

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



THE DARKEST ABDUCTION

By Jerome Virnich



The Darkest Abduction

Pathfinder Society Scenario #6–23

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The Darkest Abduction

By **JEROME VIRNICH**



Decades ago, the ambitious Pathfinder Skeldon Miregroid became famous in adventuring circles for his bold expeditions deep into the Darklands. The returns on his expeditions were impressive, and he secured many valuable finds for the Pathfinder Society, including samples of a rare mineral called aureolyte. His mercurial rise culminated in his promotion to venture-captain of the new lodge he founded in his family's manor home in Karcau.

Unfortunately, Miregroid was not the responsible and conscientious person he led his fellow Pathfinders to believe. In truth, dubious alliances, betrayals, and theft marked his tours of the Darklands. Furthermore, Miregroid's ambition surpassed his station, and he sought to enrich his own knowledge at the expense of the Pathfinder Society. His perfidy eventually caught up with him in the form of a former ally, a dark stalker named Zoathrias. The venture-captain had betrayed and abandoned Zoathrias to even crueler Darklands inhabitants only months before while pursuing aureolyte, and as vengeance the dark stalker kidnapped Skeldon, tortured him, and tore apart his manor in search of the precious mineral.

Luckily, a team of Pathfinders narrowly foiled Zoathrias's vengeance, killing the dark stalker in the process. While he survived the experience, Skeldon Miregroid lost his rank as venture-captain thanks to his research hoarding and his reckless management of the lodge. His cousin Basia Kalistoff was quick to step in and has worked diligently since to repair the damage her predecessor inflicted to the lodge, her family's reputation, and the Society's standing in Ustalav. By all appearances, business in Karcau has remained quiet since—or so the Pathfinder Society thought.

Zoathrias's death may have been a minor incident for the Society, but it dramatically upset the balance of power in the region's dark folk community. With his share of treasure from Skeldon Miregroid's exploits, Zoathrias had become a rather wealthy and influential dark stalker and co-ruled a large settlement with Zodarna,

WHERE ON GOLARION?

The Darkest Abduction takes place in Karcau, a thriving cultural hub in the dark nation of Ustalav. The city quickly give way to swamps, lakes, and the backwater folk who inhabit them, who the more cosmopolitan locals view with superstition. Combined with the series of caves and the sewer network that runs beneath the streets, countless strange faces and terrible creatures lurk just out of sight. For more information on Ustalav and Karcau, see *Pathfinder Campaign Setting: Rule of Fear* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and game stores everywhere, and online at paizo.com.



its spiritual leader. At first Zoathrias's disappearance caused little concern, but as ambitious rivals began to jockey for his title, Zodarna received a powerful omen that led her to investigate her companion's absence. The trail led to the caverns beneath Miregroid Manor just as a Pathfinder team was cleaning up the last remnants of Zoathrias's attack and sealing the subterranean entrance to the lodge.

Since then, Zodarna has dedicated herself to inflicting the same wounds on the Society as it inflicted on the dark folk, but as a disciple of Norgorber, Reaper of Reputation, she longs to watch the Pathfinders' curiosity destroy their Society. She has returned to Nar-Voth regularly to

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG NPC Codex*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Document at paizo.com/prd, and the relevant rules from the NPC Codex and Bestiaries are reprinted at the back of the adventure for the GM's convenience.

consolidate her control of the dark folk community, many members of which she led toward the surface. There, they familiarized themselves with the sewers beneath Karcau and began capturing innocents. Some they have sacrificed, but others they keep in cells as the dark folk break into the caverns beneath Miregrolld Manor once more and prepare to frame the Society for all of Karcau's woes—including the recent abduction of Olivina, Sharnau, one of the city's most acclaimed virtuosos.

SUMMARY

The PCs meet with Venture-Captain Basia Kalistoff in the lobby of the famed Cloisoi Theater. There she briefs them on the current kidnapping crisis before being interrupted by the theatergoers' loud departure. Among them is Countess Sasandra Livgrace, who points the PCs toward an initial lead backstage. There the PCs encounter a powerful haunt that has taken control of one of Karcau's notorious theater ghosts. Once the haunt is defeated, the ghost can assist the PCs in their investigation by pointing out evidence that incriminates the "swampers," a superstitious, backwater community that lives in nearby Graidmere Swamp.

The swampers attempt to chase the PCs away and refuse to assist in the investigation unless sweet-talked, bribed, or roughed up. Once convinced to cooperate, they deny any involvement. However, they do relay that several dozen mourners wearing fine jewelry have been seen moving about the sewers, especially at the western edge of the city, where an ostentatious funeral parlor known as the Eylusia House stands. The building belongs to local tycoon Zeffiro Lesiege, who also uses the structure to host an infernal cult, yet he is not responsible for the abductions, either. Whether the PCs attempt to infiltrate the building or arrange a meeting, Zeffiro laughs at the prospect of being the kidnapper and instead blames the Pathfinder Society for Karcau's woes. He prompts the PCs to return to Miregrolld Manor to see just how deep the Society's evil runs.

At first the manor seems abandoned, and Basia Kalistoff is nowhere to be found. The PCs find additional clues that implicate the dark folk in the abductions and might also clash with a group of dark folk raiders returning from a successful attack. Below the lodge, the PCs confront Zodarna and must act quickly in order to save several high-profile victims, including the abducted opera diva and the venture-captain. Even if they are successful, the PCs must contend with the singer's modified memory and certainty that the Pathfinders were responsible for her capture; unless the PCs can convince her of the Society's innocence, even rescuing the woman could result in ruinous defamation of the lodge.

GETTING STARTED

Before starting, give **Player Handout #1** to any members of the Scarab Sages factions. This handout represents a letter they received soon after being called to Karcau, providing them further instructions from their faction leader.

Read or paraphrase the following to the players to get the adventure underway.

The lobby of the Cloisoi Theater is the epitome of aristocratic refinement. Marble statues of noteworthy Ustalavic nobles are on display throughout the room, and the swell of a large orchestra reverberates from the theater beyond. The lobby is empty, save for Venture-Captain Basia Kalistoff, who sits in a velvet chair beneath a large portrait of a young singer. The raven-haired adventurer smooths her dark silk gown, and motions invitingly to several nearby settees.

"Thank you for joining me this evening, and welcome to Karcau. As you may know, Pathfinders do not enjoy a kind reputation in Ustalav, and the rather brief command of my cousin Skeldon Miregrolld did little to help that before nearly being killed by the dark folk years ago; he murdered, betrayed, and stole from many, and he eventually paid the price for it. I have done what I can since then to convince the locals that we are not murderous, grave-robbing vigilantes.

"Over the past few months, a rash of disappearances has plagued Karcau. At first the victims were shopkeepers and stable boys—tragic, but easily relegated to the guards to investigate. However, last week someone abducted a noblewoman from this very theater."

Basia Kalistoff gestures to the portrait above her, which features a stunningly beautiful woman with a mass of curly red hair and a mischievous grin. "Olivina Sharnau is the darling of the Karcau theater scene and the heiress to a substantial fortune. Her disappearance has piqued concern among the city's nobility, and it won't be long until fingers begin pointing at the Pathfinder Society. My hope is that by solving this mystery ourselves, we'll be seen as heroes and not suspects. Any evidence you can gather to strengthen our case can only help."

A thunderous round of applause explodes from beyond the theater's doors, and Kalistoff raises her voice to be heard above the din. "I recently received a request from Countess Sasandra Livgrace, who inquired about our doing exactly that. She is one of the few and finest nobles who truly trusts the Society, so keeping her vote of confidence—and that of any other noble we can manage—during this investigation is critical. Do you have any questions?"

At this point the PCs have a chance to ask more questions regarding their mission. Below are likely questions and answers. Also allow the PCs to attempt the Knowledge checks presented at the end of this section.

Are there any suspects? "On the surface, Karcau is a totally respectable town. However, the sewers beneath the city are extensive and shelter all manner of transients, cults, fugitives, and swampers. These are the usual suspects for any crime in this county. If the perpetrator is hiding down there, you could be looking for a long time before stumbling across the right hidey-hole."

Is there any evidence? "Sadly, no, though based on the efficiency with which they snatched Olivina Sharnau, it's safe to say that the perpetrators are trained infiltrators. I suggest beginning your investigation here to see if you notice anything the city watch missed."

How much authority do we have? "The countess has deputized you to make inquiries, though this does not equate to a universal search warrant. You also have provisional permission to make an arrest and use lethal force, but keep in mind that you may have to defend such actions later—especially regarding any nobility or other influential figures in the city."

Why do the people of Karcau dislike Pathfinders? "Skeldon Miregrol'd's dirty dealings with the dark folk did little to help the Pathfinders' cause in Ustalav, but the city distrusted the Society long before his time. The nobility see us as petty grave robbers and troublemakers. After all, many of the artifacts in our vaults once belonged to aristocrats like them. I hate being under their thumbs like this, but we need their support. We must convince them we're trustworthy."

Knowledge (geography or local)

The PCs may already be familiar with Karcau's culture and geography. If asked, Venture-Captain Basia Kalistoff



Venture-Captain
Basia Kalistoff

can provide the information provided in the DC 15+ and DC 20+ entries.

15+: Karcau is a cultural hub of Ustalav, famous for its opera, theaters, and orchestras. As a result, it also attracts hundreds of aspiring performers who flock to its conservatories and practice in every plaza. Nearby Graidmere Swamp lies just north of the city, and it is the source of countless insects that plague Karcau during the spring and summer. It is common for well-to-do citizens to don veils or masks to ward off these swarms.

20+: A series of naturally occurring tunnels riddles the ground beneath Karcau. Some are part of the city's sewer system, though many more remain unused and largely uncharted. Over the centuries, these tunnels have hosted countless, often short-lived cults. They remain a popular refuge for transients, criminals, and many of the superstitious rural folk known as "swampers."

25+: The swampers are seldom seen in Karcau proper, though they commonly scavenge in the sewers below. The citizenry typically views the swampers with fearful respect, for despite being seen as backwater bumpkins, the reclusive folk are also supposedly capable of working strange miracles and terrible curses.

30+: Many of the city's aristocrats are not content with the abundant theatrical entertainment. Rumors of wine-fueled debauches are rarely mentioned in polite company, but those seeking especially edgy entertainment often find themselves invited to one of these secret parties. Speaking about these events is considered uncouth, and anyone pulling back the curtain on the practice would certainly make numerous enemies among Karcau's elite.

Knowledge (history)

The PCs may know of the haunted background of the Cloisoi Theater.

15+: A series of murders shook this theater decades ago, and the building is rumored to be haunted.

20+: The murderer was a makeup artist driven mad by envy. She killed every member of the chorus line before emerging on stage drenched in blood.

25+: The murderer was named Mad Mad Margaret, and she killed the chorus members with a pair of sewing scissors. Reports of Margaret describe a wide variety of hauntings, ranging from shrieking rage to sorrowfully watching actors as they rush toward the stage. It is said she especially loathes the beautiful.

Knowledge (nobility)

The PCs may know more about Sinaria's countess. If asked, Venture-Captain Basia Kalistoff can provide the information provided in the DC 15+ entry.

15+: Countess Sasandra Livgrace is the unmarried daughter of the elderly Count Birmienon Livgrace, who still lives with her in the Starling House, their estate. She received extensive training in the arts before leading the county. Most consider her a fair and well-intentioned ruler.

20+: Even though the counts are subservient to Ustalav's prince, he relies on them, their people, and their wealth to enforce his mandates. As a result, the counts hold considerable sway in the capitol of Caliphass, and commanding a count's ear could ultimately influence the decisions of the entire nation.

25+: It is an open secret that Countess Livgrace fell deathly ill toward the end of her studies at the conservatory and disappeared entirely from the public sphere for several months. She has since recovered, but theories abound about what happened to her. She has sometimes exhibited strange outbursts in response to particular tunes, fueling more rumors but not diminishing the public's respect for her.

After the PCs finish their questions, the doors to the theater swing open, and the audience streams out. Scores of the Ustalavic elite bedecked in embroidered silks, bejeweled collars, gold broaches, and colorful sashes emerge, most engaging in lively discussions about the performance. Many frown, turn up their noses, or flick open lacy fans to conceal looks of distaste as they pass by Basia Kalistoff. The venture-captain politely acknowledges terse greetings while much of the crowd disperses to attend stylish afterparties. Then, she stands and announces, "We have another appointment—one better held in private." With that she motions for the PCs to follow, ascends one of the grand staircases, and enters one of the private boxes. Read or paraphrase the following.

Basia Kalistoff motions toward a regal woman strategically seated where she can watch both her theater box's entrance and the stage as assistants clean up after the performance. "Allow me to introduce Countess Sasandra Livgrace,

ruler of Karcau," the venture-captain announces softly.

The countess rises and offers her hand in friendship. "I appreciate your and your associates' willingness to assist in this matter, Basia. Karcau is no stranger to crime, but what has occurred of late goes beyond what the guards can handle. With the recent disappearance of Olivina Sharnau, the citizens have become especially fearful, and if the perpetrators feel they can get away with one high-profile abduction, they will no doubt attempt more. I doubt there is much time before they strike again.

"Olivina disappeared from this theater only a few nights ago. I have requested that the dressing room she used remain undisturbed until you inspect it, and I have also arranged for you to have access to the theater this evening to conduct your investigation." Countess Livgrace turns to the venture-captain and offers a gentle smile. "We have other matters to discuss in the meantime, Basia, so perhaps you would be so kind as to introduce me to those to whom I am entrusting my city's safety."

Basia Kalistoff inclines her head and responds, "They have accomplished so much that I could not do their credentials justice." She then looks to the assembled agents and adds, "Please be so kind as to introduce yourselves and your qualifications to the Countess Livgrace."

This is an opportunity for the players to introduce their characters and each tell a brief anecdote about one of their many accomplishments to date. Try to keep each PC's tale spinning to a few minutes, reinforced by Basia Kalistoff politely reminding the PC that telling too long a story might let the trail grow cold. Upon concluding the introduction, the PC can attempt a DC 21 Bluff, Diplomacy, or relevant Perform check (DC 25 in Subtier 10–11) to make a lasting impression on the countess. Grant the PC a +2 bonus if he is wearing a courtier's outfit or finer clothing. Also grant as much as a +5 bonus for a concise story of the PC's impressive accomplishments—so long as he wasn't especially boorish, presumptuous, or boisterous in its delivery. Impressing the countess can contribute to the adventure's secondary success condition, and it also plays a part in the Sovereign Court faction's interests (see below).

Faction Notes: The Sovereign Court faction is always on the lookout for like-minded, principled, and progressive nobles whom the organization might recruit, and Countess Livgrace is among the best candidates in Ustalav. As the faction presents a threat to

Countess
Sasandra Livgrace



less competent but thoroughly entrenched rulers, it must operate covertly. Therefore, simply inviting the countess to join might confuse her and risk the faction's secrecy. However, a PC can take a first step in recruiting the countess by making a positive impression with his introduction.

A. CLOISOI THEATER

The interior of the Cloisoi Theater is voluminous, plush, and imposing. The high ceilings magnify every sound, and the balcony boxes seem to loom above the floor seating. The darkened stage still features set dressings from the evening's performance. The smell of expensive perfume lingers on the red velvet chairs. The PCs are free to explore as they see fit, from the seats to the stage to the prop closets. By the time they begin their investigation, the theater's staff members have left and placed a set of keys to the building on a hook for the PCs to use while they explore.

On the night that Olivina disappeared, she lingered in the dressing room after a performance. A small team of dark folk wearing compasses around their necks—an approximation of the Society's *wayfinders*—crept into the theater through one of the back entrances and abducted her. When she struggled, they knocked her out and dragged her across the stage and out the back door before descending into the sewer from an entrance behind the theater.

A1. House Seating

Several hundred seats fill the slightly sloped theater floor. From here, with a successful DC 27 Perception check, a PC can hear alarmed voices coming from backstage. The haunt in area **A4** is creating these sounds, which are only audible in certain parts of the theater; from on stage the building seems silent.

A2. Stage and Crossover

The stage is tilted slightly toward the audience. Though they look realistic from afar, many of the set pieces seem shoddily built. Many feature protruding nails or jagged bits of unfinished woodwork. With a DC 20 Perception check, a PC can find several strands of curly red hair wrapped around a nail head at about ankle height. These belonged to Olivina and snagged as dark folk dragged her across the stage.

