

PATHFINDER SOCIETY



RIVALRY'S END

By Ron Lundeen



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PATHFINDER SOCIETY SCENARIO #4-23

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Pathfinder Society Scenario #4-23: Rivalry's End 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 adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Equipment*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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RIVALRY'S END

BY RON LUNDEEN



Dorianna Ouida is one of the Pathfinder Society's greatest foes. She leveraged her political power as a member of the Peoples' Council of Andoran to slow the Pathfinder Society's expansion in Andoran, led an uprising of self-serving Shadow Lodge agents within the Pathfinder Society, and served as an influential agent in the mercantile Aspis Consortium. On top of these endeavors, Ouida also operates an extensive criminal network in which she is known only as "The Spider."

The Shadow Lodge was initially little more than a loose affiliation of Pathfinders who watched each other's backs under the command of the notorious information broker Grandmaster Torch, but it earned a dire reputation when Ouida goaded several Shadow Lodge members into open rebellion a few years ago while simultaneously orchestrating the assassination attempts on Torch and several members of the Decemvirate. Enterprising Pathfinders saved Torch, exposed Ouida's schemes, and brought Ouida to justice in Andoran, and under the aegis of the Decemvirate, Grandmaster Torch has worked to repair the Shadow Lodge's image for the last 2 years.

Ouida was not so easily thwarted. Using her Aspis Consortium connections and underworld contacts, she relocated to Riddleport and established operations there. But Grandmaster Torch managed to ferret out most of Ouida's history and secrets, including the fact that Ouida has information about the secret identities of the Decemvirate. Torch then worked with Guaril Karela, the Sczarni faction leader, to find Ouida in Riddleport. Guaril's informants have since located Ouida's hidden lair—it lies beneath an upscale gambling hall called the Weaver's Parlor.

Ouida must be recovered and brought in alive, as the Pathfinder Society wants to learn the secrets she has uncovered about their organization so that they can mitigate any damage resulting from her investigations. Guaril Karela has an additional, hidden motive for wanting Ouida captured: he intends to seize control of the Spider's leaderless organization and add it to his own criminal network. Grandmaster Torch's motives are more closely guarded, but the time is nearly right for the wily Torch to make his own move against the Decemvirate.

WHERE ON GOLARION?

Rivalry's End takes place in the pirate city of Riddleport, one Varisia's three most powerful city-states. Aside from being a haven for those criminals and ruffians who find living elsewhere undesirable or impossible, Riddleport is fast becoming a bustling trade city in its own right. For more information on Riddleport, check out *Pathfinder Adventure Path #13: Shadow in the Sky*, *Pathfinder Player Companion: Second Darkness Player's Guide*, and *Pathfinder Player Companion: Varisia, Birthplace of Legends*, which are available in bookstores or game stores everywhere, or online at paizo.com.



SUMMARY

Grandmaster Torch and Guaril Karela provide the PCs with Dorianna Ouida's background and current location: the Spider is lying low in a complex beneath the Weaver's Parlor gambling hall. The PCs are instructed to infiltrate Ouida's lair and bring her back alive to Torch and Karela at the Cypher Lodge, along with any information she may have about the Decemvirate.

The Weaver's Parlor is currently closed to the public, as it is hosting an invitation-only gambling tournament. The PCs can use clever words, stealth, or simply a display of excessive wealth to gain admittance. In the wine cellar beneath the Weaver's Parlor, the PCs encounter another group that has infiltrated the gambling parlor for its own reasons and must decide how to deal with these interlopers.

Beneath the Weaver's Parlor wine cellar lies Ouidda's personal sanctum, guarded by clockwork soldiers and clever traps. The PCs must explore the sanctum to find and capture the Spider.

When the PCs bring the Spider back to Torch for their well-earned reward, they have a final surprise in store. The devious Torch extracts some secret information from Ouidda before murdering her in front of the PCs. The PCs must face Torch's half-orc bodyguards while Torch attempts to escape with his newfound knowledge to bedevil the Pathfinder Society at a later date.

GETTING STARTED

Read the following to get the adventure underway.

The Cypher Lodge is one of Riddleport's finest inns, and Grandmaster Torch currently inhabits its finest suite. Flanked by his ubiquitous half-orc bodyguards and the weasel-faced Varisian businessman Guaril Karela, Torch speaks.

"I cannot overstate how dangerous Dorianna Ouidda is," the scarred Pathfinder begins. "She wears many masks, and she uses them all to orchestrate the utter destruction of the Pathfinder Society. As a high-profile politician in Andoran, she blocked the Society's expansion into that nation. As a Gold Agent in the Aspis Consortium, she uses the Consortium's limitless wealth to frustrate the Society's business however she can. As the criminal mastermind known as the Spider, she engages in elaborate plots to frame the Pathfinder Society for her misdeeds. Ouidda even hired the Red Mantis Assassins to murder me, although I'm still a step ahead of those assassins for now.

"Dorianna Ouidda is one of the few people on Golarion who know the secret identities of the Decemvirate. She previously crafted an elaborate plot to turn a loyal Venture-Captain against the Decemvirate, and we suspect she is plotting to destroy the Decemvirate even now.

"Loyal Pathfinders have foiled Ouidda's schemes again and again. We arranged her arrest in Andoran, but she leveraged her political connections and escaped. The time has come for more drastic action." Torch gestures to the Varisian man at his side. "Guaril has a network of informants here in Riddleport, and they've identified the Spider's lair."

Guaril Karela smoothly adds, "I would say 'observant acquaintances' rather than 'informants,' but no matter. Ouidda owns a controlling interest in the Weaver's Parlor, a gambling hall in the Free-Coin District. She transacts private



Grandmaster Torch

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products and abbreviations: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary 3 (B3)*, and *Pathfinder RPG Ultimate Equipment (UE)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

business from ancient chambers beneath the gambling hall, visited by only a few trusted associates. These chambers are accessed through a hidden door at the west end of the gambling hall's wine cellar."

Grandmaster Torch continues, "We know the Spider is in her lair now. Enter the chambers beneath the Weaver's Parlor. Capture Dorianna Ouidda and return with her here. Ouidda may have made notes about the Decemvirate or their identities—bring that information back as well. Let me stress this: Ouidda must be captured alive. We need to learn the extent of her information about the Pathfinder Society and find out whether she has revealed this information to others."

"You need to make haste, but I don't want to rush past any questions you have. The better informed you are, the more likely you are to succeed."

Guaril Karela provides the PCs with a set of masterwork manacles, a good lock for the manacles, a featureless hood, and a voluminous cloak to disguise their prisoner as they move through the city. Allow the PCs to ask any questions of Grandmaster Torch or Guaril Karela.

What do you know about these underground chambers? "We know very little, unfortunately. They are her private sanctum, and she only rarely transacts any business there with others. We have heard they have a spider motif, and are very old, but we don't have any information about their layout."

Should we expect anyone to be with Ouidda? "It's not likely. Ouidda doesn't keep any staff or servants in her chambers, as far as we know."

What can we expect when fighting Ouidda? "She's known to be a persuasive orator who favors enchantment magic, but she isn't physically powerful."

What if we kill Ouidda? "We're commissioning you because we're confident you can perform this mission

as directed. You must take Dorianna Ouidda alive. That isn't negotiable. We're worried that spells to raise the dead or speak with the dead might fail."

Diplomacy (gather information) or Knowledge (local)

The PCs may recall information about the Spider's plots or current happenings at the Weaver's Parlor.

15+ The Weaver's Parlor is currently holding a week-long gambling tournament for wealthy gamblers. Only well-known gamblers or those with a large bankroll are admitted.

20+ The other owner in the Weaver's Parlor is Gaston Cromarcky, the Overlord of Riddleport. Overlord Cromarcky shamelessly uses the Gendarmes, Riddleport's city watch, for personal events, so the Gendarmes will be providing security at the Weaver's Parlor.

25+ One of the Spider's agents commissioned the construction of several clockwork guardians months ago, but the current whereabouts of those guardians is unknown. It is rumored that the Spider uses the guardians herself, as she is unwilling to trust corruptible mortals to ward her inner sanctum.

A. INTO THE WEAVER'S PARLOR

To reach the Spider's inner sanctum, the PCs must infiltrate the Weaver's Parlor while a high-stakes gambling tournament is underway and find the entrance to Ouidda's lair in the wine cellar.

A1. Gendarmes' Security

Adorned with carved columns, the Weaver's Parlor is a majestic wooden building with a soaring, peaked roof. Above the entry is a sign showing a buxom naked woman weaving a long scarf draped around her hips. Small groups of onlookers crowd around the gambling hall's windows, but three Gendarmes—the city guard of Riddleport—interview all prospective entrants at the door.

The PCs need to gain admission to the Weaver's Parlor in order to reach Ouidda's lair. Unfortunately, the Gendarmes turn away prospective entrants except for affluent tournament participants. Hindering the Gendarmes' vigilance, however, is the fact that dozens of gamblers are inside the Weaver's Parlor already, and many of them leave and re-enter between games. Therefore, security at the Weaver's Parlor is tight but not impenetrable. If statistics for the Gendarmes are necessary, use the Grizzled Mercenary statistics (*Pathfinder RPG NPC Codex* 268).

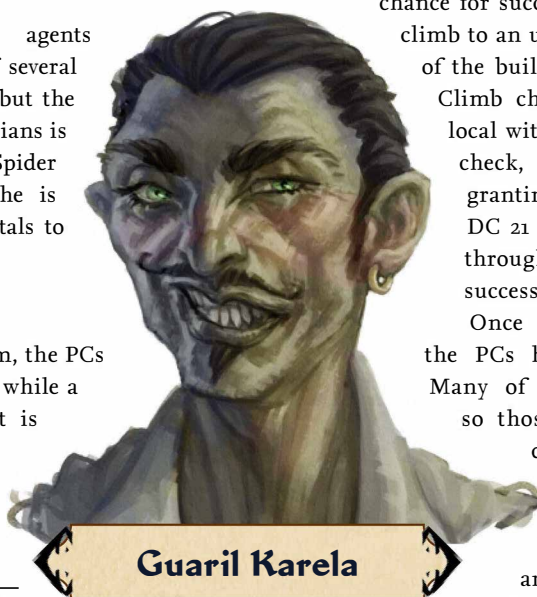
The PCs could use several methods to gain entrance to the gambling hall. There is no specific amount of money necessary to be considered a "high-stakes gambler" by the Gendarmes, but prospective entrants should display at least several hundred gp. A PC can convince the Gendarmes to permit entry by showing at least 2,000 gp in ready cash (that is, at least this amount must be displayed in the Gold Total field on the PC's most recent Chronicle sheet), or by succeeding at a Bluff, Diplomacy, or Profession (gambler) check with a DC of 10 + 1 per every 100 gp the PC is short of 2,000 gp (for example, DC 19 for a PC with 1,100 gp). A PC permitted entrance by the Gendarmes may bring one other creature along as a bodyguard, valet, or companion.

If the PCs invent another creative plan to infiltrate the Weaver's Parlor, the GM should allow a reasonable chance for success. For example, a PC might climb to an upper window on the back side of the building with a successful DC 20 Climb check, pretend to be a famous local with a successful DC 20 Disguise check, bully the Gendarmes into granting entrance with a successful DC 21 Intimidate check, or sneak in through a service entrance with a successful DC 19 Stealth check.

Once inside the Weaver's Parlor, the PCs have no problem fitting in. Many of the gamblers are eccentric, so those attending the tournament display a variety of styles and mannerisms. Several entrants earned their fortunes through piracy and swagger about in gaudy clothing; other notable gamblers

include a halfling sailor accompanied by a wise-looking ape, a white-clad devotee of the Prophecies of Kalistrade, and a set of suave Varisian triplets. Harried servers and attendants bustle throughout the Weaver's Parlor, meeting the often-peculiar demands of the eclectic clientele with practiced smiles. Several Gendarmes provide security in the gambling hall, but they concentrate their attention on the gaming tables rather than the comings and goings of the PCs.

The unlocked entrance to the wine cellar is discreetly tucked beneath the stairs leading up to the second-story balcony. Because of the constant bustle of boisterous gamblers and their entourages, this entrance is not closely watched, so the PCs can descend to the wine cellar with ease; however, the PCs are welcome to play up their cover story and interact with the patrons before continuing with their primary mission.



Guaril Karela

A2. Swindlers at Work (CR 3)

The wine cellar of the Weaver's Parlor is cooler and quieter than the bustling floor above. A few lanterns illuminate rows of casks, and a sturdy rack bisects the room, obscuring the western half. The rack extends from floor to ceiling, but does not reach the walls to either side, allowing passage around the rack to the north and south.

With a successful DC 30 Perception check, the PCs can find the secret door in the western wall. Because the PCs have specific instructions on where to find the secret door, they gain a +4 bonus on Perception checks to locate it. The secret door is made of reinforced masonry 1 foot thick. It swings aside to reveal a steep set of stairs leading down to area **B1**.

Creatures: The PCs are not the only intruders in these wine cellars. On the far side of the sturdy rack, two men and one woman (Cobrin, Kevrit, and Drea) balance atop empty casks, each person carefully drilling a small hole into the ceiling of the wine cellar—that is, through the floor of the gambling hall above. These intruders are working with the Varisian triplets in the tournament. They intend to finish the holes and insert crude periscopes, allowing them to look up at cards held by other gamblers at the tables. They plan to communicate information about the other players' hands using *message*. They plan to flee if discovered by the Gendarmes but assume (correctly) that the chaos in the gambling hall will give them sufficient privacy here in the cellar. The swindlers have never heard of the Spider or Dorianna Ouidda and have no idea there are secret chambers beneath the wine cellar. If statistics for the swindlers are necessary, use the Cutpurse statistics for Cobrin and Kevrit (*NPC Codex* 144) and the Cautious Mage statistics for Drea (*NPC Codex* 178).

If they opt to observe the cellar before proceeding and succeed at a DC 23 Perception check, the PCs hear the swindlers at work. The swindlers might also hear the PCs, but if so, they stay quiet and hope the PCs simply go away. If the swindlers see an armed and armored group of PCs, they assume that the PCs are also trespassers and pause, tools in hand, to see how the PCs react to their presence. If the PCs are willing to talk, Cobrin proposes that each side simply let the other go about its business and say nothing about any activities in the wine cellar.

These swindlers are nervous but desperate and greedy. If the PCs threaten violence, the swindlers immediately try to flee or escape; they are in no mood for a fight.

Faction Notes: Note whether the PCs leave the swindlers on good terms. If the PCs insult the swindlers, bully them, or ignore them, but the swindlers remain in the cellar, Andoran faction PCs may find their mission to be more difficult (see area **B1** for details).

Rewards: If the PCs defeat and loot the swindlers, reward the PCs as follows.

All Subtiers: Give each PC 13 gp.

B. THE SPIDER'S LAIR

Beyond the wine cellar, the PCs find Ouidda's trap-laden lair beneath the Weaver's Parlor. Ouidda transacts very little business out of this sanctum (either as an Aspis Consortium Gold Agent, or as the Spider). The lair is an ancient Thassilonian ruin made of reinforced masonry with ceilings uniformly 15 feet high. Ouidda has decorated the stark stone rooms in the latest Andoren style and erected several good wooden doors throughout. Each of these doors is locked with an average lock. Ouidda keeps a full set of keys, and a clockwork soldier keeps keys to areas **B2** and **B3**; however, the PCs can bypass any door with a successful DC 18 Strength check to break down the door or a successful DC 25 Disable Device check.

B1. Entry

This wide stone room is deep underground, but decorated as though in a country manor. Standing lamps illuminate the decor, which includes pastoral paintings of landscapes typical of southern Avistan. A steep staircase leads up to the east. Hallways extend to the north and south.

Ouidda decorated this room in a simple Andoren country style in order to soften the austere stone chambers of the dungeon. The decor is generally prosaic, save for one unusual item: a large ceramic standing lamp painted with rings of thumbnail-sized images of the Andoren flag in gold, black, and blue. PCs who succeed at a DC 10 Knowledge (local) check identify the lamp as being Andoren in style, although Andoran faction PCs recognize this automatically.

With a successful DC 25 Perception check, PCs in the entry hear Ouidda's clockwork soldiers patrolling in area **B4**. See area **B4** for details.

Faction Notes: Andoran faction PCs should identify the lamp as vital to their mission and seek to place it in the Weaver's Parlor upstairs. Bringing the lamp back upstairs and placing it somewhere in the Weaver's Parlor is fairly straightforward, but to succeed at this mission the PCs must have either established a good relationship with the swindlers in the cellar or caused them to leave the premises. If the PCs have intimidated or ignored the swindlers, but the swindlers remain in the Weaver's Parlor, they eye the lamp greedily and steal it as soon as the PCs have gone. A PC may discern the swindlers' intentions with a successful DC 20 Sense Motive check. Successfully moving the lamp without it being stolen afterward earns Andoran faction PCs 1 Prestige Point.



B. The Spider's Lair

1 square = 5 feet

B2. Espionage Storage

The door to this room is locked; only Ouidda and a clockwork guardian have keys.

This room is lined with shelves containing a diverse array of odds and ends: racks of clothes, standing mannequins, jars with colored fluids, small boxes, and metal canisters. At the west end of the room is a narrow table supporting a waxy, human-sized figure. Above the waxy figure is a pegboard supporting what appear to be a dozen deflated heads.

This room contains several unusual items that a wealthy spy might consider useful to implicate a rival, terrify a victim, or impede an investigation. Many of the items are mundane components of disguises (such as clothing, make-up, and wigs), although the room also contains some bizarre items and inventions. These oddments include a doppelganger corpse preserved with a *gentle repose* spell, a severed elven hand with an ornate wedding ring preserved in alchemical fluid, a face mask containing a series of bellows for breathing tainted air, and a dozen leather bags that, when inflated, approximate the appearance of a human head.

A PC who succeed at a DC 25 Perception check discovers the secret door that connects this room to area **B3**.

Treasure: Among the more valuable items stored in this room are four disguise kits, two sets of masterwork thieves' tools, six containers of average invisible ink (*Pathfinder RPG Ultimate Equipment* 104) in bottles labeled "Revidin's Expurgating Tonic," and a nondescript pouch containing *dust of tracelessness*. In Subtier 6–7, there is also a canister painted with clowns and dancing dogs, which holds 2 doses of *dust of illusion*.

Faction Notes: Qadira faction PCs should be interested in the breathing device, but anyone examining the device must succeed at a DC 14 Appraise check to realize it will not properly function without filters. The filters can be located in a canister labeled "Sponges" with a successful DC 20 Perception check. Recovering both the breathing device and the filter sponges earns Qadira faction PCs 1 Prestige Point.

Rewards: If the PCs loot this storage room, reward the PCs as follows.

Subtier 3–4: Give each PC 83 gp.

Subtier 6–7: Give each PC 283 gp.

B3. Goods Storage

This storeroom is left unlocked, as its contents are not particularly valuable. This room contains mundane goods such as casks of fresh water, spare furniture, and basic tools. Several large mirrors are also stored in this room, carefully packaged and covered. These are old mirrors that have been replaced by the viewing mirrors in area **B6**.

SCALING RECEPTION ROOM

Make the following changes to the encounter to accommodate groups of 4 PCs.

Subtier 3–4: Remove one clockwork sentinel from the encounter.

Subtier 6–7: Remove one clockwork soldier from the encounter.

The PC can find the secret door that connects this room to area **B2** with a successful DC 25 Perception check.

Faction Notes: Cheliox faction PCs must identify one of the mirrors stored here as one etched with an incriminating description and change the etching. Doing so requires only a successful DC 14 Disable Device or Linguistics check, but only one attempt may be made as a failure mars the mirror with unmistakable signs of tampering. Successfully changing the etching earns Cheliox faction PCs 1 Prestige Point.

B4. Reception Room (CR 6 or CR 9)

This grand reception hall holds a table and eight ornate chairs. A small sideboard holds an empty decanter and a silver serving set. A wide fireplace in the east wall holds a thick bed of ashes, and a neat stack of firewood lies nearby. Two narrow doors stand to the northeast and southeast. Wide passageways lead out of this room to the northwest and southwest.

The fireplace in this room vents into the chimneys of the Weaver's Parlor above. The doors leading out of this room to the northeast and southeast are locked. Ouidda has the only key to these doors.

Creatures: Ouidda maintains tireless guardians to protect her refuge—clockwork guardians patrol areas **B1** through **B4**, watchful for intruders. They attempt to kill or drive away any intruders that they discover. If the clockwork guardians detect obvious signs of intruders, such as a broken door or a noise elsewhere in the lair, they immediately investigate. They are not sophisticated enough to detect subtle signs of intrusion (such as footprints) and are easily fooled by distractions. The guardians are here in the reception room when the PCs first arrive in area **B1**. The clockwork guardians patrol this level on the following schedule, performing each step in 1 minute.

- Circle the table in area **B4** and walk to area **B2**.
- Unlock area **B2**, give the room a cursory search, relock the door, and walk to area **B1**.
- Cross area **B1**, ascend the stairs, to confirm that the secret door at the top is closed, descend the stairs, and walk to area **B3**.

- Open the door to area **B3**, give the room a cursory search, close the door, and walk to area **B4**.

The guardians make no attempt at stealth. The PCs can detect the rattling clank of the guardians' gears with a successful DC 10 Perception check before adjustments for distance and barriers.

These constructs have keys to areas **B2** and **B3**.

Subtier 3–4 (CR 6)

CLOCKWORK SENTINELS (3) CR 3

Advanced clockwork servant (*Pathfinder RPG Bestiary 3* 56, 290)
hp 31 each

Subtier 6–7 (CR 9)

CLOCKWORK SOLDIERS (3) CR 6

hp 64 each (*Pathfinder RPG Bestiary 3* 57)

Treasure: The silver serving set is worth 65 gp. A PC who succeeds at a DC 15 Perception check notices a partially burned missive in the cold ashes of the fire. This fragile missive, written in Kelish, falls apart unless it's removed with utmost care.

A character who succeeds at a DC 20 Perception check notices a hollow log at the bottom of the neat pile of wood beside the fireplace. Within are two *potions of levitate* wrapped in wax paper bearing the cryptic message "Shandon: Sometimes a fly can avoid a spider's snares because he can fly. Be careful. –Dorvik." One of Ouidda's many enemies smuggled this missive into her lair, but the intended recipient never arrived to collect it. The potions may help the PCs evade the traps Ouidda has set in her lair.

Faction Notes: The partially burned missive in the fireplace should interest Taldor faction PCs. Without a successful DC 12 Dexterity check, a successful DC 15 Sleight of Hand check, or some method of preserving the fragile page, the missive disintegrates into ashes as it is withdrawn. The letter is from Trade Prince Aaqir al'Hakam and implies connections between the Spider and al'Hakam's family. Taldor faction PCs who recover this missive intact without any Qadira faction PCs reviewing it earn 1 Prestige Point.

Grand Lodge faction PCs must examine the unlabeled schematics they have been given in order to identify the motive cog, which requires a successful DC 15 Knowledge (engineering) or DC 20 Disable Device check. Once they've identified the correct component, retrieving a cog intact is not difficult, though the motive cog of any clockwork guardian struck by a critical hit is too damaged to be of use. Recovering an intact motive cog earns Grand Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the clockwork guardians and recover the room's valuables, reward them as follows. If the PCs fail to find the potions, reduce the encounter's rewards by 100 gp.

Subtier 3–4: Give each PC 253 gp.

Subtier 6–7: Give each PC 638 gp.

B5. Trapped Room (CR 5 or CR 8)

The east wall of this wide room is interrupted by a projection containing a carving of a spider about two feet in diameter. Directly across from the spider, a section of the wall sits slightly askew, as though a door-sized piece of the wall were not quite flush with the rest.

The spider carving is one of the few decorations that remains from the lair's Thassilonian origins; Ouidda considered the carving an auspicious sign and retained it. The spider's center is carved with several worn Thassilonian runes that read, "Dusk Woven on the World Loom." Without further context, the meaning of this phrase is lost to time.

Traps: The secret door standing ajar is not an oversight, but is rather part of a devious trap intended to catch intruders. The secret door only opens a few inches, triggering a trap as soon as it is opened further. The PCs must find a second hidden catch (Perception DC 25) behind the cracked door to open the secret door fully and gain entrance to the lower level.

If someone tries to manipulate the secret door without first locating and triggering a hidden catch, a trap activates and casts a *web* spell centered upon the spider carving at the center of the east wall. This spell covers all of area **B5**, but not the hallways leading into the room. At the same time, a *summon swarm* spell conjures a swarm of spiders into the room right in front of the secret door (in Subtier 6–7, this is a *creeping doom* spell, except that the spell summon four spider swarms, and they then spread throughout the room). In both Subtiers, the swarms can move freely through the webs and pursue the nearest creature if no living creatures are within the webbed area. The swarms in either subtier disappear after 4 rounds, but the webs remain for 30 minutes.

This trap is protected by a *magic aura* spell so that it registers as nonmagical. A successful DC 11 Will save allows a PC examining the trapped area to overcome this illusion.

Subtier 3–4 (CR 5)

WEB AND SUMMON SWARM TRAP CR 5

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger touch; Reset none

Effect spell effects (*web*, CL 3rd, Reflex DC 13, and *summon swarm*, CL 3rd); multiple targets (all targets in area **B5**)

Subtier 6–7 (CR 8)

WEB AND CREEPING DOOM TRAP CR 8**Type** magic; **Perception** DC 32; **Disable Device** DC 32**EFFECTS****Trigger** touch; **Reset** none**Effect** spell effects (*web*, CL 3rd, Reflex DC 13, and *creeping doom*, CL 13th, Fortitude DC 20); multiple targets (all targets in area **B5**)

Faction Notes: Osirion faction PCs should be interested in translating the runes on the spider carving. Each rune is heavily stylized, embellished, and worn, making the inscription difficult to read, but a PC can translate it properly with a successful DC 20 Linguistics check. Being able to understand Thassilonian grants a +8 bonus on this check. Procuring a good translation of the runes earns Osirion faction PCs 1 Prestige Point.

B6. The Spider's Webworks (CR 5 or CR 8)

This large room is sumptuously carpeted with large rugs, several of which bear runic writing woven into their patterns with dull metallic thread. A steep staircase ascends to the east, and a pair of imposing double doors looms to the west. Eight narrow passages extend from this room in several directions, each passageway soon turns to the left or right.

The eight passageways leading out of this room each end in a flat stone wall hung with a large mirror, similar to the mirrors stored in area **B3**. Ouidda uses these mirrors along with the *Irriseni mirror sight* spell (see the sidebar) to communicate with her operatives all over the world. Each mirror has a small card posted nearby containing a coded reminder of the location the mirror can reach and the time the operative plans to be near the mirror. Ouidda's personal code is nearly impossible to break, but three mirrors are etched with the location in Common. With these partial keys to translate Ouidda's code into Common, the PCs can break the code for all the cards with a successful DC 20 Linguistics check. Etched mirrors are evidence of Ouidda's vindictive nature; Ouidda etches a mirror—intending that the recipient notice the etching showing the recipient's precise location—when Ouidda needs to subtly remind a recalcitrant operative of her blackmail power.

The doors to the west are locked, and Ouidda has the only key. Taking time to bypass these doors likely gives Ouidda sufficient warning to turn invisible, as described in area **B7**.

Traps: Ouidda has commissioned a devious trap to further weaken anyone who would attack her. One of the rugs bears an enchantment that inflicts *touch of idiocy* on anyone who steps on it, leaving the target vulnerable to the Spider's manipulation. In Subtier 6–7, the rug's intricate pattern also

IRRISENI MIRROR SIGHT**School** divination (scrying); **Level** sorcerer/wizard 3, witch 3**Casting Time** 10 minutes**Components** V, S, F (a mirror)**Range** see text**Effect** magical sensor**Duration** 1 minute/level**Saving Throw** none; **Spell Resistance** no

This spell lets you look into a mirror near you and see an image that is reflected in another specific mirror (chosen by you) or an individual reflected in any other mirror. This works like a scrying spell, except you can only view creatures that are on the same plane as you. Each time you cast the spell, you can choose to see one of three types of reflections in your mirror.

Known Mirror: The current reflection in another mirror with which you are familiar.

Known Person: The current reflection of a person you know well, assuming that person is near a mirror.

Known Place: The current reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this ability. You can choose to transmit information both ways so that a person reflected in the remote mirror can view whatever appears in the mirror you are using.

This spell works with intentionally fabricated mirrors only; it is not effective with other reflective surfaces, such as still pools or polished metal shields. Effects that block *scrying* block this spell.

This spell is reprinted from page 73 of *Pathfinder #67: The Snows of Summer*.

contains *illusory script* that compels those affected to remove any cloaks, headgear, jewelry, badges, and other adornments they're wearing and leave these items upstairs in area **B5**. In this way Ouidda attempts to rid any intruders of magical defensive equipment that might block her spellcasting.

As with the trap in area **B5**, these traps are protected by *magic aura* spells and therefore register as nonmagical to detect spells unless a PC succeeds at a DC 11 Will save to overcome the illusion.

Subtier 3–4 (CR 5)

EMPOWERED TOUCH OF IDIOTY TRAP CR 5**Type** magic; **Perception** DC 27; **Disable Device** DC 27**EFFECTS****Trigger** location; **Reset** none**Effect** spell effect (empowered *touch of idiocy*, +6 melee, 1d6 plus 50% penalty to Intelligence, Wisdom, and Charisma for 30 minutes)

Subtier 6–7 (CR 8)

EMPOWERED TOUCH OF IDIOCY TRAP CR 7**Type** magic; **Perception** DC 27; **Disable Device** DC 27**EFFECTS****Trigger** location; **Reset** automatic**Effect** spell effect (empowered *touch of idiocy*, +12 melee 1d6 plus 50% penalty to Intelligence, Wisdom, and Charisma for 30 minutes)**ILLUSORY SCRIPT TRAP** CR 4**Type** magic; **Perception** DC 27; **Disable Device** DC 27**EFFECTS****Trigger** location; **Reset** automatic**Effect** spell effect (*illusory script*, implants a suggestion, Will DC 14 negates)

Faction Notes: Lantern Lodge faction PCs should be interested in deciphering the coded cards in order to identify a specific location in Goka. Successfully determining the identity of the Gokan spy earns Lantern Lodge faction PCs 1 Prestige Point.

Silver Crusade faction PCs should be interested in analyzing the precise layout of the eight passageways leading away from the central room, which requires a successful DC 15 Knowledge (engineering) or Knowledge (geography) check to survey properly. So long as a PC has measuring equipment such as a measuring cord (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 47), she may attempt this skill check untrained. Successfully acquiring measurements and the layout of the area earns Silver Crusade faction PC 1 Prestige Point.

B7. Ouidda's Chamber (CR 7 or CR 10)

This office is sumptuously decorated and dominated by a large desk bearing neatly organized piles of papers. To one side of the desk stands a ledger-stuffed bookshelf; on the other is a cabinet displaying many small busts. Potted plants adorn the room's corners, and hanging lanterns provide ample light.

Dorianna Ouidda awaits the PCs here in her personal office. Ouidda's desk contains copious notes regarding her many plots. Prominent on her desk is a list titled "The Ten" containing several dozen names. This is the list of Decemvirate names that the PCs must obtain, although the list contains many more than 10 names. Ouidda has suspicions as to which are the names of the actual Decemvirate members, but she does not reveal these clues to the PCs. Instead, she enjoys observing any confusion or wild speculation created by her excessively long list.

OPTIONAL ENCOUNTER

The traps in area **B6** make the PCs more vulnerable to Ouidda's spellcasting and allow her to prolong the upcoming combat in area **B7**. As a result, if fewer than 90 minutes remain for the PCs to finish the scenario, remove the traps from area **B6**.

The ledgers contain fairly mundane transactional information regarding Ouidda's role as an Aspis Consortium Gold Agent in Riddleport. None of this information is particularly incriminating or valuable, but it could be embarrassing if made public. The busts in the cabinet display popular figures from Andoren history, such as Alysande Benedict, King Culliam II and the poet Darl Jubannich. However, a successful DC 18 Knowledge (history) check allows a PC to note that the names associated with these busts do not match the historical figures represented. In fact, the names are of some of Ouidda's most reliable informants, hidden in plain view from those who do not know Andoren history.

**Dorianna Ouidda**

Creature: Ouidda knows that the PCs have come to capture her, so she wastes no time with pointless discussion. She attacks as soon as the PCs enter her office.

Subtier 3–4 (CR 7)

DORIANNA OUIDDA CR 7

Female human bard 8

LE Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 55 (8d8+16)

Fort +3, **Ref** +8, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +7/+2 (1d6/18–20)

Special Attacks bardic performance 22 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

Bard Spells Known (CL 8th; concentration +12)

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

2nd (5/day)—*enthral* (DC 18), *hold person* (DC 18),

hypnotic pattern (DC 16), *suggestion* (DC 18)

1st (5/day)—*cause fear* (DC 15), *charm person* (DC 17),

hideous laughter (DC 17), *lesser confusion* (DC 17),

sleep (DC 17)

0 (at will)—*daze* (DC 16), *detect magic*, *lullaby* (DC 16),

mending, *message*, *read magic*

TACTICS

Before Combat Ouidda casts *mage armor* (the effects of which are included in her stats) as soon as she is aware of intruders in her lair. She drinks her *potion of invisibility* if she hears someone at the doors to her office.

During Combat Ouidda tries to avoid melee at all costs, employing spells such as *confusion*, *deep slumber*, and *hold person* to incapacitate physical threats.

Morale Ouidda has no wish to die in combat. She surrenders and submits to the PCs if reduced below 20 hit points.

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 19

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

Skills Bluff +15, Diplomacy +15, Intimidate +14, Knowledge (local) +14, Knowledge (nobility) +15, Perception +7, Perform (act) +14, Perform (oratory) +15, Sense Motive +7, Spellcraft +12, Use Magic Device +13

Languages Common, Goblin, Kelish

SQ bardic knowledge +4, lore master 1/day, versatile performance (oratory, act)

Combat Gear *potion of cure moderate wounds*, *potion of*

invisibility, *wand of Irriseni mirror sight* (10 charges); **Other Gear** mwk rapier, *ring of spell knowledge II^{UE}* (*mage armor*), spell component pouch, keys to all areas of her lair, winding key for the clockwork guardians

Subtier 6–7 (CR 10)

DORIANNA OUIDDA CR 10

Female human bard 11

LE Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 86 (11d8+33)

Fort +4, **Ref** +9, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +9/+4 (1d6/18–20)

Special Attacks bardic performance 30 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, suggestion)

Bard Spells Known (CL 11th; concentration +17)

4th (3/day)—*dominate person* (DC 22), *freedom of movement*, *greater invisibility*

3rd (5/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)—*alarm*, *cause fear* (DC 17), *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 casts *freedom of movement* and extended *eagle's splendor* (the effects of which are included in her stats) as soon as she is aware of intruders in her lair. She casts *greater invisibility* if she hears someone at the doors to her office.

During Combat Ouidda casts *dominate person* on a heavily armored foe that is not bearing an obvious holy symbol, commanding him to attack the most lightly armored Pathfinders. She tries to avoid melee at all costs, employing spells such as *confusion*, *deep slumber*, and *hold person* to incapacitate physical threats.

Morale Ouidda has no wish to die in combat. She surrenders and submits to the PCs if reduced below 30 hit points.

STATISTICS

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

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

Feats Combat Casting, Dodge, Extend Spell, Greater Spell

Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Toughness

Skills Bluff +20, Diplomacy +20, Intimidate +19, Knowledge (local) +17, Knowledge (nobility) +16, Perception +7, Perform (act) +16, Perform (dance) +16, Perform (oratory) +20, Sense Motive +10, Spellcraft +15, Use Magic Device +15

Languages Common, Goblin, Kelish

SQ bardic knowledge +5, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (oratory, act, dance)

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 chain shirt, mwk rapier, *ring of spell knowledge IV*^{UE} (Irriseni mirror sight), spell component pouch, keys to all areas of her lair, winding keys to the clockwork guardians

Treasure: The extravagant accouterments in this office include a gold inkstand worth 30 gp, an engraved hourglass worth 55 gp, and a stack of fine paper worth 10 gp.

Faction Notes: Sczarni faction PCs must recognize that the names on the busts are not historical figures and report the names to Guaril Karela. Successfully noting significance of the mismatch between the names on the busts and the busts' identities names and then reporting the names earns Sczarni faction PCs 1 Prestige Point.

Shadow Lodge faction PCs should alter the ledgers out of the sight of PCs from other factions; doing so requires a few minutes of work and a successful DC 15 Linguistics check. Ostensibly, this alteration is to shield some of Grandmaster Torch's spies within the Aspis Consortium, but it actually serves to obfuscate contacts that the traitorous Grandmaster Torch plans to use in the future.

Rewards: If the PCs defeat Ouidda and loot this room, reward the PCs as follows.

Subtier 3–4: Give each PC 780 gp.

Subtier 6–7: Give each PC 2,172 gp.

C. GRANDMASTER TORCH STRIKES (CR 6 OR CR 9)

Following their success in the Weaver's Parlor, the PCs return to Grandmaster Torch, who surprises them with treachery. Present this portion of the adventure as though it were the scenario's conclusion before springing Grandmaster Torch's sudden betrayal on the PCs. GMs who want to be particularly devious might even begin to put away their dice and other easily unpacked tools to further throw off the players.

Grandmaster Torch's elegant suite in the Cypher Lodge appears just as it did earlier today, except that the Sczarni entrepreneur Guaril Karela is absent. Grandmaster Torch lounges in a chair, reading, while his half-orc bodyguards stand casually behind him.

Grandmaster Torch smiles at the PCs and asks how they fared. He shows particular interest in the list of

SCALING OUIDDA'S CHAMBER

To accommodate groups of 4 PC, assume Dorianna has fewer spell slots at her disposal, having cast several earlier that day. Reduce her number of spell slots that she has remaining by 1 for each spell level.

IF OUIDDA IS ALREADY DEAD

If the PCs kill Ouidda in her lair despite Torch's directions, the events of Grandmaster Torch Strikes play out slightly differently. In this case, Torch instead casts *speak with dead* from his scroll. He whispers a question to Ouidda's corpse and the corpse whispers a response. Torch uses his surprise round to cut off the corpse's jaw so that it cannot be questioned further. This Act otherwise proceeds as written.

Decemvirate names recovered from Ouidda's office. Grandmaster Torch steers Ouidda into a chair, where he prepares her for questioning, heals her as necessary with his *wand of cure light wounds*, and draws a slim dagger, whose hilt he uses to casually scratch an itch on his scarred face.

As soon as she is able, Ouidda whispers something to Grandmaster Torch that the PCs cannot hear. Have the PCs roll Perception and Sense Motive checks nonetheless, and note who succeeded at a DC 41 Sense Motive check. Grandmaster Torch nods agreeably to Ouidda and turns to the PCs, saying "My endless thanks to each of you, Pathfinders, for your loyal service." To any Shadow Lodge faction PCs, he adds, "And particular thanks to you, for trusting in me and diligently helping me burrow my way back into the good graces of the Decemvirate." Without pausing he concludes, "But now I've finally got something to hold over the Decemvirate, so I'm striking out on my own." As he says this, Grandmaster Torch drives his dagger into Ouidda's throat, killing her. PCs who succeeded at the DC 41 Sense Motive check just before the speech may also act in this surprise round, possibly arresting Torch's actions.

Creatures: Grandmaster Torch escapes as quickly as he can after killing Dorianna Ouidda. Torch's loyal half-orc bodyguards immediately leap into action to allow Torch to get away.

All Subtiers

GRANDMASTER TORCH

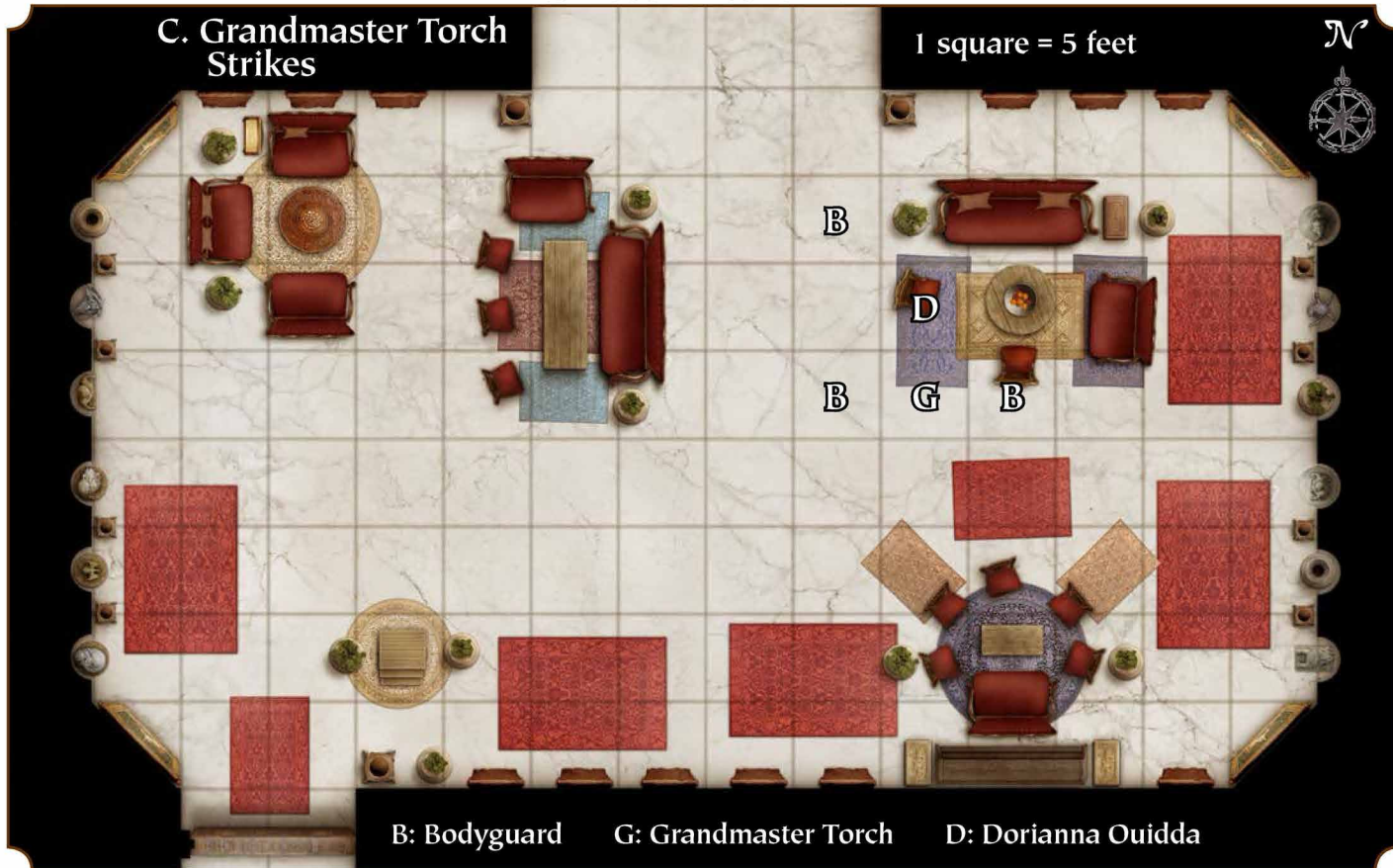
CR 10

Male middle-aged human bard (archivist^{APG}) 6/rogue (spy^{APG}) 5
LN Medium humanoid (human)

Init +3; **Senses** Perception +15

C. Grandmaster Torch Strikes

1 square = 5 feet



B: Bodyguard G: Grandmaster Torch D: Dorianna Ouidda

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +3 Dex, +1 dodge)

hp 52 (6d8+5d8)

Fort +5, **Ref** +12, **Will** +9; +4 vs. magical traps, language-dependent effects, symbols, glyphs, and magical writings

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +6/+1 (1d6/18–20)

Ranged mwk hand crossbow +11 (1d4/19–20)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate, inspire competence +2, lamentable belaborment, naturalist +2), sneak attack +3d6

Bard Spells Known (CL 6th; concentration +9)

2nd (4/day)—*cacophonous call*^{APG} (DC 15), *cure moderate wounds*, *detect thoughts* (DC 15), *glitterdust* (DC 15)

1st (5/day)—*charm person* (DC 14), *comprehend languages*, *innocence*^{APG}, *vanish*^{APG}

0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *mage hand*, *prestidigitation*, *unwitting ally*^{APG} (DC 13)

TACTICS

Before Combat Grandmaster Torch cast *innocence* before the PCs arrive, to more easily disguise his motives. He also uses a charge from his *wand of mage armor*.

During Combat Grandmaster Torch does not waste his time fighting the PCs. He makes every effort to flee the Cypher

Lodge using his *cape of the mountebank* or *boots of escape*. If he is prevented from using these items, he attempts to incapacitate pursuers with *cacophonous call* or *glitterdust*.

STATISTICS

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

Base Atk +7; **CMB** +5; **CMD** 24

Feats Combat Expertise, Deceitful, Defensive Combat Training, Dodge, Great Fortitude, Improved Feint, Iron Will

Skills Acrobatics +7, Appraise +17, Bluff +21 (+31 to appear innocent), Diplomacy +17, Disable Device +10, Disguise +15, Escape Artist +10, Intimidate +7, Knowledge (arcana) +13, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (local) +20, Knowledge (nobility) +13, Linguistics +9, Perception +15, Perform (oratory) +17, Sense Motive +15, Sleight of Hand +7, Spellcraft +10, Stealth +10, Use Magic Device +10

Languages Ancient Osiriani, Common, Dwarven, Elven, Kelish, Osiriani

SQ bardic knowledge +3, jack of all trades, lore master 1/day, poison use, rogue talents (coax information, honeyed words), skilled liar +2

Combat Gear *potion of invisibility*, *scroll of speak with dead*, *wand of cure light wounds* (50 charges); **Other Gear** +1 rapier, dagger with black lotus extract poison, mwk hand crossbow with 10 bolts, *belt of incredible dexterity* +2, *boots of escape*^{UE}, *cape of the mountebank*, *ring of protection* +1, spell component pouch, tin of moisturizing unguent

Subtier 3–4 (CR 6)

TORCH'S BODYGUARDS (3)**CR 3**

Half-orc barbarian 2/rogue 2

N Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)**hp** 45 each (2d12+2d8+18)**Fort** +7, **Ref** +4, **Will** +5**Defensive Abilities** evasion, orc ferocity, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** mwk kukri +10 (1d4+6/18–20)**Ranged** javelin +4 (1d6+6)**Special Attacks** rage (8 rounds/day), rage powers (no escape), sneak attack +1d6**TACTICS**

During Combat These bodyguards maneuver so they can flank when possible. They focus on the PCs who appear the most mobile or most able to catch Grandmaster Torch. The bodyguards' goals are to protect Grandmaster Torch and drive off the PCs, so they do not pursue foes who try to flee the combat.

Morale As they owe their lives to Grandmaster Torch, these bodyguards fight to the death.

Base Statistics When not raging, the barbarian's statistics are

AC 17, touch 11, flat-footed 16; **hp** 37; **Fort** +5, **Will** +3; **Melee** mwk kukri +8 (1d4+4/18–20); **Str** 18, **Con** 14; **CMB** +7, **CMD** 18; **Skills** Climb +5, Swim +5.

STATISTICS**Str** 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +3; **CMB** +9; **CMD** 18**Feats** Combat Reflexes, Iron Will, Stand Still

Skills Acrobatics +4, Climb +7, Intimidate +8, Perception +8, Sense Motive +8, Stealth +4, Swim +7; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fast movement, orc blood, rogue talents (combat trick), trapfinding +1, weapon familiarity

Combat Gear *potion of cure light wounds*, alchemist's fire, tanglefoot bag; **Other Gear** breastplate, javelins (3), mwk kukri

Subtier 6–7 (CR 9)

TORCH'S BODYGUARDS (4)**CR 5**

Half-orc barbarian 2/rogue 4

N Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +10**DEFENSE****AC** 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)**hp** 64 each (2d12+4d8+28)**Fort** +8, **Ref** +5 (+1 vs. traps), **Will** +6**SCALING GRANDMASTER TORCH STRIKES**

To accommodate parties of four characters, remove 1 of Torch's bodyguards from the encounter.

Defensive Abilities evasion, orc ferocity, trap sense +1, uncanny dodge

OFFENSE**Speed** 30 ft.**Melee** mwk falchion +12 (2d4+9/18–20)**Ranged** javelin +6 (1d6+6)

Special Attacks rage (8 rounds/day), rage powers (no escape), sneak attack +2d6

TACTICS

During Combat These bodyguards maneuver so they can flank when possible. They focus on PCs who appear the most mobile or most able to catch Grandmaster Torch. The bodyguards' goals are to protect Grandmaster Torch and drive off the PCs, so they do not pursue foes who try to flee the combat.

Morale As they owe their lives to Grandmaster Torch, these bodyguards fight to the death.

Base Statistics When not raging, the barbarian's statistics are

AC 17, touch 11, flat-footed 16; **hp** 56; **Fort** +6, **Will** +4; **Melee** mwk falchion +10 (2d4+6/18–20); **Str** 18, **Con** 14; **CMB** +9, **CMD** 20; **Skills** Climb +9, Swim +7.

STATISTICS**Str** 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +11; **CMD** 20**Feats** Combat Reflexes, Iron Will, Power Attack, Stand Still

Skills Acrobatics +6, Climb +11, Intimidate +10, Perception +10, Sense Motive +10, Stealth +6, Swim +9; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fast movement, orc blood, rogue talents (combat trick, stand up), trapfinding +2, weapon familiarity

Combat Gear *potion of cure light wounds*, alchemist's fire, tanglefoot bag; **Other Gear** breastplate, javelins (3), kukri, mwk falchion

Rewards: If the PCs defeat the bodyguards, reward the PCs as follows.

Subtier 3–4: Give each PC 174 gp.

Subtier 6–7: Give each PC 232 gp.

CONCLUSION

After the fight, Guaril Karela rushes in and realizes these events are likely to attract unwanted attention. He arranges the PCs' return to Magnimar. Sheila Heidmarch meets the PCs in Magnimar along with Drandle Dreng and Ambrus Valsin, who have come from Absalom upon hearing of the gravity of Torch's betrayal. The venture-captains debrief the PCs and provide a conclusion based on the outcome of the PCs' encounter with Torch.

If Grandmaster Torch escaped, the venture-captains express the Decemvirate's concern over the information Torch now holds over their heads and that he fooled everyone for so long.

If Torch was captured, the Absalom venture-captains escort him back to Absalom to stand trial before the Ten. Unfortunately, Torch's influence extends all the way to Lord Gyr, who pulls political strings to ensure his release.

If Torch was killed, the venture-captains suspect he isn't truly gone; Grandmaster Torch had often boasted of the contingencies in place for his death, given that the Red Mantis assassins never give up on a target. Unfortunately, those contingencies undo the PCs' efforts.

Despite Grandmaster Torch's treachery, his former faction's goal comes to fruition in an unexpected way when the Decemvirate reaches out to those who were so badly burned by their leader's betrayal. Instead of abandoning or condemning the Shadow Lodge faction PCs, the masked leaders console the wronged Pathfinders and they expend considerable resources to ensure they receive whatever aid and training they need to recover from the experience.

If the PCs killed or captured Grandmaster Torch, they receive the Unexpected Prestige boon on their Chronicle sheets. If Grandmaster Torch instead escaped, they instead receive the Fool Me Once boon.

Faction Notes: With Grandmaster Torch gone, Shadow Lodge faction PCs have no faction leader. Ambrus Valsin approaches such PCs and asks about their mission. If the ledgers were recovered but never modified, Ambrus requests them. If the ledgers were modified, Ambrus Valsin asks the PCs to remember the names that they changed and substituted. Handing over the unmodified ledgers, turning in the list of substitutions, or succeeding at a DC 15 Intelligence check to recall the

information earns Shadow Lodge faction PCs 1 Prestige Point.

Success Conditions

If the PCs bring Ouidda back to Cypher Lodge alive, they each receive 1 Prestige Point for completing their primary mission, regardless of whether Grandmaster Torch subsequently escapes.

Faction Missions

Andoran Faction: Andoran faction PCs who bring the lamp from area **B1** up into the Weaver's Parlor (and assure it isn't immediately stolen by the swindlers in area **A2**) earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who successfully alter the mirror in area **B3** earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who successfully remove a motive cog from a clockwork guardian in area **B4** earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who decode the mirror labels in area **B6** and learn about the traitor in Goka earn 1 Prestige point.

Osirion Faction: Osirion faction PCs who decipher the runes on the spider in area **B5** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who recover the face mask and filters from area **B2** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who identify the informants' names in area **B7** earn 1 Prestige point.

Shadow Lodge Faction: Shadow Lodge faction PCs who turn over a list of Grandmaster Torch's intended name substitutions or the unmodified ledgers at the end of the scenario earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who successfully analyze the passage layout in area **B6** earn 1 Prestige point.

Taldor Faction: Taldor faction PCs who successfully recover the burned missive from the fireplace in area **B4** earn 1 Prestige Point.

RIVALRY'S END

Andoran



Loyal Patriot,

As you know, we strive to kindle patriotic passion in every locale. The Weaver's Parlor, like most Riddleport gambling halls, is partially owned by Gaston Cromarcky, Overlord of Riddleport. Overlord Cromarcky has not yet embraced our ideals, but with a careful bit of maneuvering we might persuade Cromarcky's patrons that he is not opposed to a display of Andoren pride. Place an overt symbol of Andoren patriotism within the Weaver's Parlor; preferably obvious but not disruptive. A flag draped across the gaming tables, for example, would be quickly removed. Dorianna Ouidda is, to all our shame, known to favor furnishings in the Andoren style. Perhaps in her personal chambers beneath the Weaver's Parlor you'll find something appropriate that you can safely leave on display in the gambling hall for an extended time.



Steadfastly,

Major Colson Maldris

Chelixa



Dearest Morsel,

All of us have indiscretions that we regret. Among my few—very few—regrets are prior communications with the Spider. The matters discussed are of no import, and will never come to light, but I need you to destroy the one last link between me and this unpleasant woman. She communicates to distant associates by way of magical mirrors. The mirrors may seem identical, but they are not. I once noticed a small etching in the corner of the mirror on the Spider's side, reading "Chelish Embassy - Absalom - North Wing Upper." As you know, that is near my personal chamber, so this mirror inscription must be changed. Alter the etching to read "Southeast Corridor End" instead of "North Wing Upper." That should keep a certain rival of mine on his toes!



With effusive appreciation,

Paracountess Zarta Dralneen

Grand Lodge



Dutiful Pathfinder,

We oppose the Aspis Consortium on several fronts. When we cannot compete directly, we try to negotiate with their suppliers. The Aspis Consortium recently commissioned several mechanical guardians and had them shipped to Riddleport from somewhere outside of Varisia. We don't know the supplier, but you can give us the clue we need. Find one of these guardians, remove its motive cog, and return the cog to us intact so we can identify the supplier. I've included some schematics that I'm assured allow you to identify the motive cog among the other flywheels, crankshafts, and what have you. I'm confident you can make more sense of the schematics than I can. Consider it a surprise field test.



For the Open Road,

Venture-Captain Ambrus Valsin

Lantern Lodge



Esteemed Associate,

I suspect that the Hao Jin Tapestry was compromised by the Aspis Consortium with the aid of traitors within the Pathfinder Society. The full depths of this dishonorable betrayal are still unknown to me, but your current mission may provide a clue to a traitor still at large in my home city of Goka. I hear that the Spider secretly contacted her distant agents through the use of magical mirrors. If this traitor is in her pay, one mirror will be paired to a location in western Goka. Discover the specific location of the traitor's mirror, and I will do the rest.



Be mindful of our honor,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Knowledgeable Explorer,

I was initially dismissive of the reports coming from Riddleport about the corner and capture of the Spider—how can such intrigues warrant contemplation when the Ruby Prince lies so close to death from an abstruse Thassilonian curse! However, serendipitous fortune has again placed you where you may provide some aid. By all reports, the Spider's refuge may well be an arachnid-themed laboratory from Thassilonian times. If so, seek the symbol of a spider—in esoteric Thassilonian lore, the spider is sometimes a symbol for hidden things. I'm interested in any runes carved upon the spider symbol itself. Decipher the runes for me to the extent you are able, as they may provide a clue to lifting the curse.

In service to the Ruby Prince,

Amenopheus

Amenopheus, the Sapphire Sage

Qadira



Discerning Trader,

As you know, we seek increased trade with the dwarves of Janderhoff. In Riddleport, Janderhoff dwarves work in the dangerous Riddleport Gas Forges. I've been seeking some method of approaching the dwarven supervisors while they work. Unfortunately, the carbauxine gases mined in the Gas Forges are poisonous. We know that the Spider has had direct dealings with the dwarves in the Gas Forges, so she must have some mechanism for breathing the dangerous gases. Perhaps she has a face mask like the dwarves themselves use. Whatever her solution is, find it and return it to me.

With faith in your loyalty and discretion,

Aaqir al'Hakam

Trade Prince Aaqir al'Hakam

SCZARNI



My Shrewd Associate,

You've probably already seen the future, as I have. With the Spider captured by the Pathfinder Society, her extensive criminal network will be up for grabs. I'm particularly interested in learning the names of the Spider's trusted informants—with these names, I can combine her network with my own. It won't do you much good to ask Ouidda about her informants directly, as she's likely to slip in false or excessive information just to misdirect you. That's her style. Instead, seek a list of her informant's names. She's likely to have the names near at hand, although they're likely to be hidden or cleverly obscured.

Anticipating a brighter future,

Guaril Karela

Guaril Karela

SHADOW LODGE



Loyal Friend,

I have a personal favor to ask while you undertake this critical task. As an agent in the Aspis Consortium, Dorianna Ouidda maintains several ledgers regarding transactions throughout Riddleport. After her capture, these ledgers are likely to become public, but I want the names of my personal spies within the Aspis Consortium protected. Attached are two lists of names. Wherever these ledgers contain one of the names on the first list, change it to one of the names on the second list. You'll have to be thorough and exacting, but I have confidence in you.

One other thing—you should not let anyone who is not affiliated with our friendly brotherhood know that you are making these substitutions. Destroy the list of names and substitutions as soon as you are done.

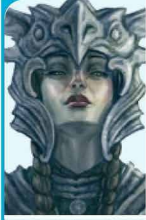
With appreciation for your loyal service,

Torch

Grandmaster Torch

RIVALRY'S END

Silver Crusade



Righteous Crusader,

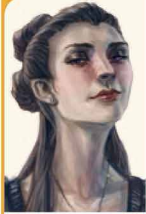
I have a worrying description from a rare visitor to the Spider's inner sanctum. One level of her lair is shaped like a spider, with rooms for the body and eight passages for the legs. She presumably delights in this coincidence, but she may not know the ancient origins of her refuge. In the chambers the Spider now inhabits, Thassilonian arcanists once practiced fiend-summoning rituals. The room does not emulate a terrestrial spider, but rather a demonic monstrosity. It will aid our efforts to know what type of fiends Alaznist's minions conjured beneath Riddleport. Identify the dimensions of these eight passages as carefully as you can; I'm told the precise measurements of the room can help determining the ritual used and how to oppose it.

In knowledge we prevail,

A handwritten signature in black ink that reads "Ollysta Zadrian".

Ollysta Zadrian

TALDOR



Discerning Patriot,

Rarely does an opportunity to oppose those Qadiran schemers fall so neatly into our laps. I have it on good authority that Trade Prince Aaqir al'Hakam has some personal dealings with the Spider—trading for some bauble for his daughters, no doubt. A connection, even an implied one, between al'Hakam and the Spider will do wonders to discredit Qadiran operations, thus bolstering our own aristocratic merchants. I have it on good authority that al'Hakam visited the Spider in her refuge to break off his indiscreet association and, while there, he hastily attempted to destroy a missive he had previously sent her. Identify and recover this missive. In no event should you let Qadiran associates know your aims.

Eagerly,

A handwritten signature in black ink that reads "Gloriana Morilla".

Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-23: Rivalry's End

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

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Pathfinder Society Scenario #4-23: Rivalry's End

Scenario Chronicle #

 Slow Normal

SUBTIER 3-4	643	1,286
SUBTIER 6-7	1,661	3,321

MAX GOLD

This Chronicle Certifies That

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

EXPERIENCE

Starting XP
+ <input type="text"/> <small>GM's Initial</small>
XP Gained (GM ONLY)
<input type="text"/>
Final XP Total

FAME

<input type="text"/>	<input type="text"/>
Initial Fame	Initial Prestige
+ <input type="text"/> <small>GM's Initial</small>	
Prestige Gained (GM ONLY)	
<input type="text"/>	
Prestige Spent	
<input type="text"/>	<input type="text"/>
Final Fame	Current Prestige

GOLD

Start GP
+ <input type="text"/> <small>GM's Initial</small>
GP Gained (GM ONLY)
+ <input type="text"/> <small>GM's Initial</small>
Day Job (GM ONLY)
+ <input type="text"/>
Items Sold
= <input type="text"/>
Subtotal
- <input type="text"/>
Items Bought
= <input type="text"/>
Total

Items Found During This ScenarioSUBTIER
ALL

Pawn of the Grandmaster: The Shadow Lodge has been officially dissolved and its former members encouraged to remain a part of the Pathfinder Society. Despite the troubling circumstances, the recent events bring a sense of closure and encourage you to train harder, whether it be to forget past grievances or prepare yourself to take revenge. You may change from Shadow Lodge to a new faction without spending Prestige Points or losing any faction-specific Prestige Awards. If you apply this boon before August 14, 2013, choose one ability score. As the culmination of years of service to the Shadow Lodge and Grandmaster Torch's guidance, you receive a permanent +1 bonus to that ability score. You cannot benefit from both this boon and the Triumph of the Lantern Lodge boon. If you are not a member of the Shadow Lodge faction, cross this boon off your Chronicle sheet.

New Faction	GM Initials
Ability Score	GM Initials

Fool Me Once: Grandmaster Torch's sudden betrayal and subsequent escape have left you questioning the motives of everyone around you—particularly your allies. You gain a +2 bonus on Sense Motive checks against current and former Pathfinders.

Unexpected Prestige: You captured or killed Grandmaster Torch in Riddleport, and though he may return one day, word of your deed has spread quickly through the Pathfinder Society. The next time you would fail to gain a Prestige Point for completing a primary or secondary mission, you instead gain the Prestige Point and cross this boon off your Chronicle sheet.

SUBTIER
3-4

<i>dust of tracelessness</i> (250 gp)	<i>wand of Irriseni mirror sight</i> (10 charges, 2,250 gp;
<i>potion of levitate</i> (300 gp)	<i>Pathfinder #67: The Snows of Summer</i> 73)
<i>potion of cure moderate wounds</i> (300 gp)	<i>ring of spell knowledge II</i> (6,000 gp; <i>Pathfinder</i>
<i>potion of invisibility</i> (300 gp)	<i>RPG Ultimate Equipment</i> 174)

SUBTIER
6-7

<i>dust of illusion</i> (1,200 gp)
<i>ring of spell knowledge IV</i> (24,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 174)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL VALUE OF ITEMS SOLD	<input type="text"/>
Add 1/2 this value to the "Items Sold" Box	

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	<input type="text"/>

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #