders of why a safe city has walls. The Twincandles are but one faction of Sczarni based out of Ordellia, but their choice of bases—the ancient abandoned crypt known as Two-Lights—indicates that the gang is relatively low in the overall power structure of the city's crime families.

## B. THE STREETS OF ORDELLIA (CR 3 OR CR 6)

Recently, an aggressive band of mites, carrying out imagined vengeance against the citizens of Ordellia, commanded monstrous spiders to block many drainage tunnels beneath Ordellia with clots of debris and webbing. As such, the flooding in Ordellia has been especially bad of late, and portions of the cobblestone streets have been spontaneously devoured by muddy sinkholes. The Twincandles have used this decay to their advantage, barricading some of the streets and alleyways around Two-Lights with dubious warnings of imminent collapse, so they can more effectively patrol their borders.

As the PCs approach the fringes of the Twincandles' territory, they notice that local businesses display placards bearing the symbol of the Sczarni gang, indicating they've purchased the security of alliances. The average resident of Ordellia sees the Twincandles' activities as a means of ensuring that members of the diversely populated community can walk the streets without fear of violence. This attitude (mixed with general discretion toward the Sczarni) ensures that the PCs find no one in the district who volunteers a negative opinion of the Twincandles.

As the PCs walk through Ordellia's thoroughfares, the mites' recent sabotage of the district's sewers causes a dangerous incident.

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A deep rumbling sound followed by a sharp cry echoes from a nearby alleyway: "Watch! Watch!"

Around the corner, in the narrow alley, a 10-foot-diameter section of street has collapsed into the earth, creating a churning cauldron of mud, loose cobblestones, and sewage. Laying prone beside the sinkhole is a young woman, her muscular arms plunged into the quagmire, straining under an unknown weight. She pleads with anyone who can hear her for aid. "Quick, quick! My mate got pulled under!"

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The woman, a Twincandles member named **Ylandria Zana** (LN female human expert 2/rogue 2, 25 hp) is telling the truth; her companion **Eun** (N male human warrior 3) has fallen into the sinkhole, and if not rescued shortly he'll be dragged by the current of sinking mud to his death. Ylandria has a solid grip on her companion, but has no leverage with which to pull him free. If not aided, Ylandria will lose her grip in 5 rounds. It requires three successful DC 12 Strength checks to pull Eun from the sinkhole. Unfortunately, there is a complication, as the suddenly collapsing sewer passage drives hundreds of rats to the surface.

**Hazard:** The sinkhole in the alleyway has expended much of its consumptive force during its initial collapse, and now merely acts as a deep bog (*Pathfinder RPG Core Rulebook* 427).



**Creatures:** One round after Ylandria's plea for aid, the first shrieking rat swarm pours out of a nearby sewer grate, attacking the nearest creature in a blind rage. In Subtier 6–7 an additional rat swarm follows in each of the next two rounds.

### Subtier 3–4 (CR 3)

**ADVANCED RAT SWARM** CR 3  
hp 22 (*Pathfinder RPG Bestiary* 232, 294)

### Subtier 6–7 (CR 6)

**ADVANCED RAT SWARMS (3)** CR 3  
hp 22 each (*Pathfinder RPG Bestiary* 232, 294)

**Development:** If the PCs successfully rescue Eun, they earn Ylandria's instant gratitude. She introduces herself and Eun, a handsome Tian man with a tattoo of exotic flowers blooming across the top of his shoulders. Eun wears a satek identical to the one found in the Dryad's Trousseau, and Ylandria's neck is dressed in a mud-soaked bandage. She confirms that they are members of the Twincandles family of Sczarni.

Confronted with the evidence found in the Dryad's Trousseau, Ylandria confesses that she was present at the morning's robbery but denies responsibility for it. Ylandria promises to tell the PCs the truth about the robbery if they accompany her to Two-Lights, under her protection. If the PCs refuse or become antagonistic toward the Sczarni rogue, she reminds them that they need her information and she's happy to provide it, but that her bosses will want to talk to the PCs as well—and that they have even more to offer the Pathfinders than she does.

Ylandria relates the events of the morning's robbery to the PCs while leading them through a maze of barricaded

alleyways. She claims that a group of distant Sczarni cousins recently moved into Twincandles territory. Some of these thugs accompanied Ylandria into the Dockway in order to acquire a package from Elias Chert, a Twincandles ally. However, while Ylandria haggled with Chert over the price, the cousins decided to rob him instead, beating the man and cutting him with a poisoned dagger. The cousins then ransacked the shop after realizing they didn't know where the package was kept.

While Ylandria tried to revive Chert, she was handed a compass and told to leave it by Chert's body. "Then," Ylandria says, "That weird plant came to life and attacked us." Ylandria gestures to the blood-soaked bandages across her neck, from where Antaios struck her (snatching off her satek in the process). "We got out of there with some of what we were lookin' for, but I couldn't leave Chert in there with that thing. I didn't know if it would hurt him." Ylandria claims she dragged him outside, and realizing she was still holding the compass, threw it down on the street. "It was a mess. I don't know why they did it. There was no reason." Ylandria is forthcoming about all she knows, but she doesn't know what the package contained nor does she have any insight about the spider-embossed vial or the diluted *potion of rage*.

When the group reaches the fence that surrounds Two-Lights, Ylandria finishes her story by telling the PCs that the Twincandles' *kapteos* (the Sczarni gang leaders) have tired of their guests, and are looking for a way to evict the "cousins" from their territory. "I think we can help each other on this one. You know, 'my enemy's enemy' and all that?"

**Faction Notes:** Eun is a recently initiated member of the Twincandles, found looking for sanctuary from (possibly imagined) pursuers. PCs of the Lantern Lodge faction who talk to the young man and advise him to immediately contact the Lantern Lodge for assistance earn 1 Prestige Point.

**SCALING ENCOUNTER B**

To accommodate parties of only four PCs, remove the advanced simple template from all rat swarms in both subtiers, reducing their total hit points by 6, AC by 4, and save DCs by 2.

**C. TWO-LIGHTS**

A small collection of shanties, painted wagons, and tents built on the grounds of an ancient temple now reduced to a collapsed ruin, the Twincandles' headquarters Two-Lights gets its name from two torch-like beacons erected in the center of camp and lit nightly. Two-Lights lies in a lightly populated section of Ordellia continually plagued by minor flooding—and in recent months, excessive flooding. Ylandria leads the Pathfinders through the hubbub to the central tent occupied by the gang's kapteos.

*The scent of incense suffuses this ramshackle camp, not quite overpowering the pervasive odor of mildew. Gnats swarm between lean-tos, shanties, and tents, the best of which are assembled on foundations of scrap wood, and the worst of which rest directly on the soggy ground. Soot-smearing children play near cook-fires tended by old women, while tannery workers eat from bowls held in their stained fingers. At the center of the cacophony of color and smells is the base of the two tall wooden masts upon which Two-Lights's nightly beacons burn. The masts form the central support for a festively ornamented and irregularly shaped tent, clearly occupied by the camp's most important residents.*

A bare-chested Shoanti stands outside the tent, his eyes keenly scanning the shadows. As the Pathfinders approach, the formidable guard bares his teeth, preparing to expel the intruders from the area. However, a short exchange with Ylandria placates him. Ylandria Zana then leads the PCs into the unusual dwelling, which houses a sumptuously appointed den draped in heavy curtains and furnished with piles of pillows. Leaving briefly, Ylandria returns, introducing the two regal people who enter with her: "Pathfinders, meet kapteos Olivia and Jacek Giatano."

The two Varisians have such similar features that it's obvious they're siblings. Similarly attired in ornately edged trousers and voluminous silk blouses, the only obvious means of telling the two apart is the thin, tweedy mustache Jacek wears.

**Olivia Giatano** (LN female human expert 1/rogue 4) formally and crisply speaks to the PCs: "Ylandria has informed us as to your business in Ordellia, and it's fortunate for all of us that the goals of the Twincandles and the goals of the Pathfinders are as alike as two petals from the same bloom. We can tell you how to find the

ones you seek—the scoundrels who attempt to debase your honor."

Olivia pauses long enough for **Jacek Giatano** (CN male human expert 3/rogue 3) to speak—his grating patois creating a jarring transition from his sister's measured tones: "Oye, truth! They worn out any welcome they had here, and we want 'em gone. We tell you what you want to know, you lot agrees to listen."

The twin kapteos explain how the Twincandles, one of Magnimar's smallest Sczarni "families," recently went on a recruiting drive to help solidify their tenuous position in Magnimar's underworld, and perhaps enable a move into the lucrative narcotics trade. "We was contacted by a swain who claimed to be our cousin, a man named Titus Terliss. He told us that his gang was on the hunt for a perch in Magnimar to hide out for a season, and one of his fellows was a savvy alchemist, could help us cut in on the trade." The kapteos admit that never met this alchemist, but their underlings contend that he is a fearsome and feral individual.

Continuing with their bandying exposition, the Twins explain that the "cousins" moved into a crypt beneath Two-Lights, where they set up an elaborate alchemical laboratory. Although they originally worked hard to produce product for the Twincandles' new endeavor, they had other priorities. They began conscripting Twincandles members for jobs that were not authorized by the Giatanos, and carrying out bolder and more violent robberies.

Olivia says, "They are indiscreet and coarse. If you eject them, you can help yourself to whatever spoils they've accumulated. Our excursion into the soporific trade has not been profitable, and we wish it ended." If the PCs assent, the kapteos direct Ylandria to lead them to a corner of Two-Lights where part of the ancient temple's foundation still juts from the muddy earth.

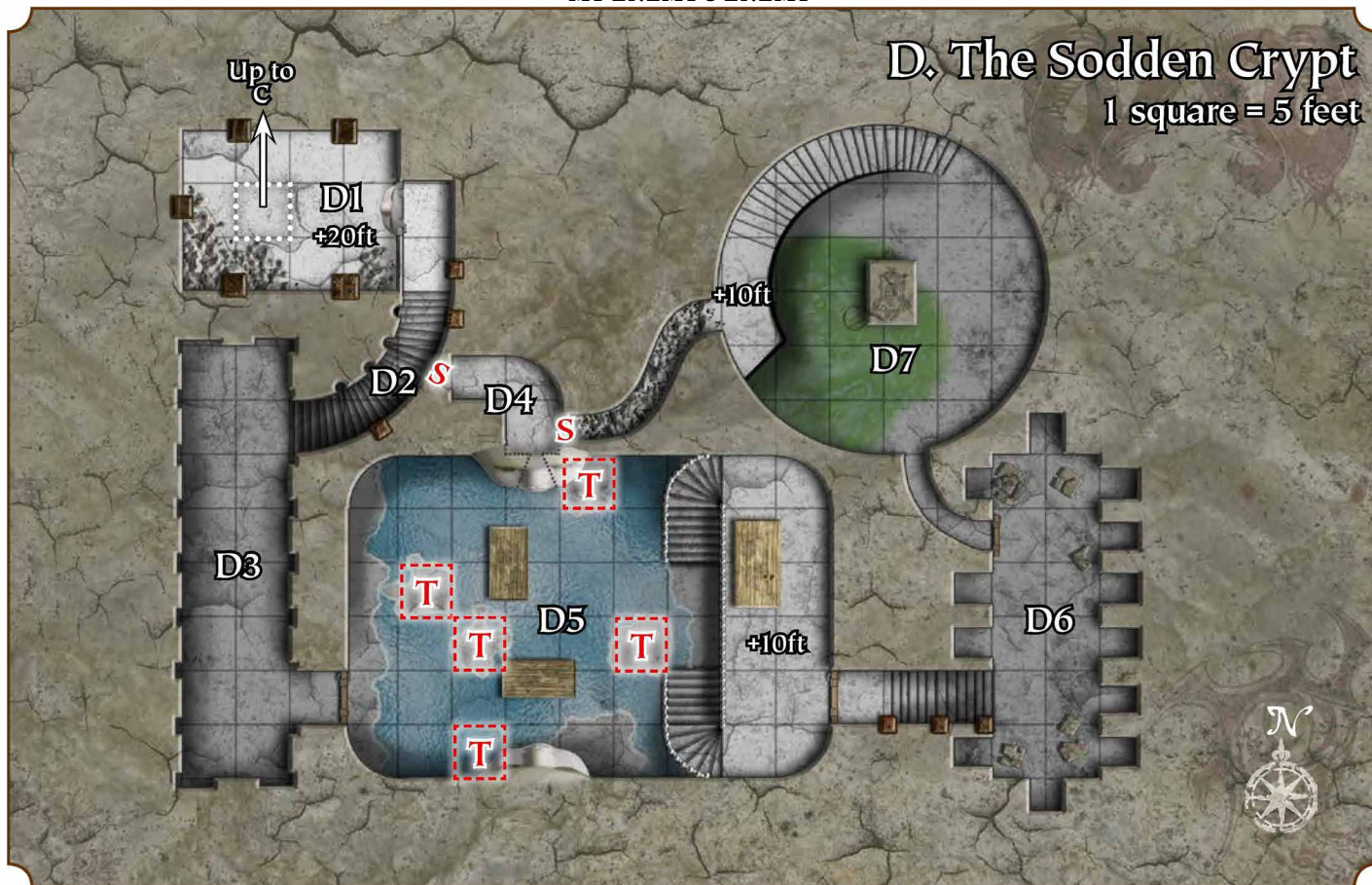
**Faction Notes:** Sczarni faction members who request a private audience with the kapteos elicit a favor from the Giatanos—to be collected by Guaril Karela at a later date—in exchange for the established Sczarni boss's protection as the Twincandles get a firmer foothold in Magnimar. The twins accept the offer with gratitude if it's proposed in private, but in front of non-Sczarni they put on an air of offense, declaring the offer a slap in the face. If the Giatanos accept Guaril's offer, Sczarni faction PCs earn 1 Prestige Point.

**D. THE SODDEN CRYPT**

*Buttresses jut crookedly from the ground, between piles of shrub-covered stone. A narrow gap in one of the standing stone columns—just wide enough for a person to pass through—leads to a small, cylindrical chamber within. A*

## D. The Sudden Crypt

1 square = 5 feet



sturdy block and tackle is mounted above a five-foot-wide pit, leading into the darkness below.

This long-abandoned crypt was once the site of sacred burials and religious rites of a cult of Gozreh, the dualistic god of nature known colloquially as the Wind and the Waves, before Magnimar was the thriving metropolis it is today. The Twincandles had little interest in this site, selecting its surface spires as their iconic base of operations but largely leaving the tomb beneath undisturbed. Since Titus Terliss and his allies arrived, however, this site has teemed with constant activity as the rebellious Shadow Lodge operative and his agents have used it for their own purposes.

Unless otherwise noted, there are no sources of light in the crypt. Ceilings are 15 feet high, the walls are hewn stone, and the floors are flagstone. Stone handholds have been carved into the walls of the pit from above, allowing the PCs to easily climb 20 feet down into a dank chamber with a DC 5 Climb check. Ylandria leads the PCs down the shaft with a lit torch to illumine their way.

### D1. The Ancient Stele

This 15-foot-by-20-foot chamber's low ceiling is supported by an array of recently installed wooden spars. The room's only

point of interest is at the easternmost end, where a 6-foot stone stele, seemingly part of the chamber wall, stands. It's etched with an eroded relief of a humanoid figure, positioned above a slightly less eroded inscription.

Ylandria gestures to the stele. "There's a doorway here. When the Twincandles took over this camp, this door was open, and point a' fact, we couldn't figure how to move it at all. When the cousins came, that Terliss spent a little while tryin' to read this writing. After that, this door was closed whenever we came down here. We were locked out." A DC 20 Perception check reveals that what Ylandria says is true—the stele is actually a secret door.

Unfortunately, the door is secured by both conventional means and by an ancient *arcane lock* spell (CL 10), and thus requires a DC 30 Disable Device check in order to open manually. *Dispel magic* and *knock* can both aid in opening the door, but the worn inscriptions on its surface suggest an alternate method. A successful DC 20 Linguistics check reveals a message, written in an ancient Varisian dialect (anyone who speaks contemporary Varisian gains a +5 circumstance bonus on this check): "As the storm's fury bends the strongest tree, so can the wrath of man turn aside all obstacles."

Any creature that is capable of entering a barbarian's rage (or similar effect) can push the door open effortlessly

by expending one round of her daily uses of rage. Once opened in this manner, the door stays open for 1 minute before sliding back into place unless it is impeded in some way. It can be opened in the same manner from the other direction. Since none of the Shadow Lodge traitors is capable of entering a rage-like state without aid, Titus procured several *potions of rage*, and quickly found that even a few drops of a diluted potion was sufficient to let the imbiber open the door. He subsequently provided a flask of the watered-down solution to each of his allies (and one of them dropped the flask found at the Dryad's Trousseau during their attack).

Barring the use of any of these tools, a successful DC 25 Use Magic Device check can fool the door into opening (no mishap occurs upon failing to open the door, so any trained character can take 20 on this check). Regardless of the method used to open the stele, Ylandria opts to stay behind rather than accompany the PCs deeper into the crypt. "Some of our gang are likely down there. If they are, they might not've been able to get out, with this door in the way. I'll keep it open so you can send them up."

## D2. Stairway

A dark, damp stairway leads down to the south, slowly curving westward as it descends. Its walls are reinforced with wooden supports, and the western wall is set with empty alcoves, each several inches deep, suitable for displaying religious icons or similar small relics.

Halfway down this curving stair, a secret door hidden behind a wooden support on the passage's eastern wall can be found with a successful DC 20 Perception check. The door leads to a short passage to area D4, where a similar secret door waits, automatically found from within the passage. A successful DC 13 Knowledge (engineering) check reveals many of the installed supports are precautionary, and removing one or two will not unduly increase the risk of collapse. The support beam blocking the secret door can be removed with a DC 15 Strength check from the stairway side or a DC 10 Strength check from the hidden passage.

## D3. Effigy Crypt

This sturdy 10-foot-by-40-foot stone chamber appears less damaged by the wet conditions than the damper areas of the crypt, and no supports are positioned here to hold the roof up. Eighteen standing crypts are set into the walls here.

If examined, it becomes obvious that the crypt lids are merely carved into the wall and conceal no space behind.

Several indistinct names are inscribed upon each "lid." A DC 10 Knowledge (religion) check reveals that this is an effigy crypt, a memorial for long-dead sailors whose bodies were disposed of or lost at sea. A short passageway at the southeast corner leads to a sturdy, unlocked wooden door, opening into area D5.

## D4. The Mouth

This dark, 5-foot-square room contains one remarkable feature: a 3-foot-wide window resembling the inside of a humanoid's mouth, which provides an excellent view of area D5. The two ancient Varisian inscriptions etched into the stone here each require a successful DC 20 Linguistics check to translate. One reads, "May the lightning raze the lands of my enemies, while the tempest churns his ships to flotsam." The second inscription reads, "May the storm spare us in our humility." These are the command phrases required to activate or deactivate the elaborate magical trap in D5. The command phrases function within this room as well as area D5, but must be shouted to be heard from this room.

A secret door located directly opposite the "mouth" requires a DC 20 Perception check to discover. An open passageway leads to the east, although it is blocked with piles of seemingly impassable stone rubble. Diminutive or smaller creatures, or subjects of effects like *gaseous form* can navigate the rubble to reach area D7.

**Creatures:** Though there are no creatures in this area itself, from this vantage point the entire floor of area D5 is clearly visible. If the PCs look through the mouth, they see the six Twincandles youths working diligently at the tables while the Shadow Lodge instigators make their periodic rounds through the floor. Thus, if the Pathfinders activate the traps by shouting the command phrases, all creatures in the associated subtier (as listed under area D5) are targeted by the effect.

## D5. Chapel of Sea and Storm (CR 5 or CR 8)

This massive room's most striking feature is its thirty-foot-high vaulted ceiling, decorated with faded frescoes of storm clouds. Motes of flickering light occasionally flash into being within the painted thunderheads, giving the imperfect impression of watching a distant storm.

Centered on the north wall of the chamber is a massive sculpture of a wrathful feminine face, mouth open in a silent roar. The sculpted curls of her wild hair seamlessly merge with the painted storm clouds above, creating the impression that the howling face emerges from a storm-filled sky.

On the room's south side is a similarly positioned face, resembling an ancient, bearded man. From between his defiantly clenched teeth issues a trickle of murky fluid, which runs down the knotted coils of his beard to pool onto the

stone floor, which has been cut to resemble a fanciful variety of coastlines and islands, each raised an inch above the rest of the stone surface.

The fluid pouring onto the floor fills the low-lying areas between these “islands,” which function as eccentrically positioned steppingstones across the center of the room. The water and islands create another illusion—that of looking out across a great reflective seascape from the peak of an incredibly high mountain.

The grandeur of the room is somewhat undone by the two makeshift worktables positioned in its center, surrounded by benches and stools. The worktables are littered with a variety of small objects, statues, bits of pottery, and assorted relics. On the east side of the room, a split staircase leads to a wide platform ten feet above the floor, where a similarly cluttered worktable stands. Sturdy wooden doors are set into the east and west walls.

This room once served as a reminder of Gozreh’s dual natures: the feminine spirit of the sky, wind, and storms and the male embodiment of the sea. Now the rogue Shadow Lodge agents catalogue their ill-gotten gains here in preparation to transport them elsewhere. The eastern door leading to area **D6** is locked (Disable Device DC 20) and Terliss carries the only key.

**Creatures:** Six sallow youths (all N human commoners 3, AC 10, 13 hp) dressed in Twincandles colors work silently at the two tables, using soft brushes to clean and sort the bits of ephemera placed before them. Several Shadow Lodge instigators oversee the work from the raised dais on the room’s eastern end, each dressed in a chain shirt and bearing a crossbow.

Once these Shadow Lodge instigators detect intruders, they attack, and one shouts the command phrase for the room’s traps (see area **D4**). In panic, the Twincandles youths cower beside their tables, but readily flee to the surface if instructed to do so, exiting into area **D3** as soon as they’re able. If one of the innocent Twincandles youths takes damage from the trap, the injured individual flees for area **D3** as if panicked.

**Traps:** There are actually two traps that arm within area **D5** when the command phrases are spoken. One trap targets every square occupied by the island-like stepping stones with an arc of electrical energy, firing once each round for 6 rounds (weak, gauzy bolts of lightning streak down from the painted ceiling when this effect occurs). The other compels a bound water elemental (or several in Subtier 6–7) from the mouth of the bearded figure. The elemental attacks any creatures standing in the watery space between the floor’s intricate islands. It returns to its pool in the bearded figure’s mouth once the lightning has ceased, once the traps are deactivated or disabled, or when it is destroyed.

The Shadow Lodge instigators are aware of how the trap operates, and avoid standing within the affected areas as best they can.

The individual components of this encounter would normally make it a CR 6 or CR 9 encounter depending on subtier, but the nature of the traps means no single PC can be in danger from both effects simultaneously. Thus, the challenge rating of the encounter as a whole is one lower than normal.

### Subtier 3–4 (CR 5)

#### SHADOW LODGE INSTIGATORS (2) CR 1

Human rogue 2  
 LE Medium humanoid (human)  
**Init** +3; **Senses** Perception +6

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**DEFENSE**

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)  
**hp** 14 each (2d8+2)  
**Fort** +1, **Ref** +6, **Will** +1 (+1 vs. traps)  
**Defensive Abilities** evasion

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**OFFENSE**

**Speed** 30 ft.  
**Melee** short sword +3 (1d6+2/19–20)  
**Ranged** mwk light crossbow +6 (1d8/19–20)  
**Special Attacks** sneak attack +1d6

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**TACTICS**

**During Combat** The Shadow Lodge instigators fight to the death, using their crossbows until forced into melee, at which point they attempt to flank the most vulnerable target.

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**STATISTICS**

**Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8  
**Base Atk** +1; **CMB** +3; **CMD** 16  
**Feats** Point-Blank Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow)  
**Skills** Acrobatics +7, Bluff +4, Climb +6, Disable Device +7, Disguise +4, Escape Artist +7, Intimidate +4, Knowledge (local) +5, Perception +6, Stealth +7  
**Languages** Common, Varisian  
**SQ** rogue talents (weapon training), trapfinding +1  
**Combat Gear** smokestick; **Other Gear** mwk chain shirt, mwk light crossbow with 20 bolts, short sword, everburning torch, thieves’ tools, 23 gp

#### SPARK BARRAGE TRAP CR 3

**Type** magic; **Perception** DC 26; **Disable Device** DC 26

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**EFFECTS**

**Trigger** proximity (*alarm*); **Duration** 6 rounds  
**Reset** automatic (1 hour delay); **Bypass** command phrase  
**Effect** ray of sparks (+5 ranged touch, 1d4 electricity, 1/round for 6 rounds); multiple targets (all creatures on squares marked **T**)

### SCALING ENCOUNTER D5

Make the following changes to accommodate parties of only four PCs.

**Subtier 3–4:** The ancient spark barrage trap malfunctions, giving all targets a 50% miss chance versus its erratically aimed electrical rays.

**Subtier 6–7:** The magic that compels service from the surly water elementals is faltering, and they withdraw back into the male Gozreh aspect's mouth once reduced to 1/2 their full normal hit points.

#### HOSTILE WATERS TRAP CR 3

**Type** magic; **Perception** DC 28; **Disable Device** DC 28

##### EFFECTS

**Trigger** proximity (*alarm*); **Duration** 6 rounds

**Reset** automatic (1 hour delay); **Bypass** command phrase

**Effect** spell effect (*summon monster II* [Small water elemental])

### Subtier 6–7 (CR 8)

#### SHADOW LODGE INSTIGATORS (6) CR 1

**hp** 14 each (use the stats from Subtier 3–4)

#### LIGHTNING STORM TRAP CR 6

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

##### EFFECTS

**Trigger** proximity (*alarm*); **Duration** 6 rounds

**Reset** automatic (1 hour delay); **Bypass** command phrase

**Effect** spell effect (*call lightning storm* [up to 15 bolts of lightning, 5d6 electricity each, DC 17 Reflex for half]); multiple targets (all creatures on squares marked T)

#### WATER'S ARMY TRAP CR 6

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

##### EFFECTS

**Trigger** proximity (*alarm*); **Duration** 6 rounds

**Reset** automatic (1 hour delay); **Bypass** command phrase

**Effect** spell effect (*summon monster V* [1d3 Medium water elementals])

**Development:** If the Shadow Lodge instigators have the opportunity to activate the room's traps, the sound of thunder, crackle of electricity, and howling of wind echo through the chamber. This can be heard elsewhere in the crypt with a DC 30 Perception check. If either Titus Terliss or Lal Chawda overhear the ruckus, Terliss expends a charge of his *wand of gaseous form* to pass through the rubble blocking the passage between areas D4 and D7. From D4 he observes the fight in area D5 and notes the Pathfinders' approach. He then passes back through the blocked passage to warn Lal Chawda and prepare

for the imminent confrontation. If the PCs activate the trap from area D4 and Terliss hears the commotion, he sees the Pathfinders in the hidden chamber immediately upon passing through the rubble and turns around to warn his companion without needing to observe area D5.

**Treasure:** The worktables in this room are littered with archaeological finds, art objects, and many other valuables accumulated during the Shadow Lodge instigators' crime spree, including a set of white jade figurines, an ancient bronze sacrificial dagger studded with chunks of roughly cut obsidian, well-preserved Taldan tapestries, and several darkwood Mwangi masks. Several items are magical and more than simple art objects and historical relics. In Subtier 3–4, the cache contains a *brooch of shielding* (65 points remaining), a *slaying arrow* (vermin), and a *candle of truth*. In Subtier 6–7, the cache also contains a *caster's shield* with a *scroll of dispel magic* scribed upon it and a pouch of granite and diamond dust worth 250 gp.

**Faction Notes:** Qadira faction PCs find the sacrificial dagger related to their mission here. Retrieving this item specifically from the cache of stolen goods earns Qadira faction PCs 1 Prestige Point.

Silver Crusade faction PCs who successfully capture at least one of the Shadow Lodge instigators and bring the prisoner alive to face justice before the law of Magnimar earn 1 Prestige Point.

Among the tapestries is the Golsifar Tapestry requested by Lady Gloriana Morilla. Retrieving this tapestry earns Taldor faction PCs 1 Prestige Point.

**Rewards:** If the PCs defeat the Shadow Lodge instigators and recover the stolen goods from the worktables, award each subtier thus:

*Subtier 3–4:* Give each PC 613 gp.

*Subtier 6–7:* Give each PC 1,216 gp.

### D6: Able Mariner's Crypt

This 15-foot-by-30-foot room has two means of entry: a steep set of stairs descending from area D5 with mildew-filled water pooling on its worn concave steps, and a narrow, curving passageway to area D7 that's 3 feet wide and 4-1/2 feet tall—narrow enough that Medium creatures have to squeeze in order to pass.

This room is configured similarly to area D3. However, the stained stone walls conceal actual sepulchers. The heavy stone lids that seal the tombs are each approximately 3 feet square, and etched with the name and rank of some departed sailor. Virtually all of the cells have been unsealed, their lids now lying cracked on the stone floor.

Jumbled, crumbling skeletons lie heaped within each cell, recently looted of any valuables. Nothing of value remains in the graves. One lid remains intact, on the



chamber's western wall at floor level. It swings open on visible hinges, no longer adequately disguised as a secret door. It leads to a curving passageway scarcely larger than the dimensions of the doorway. Harsh chemical fumes emit from the opened hatch, and the sound of voices and the flicker of movement in front of a light come from the passage beyond.

### D7: Tomb of the Merchant Prince (CR 6 or CR 9)

This 30-foot-diameter cylindrical room is carved to resemble the interior of a swirling cyclone of air, although stringy roots, clumps of mold, and thin trickles of mud seeping from cracks in the walls break the dizzying architectural illusion. In the center of the room is a diverse array of glass flasks, plant-rubber tubes, mortars and pestles, and other alchemical ephemera, placed carefully on top of a large stone sarcophagus. Next to this makeshift worktable is a tall wooden barrel topped with a wooden lid.

A swaying lantern hangs from a 20-foot length of rusty chain set into the 30-foot-high ceiling, bathing the tomb in constantly shifting luminance that can be disorienting. A helical stairway, formed out of a plume of cut stone, ascends the interior of the hewn stone cyclone, ending at a balcony twenty feet above the floor. Neither the balcony nor the stairway has railings of any kind. A passageway leading west from the balcony is choked with stone rubble.

In this baroque funereal chamber, the deranged alchemist Lal Chawda manufactures his experimental narcotics. A stout, bronze-skinned tiefling with glossy onyx horns, Chawda usually accentuates his fierce appearance with a carefully manicured beard and smoothly shaved head. In recent days, however, Chawda has been consuming more narcotics than he's been producing for sale, and is increasingly disheveled, bellicose, and paranoid.

**Creatures:** Here Lal Chawda and Titus Terliss make their stand against the Pathfinders. If either of them hears the trap go off in area **D5**, the pair is likely prepared for the PCs' approach. They take up tactical positions based on their observation of the party's number and makeup. Lal Chawda prepares to overturn the barrel of corrosive acid next to his workbench, while Terliss readies to sneak attack the first available target.

**Hazard:** The corrosive pool created when the barrel of alchemical waste is overturned is a short-lived but dangerous effect. The first round after the barrel is overturned, the toxic substance spreads to create a 10-foot-radius pool on the stone floor, releasing a cloud of foul-smelling but harmless vapors, which fill the same area to a height of 20 feet, acts as *obscuring mist*, and dissipates 1 round later. For 3 rounds after it is overturned, the pool deals 1d4 points of acid damage to any creature that

walks through it. After these 3 rounds, the waste becomes completely inert.

### Subtier 3–4 (CR 7)

#### TITUS TERLISS

CR 5

Male human rogue 6

LE Medium humanoid (human)

**Init** +8; **Senses** Perception +1

#### DEFENSE

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

**hp** 42 (6d8+12)

**Fort** +3, **Ref** +9, **Will** +3 (+2 vs. traps)

**Defensive Abilities** evasion, trap sense +2, uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +10 (1d6/18–20)

**Ranged** mwk light crossbow +9 (1d8/19–20)

**Special Attacks** sneak attack +3d6

#### TACTICS

**Before Combat** If Terliss is aware of the PCs' approach, he coats his rapier with bloodroot poison.

**During Combat** Terliss attempts to flank with Lal Chawda, who always threatens adjacent squares due to his natural attacks and threatens at reach with his longspear. If unable to effectively sneak attack his foes, Terliss uses his light crossbow from range to keep himself out of harm's way.

**Morale** Titus Terliss is under strict orders from the Spider to tear apart the Pathfinder Society against all opposition. Fearing retaliation for his failure, the Shadow Lodge instigator fights to the death.

#### STATISTICS

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

**Base Atk** +4; **CMB** +8; **CMD** 19

**Feats** Agile Maneuvers, Dodge, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (rapier)

**Skills** Acrobatics +13, Appraise +5, Bluff +11, Disable Device +13, Knowledge (dungeoneering) +8, Knowledge (local) +8, Linguistics +5, Stealth +13, Use Magic Device +11

**Languages** Common, Dwarven, Giant, Varisian,

**SQ** rogue talents (bleeding attack +3, finesse rogue, weapon training), trapfinding +3

**Combat Gear** *potion of cure moderate wounds*, *wand of gaseous form* (8 charges), bloodroot poison (1 dose); **Other Gear** mithral shirt, dagger, mwk light crossbow with 20 bolts, mwk rapier, thieves' tools, key ring (includes key to door between **D5** and **D6** and the key to the chest in **D7**)

#### LAL CHAWDA

CR 5

Male tiefling alchemist 6 (*Pathfinder RPG Bestiary* 264, *Advanced Player's Guide* 26)

LE Medium outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Perception +9

**DEFENSE**

**AC** 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 natural)

**hp** 42 (6d8+12)

**Fort** +6, **Ref** +8, **Will** +4; +4 vs. poison

**Resist** cold 5, electricity 5, fire 5

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk longspear +8 (1d8+4/×3), bite +2 (1d8+1) or 2 claws +7 (1d6+3), bite +7 (1d8+3)

**Special Attacks** bomb 9/day (3d6+3 fire and catch fire, DC 16, 10 ft. radius)

**Spell-Like Abilities** (CL 6th)

1/day—*darkness*

**Alchemist Extracts Prepared** (CL 6th)

2nd—*blur*, *false life*, *fire breath*<sup>APG</sup> (DC 15), *see invisibility*

1st—*ant haul*<sup>APG</sup>, *bomber's eye*<sup>APG</sup> (2), *keen senses*<sup>APG</sup>, *shield*

**TACTICS**

**Before Combat** If alerted to the PCs' presence by the trap in area **D5**, Lal Chawda drinks his feral mutagen and his *potion of resist energy (acid)*. Just prior to combat, he drinks an extract of *bomber's eye* to increase his effectiveness in the ensuing battle.

**During Combat** Lal Chawda begins combat by overturning the barrel of acid in the center of the room to place an obstacle between himself and his foes. He lobs explosive bombs at his enemies, switching to acid bombs if the Pathfinders have resistance or immunity to fire. He uses his longspear to keep approaching enemies at bay, only resorting to his natural attacks when forced to do so.

**Morale** When reduced to half his full normal hit points, Lal Chawda drinks his extract of *shield*, followed by his extract of *false life*. The alchemist is bestial in his mutated state and fights to the death.

**Base Statistics** Without his mutagen, Lal Chawda's statistics are

**AC** 17, flat-footed 14; **Melee** mwk longspear +6 (1d8+2/×3);

**Str** 12, **Int** 18; **CMB** +5, **CMD** 18; **Skills** Craft (alchemy) +13,

Intimidate -2, Knowledge (arcana) +13, Knowledge (nature) +13,

Spellcraft +13.

**STATISTICS**

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

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

**Feats** Brew Potion, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything

**Skills** Bluff +0, Craft (alchemy) +12, Disable Device +12, Intimidate +0, Knowledge (arcana) +12, Knowledge (nature) +12, Perception +9, Spellcraft +12, Stealth +5, Use Magic Device +7; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Abyssal, Common, Draconic, Ignan, Infernal, Varisian

**SQ** alchemy (alchemy crafting +6, identify potions), discoveries (acid bomb, explosive bomb, feral mutagen), fiendish sorcery, mutagen (+4/-2, +2 natural, 60 minutes), poison use, swift alchemy, swift poisoning

**Combat Gear** bloodroot poison (1 dose), *potion of resist energy (acid)*; **Other Gear** mithral shirt, mwk longspear, alchemist's lab, formula book

**Subtier 6–7 (CR 10)**

**TITUS TERLISS**

**CR 8**

Male human rogue 9

LE Medium humanoid (human)

**Init** +8; **Senses** Perception +1

**DEFENSE**

**AC** 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

**hp** 80 (9d8+36)

**Fort** +5, **Ref** +10, **Will** +6; +3 vs. traps

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 rapier +12/+7 (1d6+1/18–20)

**Ranged** mwk light crossbow +11 (1d8/19–20)

**Special Attacks** sneak attack +5d6

**TACTICS**

**Before Combat** If Terliss is aware of the PCs' approach, he coats his rapier with bloodroot poison and readies to use his *wand of haste* (on both himself and Lal Chawda) and his *wand of shield* just prior to the PCs' arrival in area **D7**.

**During Combat** Terliss initiates combat with his *wand of fireball*, then attempts to flank with Lal Chawda, who always threatens adjacent squares due to his natural attacks and threatens at reach with his longspear. If unable to effectively sneak attack his foes, Terliss uses his *wand of fireball* from range to keep himself out of harm's way, knowing that Lal Chawda has natural fire resistance to protect himself from taking too much damage.

**Morale** Titus Terliss is under strict orders from the Spider to tear apart the Pathfinder Society against all opposition. Fearing retaliation for his failure, the Shadow Lodge instigator fights to the death.

**STATISTICS**

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

**Base Atk** +6; **CMB** +10; **CMD** 21

**Feats** Agile Maneuvers, Dodge, Improved Initiative, Iron Will, Mobility, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (rapier)

**Skills** Acrobatics +16, Appraise +8, Bluff +14, Disable Device +16, Knowledge (dungeoneering) +11, Knowledge (local) +11, Linguistics +5, Stealth +16, Use Magic Device +14

**Languages** Common, Dwarven, Giant, Varisian

**SQ** rogue talents (bleeding attack +5, combat trick, finesse rogue, weapon training), trapfinding +4

**Combat Gear** *potions of cure serious wounds* (2), *wand of fireball* (CL 7th, 4 charges), *wand of gaseous form* (8 charges), *wand of haste* (1 charge), *wand of shield* (20

charges), bloodroot poison (1 dose); **Other Gear** +1 mithral shirt, +1 rapier, dagger, mwk light crossbow with 20 bolts, thieves' tools, key ring (contains key to door between **D5** and **D6** and key to chest in **D7**)

**LAL CHAWDA** **CR 8**

Male tiefling alchemist 9 (*Pathfinder RPG Bestiary* 264, *Advanced Player's Guide* 26)

LE Medium outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Perception +12

**DEFENSE**

**AC** 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 natural)  
**hp** 71 (9d8+27)

**Fort** +8, **Ref** +10, **Will** +6; +6 vs. poison

**Resist** cold 5, electricity 5, fire 5

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *longspear* +13/+8 (1d8+10/x3), bite +7 (1d8+3) or 2 claws +12 (1d6+6), bite +12 (1d8+6)

**Special Attacks** bomb 14/day (5d6+3 fire and catch fire, DC 17, 10 ft. radius)

**Spell-Like Abilities** (CL 9th)

1/day—*darkness*

**Alchemist Extracts Prepared** (CL 9th)

3rd—*cure serious wounds, displacement, gaseous form, heroism*

2nd—*blur, bull's strength, false life, fire breath*<sup>APG</sup> (DC 15), *see invisibility*

1st—*ant haul*<sup>APG</sup>, *bomber's eye*<sup>APG</sup> (2), *keen senses*<sup>APG</sup>, *shield, true strike*

**TACTICS**

**Before Combat** If alerted to the PCs' presence by the trap in area **D5**, Lal Chawda drinks his feral mutagen and his *protection from energy (acid)* and *bull's strength* extracts. Just prior to combat, he drinks an extract of *bomber's eye* to increase his effectiveness in the ensuing battle.

**During Combat** Lal Chawda begins combat by overturning the barrel of acid in the center of the room to place an obstacle between himself and his foes. He lobbs explosive bombs at his enemies, switching to acid bombs if the Pathfinders have resistance or immunity to fire. He uses his *longspear* to keep approaching enemies at bay, only resorting to his natural attacks when forced to do so.

**Morale** When reduced to half his full normal hit points, Lal Chawda drinks his extract of *shield*, followed by his extract of *cure serious wounds*. The alchemist is bestial in his mutated state and fights to the death.

**Base Statistics** Without his mutagen and extract of *bull's strength*, Lal Chawda's statistics are **AC** 18, flat-footed 15; **Melee** +1 *longspear* +9/+4 (1d8+4/x3); **Str** 14, **Int** 18; **CMB** +8, **CMD** 21; **Skills** Craft (alchemy) +16, Intimidate -2, Knowledge (arcana) +16, Knowledge (nature) +16, Spellcraft +16.

**SCALING ENCOUNTER D7**

To accommodate parties of only four PCs, give Lal Chawda the sickened condition in both subtiers, the result of his rampant narcotics use destroying his vitality.

**STATISTICS**

**Str** 22, **Dex** 16, **Con** 12, **Int** 16, **Wis** 10, **Cha** 6

**Base Atk** +6; **CMB** +12; **CMD** 25

**Feats** Brew Potion, Extra Bombs, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything, Toughness

**Skills** Bluff +0, Craft (alchemy) +15, Disable Device +15, Intimidate +0, Knowledge (arcana) +15, Knowledge (nature) +15, Perception +12, Spellcraft +15, Stealth +5, Use Magic Device +10; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Abyssal, Common, Draconic, Ignan, Infernal, Varisian

**SQ** alchemy (alchemy crafting +9, identify potions), discoveries (acid bomb, explosive bomb, fast bombs, feral mutagen), mutagen (+4/-2, +2 natural, 90 minutes), fiendish sorcery, poison use, swift alchemy, swift poisoning

**Combat Gear** *potion of cure moderate wounds*, bloodroot poison (1 dose); **Other Gear** +1 mithral shirt, +1 *longspear*, *cloak of resistance* +1, *elixir of hiding*, alchemist's lab, formula book

**Treasure:** The alchemical equipment arrayed on the sarcophagus is made up of several masterwork artisan's tools used for alchemical crafting, as well as a full alchemist's lab. Within the sarcophagus currently being used as a table, Terliss hid a small locked chest (DC 30 Disable Device to unlock), the key to which he keeps on his key ring. Inside are the liquid funds given to the Shadow Lodge instigators to carry out their sabotage of the Pathfinder Society's reputation in Magnimar. This amounts to 265 gp and 1,050 sp in Subtier 3-4 or 62 pp, 1,810 gp, and 5,040 sp in Subtier 6-7. Additionally, the PCs find in the chest a thick leather packet containing important documents accumulated throughout the crime spree, which can serve as evidence of the instigators' efforts to frame the Pathfinder Society. Among these documents is a letter from Riddleport crime-boss the Spider, containing instructions for Titus' group (see **Player Handout #1**).

**Faction Notes:** Among the documents found in the sarcophagus is a letter of great interest to the members of Cheliox faction—a scandalous love letter from Lady Sutura Tortala Turos to what appears to be a working-class stevedore recently defected from Nidal. Gathering the letter and returning it to the Paracountess as requested earns Cheliox faction PCs 1 Prestige Point.

Shadow Lodge faction PCs find that the Spider's letter to Titus Terliss shows a clear connection between the

Shadow Lodge insurrection and the Aspis Consortium, and also proves the Spider has had continued involvement in holdout Shadow Lodge instigators' activities to undermine the society—exactly the sort of thing Grandmaster Torch suspected. Retrieving this letter from among Terliss's correspondence earns Shadow Lodge faction PCs 1 Prestige Point.

**Rewards:** If the PCs defeat Terliss and Lal Chawda and uncover the hidden chest in the sarcophagus, award each subtier thus.

*Subtier 3–4:* Give each PC 561 gp.

*Subtier 6–7:* Give each PC 1,841 gp.

## CONCLUSION

Defeating Terliss and Chawda effectively beheads the leadership structure of the group of Shadow Lodge instigators posing as Sczarni thugs. Although a few agents are currently out of the base—carrying out duties elsewhere in the city—with the Twincandles' help they are easily pacified and captured upon their return to the Sodden Crypt. The Giatanos express gratitude toward the Pathfinders for aiding them with their squatters, and make no protest as the false Sczarnis' plunder is brought out of the crypt.

Titus's letter from the Spider reveals her three-part plan for slandering and discrediting the Pathfinder Society in Magnimar. By her instructions, Terliss's group was meant to first engage in a whispering campaign against the Pathfinders at Heidmarch Manor. This was to be followed by a series of thefts, concentrating on stealing objects of historical significance. The final part of the plan involved the release of a deadly new hybrid narcotic into Magnimar's underworld, supposedly acquired by the Pathfinder Society in some distant land. By the end of these directives, the Spider hoped that Sheila and Canayven Heidmarch would be driven from Magnimar entirely, and the society with them.

### Success Conditions

In order to exonerate the Pathfinder Society of the myriad crimes committed in its name, the Pathfinders must retrieve the evidence detailing the Shadow Lodge instigators' plans to frame the society in area **D7**, specifically the letter from the Spider. If the Pathfinders

retrieve these documents, each PC earns 1 Prestige Point. When reporting the scenario on **paizo.com**, mark the scenario success box to indicate the players' achievement.

### Faction Missions

Player characters of a given faction who complete the listed mission earn 1 Prestige Point for their efforts.

**Andoran Faction:** Andoran faction PCs who retrieve the *Paloma's* shipping label from the crate in area **A4** earn 1 Prestige Point.

**Cheliox Faction:** Cheliox faction PCs who discover the letter in area **D7** from Lady Sutia Tortala Turos to her lower-class lover and deliver it to Paracountess Zarta Dralneen earn 1 Prestige Point.

**Grand Lodge Faction:** Grand Lodge faction PCs who identify Lydia Hob as the previous owner of the *wayfinder* left by Elias Chert's attackers in area **A** earn 1 Prestige Point.

**Lantern Lodge Faction:** Lantern Lodge faction PCs who recognize Eun (encountered in area **B**) as the man they seek and who direct him to immediately contact Amara Li earn 1 Prestige Point.

**Osirion Faction:** Osirion faction PCs who retrieve a specimen from the amaranthine juniper plant in area **A2** earn 1 Prestige Point.

**Qadira Faction:** Qadira faction PCs who make note of the ceremonial obsidian-laden dagger in area **D5** and return it to their faction earn 1 Prestige Point.

**Sczarni Faction:** Sczarni faction PCs who convince the Giatanos to accept Guaril Karella's protection in exchange for an undisclosed favor at a later date in area **C** earn 1 Prestige Point.

**Shadow Lodge Faction:** Shadow Lodge faction PCs who use the Spider's letter to Terliss found in area **D7** to connect her to both the Shadow Lodge instigators working out of Two-Lights and the Aspis Consortium earn 1 Prestige Point.

**Silver Crusade Faction:** Silver Crusade faction PCs who capture at least one Shadow Lodge instigator in area **D5** and turn the living prisoner over to the Magnimarian authorities earn 1 Prestige Point.

**Taldor Faction:** Taldor faction PCs who retrieve the Golsifar Tapestry from among the Shadow Lodge agents' cache in area **D5** earn 1 Prestige Point.

## PLAYER HANDOUT #1

*To Titus Terliss, Riddleport:*

*Your dedication to the Shadow Lodge's true cause is impressive, Titus, especially after that fool Torch made his little deal with the Decemvirate and ended our growing rebellion within the society's ranks. As the Pathfinder Society builds its renown in Magnimar through the efforts of Sheila Heidmarch and her lapdog of a husband, there stands a very real possibility of them gaining more influence in Varisia than we can counter. Thus, you must sever their growing reputation at its roots. You will find held in your name at the Gold Goblin a chest, accessible with the enclosed key. The funds within should more than cover what you need to make your way to Magnimar to begin your mission of sabotage and slander.*

*Ingratiate yourself with one of the city's many Sezarni gangs—use the enclosed forgeries to verify your standing within a family here in Riddleport—and operate as Sezarni in all ways. Do not reveal your affiliation with the Shadow Lodge or that you know me in any way!*

*First engage in a whispering campaign against the Pathfinders at Heidmarch Manor. Make the people of Magnimar distrust the Pathfinders so that the next part of your mission will be better believed. Once they've been slandered sufficiently, follow up with a series of thefts, concentrating on objects of historical significance. Leave false evidence implicating the Pathfinder Society—wayfinders, volumes of the Pathfinder Chronicles, whatever.*

*I will be working with the Sezarni you infiltrate to import a new, deadly, hybrid narcotic into Magnimar's underworld, which you will ultimately blame on the Pathfinder Society and Sheila Heidmarch. Don't use this pesh should you encounter any of it, rather let the Sezarni be my puppets.*

*While your operations should not need further involvement from me, should you need my assistance in the event of an emergency I can be reached via the city's Aspis Consortium chapterhouse and Varisia's other gold agent, Maiveer Sloan. Do not go to him unless you absolutely must, for my involvement in both the Shadow Lodge insurrection and my position as an Aspis Consortium agent must never come to light. I trust you to destroy this letter upon reading it to prevent that fact from reaching anyone but you.*

*Weave your web in stealth and guile,*

*The Spider*



## PATHFINDER SOCIETY SCENARIO

### Andoran



Valiant Soldier,

I recently learned that a drug cartel has begun operating within Andoran's borders, using the freedom we provide our citizens to manufacture the Katapeshi narcotic known as pesh under our own noses, no doubt in retaliation for the many slaver vessels from Okeno we've sunk on the waters of the Inner Sea. My counterparts in Alams are already at work destroying the sources of this soporific scourge, but they need to trace the path of its distribution. As luck would have it, one ship believed to smuggle the stuff out of Augustana—called the *Paloma*—last reported Magnimar as its destination. If possible, verify that the *Paloma* is the ship we seek so we may end this trade in human suffering.



In Liberty,

Major Colson Maldris

### Cheliax



My Pet,

The petty crimes which beset the shabby citizens of Magnimar may prove to be a boon for us. A servant of the boorish Lady Suvia Tortala Turos has been robbed—supposedly by a Pathfinder!—somewhere in the waterfront area of Magnimar. The servant was carrying a most indelicate letter, which would be of interest to some of Suvia's more gossip-prone friends, as well as myself. Since you will likely be consorting with the types who might possess the letter, I ask you to do your very best to acquire it.



With great anticipation,

Paracountess Zarta Dralneen

### Grand Lodge



Fellow Pathfinder,

Two months ago, the mysterious disappearance of the shipping vessel *Cormorant* was a great tragedy for the Grand Lodge, as one of our most venerable members, archaeologist Lydia Hob was known to have booked passage upon that ship. Recently, bits of the *Cormorant's* cargo have turned up for sale in Magnimar, thousands of miles from the *Cormorant's* last known position on the Obari Ocean. Lydia was known to carry messages in the most unlikely of places, and if any of her personal effects turn up in your travels, return them to the Grand Lodge. It is possible that some insight can be gleaned as to her fate.



Your Comrade,

Venture-Captain Ambrus Valsin

### Lantern Lodge



Honored Representative,

Some moons ago, a diplomatic vessel from the pacifist nation of Hwangott was traveling in the Obari Ocean on a mission of goodwill. It was sacked by pirates, and Serene Prince Eun Wo was captured for the purposes of ransom. However, the pirate ship is thought to have been scuttled, and rumors persist of the prince hiding somewhere in Magnimar. He can be recognized by the suffusion of colorful flowers tattooed across his shoulders. If you encounter him in your travels, direct him to contact us, as we can grant him passage home and help him deal with any unwelcome activities he had to partake in to remain hidden and safe.



Tranquility,

Venture-Captain Amara Li

## MY ENEMY'S ENEMY

### Osirion



Inquisitive Student,

In seeking treatments for the Ruby Prince's unfortunate condition, some texts mention a pharmacological remedy that may help stave off the prince's suffering. Unfortunately one component, a rare extract of amaranthine juniper, is all but unknown in Osirion. We understand that these decorative plants are sometimes cultivated in Varisia. If you come across such a plant, acquire a small cutting of it to bear to us. We will take care of the rest.



*Amenopheus*

In duty,

Amenopheus, the Sapphire Sage

### Qadira



Loyal Servant,

A lost treasure of the Satrap dating to the Age of Destiny has been discovered in the city of Magnimar, although there is some suspicion that the sacrificial dagger, studded with obsidian, may be a clever forgery. We deployed an agent to determine the dagger's veracity, but the dagger was stolen before it could be examined. If you attain the dagger, please bear it to our agent, who will negotiate its return to its owner.



*Aaqir al'Hakam*

Sincere regards,

Trade Prince Aaqir al'Hakam

### SCZARNI



Friend,

A young family of Sczarni has established itself within Ordellia, and time has come for them to be brought into the fold. Discreetly contact their kaptéos—a brother and sister named Giatano—and bear them a message from me. I am most proud of their group's accomplishments, and will require only the barest of considerations from them in these early days of what is sure to be a long and successful history. My offer of protection should be accepted with a smile if they have even the slightest bit of sense between the two of them. Let me know of their response.



*Guaril Karela*

Be bold!

Guaril Karela

### SHADOW LODGE



Intrepid Agent,

Of late, someone's been committing crimes in Magnimar and leaving evidence to indicate that it was the Pathfinder Society behind them. Now, I'll be the first to admit that not every Pathfinder has a clean face when it comes to crime, but I think there's something more afoot here. Find not only who's responsible for the individual crimes, but also who's pulling their strings. This seems to me a much larger plot—and I think I'd recognize such now, wouldn't I?



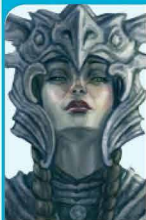
*Torch*

In solidarity,

Grandmaster Torch

## PATHFINDER SOCIETY SCENARIO

### Silver Crusade



Most Valiant,

Once again, you are compelled to seek out and fight against the forces of wickedness. Although it is difficult, view your enemies with compassion. As you heard the dragon in its lair, attempt to capture some of your opponents alive as a demonstration of mercy. Turning them over to the city watch will give them the opportunity to consider that lesson and repent.



In Light,

Ollysta Zadrian

### TALDOR



Citizen of the Empire,

It has come to our attention that the Golsifar Tapestry, kept in a private collection for more than three centuries, has been stolen, and is possessed by someone in Magnimar's underworld. The Golsifar Tapestry is of great value to us, and a few hours of studying it would enable us to clarify an ancient border dispute, and give us an advantage over a certain stubborn baron. If you find the tapestry, give us the opportunity to examine it before returning it to its owner.



For the Empire,

Lady Gloriana Morilla



MY ENEMY'S ENEMY

**Pathfinder Society Scenario #4- 14:  
My Enemy's Enemy**

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Event \_\_\_\_\_ Date \_\_\_\_\_

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GM # \_\_\_\_\_ GM Character # \_\_\_\_\_

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GM Name \_\_\_\_\_ GM Prestige Earned \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

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

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

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

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

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

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

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

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

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

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

Character # \_\_\_\_\_  \_\_\_\_\_  
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**Pathfinder Society Scenario #4-14: My Enemy's Enemy** © 2013, Paizo Publishing, LLC; Author: James Olchak.



# Pathfinder Society Scenario #4-14: My Enemy's Enemy

Scenario Chronicle #

Slow  Normal

SUBTIER 3-4	652	1,304
SUBTIER 6-7	1,593	3,187

MAX GOLD

This Chronicle Certifies That

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

### EXPERIENCE

Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
Final XP Total	

### FAME

Initial Fame	Initial Prestige
+	GM's Initial
Prestige Gained (GM ONLY)	
Prestige Spent	
Final Fame	Current Prestige

### GOLD

Start GP
+
GM's Initial
GP Gained (GM ONLY)
+
GM's Initial
Day Job (GM ONLY)
+
Items Sold
=
Subtotal
-
Items Bought
=
Total

### Items Found During This Scenario

SUBTIER  
ALL

**Foiled Plans** You were part of the Pathfinder team that foiled the Shadow Lodge's plans to ruin the Pathfinder Society's reputation in Magnimar. Surely the Spider and others involved in the plot will remember you should you ever encounter them in the future.

SUBTIER  
3-4

- brooch of shielding* (65 points remaining; 975 gp, limit 1)
- candle of truth* (2,500 gp)
- potions of cure moderate wounds* (300 gp)
- potion of resist energy* (acid; 300 gp)
- slaying arrow* (vermin; 2,282 gp)
- wand of gaseous form* (8 charges; 1,800 gp, limit 1)

SUBTIER  
6-7

- caster's shield* (containing *nondetection*; 3,153 gp)
- cloak of resistance +1* (1,000 gp)
- elixir of hiding* (250 gp)
- potion of cure serious wounds* (750 gp)
- wand of fireball* (CL 7th, 4 charges; 1,260 gp, limit 1)
- wand of haste* (1 charge; 225 gp, limit 1)
- wand of shield* (20 charges; 300 gp, limit 1)

### 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 #