A3. Prop Storage

Both wings are packed full of props, extraneous set pieces, and costumes. Fake swords hang from pegs on the walls, dozens of elaborate costumes hang on racks, and rows of crude wooden busts support myriad wigs. A PC who succeeds at a DC 22 Disguise, DC 22 Perform, or DC 27 Perception check discovers that several standard costumes are missing; any respectable theater should

DARKEST DIVINATION

The PCs may attempt to use divination spells to discern Olivina's whereabouts, learn her abductor's identity, or learn more about a suspect. The following answers and descriptions should satisfy common divinations (such as *scrying*, *divination*, or *locate creature*). Particularly clever use of divinations might allow the PCs to skip an entire portion of the investigation, but the adventure's timeline and certain NPCs' precautions should prevent the PCs from bypassing the investigation entirely.

Where is Olivina? The actress is being held in a dark, dank room somewhere in the city of Karcau. She is bound and blindfolded. The moisture and air quality in the room indicate that she's in the tunnels or sewers beneath the city. At the beginning of the adventure, she is still deep within the sewers, whose running water prevents detection by *locate creature*. As the PCs investigate, the dark folk move her to a small room beneath Miregroid Manor, which is about half a mile south of the city.

Who abducted Olivina? The actress's abductors have lived in the area for many years. They worship dark gods and spend much of their time out of sight. They conceal themselves in black cloaks, and their leader holds a deep personal grudge against the Pathfinder Society.

Are the swampers responsible? No, the swampers are not involved, but they have glimpsed the perpetrators several times.

Is Zeffiro Lesiege responsible? Spells such as *commune* and *divination* partly deflect this question (e.g. "Those he captured went willingly."), which is an extension of his cult's secrecy. Lesiege has much blood on his hands, and he is under the influence of a dark force more powerful than he suspects; however, he is not responsible for these crimes.

Are the dark folk responsible? Yes. The dark folk have several entrances into the city, and are actively planning more kidnappings. Early in the adventure, Zodarna has not yet broken into Miregroid Manor, so inspecting the premises turns up no signs of the dark folk's passage.

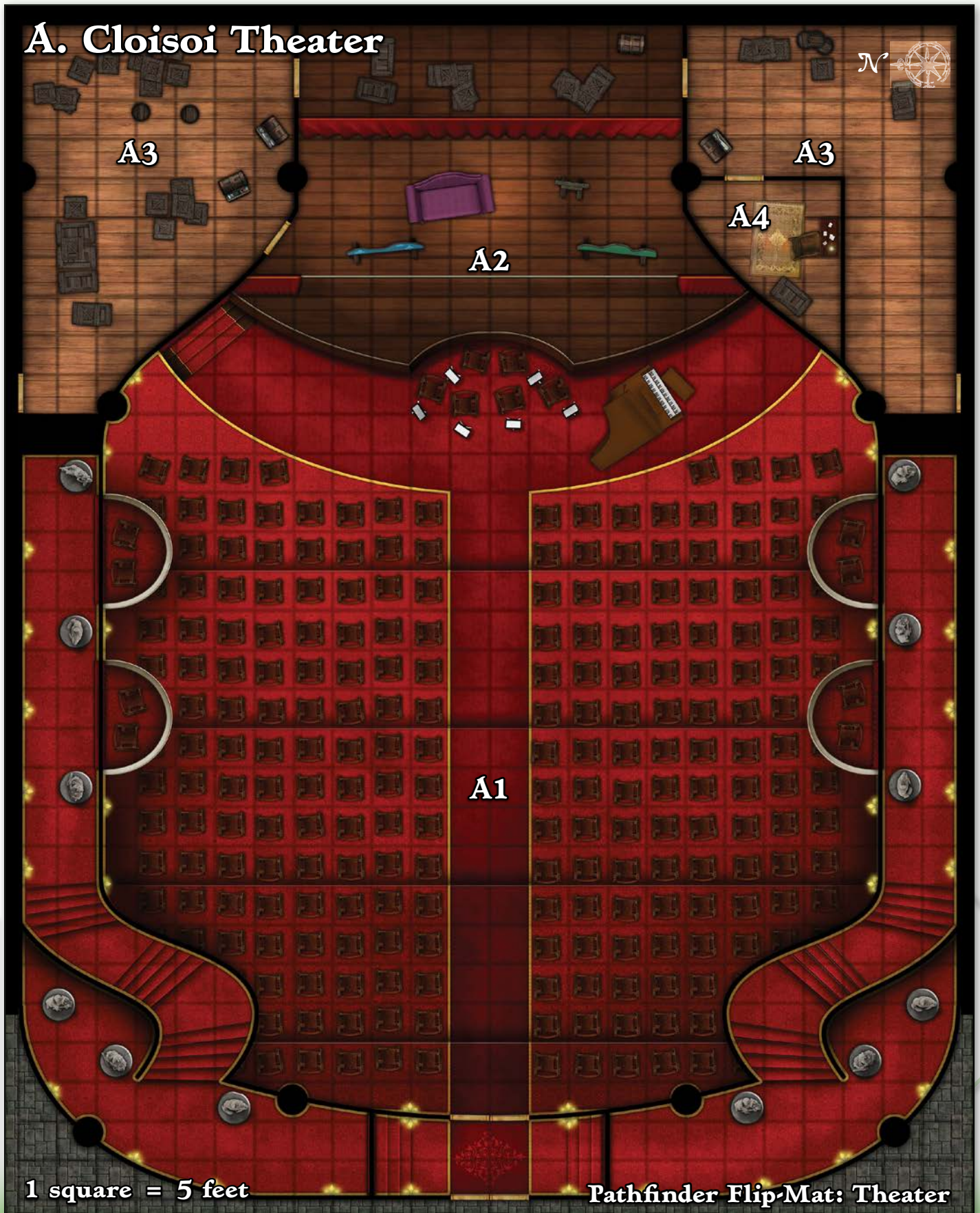
have at least one beggar outfit, city guard outfit, and merchant outfit. All of these, along with several wigs, are missing from the Cloisoi collection.

The door to the main dressing room (area **A4**) is locked and partly covered with a knee-high pile of bouquets and notes, all of which express some variation of "Olivina—We miss you! Come home safely!" One of the keys provided to the PCs can unlock the door.

A4. Dressing Room (CR 10 or CR 13)

The dressing room Olivina used a few nights ago is crammed full of vanity mirrors, makeup kits, and discarded bits of clothing. Some of the mirrors are

A. Cloisoi Theater



adorned with favorable reviews, trinkets, and script pages. After Olivina's disappearance several nights ago, Countess Livgrace ordered this room locked until investigators could examine it more closely for evidence. The remaining performers have used several other chambers as dressing rooms since then.

Creature: This is where the envious hairdresser Mad Mad Margaret enacted her bloody rampage decades ago, murdering an entire chorus line with a pair of sewing scissors. She appears as a frumpy woman in her mid-30s wearing a light, blood-spattered gown and carrying a pair of gore-covered sewing scissors. Several attempted exorcisms since have partly succeeded at calming her restless spirit, and over the past several years she has caused only minor and largely harmless disturbances during dress rehearsals. When the theater's staff departs, she often lurks in this room, and she is initially indifferent to the PCs and is willing to converse peaceably. She is not intended as a combat threat, but approximate her statistics using the ghost statistics (*Pathfinder RPG Bestiary* 144) if necessary.

Haunt: Most stagehands who meet Mad Mad Margaret in this way tend to interact with her for only a moment before she fades away, but Olivina Sharnau's violent abduction has rekindled Margaret's raging envy; she persists until a PC mentions the criminal investigation or the singer's disappearance. This triggers the haunt, which displaces Margaret until it is neutralized or one round after the *song of discord* effect ends.

Subtier 7–8 (CR 10)

HOMICIDAL JEALOUSY CR 10

CE haunt (area A4)

Caster Level 10th

Notice Perception DC 26 (to hear the staccato snipping of scissors)

hp 20; **Trigger** proximity; **Reset** none

Weakness The haunt is vulnerable to spells that grant a morale bonus or calm a creature, such as *calm emotions* or *heroism*. Such spells deal 1d6 points of damage per level of the spell.

EFFECT

When triggered, a spectral vision superimposes itself over the room. The vision shows a bedraggled woman splattered in blood, her face painted in a garish caricature of a chorus girl. Around her are several corpses, each featuring a mess of ragged puncture wounds. The woman rants aggressively, berating the corpses for their vanity, and waves a pair of blood-drenched sewing scissors in front of her. She is insensible to any living creatures and ignores them completely. All living creatures in the dressing room and within 20 feet of its door are subject to a *song of discord* spell (Will DC 20).

SCALING ENCOUNTER A4

To accommodate a group of four PCs, the haunt only affects a random PC in area A4, or the PC closest to the haunt's area.

DESTRUCTION

This haunt is a short-lived manifestation of Mad Mad Margaret's rage. Once neutralized, the haunt is destroyed.

Subtier 10–11 (CR 13)

HOMICIDAL JEALOUSY CR 13

CE haunt (area A4)

Caster Level 13th

Notice Perception DC 28 (to hear the staccato snipping of scissors)

hp 26; **Trigger** proximity; **Reset** none

Weakness The haunt is vulnerable to spells that grant a morale bonus or calm a creature, such as *calm emotions* or *heroism*. Such spells deal 1d6 points of damage per level of the spell.

EFFECT

When triggered, a spectral vision superimposes itself over the room. The vision shows a bedraggled woman splattered in blood, her face painted in a garish caricature of a chorus girl. Around her are several corpses, each featuring a mess of ragged puncture wounds. The woman rants aggressively, berating the corpses for their vanity, and waves a pair of blood-drenched sewing scissors in front of her. She is insensible to any living creatures and ignores them completely. All living creatures in the dressing room and within 20 feet of its door are subject to a *song of discord* spell (Will DC 23). Those affected also gain the benefits of the spell *haste* during any round in which they try to attack the nearest target.

DESTRUCTION

This haunt is a short-lived manifestation of Mad Mad Margaret's rage. Once neutralized, the haunt is destroyed.

Development: If the PCs neutralize the haunt, the visions of the corpses, bloodstains, and the sewing scissors disappear. Once they do, Mad Mad Margaret comes to her senses, as if awakened from a troubling dream. She sees the PCs as if for the first time and introduces herself politely as Margaret, master of hair and makeup for the Cloisoi Theater. She has no memory of the murders or her own death, and she dismisses any mentions of those events as bad jokes. In fact, she's unaware that she's dead, and she thinks that she's a current theater employee. Any attempts to convince her of her true situation are met with disbelief and derision—even to the point of making her panic and flee into a nearby room if a "spectral" PC tries to prove that she's a ghost by passing a hand through her. The

following are several questions the PCs are likely to ask and the ghost's responses.

What happened to Olivina Sharnau? "Ah, she was the one rehearsing just the other night. Yes, I heard Olivina stay late one night to practice a soliloquy, and all of a sudden there was the sound of a scuffle, muffled footsteps, and muffled screams. I suppose it could have been real trouble, but I wouldn't interrupt over something like that—not after the lecture I got after interrupting the last diva to stalk these halls. No, no..." She trails off while grinding her teeth and nervously clipping her scissors together, though she does not become violent.

Where did Olivina go? "After the scuffle, I heard them moving across the stage as if dragging a great weight. Makes sense, given that she always bragged about being carried out of the theater by her adoring crowd. I found the building's back door open a little later, and the sewer grate back there was ajar. She's a sharp-tongued harpy, but no actor deserves to be dragged off by the swamper like that." She pauses in thought as her eyes narrow and glance in the direction of the stage. "Almost no one..." She trails off while grinding her teeth and snapping her scissors together.

Where could she have gone from there? "Nobody knows the tunnels below like the swamper know them." The spirit smiles knowingly and sighs romantically. "There are so many tales of the desperate seeking the witches and werebeasts of the mire, wishing for cures, curses, and more. Call on them, and they'll answer. There's a sinking manor carved with signs of swamp gods out in Graidmere. Go there and speak this aloud three times: 'dark marsh, dark secrets, I petition thee.' The swamp listens, and they'll answer."

Did you know that you're a ghost? Mad Mad Margaret scoffs and retorts, "Oh my dear, around here we leave the theatrics for the stage!"

Once the PCs finish interviewing the ghost, she becomes distracted and pursues an unseen figure, fading away as she flies toward one of the walls.

B. TANGLEDYNE

The fetid expanse known as Graidmere Swamp lies northwest of Karcau. Beyond the cosmopolitan confines of the city, the theaters and academies give way to ramshackle farmsteads—moss-draped shacks occupied by suspicious farmers. Gnarled vines seem to pull every structure down into the swamp, and the roads gradually deteriorate into muddy footpaths. The air becomes thick with mosquitoes and the shrill shrieks of unseen creatures.

The population density drops off swiftly as the PCs travel out of Karcau. In the city, nearly anyone can give basic directions to the swamp, typically accompanied by skeptical looks and the occasional inquiry about the PCs'

motivations or sanity. The swamp itself is quite extensive, but so long as the PCs received directions from Mad Mad Margaret, they are able to find their way to the ruined estate known as Tangledyne, which is approximately one hour's travel from the city. Tracking down the site without reliable directions requires a successful DC 20 Knowledge (geography), Knowledge (local), or Diplomacy check to gather information, which takes 1d4+1 hours and allows the PCs to learn about Tangledyne through local legends.

As the PCs approach, read or paraphrase the following.

Impromptu causeways of soggy debris wind through the swamp, several converging on a decaying stone manor whose walls have settled, sagged, and sunk unevenly into the wet ground. Garlands of sinew strung with animal bones hang from the stones like a threadbare spider web, partly obscuring the small carvings incised into the crumbling stone. A small hut of wooden posts and woven grasses stands atop a nearby hummock.

The ruined structure dates back several hundred years to a drier period in the county's history, but as Lake Prophyra rose, the groundwater seeped up and triggered the estate's quick abandonment and gradual collapse. Long before that, the land site was sacred to the Kellid tribes that traveled here to commune with ancient entities. It now serves as a ritual site where the more magically inclined swamper work their rituals. The wall carvings are very old and partly overgrown with moss and lichen, but with a successful DC 25 Knowledge (religion) check, a PC can identify the long-tailed lizard and three-toed claws as signs of Bokrug, one of the Great Old Ones associated with water and revenge. The small hut nearby contains a reed mat and several small ceramic vessels.

Human footprints lead from the south to the small hut and back again; a PC can find these days-old imprints with a successful DC 18 Survival check. Many of the swamper who frequent the site are capable of concealing their tracks with magic, and the footprints belong to superstitious petitioners who arrived to request a boon a week ago.

Traversing the raised areas presents no problems. On the other hand, the algae-rich, shallow water that covers much of the ground sits atop a thick layer of mud and decaying organic matter, and it is difficult terrain.

Creatures: As the PCs arrive, there are no other creatures here save for harmless wildlife wading in the water and buzzing above the plants. The PCs can summon the swamper by invoking them with a ritual phrase learned either from Mad Mad Margaret or the more superstitious citizens of Karcau: "Dark marsh, dark secrets, I petition thee," repeated three times. Upon completing the invocation, the foraging birds, mammals, and insects pause, examine the PCs more closely, and then



B. Tangledyne
1 square = 5 feet

Pathfinder Flip-Mat: Swamp

SCALING ENCOUNTER B

Make the following adjustments to accommodate a party of four PCs.

Subtier 7-8: Remove the swampspeaker from the encounter.

Subtier 10-11: Remove the swamper druid from the encounter.

hastily depart the area—though it’s not clear whether they do so out of fear or to report to the swampers.

An hour later, a pair of swamper mystics approaches the hut to hear the PCs’ request and strike a deal. Both are veteran spellcasters who perform miracles for the swamper community and offer their services for hire to the cosmopolitan folk of Karcau. The animal bones and geometric patterns of mud that adorn their armor, clothing, and skin serve as much to disconcert petitioners as they do any more practical purpose. In Subtier 7–8, a pair of dire swamp hogs accompanies them, and in Subtier 10–11 there is instead a giant marsh cat.

The swampers speak a heavily accented dialect of Common laced with strange slang, and they have a penchant for subtle theatrics that typically spook visitors (e.g. claiming not to have names but to be the voices of the beasts, the swamp, and the water). They first inquire how the PCs learned to call them. If the PCs report that they learned the invocation from the people of Karcau, the swampers remain grim and simply nod. If the PCs instead learned from Mad Mad Margaret or used divinations to learn how to call the swampers, this earns their respect and grants a +2 bonus on Charisma-based skill checks to influence the swampers.

The two know that none of the swampers are responsible for the abductions—a report they share willingly. Learning anything more than that requires striking a bargain, subduing the swampers, or magically compelling their cooperation.

The PCs can offer to pay in material goods—most likely gold, but possibly a magic item with an equivalent market price. In Subtier 7–8, their price is 3,000 gp, and in Subtier 10–11 the price is 6,000 gp. A PC who succeeds at a DC 25 Diplomacy or Intimidate check can reduce the price to half that, but the PCs can only attempt one such check before the swampers insist on the full price. If the PCs balk at the price, the swampers offer the PCs an alternative: they can receive the information for free. With a successful DC 20 Sense Motive check, a PC can infer that there is something more to this offer, and the swampers acknowledge that the swamp always claims its toll in time, even when something seems free. Taking this second option satisfies the swampers but earns each PC the boon The Graidmere Toll on her Chronicle sheet.

If the PCs prefer to fight for the knowledge, the swampers and their animal allies defend themselves and try to chase the PCs from Graidmere Swamp.

Subtier 7–8 (CR 10)

SWAMPER DRUID CR 8

CN mud shaman (*Pathfinder RPG NPC Codex* 68; see page 35)

hp 69

OFFENSE

Druid Spells Prepared (CL 9th; concentration +14)

3rd—*greater magic fang* (3), *stone shape*⁰, *water walk*

TACTICS

Before Combat The swamper druid casts *barkskin*, *bull’s strength*, and *freedom of movement* before approaching the PCs. He also casts *greater magic fang* on each of the dire swamp hogs as well as *water walk* on himself and each of his allies.

During Combat The swamper druid supports his companions, letting his dire boars and summoned creatures do most of the fighting while he impedes the PCs’ mobility and empowers his minions. If left with no allies, he uses wild shape and uses natural attacks.

Morale The swamper druid hopes to chase off interlopers but isn’t willing to throw away his life to do so. He surrenders if reduced to 10 or fewer hit points.

SWAMPSPEAKER CR 8

N swampwalker (*Pathfinder RPG NPC Codex* 132; see page 37)

hp 81

TACTICS

Before Combat The swampspeaker casts *barkskin* on herself and *pass without trace* on her companions before approaching.

During Combat The swampspeaker prefers to attack from range, allowing her allies to pin down opponents in melee.

Morale The swampspeaker fights until incapacitated, but if the swamper druid surrenders, the swampspeaker flees into the marsh.

DIRE SWAMP HOGS (2) CR 4

Dire boars (*Pathfinder RPG Bestiary* 36; see page 29)

hp 42 each

TACTICS

During Combat The dire boars attack on the swamper druid’s command, mauling whichever PCs are closest to them.

Morale The boars fight to the death or until one of the swampers commands them to stop.

Subtier 10–11 (CR 13)

SWAMPSPEAKER CR 12

CN tribal leader (*Pathfinder RPG NPC Codex* 36; see page 38)

hp 78

TACTICS

Before Combat The swampspeaker casts *expeditious retreat* and *see invisibility* before approaching the PCs.

During Combat The swampspeaker combines her spellcasting and bardic performance to augment her allies and debilitate her enemies before she begins stabbing foes with her spear.

Morale The tribal leader does not fight to the death, and she surrenders if reduced to 10 or fewer hit points.

SWAMPER DRUID

CR 8

hp 69 (*Pathfinder RPG NPC Codex* 68; use the statistics on page 35 and from Subtier 7–8 on page 12)

GIANT MARSH CAT

CR 8

Dire tiger (*Pathfinder RPG Bestiary* 265; see page 29)

hp 105

TACTICS

During Combat The giant marsh cat attacks whichever PCs are closest to the swamper druid unless directed to do otherwise.

Morale The giant marsh cat fights to the death.

Development: Once the PCs have paid for the information or subdued the mystics, any surviving swampers share what they know: the swamper community has spotted several groups of strange figures dressed as mourners moving about the sewers and tunnels beneath the city. Many wore fine jewelry, and several carried bundles wrapped in gray linen—much the same shape as bodies swathed in shrouds. Most of the sightings have taken place at the west end of the city, and the swampers suspect that these cloaked figures are using the sewers to reach the Eylusia Building, an extravagant funerary business operated by Zeffiro Lesiege. For several years the swampers have known of a concealed passage that leads to the Eylusia Building, but even then anyone using it traveled alone or in pairs; the groups seen lately number as many as 15 individuals at a time. The sewer inhabitants have tried to confront these suspicious figures several times, only to watch as the strangers melted into the gloom. Those who try to investigate further have turned up dead or disappeared entirely.

If the PCs convinced the swampers to share this information without violence or considerable coercion, the two also warn the Pathfinders that the Eylusia Building has several anti-intrusion devices that guard Lesiege's business—far more than an honest businessman would require.

Rewards: If the PCs never struck a deal with the swampers, or if the PCs fought the swampers and lost, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,052 gp.

Out of Subtier: Reduce each PC's gold earned by 1,586 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,120 gp.

Diplomacy (gather information) or Knowledge (local)

Upon learning of Zeffiro Lesiege's possible involvement in the abductions, the PCs might learn further information about the man and his business. Note that his infernal allegiance is a closely guarded secret, and it's unlikely that the PCs should discover this during the adventure—much less while gathering information.

10+ The extravagant Eylusia Building is a towering funeral parlor built by Zeffiro Lesiege, one of Karcau's most well-known citizens. The structure resembles a giant mausoleum.

15+ Until a little more than a decade ago, Lesiege was a simple undertaker, but his infectious showmanship has transformed local funerals into flashy, opulent affairs—which in turn have made him one of the wealthiest citizens of Karcau. He is now considered a leading trendsetter and a rising star in the city's social scene, and most of Karcau's nobility hold him in high esteem and would look poorly upon anyone slandering his name.

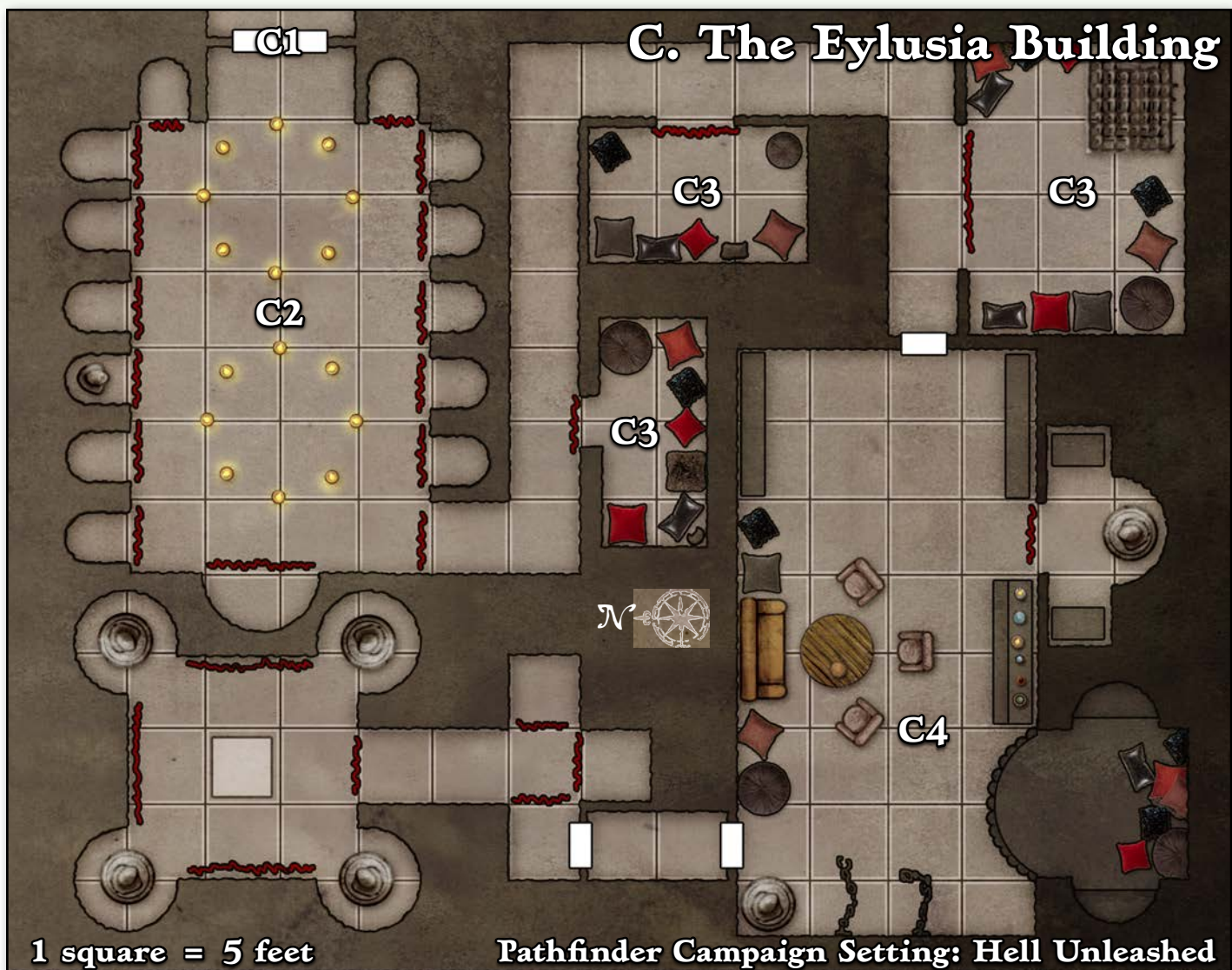
35+ Lesiege has an appetite for vices of all sorts, from food to drugs to companionship. He spends many nights out on the town indulging his insatiable desires. Those seeking similar iniquities sometimes contact him to learn what Karcau has to offer. Perhaps some of the nobles who defend Zeffiro Lesiege's reputation do so thanks to the plump dossier of blackmail he has no doubt accumulated over the years.

C. THE EYLUSIA BUILDING

The five-story Eylusia Building is among the most conspicuous in Karcau, and it is visible from almost anywhere in the city. Tall, ornate, and styled like an ornate mausoleum, it stands out as a monument to the egotism of its owner, **Zeffiro Lesiege** (NE male human cleric of Alichino 5—use the medium on page 299 of the *Pathfinder RPG GameMastery Guide* to approximate his statistics; see page 34).

Most activity in the building is entirely legitimate. The ground floor serves as an ostentatious showroom for the coffins and displays created on the floor above. The third level houses workrooms for embalming the dead, and the fourth floor is administrative. Even the penthouse office on the fifth floor (areas **C1** through **C4**) is relatively innocent. Only the hidden basement contains substantive signs of the Eylusia Building's darker role: the headquarters for a cult of Alichino, Jester Prince of the Cage and infernal malebranche of deception, madness, and royalty.

Unveiling and defeating the diabolical cult is beyond the intended scope of the scenario; after all, Lesiege has many of Karcau's elite members of society wound around his finger thanks to their love of his services, the blackmail



he holds over them, their inculcation in the cult, or any number of other factors. Doing more than breaking in, finding evidence, and leaving could cause a serious debacle that besmirches the Society’s reputation—even though Lesiege is truly an evil scoundrel. At any given time, there are at least four well-to-do citizens or nobles nearby (use the noble scion statistics on page 288 of *Pathfinder RPG GameMastery Guide*; see page 34), and the cleric can call upon them if the building is under attack. These are all respected members of the community, and harming them can have grave repercussions (see Development).

While the PCs conduct their investigation, Zeffiro Lesiege is elsewhere in the city, likely indulging in sinful excesses of one sort or another. The pair of attendants managing the ground floor know little about the building’s basement, its secrets, or Lesiege’s current whereabouts. They prompt PCs who ask after Lesiege to leave a card so that he can arrange an appointment with

them. After all, as they say, “Mr. Lesiege is a very busy man.” They are happy, however, to sell the PCs a coffin or pitch the Eylusia’s many funerary services.

Sneaking past the attendants requires a successful DC 20 Stealth check, allowing the PCs to ascend to the penthouse office. Intimidating or physically restraining the attendants is simple at the PCs’ level, though an attack during the day almost certainly attracts the attention of guards. The PCs are also powerful enough that they might use teleportation magic to travel straight to the office or basement.

The most straightforward way into the basement temple is through the sewers. If the PCs received directions from the swamper, they can find a concealed entrance that leads to area C1.

C1. Dungeon Entrance

Reaching the basement entrance of the Eylusia house requires a skiff, which the PCs can requisition from

local authorities, rent from sewer-dwelling swampers, or acquire by any other means. The entrance lies past a vertical sewer grate that easily swings open, and the tunnel's dank brick walls lead to an arched entryway with a strong wooden door (hardness 5, hp 20, break DC 25) and a sturdy lock (Disable Device DC 27). The left half of the door is painted black, the right half white, and both are in need of a fresh coat thanks to the discoloration from years of exposure to moist air. The decoration is reminiscent of Nethys's holy symbol, but in fact it's a veiled homage to Alichino, a malebranche known as the Jester Prince of the Cage.

C2. Ceremonial Chamber

This low-ceilinged chamber features two pairs of manacles bolted to the floor in the center of the room. The stone floor beneath them is stained rust-brown. Hundreds of half-melted candles populate the floor, along with several ritual ingredients, such as jars of tallow, salt, ash, and small bones. Fifteen alcoves line the room, each concealed with a heavy curtain.

Here the cult performs its most dramatic rites, during which time leaders often pull aside one of the northern curtains to reveal a stylized statue of Alichino, complete with dark wings and a wicked grin; a PC can identify the subject with a successful DC 20 Knowledge (planes or religion) check. The high-ranking clientele that Lesiege invites to his debauches are more easily seduced by erotic, culinary, and narcotic excess than by the "traditional" fixtures of an evil cult, such as human sacrifice, although the cult has recently escalated to those extremes.

The southwest alcove leads to a hallway, and a slight draft causes the curtain to move ever so slightly. A PC who succeeds at a DC 15 Perception check can detect this subtle movement.

Trap: One of the chamber's first lines of defense is pressure plates that trigger a trap when no longer depressed by a heavy weight; a clockwork construct (see creatures below) stands atop each of these pressure plates at the beginning of the encounter. The trap sprays a cloud of nightmare vapor (*save* DC 20; *frequency* 1/round for 6 rounds; *effect* 1 Wisdom damage and confused for 1 round; *cure* 2 saves) that fills the entire room. It is possible to detect and disable the trap while only 5 feet into the room.

Creatures: Several other alcoves contain clockwork constructs in various poses of profane obeisance. They watch for intruders who do not bear the unholy symbol of Alichino, moving to intercept any such figures if they move more than 10 feet into the room.

SCALING ENCOUNTER C2

Make the following adjustments to accommodate a party of four PCs.

Subtier 7–8: Remove a clockwork soldier from the encounter. Also, reduce the Perception DC of the nightmare vapor trap to DC 19.

Subtier 10–11: Remove both clockwork soldiers from the encounter. Reduce the Perception DC of the nightmare vapor trap to 23. Reduce the Disable Device DC of the trap to 27.

Subtier 7–8 (CR 10)

NIGHTMARE VAPOR TRAP

CR 7

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location (when clockwork soldiers move off of pressure plates); **Reset** repair

Effect poison gas (nightmare vapor); never miss; multiple targets (all targets in area C2)

CLOCKWORK SOLDIERS (3)

CR 6

hp 64 (*Pathfinder RPG Bestiary 3 57*; see page 31)

TACTICS

During Combat The clockwork soldiers fight nearby targets, preferentially targeting foes that are actively fighting back. This provides them a chance to avoid attacking confused targets.

Morale The clockwork soldiers fight until destroyed.

Subtier 10–11 (CR 13)

NIGHTMARE VAPOR TRAP

CR 10

Type mechanical; Perception DC 30; Disable Device DC 25

EFFECTS

Trigger proximity (when clockwork mages move off of pressure plates); **Reset** repair

Effect poison gas (nightmare vapor); never miss; multiple targets (all targets in area C2)

CLOCKWORK MAGES (2)

CR 9

hp 102 (*Pathfinder RPG Bestiary 4 32*; see page 30)

TACTICS

During Combat The clockwork mages have slightly more tactical acumen than the clockwork soldiers. The mages keep their distance from melee attackers and target the PCs with evocation spells.

Morale The clockwork mages fight until destroyed.

CLOCKWORK SOLDIERS (2)

CR 6

hp 64 (*Pathfinder RPG Bestiary 3 57*; see page 31)

TACTICS

Use the tactics from Subtier 7–8 above.

Treasure: Numerous gems and baubles rest around the statue's base. There is also an alchemical journal that bears only the name "The Beast Within" as its author. This is a *journal of the beast within* (*Pathfinder RPG Ultimate Magic* 123).

Development: When the pressure plates release—whether or not the trap successfully triggers as a result—Zeffiro Lesiege becomes aware that someone has entered the basement without his permission. He quickly returns to the Eylusia House and gathers several of his most loyal followers to inspect the disturbance. Even if the PCs completely bypass this challenge or find an alternate means into the basement, Lesiege begins moving toward the Eylusia House's basement—from a narrative standpoint, this is so that the PCs can confront him. It is important that this meeting happen, even if it later involves tracking down Lesiege and questioning him at a private club.

Rewards: If the PCs fail to defeat the clockwork guards, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,013 gp.

Out of Subtier: Reduce each PC's gold earned by 1,263 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,513 gp.

C3. Private Playrooms

A winding hallway leads past several small rooms, each equipped for a range of drug consumption and sexual acts.

C4. Cult Commons

This large room is strewn with pillows, empty wine bottles, hookahs, and bits of clothing. The smell of musk and incense hangs in the air.

The room is still a mess following the raucous activities several nights before, though the participants have long since cleared out.

Creatures: As the PCs investigate this room, Zeffiro Lesiege and four of his more loyal noble allies descend the lift and make their way to the room. Lesiege and his followers all wear the same expensive clothing they wore previously, though everyone but Lesiege wears a stylized jester mask that covers his or her face. With a successful DC 20 Knowledge (nobility) or DC 30 Knowledge (local) check, a PC can notice accessories, insignias, or other features that identify the followers as landed nobility and influential members of the community. Lesiege hardly seems threatened, as he is secure in his power and authority.

"I'm Zeffiro Lesiege, and you're trespassing. State your business," he says. Based on recent rumors tying the Pathfinder Society to the abductions and those crimes' investigation, he infers that any unwelcome visitors are likely Pathfinders.

Lesiege is unarmed, and if the PCs become aggressive, he reminds them that he wields greater power in Karcaw than most nobles; in the span of a single dinner party, he could have the Pathfinder Society thrown out of the county and blackballed for a decade. Despite his annoyance, he is willing to hear out the PCs' inquiry and accusations. The following are his responses to likely accusations and questions, including how true the statements are. A PC who succeeds at a DC 20 Sense Motive check can sense whether he is lying or omitting key information.

You abducted Olivina Sharnau! "It wounds me that you would think so. I would not be so uncouth as to kidnap someone, much less one of my favorite actresses." This is true.

You are an evil diabolist! Lesiege motions to the plush accommodations. "I offer a service—a temporary escape—for those burdened by life's woes, be they professional or personal. That makes me no more evil than a playwright." This is not quite true, for Lesiege is both evil and knowingly worships a powerful devil. However, his primary motivation is sinful pleasure, and his faith is primarily a means to an end.

You shall die for being evil! "Kill an upstanding businessman in his own establishment, in the presence of reputable witnesses? Imagine the uproar if I were to die and then be slandered by Pathfinders. No, I suspect I can overlook your breaking into my business if you're able to overlook my innocent foibles." This is true. Killing Lesiege could result in terrible reprisals against the Society, despite his infernal ties.

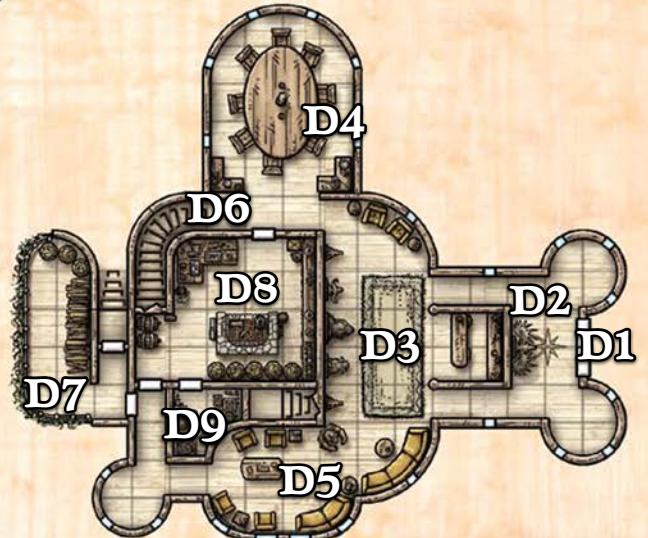
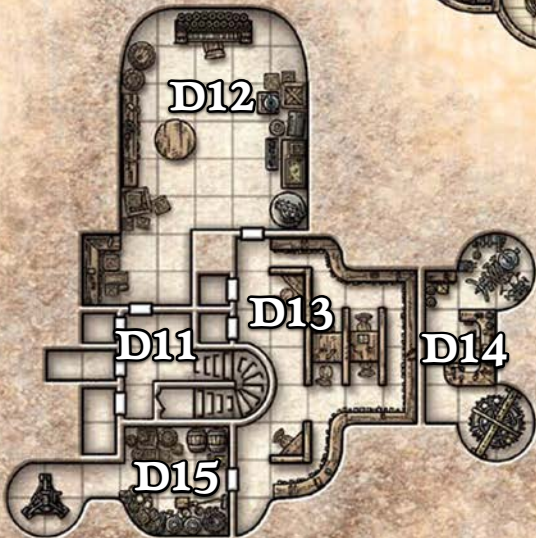
Witnesses saw bodies being carried here! Lesiege laughs politely. "I run the finest funerary business for a hundred miles. I would consider it bad for business if nobles didn't frequently turn up dead on my premises! No, you have been misled. My employees saw the same intruders but chased them off. One dropped his rucksack—it's yours if you want it."

This is true. The dark folk may have carried kidnapped victims near here, but Lesiege had nothing to do with the operation. The bag he gives the PCs contains a sheathed short sword and an unstopped vial with a residue of black smear, a poison favored by dark folk. A PC who succeeds at a DC 20 Craft (alchemy) or Knowledge (dungeoneering or local) check can identify the poison and its likely provenance.

You're behind the recent kidnappings! Lesiege laughs mockingly. "You Pathfinders think you can poke your noses wherever you want, taking whatever you please, leaving a trail of destruction in your wake. You grave-robbers should look to your own sins before casting dispersions on others. My agents followed the body snatchers back to their lair. Go back to your tacky lodge and ask your venture-captain who might have cause to

D. Miregroid Manor

1 square = 5 feet



Pathfinder Society Scenario #47: The Darkest Vengeance

snatch up Karcau's citizens." This is true, and it identifies Miregroid Manor as the criminals' base of operations.

Development: So long as the PCs withdraw peacefully, Zeffiro Lesiege gives them no further trouble. If the PCs fight, kill, capture, or arrest the cleric, it results in nothing but trouble for the Society. Dozens of Karcau's noteworthy citizens clamor for an investigation into his murder or for his release from prison, as appropriate. Word quickly spreads that the Society is to blame, which only reinforces local beliefs about the organization. Even if the PCs provide a detailed expose into the Eylusia House's cult, the PCs are almost certainly considered more blameworthy for having illegally entered private property and secured the evidence through dubious and violent means.

D. MIREGROID MANOR

Miregroid Manor is perched on a hillside estate that overlooks Karcau proper. An unruly garden and a copse of trees, through which a cobblestone path runs, isolates the manor from the general public. The manor is designed in a classic Ustalavic style, with a steep roof, arched window frames, and a pair of slender turrets flanking the front door.

By the time the PCs visit the manor, they have almost certainly investigated some combination of the Cloisoi Theater, Graidmere Swamp, and the Eylusia Building. By then, Zodarna and the other dark folk have already put their plan into motion, quietly breaking into the manor from the tunnels below, subduing Basia Kalistoff, and transporting many of their other captives into the sprawling lodge. As part of the attack, the dark folk have closed the manor's curtains and wait for investigators to inspect the lodge, find the kidnapped nobles, and condemn the Society. They hope this will bring ruin to the entire organization.

Zodarna has left numerous messages on scraps of paper scattered throughout the manor's ground floor. The messages are meant to taunt surviving Pathfinder agents, but they are too vague to serve as evidence in the Society's defense. For each she used an ink that disappears within a few seconds when exposed to normal or bright light. A PC who exposes this ink to light can quickly read the message before it fades away with a successful DC 22 Perception check. Exploring the manor in darkness or dim light preserves the writing.

OPTIONAL ENCOUNTER

The encounter in area **D10** is optional. If fewer than 90 minutes remain in which to complete the scenario, skip this encounter.

D1. Front Door

Miregrolld Manor’s iron front door is adorned with bronze filigree and a lion’s-head knocker. The door is unlocked, despite the superior lock built into its massive handle.

D2. Main Foyer

Inside the front door, a compass-rose inlay decorates the wooden floor. A massive stuffed elk head hangs on the wall opposite the door. A pair of hallways exits the foyer on either side of a curio-covered mantle. A large scrap of paper sits beneath a squat granite statuette of a reclining person with a dog face; the scrap is **Player Handout #2**, written in the disappearing ink.

A pair of coat racks stands to either side of the door. One rack holds several fur coats that match the current fashion trends in Karcau. However, the other rack features several odd costumes: a full suit of threadbare burlap, the heavy canvas coat of a city guardsman, and the breezy silk jacket of a visiting merchant. If the PCs noticed the missing costumes while in the prop room of the Cloisoi Theater (area **A3**), they recognize the stolen outfits now. If the PCs failed to notice the missing costumes in the prop room, a successful DC 22 Appraise or Perform check now allows them to discover custom tags stitched to the interior of the clothes that read, “Property of the Cloisoi.”

D3. Lounge

The lounge features a trio of velvet-upholstered settees, each with an accompanying wooden end table. A long mantle displays several artifacts from across Garund and Casmaron, including a collection of antique blades. A nearby wet bar holds dozens of bottles from across Golarion. A decanter of expensive brandy sits open on the bar, slowly evaporating; a scrap of paper—**Player Handout #3**—lies next to the bottle. An elaborate Keleshite rug stained with muddy footprints sprawls across the floor. A successful DC 18 Survival check determines that the footprints were made by several Medium humanoids whose feet were wrapped in cloth, as if to muffle the sound of their footsteps.

D4. Dining Area

A solid oak dining table sits in the center of the room, surrounded by high-backed chairs. Two cabinets display full sets of delicate Tian porcelain. A PC who succeeds at a DC 17 Perception check finds dried wine stains and

several chunks of dried food on the rug beneath the table. Exceeding the check DC by 5 or more also reveals that several pieces of porcelain are missing from the cabinet, and the legs of both the table and the chairs were recently dented. In place of one of the missing dishes is a scrap of paper: **Player Handout #4**.

D5. Sun Porch

This cozy sun porch harbors several pieces of light rattan furniture. On the low central table are half-finished drinks filled with watered-down, room-temperature liquor. There is no condensation on the glasses, so it’s likely the drinks were served with ice many hours ago and subsequently abandoned. Several playbills from the Cloisoi Theater lie strewn around the lounge. The cover of each playbill features a portrait of the Olivina Sharnau wearing the beggar costume that currently hangs in area **D2**. The play advertised is called “Orphan of Okeno.” Just underneath the playbill is a scrap of paper: **Player Handout #5**.

D6. Rear Entrance

The rear door to Miregrolld Manor is made of sturdy wood (hardness 5, hp 20, break DC 25) and is sealed with a well-crafted lock (Disable Device DC 30).

D7. Cold Porch

Enclosing this open-air porch is an iron trellis, which supports a tangle of thorny rose vines. A gap in the trellis offers access to a slightly unkempt rear flower garden. A PC who succeeds at a DC 20 Perception check notices a small scrap of cloth dangling from one of the rose thorns near the entrance to the garden. The fabric is coarse, blackened with grime, and smells overwhelmingly of sewage and body odor.

D8. Kitchen

The expansive and well-stocked kitchen is a mess. Pots, pans, and cooking utensils lie strewn across the countertops, crusted over with food residue. A rubbish bin sits along the wall, filled with several meals worth of food and a handful of porcelain shards. The food matches the stains found on the rug in area **D4**, and the shards match the porcelain missing from the cabinet. Nailed to the door to area **D9** is a scrap of paper: **Player Handout #6**

D9. Kitchen Store Room

This pantry is in a state of disarray. It once contained shelves filled with dried foods, canned goods, and bags of root vegetables. However, something has torn several of the shelves off the walls, littering the floor with broken jars and wooden planks. A concealed door that the shelves once obscured now hangs open, revealing

a stone staircase beyond. The way in which the debris is arrayed suggests someone broke down the door from inside the stairwell. **Player Handout #7**, the last scrap of paper, lies atop the wreckage.

D10. Conference Room (CR 10 or CR 13)

This room's only furnishings are a large table and several chairs. The three doorways to the west lead to bedrooms, and the one to the east leads to a storage room.

Creatures: Several of Zodarna's subordinate dark stalker allies are here, watching from behind closed curtains for anyone approaching. The dark folk hope that a municipal delegation will appear and uncover the Pathfinder Society's crimes. When they instead spot the PCs, the dark stalkers send a quick warning down to Zodarna and then gather here, listening for the PCs to split up before sneaking down the stairs, climbing out a window, or using their shadow jump ability to attack. In the interest of the adventure's pacing, consider delaying this attack until the PCs have had a chance to find several of the clues the dark folk left when they invaded the lodge several hours ago.

In Subtier 7–8, two shadow mastiffs accompany the dark stalkers, which know enough commands in Common to give the hounds basic orders. In Subtier 10–11, the dark stalkers are shadowdancers, but when they attempted to usurp Zodarna's authority, she destroyed two of their shadow companions to demonstrate her superiority. Only one shadow companion remains.

Subtier 7–8 (CR 10)

DARK STALKER ELITE (3) CR 6

Dark stalker ranger 3 (*Pathfinder RPG Bestiary* 54)

CN Medium humanoid (dark folk)

Init +6; **Senses** Perception +15

DEFENSE

AC 20, touch 15, flat-footed 15 (+3 armor, +5 Dex, +2 natural)

hp 70 each (9 HD; 6d8+3d10+27)

Fort +8, **Ref** +14, **Will** +5

Weakness light blindness

OFFENSE

Speed 30 ft.

Melee mwk short sword +12/+7 (1d6+3/19–20), mwk short sword +12 (1d6+3/19–20)

Ranged mwk composite shortbow +14/+9 (1d6+3/×3)

Special Attacks combat style (two-weapon), death throes (DC 16), favored enemy (humans +2), sneak attack +3d6

Spell-Like Abilities (CL 6th; concentration +6)

At will—*deeper darkness*, *detect magic*, *fog cloud*

STATISTICS

Str 16, **Dex** 22, **Con** 16, **Int** 9, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 26

SCALING ENCOUNTER D10

Make the following adjustments to accommodate a group of four PCs.

Subtier 7–8: Remove one dark stalker elite and one shadow mastiff from the encounter.

Subtier 10–11: Remove one dark stalker elite from the encounter.

Feats Double Slice, Endurance, Point-Blank Shot, Precise Shot, Quick Draw, Two-Weapon Fighting, Weapon Finesse

Skills Climb +15, Knowledge (dungeoneering) +5, Perception +15, Sleight of Hand +7, Stealth +19, Survival +8; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ favored terrain (underground +2), poison use, track +1, wild empathy +3

Other Gear mwk studded leather, mwk short swords (2), mwk composite shortbow (+3 Str) with 20 arrows, black smear poison (6 doses), 79 gp

SHADOW MASTIFFS (2) CR 5

hp 51 each (*Pathfinder RPG Bestiary* 3 241; see page 36)

Subtier 10–11 (CR 13)

DARK STALKER ELITE (3) CR 10

Dark stalker ranger 3/shadowdancer 4 (*Pathfinder RPG Core*

Rulebook 391, *Pathfinder RPG Bestiary* 54)

CN Medium humanoid (dark folk)

Init +6; **Senses** Perception +22

DEFENSE

AC 23, touch 18, flat-footed 16 (+3 armor, +1 deflection, +6 Dex, +1 dodge, +2 natural)

hp 100 each (13 HD; 10d8+3d10+39)

Fort +9, **Ref** +16, **Will** +8

Defensive Abilities evasion, uncanny dodge

Weakness light blindness

OFFENSE

Speed 30 ft.

Melee +1 short sword +15/+10 (1d6+4/17–20), +1 short sword +15 (1d6+4/17–20)

Ranged mwk composite shortbow +17/+12 (1d6+3/×3)

Special Attacks death throes (DC 16), combat style (two-weapon), favored enemy (humans +2), sneak attack +3d6

Spell-Like Abilities (CL 6th; concentration +6)

At will—*deeper darkness*, *detect magic*, *fog cloud*

2/day—shadow illusion (DC 10)

1/day—shadow call (DC 14)

STATISTICS

Str 16, **Dex** 22, **Con** 16, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +10; **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Double Slice, Endurance,

Improved Critical (short sword), Iron Will, Mobility, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +20, Climb +15, Knowledge (dungeoneering) +8, Perception +22, Perform (dance) +5, Sleight of Hand +15, Stealth +23, Survival +10; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ favored terrain (underground +2), hide in plain sight, poison use, shadow jump (40 ft./day), summon shadow, track +1, wild empathy +3

Other Gear +1 leather armor, +1 short swords (2), mwk composite shortbow (+3 Str) with 20 arrows, ring of protection +1, black smear (6 doses), 94 gp

SHADOW COMPANION CR —

CN Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 50 (3d8+6)

Fort +8, **Ref** +12, **Will** +5; +4 vs. positive energy

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +10; **CMB** +12; **CMD** 25

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

SPECIAL ABILITIES

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Rewards: If the PCs fail to defeat the dark stalkers, reduce each PC's gold earned as follows. If the PCs skip the optional encounter, ignore this entry.

Subtier 7–8: Reduce each PC's gold earned by 1,067 gp.

Out of Subtier: Reduce each PC's gold earned by 1,378 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,689 gp.

D11. Basement Foyer

The preponderance of cobwebs and dust in the stairwell imply that it was decommissioned years ago, yet a series of footprints in the dust indicates that someone used it recently. A PC who succeeds at a DC 18 Survival check can determine that the footprints likely belong to the same creature that tracked mud across the rug in area D5.

A field of rusty spikes pokes up from the floor at the base of the steps. A PC who succeeds at a DC 15 Disable Device or Perception check can verify that this is a triggered mechanical trap that was never reset. Several of the spikes, the ceiling above the spike field, and the stone walls next to the trap are covered in thick soot. It appears as though some type of explosion occurred on top of the spikes. With a successful DC 27 Knowledge (local) check, a PC can associate it with the flash of white-hot light that results from a dark folk's death.

D12. Reliquary

Shelves line the perimeter of this stone chamber, bearing rawhide dolls, alien figurines, and other strange curios. For every dust-covered relic, another two spaces lie vacant. A dingy pipe organ stands against the west wall, and several barrels and crates are pushed off to the periphery. Most show signs of having been forced opened and appear empty. A small wooden table rests near the middle of the room.

Creatures: The dark caller Zodarna has gathered several of her key abductees here. She regularly scars them physically and emotionally while disguised as a Pathfinder agent who brags about what her organization truly represents. Using fell rituals, she has called upon two kytons to assist her in her revenge, promising them not only a share of the Society's treasures but also free reign to inflict whatever pain they desire on her hostages once her mission is done. Once she hears the PCs getting ready to enter the room, Zodarna uses illusions to disguise her allies, several of her hostages, and herself. Except in the unlikely case that the PCs catch Zodarna by surprise, she is just inside the open door to area D13 and has used her illusion to look like a closed door. The two kytons both appear as barrels thanks to the illusion.

There are three captives in the room: the acclaimed actress and singer Olivina Sharnua; Venture-Captain Basia Kalistoff; and Liand Erumont, a judge on the Palatine Council of Vieland whose membership in the Esoteric Order of the Palatine Eye is an open secret in that county.

Olivina Sharnau (6 hit points remaining with Constitution 11) is gagged, seated, and bound to the pipe organ's seat. Zodarna has used her master's illusion power to make the performer look like a dark caller crouching on the seat with a sword drawn; she has dosed Olivina's food with an *elixir of love* to convince her that Zodarna is her ally, thus making the performer a viable target for master's illusion. Basia Kalistoff is bound and unconscious (22 hit points remaining with Constitution 12 and 30 points of nonlethal damage) to one side of the organ, and Zodarna has cast *disguise other* to make her look

like a slumped-over dark stalker. Finally, Liand Erumont is gagged, bound, conscious (20 hit points remaining with 12 Constitution), and undisguised as he sits with his back against the wall. His fine coat is torn, revealing an ornate scarab tattoo on his inner arm. For the purposes of this encounter, assume that each captive has AC 5 and a +5 bonus on all saving throws.

As any PCs enter the room, the bewildered, gagged, and disguised Olivina looks up at them. The real Zodarna takes this opportunity to shout, “At long last, Pathfinders, the bread crumbs lead to your own lodge—you, the murderers, thieves, and scoundrels Zoathrias should have known you were! Now let all of Ustalav know your secrets!” She then concentrates on the illusion to make it appear as though the disguised Olivina is casting a spell and getting ready to fight.

This is all an act to lure the PCs into the room where Zodarna and the kytons can cut them to pieces, but not before she hopes one of the PCs kills one of Karcau’s own with his own hand. There are several clues that the PCs might notice to save them from massacring an innocent. First, PCs can attempt the difficult DC 35 Perception check (DC 37 in Subtier 10–11) to see through Olivina’s disguise. Second, a PC who succeeds at a DC 25 Perception can tell that the voice is coming from somewhere other than the masked figure. Third, while Zodarna speaks, Liand Erumont looks toward the PCs and subtly shakes his head. A PC succeeds at a DC 25 Sense Motive check can discern that Erumont is attempting to communicate that something is wrong about the figure at the organ.

Subtier 7–8 (CR 11)

KYTONS (2) **CR 6**
 hp 60 each (*Pathfinder RPG Bestiary* 185; see page 32)

ZODARNA **CR 10**
 Female dark caller inquisitor of Norgorber 8 (*Pathfinder RPG Bestiary* 4 42, *Pathfinder RPG Advanced Player’s Guide* 38)
 NE Medium humanoid (dark folk)
Init +14; **Senses** see in darkness; Perception +27

DEFENSE

AC 23, touch 17, flat-footed 16 (+3 armor, +6 Dex, +1 dodge, +3 natural)
hp 128 (16d8+56)
Fort +11, **Ref** +14, **Will** +12
Weaknesses light blindness

OFFENSE

Speed 30 ft.
Melee *short sword of venom* +19/+14/+9 (1d6+2/17–20)
Special Attacks bane (8 rounds/day), death throes, judgment (2, 3/day), sneak attack +2d6
Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect magic*
 At will—*bleed* (DC 14)
 3/day—*deeper darkness*, *shadow step*^{UM}
 1/day—*shadow conjuration* (DC 18)
Inquisitor Spell-Like Abilities (CL 8th; concentration +12)
 At Will—*detect alignment*, *discern lies* (8 rounds/day),
 master’s illusion (8 rounds/day)
 7/day—*copycat* (8 rounds)
Inquisitor Spells Known (CL 8th; concentration +12)
 3rd (3/day)—*keen edge*, *nondetection*, *seek thoughts*
 (DC 17)
 2nd (5/day)—*detect thoughts* (DC 16), *disguise other*^{UM},
invisibility, *see invisibility*
 1st (5/day)—*alarm*, *comprehend languages*, *disguise self*,
divine favor, *shield of faith*
 0 (at will)—*acid splash*, *brand*^{APG} (DC 14), *detect poison*,
guidance, *read magic*, *sift*^{APG}
Domain Trickery



TACTICS

Before Combat Zодarna casts *keen edge* on her short sword in addition to *see invisibility* and *nondetection* on herself.

She activates her master's illusion domain ability once she believes the PCs are just about to enter the room.

During Combat Zодarna waits for a moment to see if the PCs fall for her ruse and kill one or more of the captives. She then fights using her kyton allies, darkness, and allies to gain an advantage. If a PC's magical light source is especially problematic, she uses her *scroll of dispel magic* to end the effect.

Morale If the PCs kill one or more of the captives, Zодarna fights until reduced to 25 hit points or fewer before using *shadow step* to flee to the tunnel below and escape into the Darklands. Otherwise she fights to the death to secure vengeance in blood.

STATISTICS

Str 12, **Dex** 22, **Con** 16, **Int** 15, **Wis** 18, **Cha** 18

Base Atk +12; **CMB** +13; **CMD** 34

Feats Blind-Fight, Defensive Combat Training, Dodge, Improved Initiative, Mobility, Nimble Moves, Outflank^{APG}, Shielded Caster^{APG}, Skill Focus (Stealth), Weapon Finesse

Skills Bluff +15, Climb +9, Diplomacy +10, Disguise +15, Intimidate +19, Knowledge (arcana) +11, Knowledge (local) +10, Knowledge (planes) +11, Knowledge (religion) +11, Perception +27, Sense Motive +21, Stealth +35; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Common, Dark Folk, Undercommon

SQ cunning initiative, monster lore +4, poison use, shadow ritual, solo tactics, track +4

Combat Gear *scroll of dispel magic* (CL 11th), *wand of countless eyes*^{UM} (9 charges); **Other Gear** *short sword of venom* (functions as a *dagger of venom*), +1 leather armor

Subtier 10–11 (CR 14)

SACRISTAN KYTONS (2)

CR 10

hp 126 (*Pathfinder RPG Bestiary 4 177*; see page 33)

ZODARNA

CR 12

Female dark caller inquisitor of Norgorber 10 (*Pathfinder RPG Bestiary 4 42*, *Pathfinder RPG Advanced Player's Guide 38*)

NE Medium humanoid (dark folk)

Init +14; **Senses** Perception +29

DEFENSE

AC 27, touch 20, flat-footed 20 (+4 armor, +3 deflection, +6 Dex, +1 dodge, +3 natural)

hp 163 (18d8+82)

Fort +12, **Ref** +15, **Will** +13

Defensive Abilities DR 10/adamantine

OFFENSE

Speed 30 ft.

Melee *short sword of venom* +20/+15/+10 (1d6+2/17–20)

Special Attacks bane (10 rounds/day), death throes, judgment (2, 4/day), sneak attack +2d6

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect magic*

At will—*bleed* (DC 14)

3/day—*deeper darkness*, *shadow step*^{UM}

1/day—*shadow conjuration* (DC 18)

Inquisitor Spell-Like Abilities (CL 10th; concentration +14)

At Will—*detect alignment*, *discern lies* (10 rounds/day), master's illusion (10 rounds/day)

7/day—*copycat* (10 rounds)

Inquisitor Spells Known (CL 10th; concentration +14)

4th (2/day)—*fear* (DC 18), *stoneskin*

3rd (4/day)—*heroism*, *keen edge*, *nondetection*, *speak with dead* (DC 17)

2nd (5/day)—*detect thoughts* (DC 16), *disguise other*^{UM}, *invisibility*, *see invisibility*, *undetected alignment*

1st (6/day)—*alarm*, *comprehend languages*, *disguise self*, *divine favor*, *shield of faith*

0 (at will)—*acid splash*, *brand*^{APG} (DC 14), *detect poison*, *guidance*, *read magic*, *sift*^{APG}

Domain Trickery

TACTICS

Before Combat Zодarna casts *keen edge* on her short sword in addition to *see invisibility*, *nondetection*, *undetected alignment*, *stoneskin*, and *shield of faith* on herself. She activates her master's illusion domain ability once she believes the PCs are just about to enter the room.

During Combat Zодarna waits for a moment to see if the PCs fall for her ruse and kill one or more of the captives. She then fights using her kyton allies, darkness, and allies to gain an advantage. If a PC's magical light source is especially problematic, she uses her *scroll of dispel magic* to end the effect.

Morale If the PCs kill one or more of the captives, Zодarna fights until reduced to 25 hit points or fewer before using *shadow step* to flee to the tunnel below and escape into the Darklands. Otherwise she fights to the death to secure vengeance in blood.

Base Statistics Without *shield of faith*, Zодarna has AC 24, touch 17, flat-footed 17. Without *stoneskin*, she has no DR. Without *keen edge*, her sword short deals 1d6+2/19–20.

STATISTICS

Str 12, **Dex** 22, **Con** 16, **Int** 15, **Wis** 18, **Cha** 18

Base Atk +13; **CMB** +14; **CMD** 36

Feats Blind-Fight, Defensive Combat Training, Dodge, Improved Initiative, Mobility, Nimble Moves, Outflank^{APG}, Precise Strike^{APG}, Shielded Caster^{APG}, Skill Focus (Stealth), Toughness, Weapon Finesse

Skills Bluff +17, Climb +9, Diplomacy +10, Disguise +17, Intimidate +22, Knowledge (arcana) +12, Knowledge (local) +10, Knowledge (planes) +12, Knowledge (religion) +12, Perception +29, Sense Motive +25, Stealth +37; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth
Languages Common, Dark Folk, Undercommon
SQ cunning initiative, monster lore +4, poison use, shadow ritual, solo tactics, track +5
Combat Gear *scroll of dispel magic* (CL 11th), *wand of countless eyes*SM (9 charges), *wand of restoration* (3 charges); **Other Gear** *short sword of venom* (functions as a *dagger of venom*), +2 *leather armor*

Development: How this encounter concludes depends in large part on whether the PCs harmed or killed any of the captives. Basia Kalistoff is thoroughly embarrassed by being captured soon after her meeting with the countess, though the venture-captain suspects no misdeeds on the part of Lady Livgrace. Basia helps the PCs check on the well-being of the other captives and then heads upstairs to check the status of the rest of the lodge and signal for Karcau's guards.

So long as Liand Erumont survived and suffered minimal further harm during the encounter, he thanks the PCs and explains that he was abducted while visiting family in Karcau only a day or two ago. Most of the cruelties inflicted on him since were at the hand of Basia Kalistoff, though he suspects that possession may have been the cause (in fact it was Zodarna in disguise). He can vouch for the PCs' good intentions and provides what credible testimony he can when presenting conclusions to the countess.

The most difficult captive is Olivina Sharnau, the very person the PCs were supposed to rescue in the course of solving the abductions. Unfortunately, Olivina has spent many years familiarizing herself with the overly elaborate plots of Chelish and Ustalavic operas, making her more willing to believe the lies that the disguised Zodarna concocted. She even has come up with a few ill-founded theories of her own about what has been going on. On top of that, she already bought into the relatively common belief that the Pathfinders are grave-robbing hooligans. By Olivina's reckoning, Pathfinders abducted her while she was in the Cloisoi Theater, beat her savagely, kept her in the sewers until her adoring fans could search no longer, then dragged her through dark tunnels to this profane cellar. Using her natural charm, she was able to convince one of the Society's slaves (Zodarna in disguise) to share what he could about her captors' foul deeds; however, sharing the secrets earned the slave punishment, and the foul mistress of the lodge (once again Zodarna in disguise) brought her torture demons to interrogate Olivina so as to better crush all that is beautiful in this world—starting with Karcau itself!

The theatrical diva modifies her theories as needed to rebut any PC claims regarding the dark folk involvement, going so far as to believe that the Pathfinders set up

SCALING ENCOUNTER D12

Make the following adjustments to accommodate a party of four PCs:

Subtier 7–8: Remove the kyttons from the encounter.

Subtier 10–11: Remove one of the sacristan kyttons from the encounter.

a clever scene to make themselves appear as heroes when, in fact, they are clearly villains. Even though she is grasping at straws to spin her experience in a way that might punish the Pathfinders for their perceived crimes, Olivina is susceptible to reason, patience, and enchantments. A PC who explains the course of events to her without browbeating her can convince her to set aside her own story and accept that the Society might not be at fault. Doing so requires a successful DC 30 Bluff or Diplomacy check (DC 35 in Subtier 10–11). Presenting her with any physical evidence that corroborates their version of events (including a captured Zodarna) grants the PCs a +2 circumstance bonus (maximum two pieces of evidence). Having Liand Erumont speak in their defense grants an additional +2 bonus. Finally, the PCs can gain as much as an additional +5 bonus if they frame their narrative using theatrical terminology or explanations—or just by fawning over Olivina while referencing her latest project: “Orphan of Okeno.”

If the PCs convince Olivina of their innocence, she offers a hollow apology and cooperates in leaving the manor and not slandering the Society further. If they fail, she stubbornly insists on remaining in the basement until the rightful authorities of Karcau can rescue her and witness for themselves the deplorable acts of the Pathfinder Society. If the PCs killed Olivina, convincing her that the Pathfinders are not evil is nigh impossible; increase the DC of all Bluff or Diplomacy checks made to influence her by 20, and she is considered hostile. She clings to this conclusion even if the PCs bring her back to life or question her with *Speak with Dead*.

Faction Notes: Liand Erumont is a member of the Esoteric Order of the Palatine Eye, an organization that is half secretive social club and half hierarchical occult society with strong founding ties to Ancient Osirion. The good judge is a relatively high-ranking member, and his bare tattoo identifies his allegiance. A PC can identify its significance with a successful DC 20 Knowledge (arcana, history, or local) check. The honorable Erumont brushes off questions about his membership unless someone points out his tattoo, at which point he nods proudly and proclaims, “The Eye is vigilant and respects those who are likewise, that they might stand against evil together.” He is willing to answer basic questions about the order afterward, but he deflects or refuses to answer questions about the cult's secrets.

Only describing the multi-colored stone mentioned in Tahonikepsu's letter causes Erumont to share more after he pauses and admits that the PCs have shown their mettle in saving him. He tells faction PCs to have their superior contact High Ptesokrasalus to arrange a meeting, for Erumont does not have the authority to negotiate about of the order's most treasured relics.

Rewards: If the PCs fail to defeat Zodarna, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,360 gp.

Out of Subtier: Reduce each PC's gold earned by 1,890 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,420 gp.

D13. Library

Like the reliquary, Skeldon Miregrol'd's former library has been raided. The once-dusty shelves now feature several bare spots where priceless tomes no doubt once stood. A secret door built into the far wall grants access to Skeldon's secret laboratory.

D14. Secret Laboratory

This laboratory was once Skeldon Miregrol'd's secret research lair. The workbenches are populated with rusty metal spheres, lengths of bent copper tubing, and dozens of broken mirror shards.

D15. Storage Room

A gaping hole in the floor leads into a vast subterranean lake. Years ago, Skeldon Miregrol used this cavern as an entrance to the Darklands. However, after nearly being killed by dark folk, his successor, Venture-Captain Basia Kalistoff, had the entrance sealed. Using her *shadow step* spell-like ability, Zodarna teleported from the cavern to this room to unseal it. She has used it as one of several entry points to Karcau.

CONCLUSION

In the wake of the PCs' showdown with Zodarna, Countess Livgrace visits the PCs and congratulates them on solving the case. She says that all of Karcau is talking about their exploits. If the PCs accomplished their secondary mission, she indicates that most of the chatter focuses on how the Pathfinders helped to protect Karcau, and how they rescued Olivina. The positive publicity will no doubt improve the Pathfinder Society's standing with the city's shot-callers.

However, if the PCs failed to solve the case while promoting the Society's standing, the countess regretfully informs the PCs that the town gossip is mostly about how the Pathfinders started this whole mess in the first place. She also says that some Karcau nobles still accuse the Pathfinder Society of engineering the whole kidnapping scenario from the start. Though the Pathfinder lodge is safe, the locals' trust in the Society remains low—even if a select few such as the countess view the PCs' actions favorably.

Finally, if the PCs elected to receive the swampers' assistance for free, they earn the boon The Graidmere Toll on their Chronicle sheet.

Reporting Conditions

If the PCs convinced Olivina Sharnau that the Pathfinder Society is not to blame for the abductions, check box A on the reporting sheet. If Scarab Sages faction PCs successfully arrange a meeting with the Esoteric Order of the Palatine Eye, check box B. If at least one Sovereign Court faction PC successfully fulfills her faction goals, check box C. If Zodarna escapes into the Darklands, check box D.

Primary Success Conditions

The PCs complete their primary mission if they kill or capture Zodarna. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs' secondary success conditions rely on their performing the investigation in a way that maintains or improves the Society's reputation in Ustalav. Doing so requires they convince Olivina not to slander the Pathfinder Society as well as avoid causing a debacle by killing, arresting, or otherwise earning the ire of Zeffiro Lesiege. In addition, the PCs must accomplish one of the following two objectives: capture Zodarna alive (killing her destroys her body and key evidence) or ensure that both Liand Erumont and Basia Kalistoff survive the encounter in area D12. Doing so earns each PC an additional 1 Prestige Point and the Blaispear Hero boon on his Chronicle sheet.

Faction Notes

Members of the Scarab Sages faction should arrange a meeting through Liand Erumont to discuss the *sage jewel* possessed by the Order of the Palatine Eye. Doing so earns each PC the Jewel Seeker boon on her Chronicle sheet.

Members of the Sovereign Court faction should take steps to recruit Countess Sasandra Livgrace to join Lady Gloriana Morilla's cause. Doing so is not as simple as making a tempting pitch; the PCs must prove to the countess that she can trust them—and by extension the Sovereign Court—to act decisively without making enemies or stirring up trouble. The PCs must convince Olivina Sharnau not to slander the Society, and they must also avoid starting a fight with Zeffiro Lesiege. A faction PC who fulfills these objectives and also impresses the countess during their initial meeting earns the boon The Court Grows (Countess Sasandra Livgrace) on her Chronicle sheet.

PLAYER HANDOUT #1: MESSAGE FROM TAHONIKEPSU

Honored Scholar,

Countless treasure-hunters have picked over Osirion's treasures since the desert kingdom first declined. Most were desperate or greedy, yet some sought enlightenment in an ancient civilization's ruins. One organization known as the Esoteric Order of the Palatine Eye is famous in Ustalav yet also very secretive, and my attempts to contact them to discuss any relics they extracted have earned no response.

Perhaps I am too forward or am simply perceived as too distant a correspondent for such a regional yet influential organization as the order to recognize. I have learned that you are in Ustalav now, and perhaps you might contact the order yourself after concluding your business there. Understand the gravity of the situation: the order possesses a multi-hued precious stone the size of a halfling's fist, and that gem is one that my sage-granted memories remember as one of the *sage jewels*.

Learn what you can so that I might discuss the terms by which we could recover it without offending the Palatine Eye.

—Tahonikepsu

PLAYER HANDOUT #2: SCRAP OF PAPER

To whom did this belong before it wound up in your vault?

PLAYER HANDOUT #3: SCRAP OF PAPER

He spoke to us of alliance. He promised us his best intentions. Explorers, scholars, traders—these are pursuits we value, too.

PLAYER HANDOUT #4: SCRAP OF PAPER

Who did you murder to claim this bauble?

PLAYER HANDOUT #5: SCRAP OF PAPER

He stole from the best of us. He stole from us the best of us.

PLAYER HANDOUT #6: SCRAP OF PAPER

Who did you abduct to earn our vengeance?

PLAYER HANDOUT #7: SCRAP OF PAPER

Who else's blood must stain your hands before you are gone?

Pathfinder Society Scenario #6-23: The Darkest Abduction

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
Character #	Prestige Points
Character Name	
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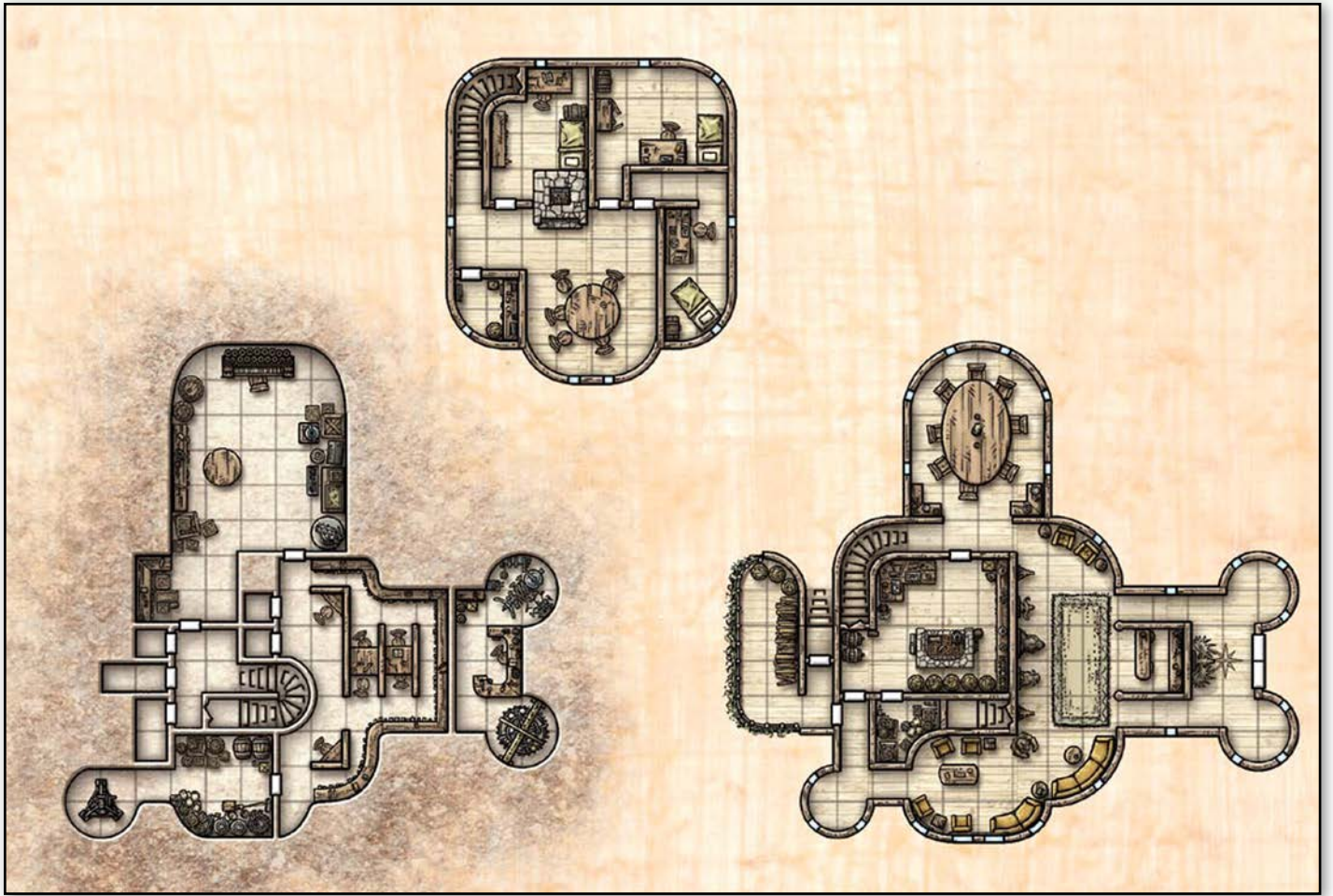
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THE DARKEST ABDUCTION





BOAR, DIRE

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

DIRE BOAR (DAEODON)



XP 1,200

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +8 melee (2d6+9)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 20

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or herd (3-8)

Treasure none

Whereas the boar is ill-tempered and generally unfriendly, the towering daeodon (known as the dire boar to most commoners and hunters) is legitimately hateful and violent. Although omnivorous like its smaller kin, the daeodon prefers to feed on flesh, and its razor-sharp tusks and keen eyesight make it particularly well suited as a predator. While the daeodon is primarily a scavenger, it isn't averse to attacking smaller creatures it encounters while searching for easier meals, or those who stumble unwittingly into its territory. Particularly brave or skilled orcs are fond of using daeodons as mounts, and orc cavalry mounted on dire boars make for a fearsome force indeed. A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.



TIGER, DIRE

This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.

DIRE TIGER (SMILODON)



XP 4,800

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 105 (14d8+42)

Fort +12, **Ref** +11, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19-20 plus grab)

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

Special Attacks pounce, rake (2 claws +18, 2d4+8)

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +8 (+14 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

ECOLOGY

Environment any forests, plains, and swamps

Organization solitary or pair

Treasure none

While the tiger itself is a fearsome predator, its strength and ferocity pale in comparison to that of the larger dire tiger. Known to many scholars as the smilodon and to tribal societies as the saber-toothed tiger, the dire tiger is invariably one of the region's top predators. Its defining feature is a pair of huge incisors that hang down like fearsome knives from the upper jaw, protruding with menace even when the creature's mouth is shut.

CLOCKWORK MAGE

This faceless construct has a crystal wand set into its chest, bristling with arcane energy.

CLOCKWORK MAGE

CR 9



XP 6,400

N Medium construct (clockwork)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 25, touch 17, flat-footed 18 (+5 Dex, +2 dodge, +8 natural)

hp 102 (15d10+20)

Fort +5, **Ref** +12, **Will** +7

DR 5/adamantine; **Immune** construct traits; **SR** 20

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 4 slams +18 (1d4+3)

Special Attacks wand magic

STATISTICS

Str 16, **Dex** 21, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +18; **CMD** 35

Feats Improved Initiative^B, Lightning Reflexes^B

SQ difficult to create, swift reactions, winding

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Wand Magic (Su) A clockwork mage's wand crystal allows it to cast spells as if using a spell trigger magic item (CL 9th). The arcane school of the wand crystal determines a clockwork mage's spells. They cast 1st-level spells at will, 2nd-level spells 3 times per day, and 3rd level spells 1 time per day.

Abjuration: 1st—*hold portal*, *shield*; 2nd—*protection from arrows*, *resist energy*; 3rd—*dispel magic*

Conjuration: 1st—*grease* (DC 11), *summon monster I*; 2nd—*glitterdust* (DC 13), *web* (DC 13); 3rd—*stinking cloud* (DC 14)

Enchantment: 1st—*bungle*^{APG} (DC 11), *sleep* (DC 11); 2nd—*daze monster* (DC 13), *touch of idiocy*; 3rd—*deep slumber* (DC 14)

Evocation: 1st—*magic missile*, *shocking grasp* (DC 11); 2nd—*gust of wind* (DC 13), *scorching ray*; 3rd—*fireball* (DC 14)

Illusion: 1st—*color spray* (DC 11), *vanish*^{APG}; 2nd—*blur*, *hypnotic pattern* (DC 13); 3rd—*displacement*

Necromancy: 1st—*cause fear* (DC 11), *ray of enfeeblement* (DC 11), 2nd—*blindness/deafness* (DC 13), *scare* (DC 13); 3rd—*ray of exhaustion* (DC 14)

Transmutation: 1st—*expeditious retreat*, *reduce person* (DC 11); 2nd—*alter self*, *spider climb*; 3rd—*haste*

These constructs are the pinnacle of clockwork inventions. An ingenious combination of mechanical devices and magical conduits allows a clockwork mage to channel the power of a wand into a variety of arcane powers. They often serve powerful arcane spellcasters, or as unflinching and unquestioning casters to those who want the benefit of spells without ego or free thought.

A humanoid figure of mithral and steel, a clockwork mage has large crystal ball filled with shifting vapors for a head. It stands 7 feet tall.

CONSTRUCTION

The creator of a clockwork mage must start with crafted clockwork pieces worth 2,000 gp.

CLOCKWORK MAGE

CL 12th; **Price** 84,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, and *mnemonic enhancer*, creator must be at least caster level 12th;

Skill Craft (clockwork) DC 20; **Cost** 43,000 gp

Illustration by Damien Mammoliti



CLOCKWORK SOLDIER

Cogs and gears are visible in the gaps of this metallic creature's armor. It wields a polearm as it stands ready at attention.

CLOCKWORK SOLDIER CR 6 

XP 2,400

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)

hp 64 (8d10+20)

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

DR 5/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +18/+13 (1d10+14/x3)

Special Attacks latch

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)

Feats Improved Initiative^B, Lightning Reflexes^B

SQ efficient winding, proficient, standby, swift reactions

ECOLOGY

Environment any

Organization solitary, pair, trio, troop (3–8), or company (9–12 plus 1–4 clockwork servants)

Treasure standard (+1 *halberd*, other treasure)

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.

Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

The clockwork soldier is a mechanical mercenary that fights to the death for its creator. With the ability to wield most weapons with full proficiency, clockwork

soldiers are versatile and wholly unpredictable foes. Most are armed with magic weapons—a +1 *halberd* being the most common armament.

Clockwork soldiers are among the most efficient constructs of their kind. They are ideal for sentry and guard duty. Clockwork soldiers have the same basic shape as a human. They are 6 feet tall and weigh 500 pounds.

CONSTRUCTION

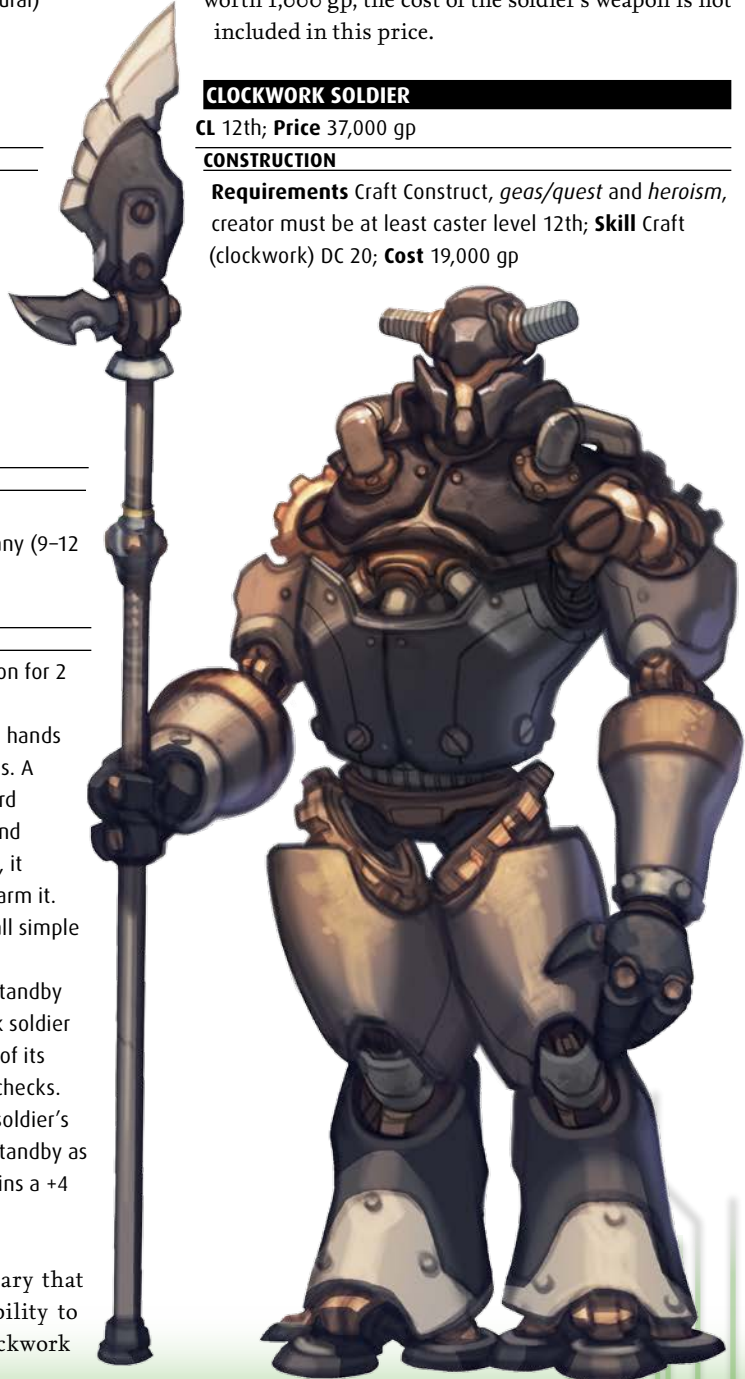
The creator must start with crafted clockwork pieces worth 1,000 gp; the cost of the soldier's weapon is not included in this price.

CLOCKWORK SOLDIER

CL 12th; Price 37,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest* and *heroism*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 19,000 gp



Illustrations by Andrew Hou

KYTON

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

KYTON

CR 6



XP 2,400

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, **Ref** +9, **Will** +3

DR 5/silver or good; **Immune** cold; **SR** 17

OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

Space 5 ft; **Reach** 5 ft. (10 ft. with chains)

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 12

Base Atk +8; **CMB** +10; **CMD** 23

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor

ECOLOGY

Environment any

Organization solitary, pair, link (3–6), or chain (7–20)

Treasure standard

SPECIAL ABILITIES

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC

15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Often classified among the ranks of the infernal and called chain devils by the uninitiated, the sadomasochistic kytons are not true devils. Although some are known to live in Hell, kytons exist outside of the hierarchies established by Asmodeus and his archdevils and can often be found on other planes, particularly on the Plane of Shadow. Many suggest that kytons were natives of Hell who existed there before the advent of devilkind, while others hypothesize they were later brought to the plane by some sadistic power. Regardless of their origins, kytons roam the planes in their lust to cause and receive suffering, seeking pain through violent abductions and sadistic debauches.

The kyton presented here is a typical member of this fiendish race of outsiders, but is by no means the only type of its kind. Just as there are numerous different species of demon and devil, rumor holds that different kinds of kytons dwell in their jangling cities in Hell and on the Plane of Shadow. These kytons are invariably more powerful than the one presented here, often having spell-like abilities or hideous and unsettling special attacks along the themes of torture and pain.

Rumor holds that the most powerful kytons are completely inhuman, and that these monsters are the true progenitors of the kyton race—the kyton presented here but the result of unholy dalliances with their unfortunate victims.



Illustration by Tyler Wapole

KYTON, SACRISTAN

Chains and piercings torture this being's bloodless flesh. The greatest violations invade its face and mouth.

SACRISTAN

CR 10

XP 9,600

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +3; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 126 (12d10+60); regeneration 5 (good spells and weapons, silver)

Fort +13, **Ref** +7, **Will** +10

DR 10/silver or good; **Immune** cold; **SR** 21

OFFENSE

Speed 30 ft.

Melee mwk spiked chain +18/+13/+8 (2d4+7) or 2 claws +17 (1d4+5)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Special Attacks shadow scream, unnerving gaze (30 ft., DC 18)

STATISTICS

Str 20, **Dex** 16, **Con** 21, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +12; **CMB** +17 (+19 bull rush); **CMD** 30 (32 vs. bull rush)

Feats Bleeding Critical, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +15, Bluff +17, Climb +17, Intimidate +17, Perception +17, Sense Motive +17, Stealth +18

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, bodyguard (1d4 plus 1 kyton of lower CR [usually an ostiarius]), or entourage (2d6 plus 1 kyton of higher CR)

Treasure standard

SPECIAL ABILITIES

Shadow Scream (Su) Once per hour as a standard action, a sacristan can burst the bonds sealing its mouth and unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the sacristan is affected by *deeper darkness*. All creatures within the area are deafened for as long as they remain in the area and must succeed at a DC 18 Will save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving.

Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional DC 18 Will save or be afflicted by a random insanity—roll on the insanity table on page 250 of the *Pathfinder RPG GameMastery Guide* to determine which. A sacristan's shadow scream lasts for 3 rounds and remains centered on the kyton even if it moves. The sacristan can end the shadow scream at will. The scream also ends if the sacristan is killed or is affected by the spell *dimensional lock*, which prevents this ability's use for as long as the spell is in effect. The save DCs are Charisma-based.

Unnerving Gaze (Ex) A creature that succumbs to an augur's unnerving gaze becomes staggered for 1 round.

Every kyton considers itself some manner of artiste, working and reworking its avant-garde visions in various mediums—flesh, minds, darkness, and others both natural and fragile. But for every masterpiece, there are countless failures. Sacristans number among the most useful failures of the kyton race.

Born from scraps of imperfect flesh, bent chain, and scarred minds, sacristans are bound together by kyton sculptor-surgeons. They lack the burden of free will, and their minds are etched with the ability to serve, making them utterly obedient to other kytons. While much more than automaton, sacristans are a potent slave caste, one manufactured to take ecstatic pleasure from serving their brethren. Their other blessing is a miniature, permanent portal to the Shadow Plane sealed within their mouths. Kept restrained, this portal endlessly howls the music of the kytons' realms of shadowed torture and veiled delights. When threatened, sacristans burst open their mouths and allow the song of their collective race to seduce their foes in a way these brutes never could.

Sacristans vary in their appearance, but always look like tortured and maimed humanoids, often with redundant or absent features. They typically stand between 6 and 8 feet tall and weigh from 80 to 160 pounds.



Illustration by Emiliano Petrozzi

MEDIUM

CR 4

XP 1,200

Human cleric 5
N Medium humanoid
Init +1; **Senses** Perception +8

DEFENSE

AC 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 shield)
hp 22 (5d8)
Fort +5, **Ref** +3, **Will** +8

OFFENSE

Speed 20 ft.
Melee light mace +2 (1d6-1)
Ranged dart +4 (1d4-1)
Special Attacks channel positive energy 7/day (DC 14, 3d6)
Domain Spell-Like Abilities (CL 5th; concentration +8)
6/day—calming touch (1d6+5 nonlethal), gentle rest
Cleric Spells Prepared (CL 5th; concentration +8)
3rd—*bestow curse* (DC 16), *helping hand*, *speak with dead*^o
2nd—*augury*, *gentle repose*^o, *silence* (DC 15), *spiritual weapon*
1st—*bless*, *command* (DC 14), *comprehend languages*, *deathwatch*^o, *sanctuary* (DC 14)
0 (at will)—*detect magic*, *guidance*, *light*, *read magic*
D domain spell; **Domains** Community, Repose

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 17, **Cha** 14
Base Atk +3; **CMB** +2; **CMD** 13
Feats Alertness, Extra Channel, Shield Focus, Turn Undead
Skills Diplomacy +10, Heal +11, Knowledge (planes) +9, Knowledge (religion) +9, Perception +8, Profession (midwife) +9, Sense Motive +13, Spellcraft +6
Languages Celestial, Common, Infernal
Gear +1 *chainmail*, heavy wooden shield, light mace, darts (2), *cloak of resistance* +1, silver holy symbol, augury focus
Boon A medium can cast *augury*, *speak with dead*, or *gentle repose* at no charge, or magical healing at a 10% discount.

A medium is a speaker who bridges the worlds of the living and the dead. She proclaims rest and blesses gravesites, ushering in birth and consigning the dead to the ground, yet it is also her seance that recalls the shades of the lost and ensures the continuity of a community's past, present, and future.

A medium could be a village priestess or wise woman, or can simply be used as a generic wandering cleric, or one of many low-to-mid-level priests staffing a temple.

A medium might be accompanied by two acolytes or a doomsayer (CR 5), or two cultists (CR 6). A medium and hedge wizard (CR 6), hermit (CR 7), or conjurist (CR 7) could preside over a forest oracle or be traveling mendicant mystics. A medium and two acolytes might accompany a priest (CR 9), while five or six mediums could form the entourage for a saint (CR 12) or high priest (CR 13).

NOBLE SCION

CR 2

XP 600

Human aristocrat 4
N Medium humanoid
Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)
hp 20 (4d8+2)
Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.
Melee mwk longsword +5 (1d8+1/19-20) or mwk lance +5 (1d8+1/x3) or dagger +4 (1d4+1/19-20)
Ranged shortbow +4 (1d6/x3) or dagger +4 (1d4+1/19-20)

STATISTICS

Str 12, **Dex** 12, **Con** 11, **Int** 10, **Wis** 8, **Cha** 13
Base Atk +3; **CMB** +3; **CMD** 14
Feats Mounted Combat, Ride-By Attack, Trample
Skills Bluff +5, Diplomacy +8, Intimidate +8, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +5, Linguistics +5, Perception +3, Perform (dance) +5, Ride +6, Sense Motive +3
Languages Common
Combat Gear *potion of invisibility*; **Other Gear** masterwork chain shirt, masterwork heavy steel shield, masterwork lance, masterwork longsword, dagger, shortbow with 20 arrows, noble outfit, light horse (combat trained) with military saddle and studded leather barding, 32 gp
Boon A noble scion might pass on an especially juicy bit of palace gossip, granting a +5 bonus on a Knowledge (nobility) check or Diplomacy check to gather information, or could arrange a face-to-face meeting with a noble, prince, or princess.

Noble scions are the haughty and proud offspring of aristocratic sires, full of the fresh vigor of youth and all the hauteur of those born in a manor. They have received fine education and know a modicum of social graces, but typically practice them only when other highborn are present. Noble scions are scornful of commoners and vagabonds, who return the sentiment toward these peacocks strutting in their finery.

If used as minor court functionaries and sycophants, noble scions can be sources of palace gossip and intrigue. They can also be used as experienced squires who have not yet risen to the knighthood, or as aristocratic cavalry.

A noble scion might be appointed to lead a lance of cavarly (CR 9). A pair of noble scions might dog the footsteps of a princess (CR 7), three noble scions could make up a knight's entourage (CR 8), or eight noble scions can form a gang of rakes with a noble (CR 10).

MUD SHAMAN	CR 8
HUMAN DRUID 9	XP 4,800
Medium humanoid (human)	CN

Init +0; **Senses** Perception +13

DEFENSE

AC 22, touch 10, flat-footed 22 (+7 armor, +3 natural, +2 shield)

hp 69 (9d8+25)

Fort +8, **Ref** +5, **Will** +11; +4 vs. fey and plant-targeted effects

Immune poison; **Resist** acid 10

OFFENSE

Speed 20 ft.

Melee mwk club +10/+5 (1d6+3)

Ranged mwk shortspear +7/+2 (1d6+3)

Special Attacks wild shape 3/day

Domain Spell-Like Abilities (CL 9th; concentration +14)
8/day—acid dart

Druid Spells Prepared (CL 9th; concentration +14)

5th—*animal growth* (DC 20), *stoneskin*, *wall of stone*^o

4th—*dispel magic*, *freedom of movement*, *giant vermin*,
spike stones^o (DC 19)

3rd—*greater magic fang* (3), *spike growth* (DC 18), *stone shape*^o

2nd—*barkskin* (2), *bull's strength* (2), *fog cloud*, *soften earth and stone*^o

1st—*cure light wounds* (2), *faerie fire* (2), *magic stone*^o,
shillelagh, *speak with animals*

0 (at will)—*create water*, *guidance*, *know direction*, *light*

D Domain spell; **Domain** Earth

TACTICS

Before Combat The druid casts *barkskin* and *bull's strength*.

During Combat The druid casts *wall of stone* between his opponents to separate them. On the following rounds, he spontaneously casts summoning spells, bolstering summoned creatures with *greater magic fang*. He eventually wild shapes into a stegosaurus to enter melee.

Base Statistics Without *barkskin*

and *bull's strength*, the

druid's statistics are **AC**

19, touch 10, flat-footed

19; **Melee** mwk club +8/+3 (1d6+1);

Ranged mwk shortspear +7/+2 (1d6+1); **Str** 13;

CMB +7; **CMD** 17; **Skills** Swim +4.

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 8, **Wis** 20, **Cha** 13

Base Atk +6; **CMB** +9; **CMD** 19

Feats Augment Summoning, Lightning Reflexes, Lunge, Power Attack, Spell Focus (conjuration), Vital Strike

Skills Craft (woodworking) +6, Fly +4, Handle Animal +6,

Knowledge (geography) +5, Knowledge (nature) +9,

Perception +13, Spellcraft +4, Survival +18, Swim +6

Languages Common

SQ nature bond (Earth domain), nature sense, trackless step, wild empathy +10, woodland stride

Combat Gear *potion of cure serious wounds*, *scroll of lesser restoration*, *scroll of protection from energy*, *scroll of wall of fire*; **Other Gear** +1 *dragonhide breastplate*, masterwork heavy wooden shield, masterwork club, masterwork shortspears (3), *headband of inspired wisdom* +2, holly and mistletoe, spell component pouch, 60 gp

Stalking through boiling and sometimes acidic mud pits, these druids have caustic personalities and abilities.

KIRO

Kiro, the mud shaman of a remote tribe, sees outsiders as a threat to his culture and people. He acquired a green dragonhide breastplate years ago from a trader, but keeps it hidden under cloaks and wraps, ashamed that he had to buy it rather than earn it through combat.

Combat Encounters: Kiro uses mud pits as traps to entangle his enemies.

Roleplaying Suggestions: A stubborn xenophobe, Kiro does not like speaking with those who are not of his tribe.



SHADOW MASTIFF

This muscular canine has a maw full of sharp teeth and an inky black coat that almost seems to drink in the light around it.

SHADOW MASTIFF

XP 1,600

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +5

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+4 plus trip), tail slap +5 (1d6+2)

Special Attacks bay

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–8)

Treasure none

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Tireless hunters, stealthy trackers, and deadly predators, shadow mastiffs stalk the dark corners of the Outer Planes, preying upon all beings that stray from the light. These beasts have little in common with actual canines aside from their general forms (although with the notable addition of a long, spiked tail), their bodies being the evolution of countless centuries hunting the most merciless wildernesses of the Outer Planes and the Shadow Plane. On the Material

Plane, they prefer to travel in shadow, moving soundlessly and unseen to find prey, hunting in vicious sport just as often as in hunger. Shadow mastiffs stand over 4 feet tall, with most weighing nearly 300 pounds.

In combat, these stealthy beasts prefer to fight in shadows; they shy from areas of bright light unless faced with no other choice and use their bay to force their enemies to flee from well-lit areas. Shadow mastiffs prefer to hunt in groups, using pack tactics to lure prey into traps and to draw it away from sources of light. They do not make lairs, and are usually not found with any sort of treasure, unless it is on the body of a recently slain victim.

Shadow mastiffs are popular guardians among spellcasters capable of conjuring them via *lesser planar ally* or *lesser planar binding*. Undead spellcasters and evil outsiders are immune to shadow mastiffs' fearful bay; others who are not immune might intentionally expose themselves to the creatures' bay at some point during the daylight hours when the resulting panic won't directly impact other tasks. As a general rule, it's safe to assume that any site using shadow mastiffs as guardians has already been affected by the bay, and that its inhabitants are thus immune to the ability's effects for the remaining 24 hours of that day.

Larger shadow mastiffs exist—creatures the size of horses or even bigger. These creatures have different shapes, looking less like dogs and more like larger creatures such as lions, dinosaurs, or even dragons. Such creatures have additional racial Hit Dice, and could even have extra abilities such as flight or breath weapons.



SWAMPWALKER	CR 8
HALF-ELF RANGER 9	XP 4,800
Medium humanoid (elf, human)	CE

Init +1; **Senses** low-light vision; Perception +16

DEFENSE

AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 81 (9d10+27)

Fort +8, **Ref** +7, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk spiked chain +14/+9 (2d4+6)

Ranged +1 composite longbow +12/+7 (1d8+5/19–20/x3)

Special Attacks favored enemy (aquatic humanoids +4, humans +2)

Ranger Spells Prepared (CL 6th; concentration +8)

2nd—*barkskin*, *snare*

1st—*pass without trace*, *speak with animals* (2)

TACTICS

Before Combat The ranger casts *barkskin* and *pass without trace*.

During Combat The ranger attacks from stealth using his bow. He might drag a Small opponent underwater, relying on Endurance to outlast his drowning foe (though he has his *potion of water breathing* just in case).

Base Statistics Without *barkskin*, the ranger's statistics are **AC** 16, touch 12, flat-footed 15.

STATISTICS

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

Base Atk +9; **CMB** +13; **CMD** 25

Feats Deadly Aim, Endurance, Exotic Weapon Proficiency (spiked chain), Improved Critical (composite longbow), Point-Blank Shot, Rapid Shot, Skill Focus (Stealth), Vital Strike, Weapon Focus (composite longbow)

Skills Climb +12, Handle Animal +6, Knowledge (nature) +12, Perception +16, Stealth +16, Survival +14, Swim +16

Languages Common, Elven

SQ elf blood, favored terrain (forest +2, swamp +4), hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear +1 frost arrows (5), +1 human-bane arrows (5); *potion of cure moderate wounds*, *potion of haste*, *potion of water breathing*; **Other Gear** +1 studded leather, +1 composite longbow (+4 Str) with 20 arrows, masterwork spiked chain, *ring of protection* +1, 290 gp

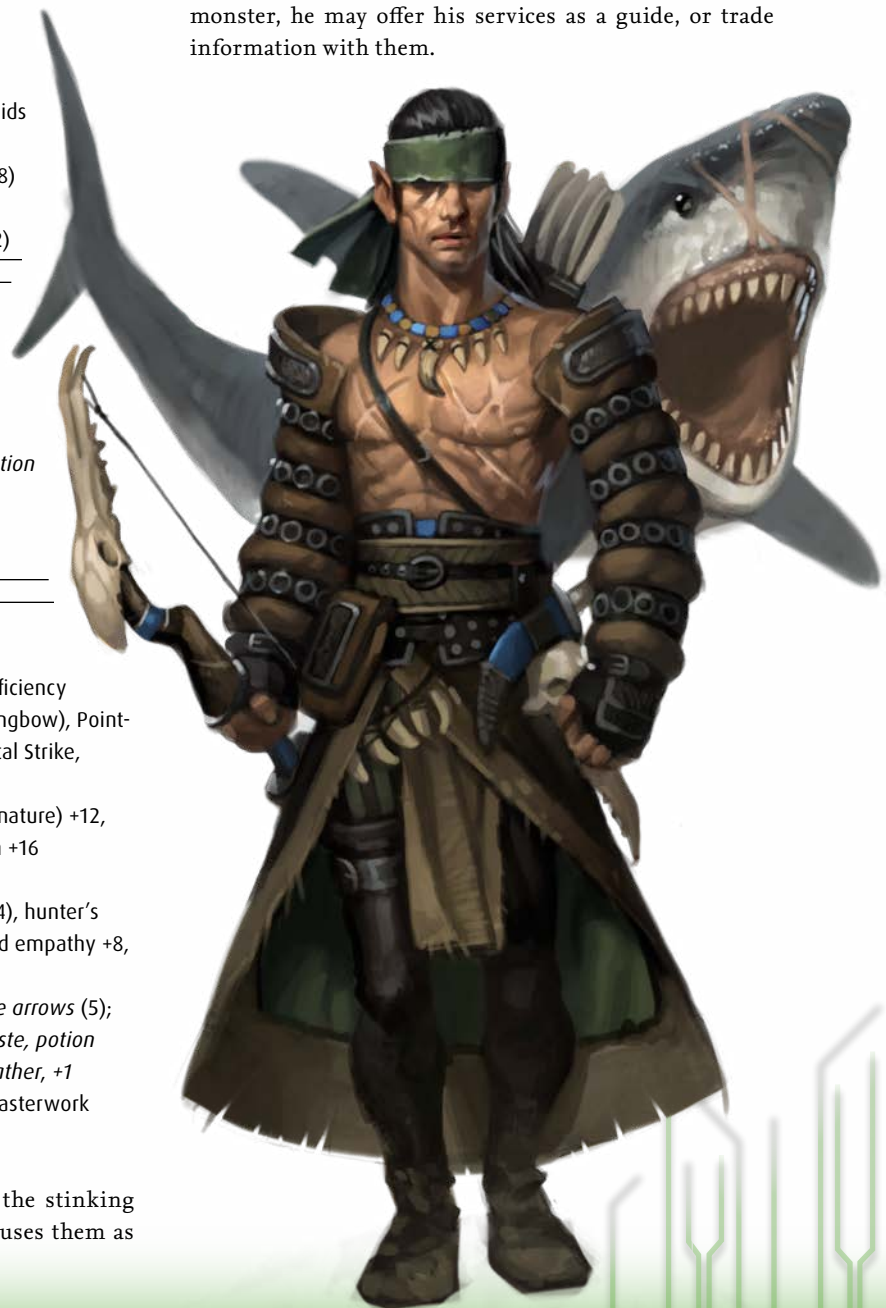
The swampwalker is a savage predator of the stinking marsh. He is familiar with its threats and uses them as tools to defeat his opponents.

CULLEN THEOREN

Cullen is a savage survivor in an environment that constantly threatens death from exposure, disease or predators. He hunts any creature that intrudes on his territory, and has little tolerance for weakness or mercy.

Combat Encounters: Cullen strikes at the PCs from the water or from an elevated branch, slipping away before they can approach before returning to harass them again and again. He may also try to lure the PCs into environmental threats such as deep water or quicksand to make them easier prey.

Roleplaying Suggestions: If Cullen observes the PCs navigating his swamp with ease or defeating a dangerous monster, he may offer his services as a guide, or trade information with them.



TRIBAL LEADER	CR 12
HUMAN BARD 13	XP 19,200
Medium humanoid (human)	LE

Init +2; **Senses** see *invisibility*; Perception +10

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +2 Dex, +1 dodge, +2 shield)

hp 78 (13d8+16)

Fort +5, **Ref** +10, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +2 *spear* +14/+9 (1d8+5/19–20/x3)

Ranged +2 *spear* +14/+9 (1d8+4/19–20/x3)

Special Attacks bardic performance 32 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, *suggestion*)

Bard Spells Known (CL 13th; concentration +17)

5th (1/day)—*mass suggestion* (DC 19), *nightmare* (DC 19)

4th (4/day)—*cure critical wounds* (DC 18), *hallucinatory terrain* (DC 18), *speak with plants*, *summon monster IV*

3rd (5/day)—*fear* (DC 17), *haste* (DC 17), see *invisibility*, *slow* (DC 17), *speak with animals*

2nd (6/day)—*cat's grace*, *invisibility*, *rage*, *silence* (DC 16), *tongues*

1st (6/day)—*charm person* (DC 15), *comprehend languages*, *expeditious retreat*, *grease*, *hideous laughter* (DC 15), *ventriloquism* (DC 15)

0 (at will)—*dancing lights*, *flare* (DC 14), *ghost sound* (DC 14), *light*, *mage hand*, *message*

TACTICS

Before Combat The bard casts *expeditious retreat* and see *invisibility*.

During Combat The bard uses *hallucinatory terrain* to befuddle and confuse enemies. To aid her side, she casts *summon monster IV*. She targets casters with *silence* and other combatants with *slow*, using her *wand of magic missiles* to aid in dealing damage.

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int**

10, **Wis** 10, **Cha** 19

Base Atk +9; **CMB** +11;

CMD 24

Feats Combat

Reflexes, Dodge, Improved Critical (*spear*), Persuasive, Point-Blank Shot, Power Attack, Vital Strike, Weapon Focus (*spear*)

Skills Bluff +16, Diplomacy +6, Intimidate +6, Knowledge (arcane, dungeoneering, religion) +10, Knowledge (geography, nature) +15, Perception +10, Perform (dance, oratory, percussion) +20, Sense Motive +10, Spellcraft +10, Stealth +14, Use Magic Device +15

Languages Common

SQ bardic knowledge +6, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (oratory, percussion, dance)

Combat Gear *scrolls of bull's strength* (2), *scroll of fog cloud*, *scroll of web*, *wand of magic missile* (CL 5th, 50 charges);

Other Gear +3 *studded leather*, +1 *buckler*, +2 *spear*, *headband of alluring charisma* +2, 8 gp

Tribal leaders use their abilities rather than brute strength to guide their tribes to victory.

ESAYE POLBELE

Using magnetism and skill at deception, Esaye wrested control of her tribe from the previous chieftain, and now leads her brainwashed people to what she considers glory.

Sowing lies about the former leader, Esaye introduced dissent among the elders and strongest warriors, making sure her predictions came true while the chief's plans fell flat or resulted in ruin. After one too many bad omens and failures, the tribe dragged away the previous chieftain and sacrificed him.

Esaye now controls her people totally, and they lavish her with gifts and adoration. The tribe wages war against their neighbors, and those who refuse to assimilate into the growing clan face total destruction. Many abandoned villages, burned and reeking of rot, now dot the surrounding lands.

Combat Encounters: Esaye travels with a retinue of warriors, and supports them with her spellcasting. Those under her command lay down their lives for their chieftain.

Roleplaying Suggestions: To keep in the good graces of the rest of the tribe, Esaye hires adventurers for missions the others find too distasteful or taboo.





Pathfinder Society Scenario #6-23: The Darkest Abduction

Character Chronicle #

Core Campaign

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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This Chronicle sheet grants access to the following:

Blaispear Hero: By solving the recent abductions in Karcau without stepping on anyone's toes, you have upset the unfair Ustalav notion that Pathfinders are merely troublemakers. Blaispear Plaza and its famous statues of heroes stretch before the Cloisoi Theater, and several of its granite pedestals remain vacant; however, the people of Karcau have agreed to create a statue in your image to display here. If your Fame score is lower than twice your XP total when you gain this boon, your Fame score increases by 1. If your Fame score is instead lower than your XP total, your Fame score increases by 2.

Jewel Seeker (Scarab Sages faction): You have confirmed the location of a sage jewel, earning you considerable esteem with the rest of your faction. When any of your Pathfinder Society Organized Play characters recovers an intact *sage jewel*, you may check one of the boxes that precedes this boon and regain 1 previously spent Prestige Point. You cannot check a box for a particular scenario more than once, even if you receive credit both as a player and as a GM.

The Court Grows (Countess Sasandra Livgrace; Sovereign Court faction): Thanks to your efforts, the countess of Sinaria has begun working with Lady Gloriana Morilla and the Sovereign Court. Establishing the faction's presence in northern Ustalav requires many weeks of work, during which time you are able to study in Karcau's libraries and learn more of its musical traditions. Choose either Knowledge (nobility) or one Perform skill. That skill becomes a class skill for you. If it is already a class skill, once per adventure when you roll an unmodified result of 5 or lower on that skill's check, you can re-roll the die and must use the second result.

The Graidmere Toll: The swamper near Karcau aided without recompense, but the swamp always exacts its price eventually. Bad luck and terrible circumstances hound you for weeks before manifesting as some tragedy. The next time you would earn 1 or more Prestige Points and Fame on a Chronicle sheet, you instead earn none and cross out this boon.

All Subtiers

Subtier 10-11

- +1 frost arrow (166 gp, limit 5)
- +1 human bane arrow (166 gp, limit 5)
- black smear poison (200 gp, limit 6; injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save)
- headband of inspired wisdom +2 (4,000 gp)
- journal of the beast within (2,165 gp; contains the preparation ritual; *Pathfinder RPG Ultimate Magic* 123)
- ring of protection +1 (2,000 gp)
- scroll of dispel magic (CL 11th; 825 gp, limit 1)
- short sword of venom (functions as a dagger of venom; 8,310 gp)
- wand of countless eyes (9 charges; 2,025 gp, limit 1; *Pathfinder RPG Ultimate Magic* 213)

- +2 leather armor (4,160 gp)
- +2 spear (8,302 gp)
- +3 studded leather (9,175 gp)
- headband of alluring charisma +2 (4,000 gp)
- scroll of dispel magic (CL 14th; 1,050 gp, limit 1)
- wand of magic missile (CL 5th; 3,750 gp, limit 1)
- wand of restoration (3 charges; 4,260 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
7-8	2,246	4,492		
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
Out of Subtier	3,059	6,117		
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
10-11	3,871	7,742		
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
—	—	—		
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
—	—	—		

MAX GOLD	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
EXPERIENCE	Initial Prestige	Initial Fame
	+	<small>GM's Initials</small>
	Prestige Gained (GM ONLY)	
	-	
	Prestige Spent	
FAME	Current Prestige	Final Fame

GOLD	Starting GP	
	+	<small>GM's Initials</small>
	GP Gained (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
-		
Gold Spent		
=		
Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #