



THE TROUBLE WITH SECRETS™



A PATHFINDER®
SOCIETY™ SCENARIO
By Craig Campbell

THE TROUBLE WITH SECRETS™

PATHFINDER SOCIETY SCENARIO 18

Design: Craig Campbell
Development: Joshua J. Frost
Editing: Joshua J. Frost
Editorial Interns: David Eitelbach and Hank Woon
Senior Art Director: James Davis
Interior Artist: Andrew Hou
Cartographer: Mike Schley
Vice President of Operations: Jeff Alvarez
Events Manager: Joshua J. Frost

Paizo CEO: Lisa Stevens
Corporate Accountant: Dave Erickson
Sales Manager: Chris Self
Technical Director: Vic Wertz
Publisher: Erik Mona

Pathfinder Society Scenario 18: The Trouble with Secrets is a Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 7–9). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 13 of this product.
Paizo Publishing, LLC
2700 Richards Road, Suite 201
Bellevue, WA 98005
paizo.com/pathfindersociety

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, artifacts, places, etc.), dialogue, plots, storylines, language, incidents, locations, characters, artwork, and trade dress.

Open Content: Except for material designated as Product Identity (see above), the contents of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. To learn more about the Open Game License and the d20 System License, please visit wizards.com/d20.

Pathfinder Society Scenarios are published by Paizo Publishing, LLC under the Open Game License v 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, GameMastery, and Pathfinder are registered trademarks of Paizo Publishing, LLC; Pathfinder Chronicles, Pathfinder Companion, and Pathfinder Society are trademarks of Paizo Publishing, LLC.

© 2009 Paizo Publishing, All Rights Reserved.



THE TROUBLE WITH SECRETS

BY CRAIG CAMPBELL

Sixty years ago, a Pathfinder delver named Taylin Harkus discovered the existence of an ancient vampire living in the Brazen peaks. She sent a messenger to Sothis to alert the Society that she and her band of fellow Pathfinders were about to plunder the vampire's lair for ancient relics. Harkus' band ventured into the ancient tomb, only to find a vampire they were not ready to deal with.

The undead horror emerged from its crypt and attacked with abandon, tearing Harkus' band to shreds. Harkus herself fled the tomb alive but the vampire pursued and caught her in the mountains. The experienced Pathfinder fought valiantly, but eventually fell to the vampire's varied attacks. The undead menace then drained Harkus and turned her into a vampire.

When Harkus arose undead, she recoiled in horror at her transformation. Filled with the spark of life still, she fled by night back across the desert and sought out Aygrim Bossell, an old friend, lover, and fellow Pathfinder. Bossell knew immediately something was wrong with his former companion and listened as she told the story of her transformation. He then agreed to gather clerics and researchers from the ranks of the Society to study Harkus and perhaps find some way to change her back. However, what he promised and what he delivered were two entirely different things.

Bossell returned to the Sothis Lodge, a former city guard jail, less than a week later with Pathfinder researchers specializing in the study of the undead. They overcame a surprised Harkus and bound her to a table and began to experiment. Realizing the betrayal, Harkus called out to her former lover, but Bossell ignored her pleas and aided in Taylin Harkus's study, examination, and dissection.

On the eighth day of the experiments, Bossell was in the antechamber of the vaults, studying the research notes, when he heard screams from within. He rushed to the experiment chamber to see Harkus, free of her bonds, mindlessly tearing the researchers apart in a small room just off the experiment chamber. Bossell fled the battle, closing that chamber's door, locking it, and trapping the researchers in with the vampire. As he

fled the vaults, Bossell heard the piercing screams of his fellow Pathfinders as Harkus slaughtered them one by one. He closed and locked the vault door for good, never to return.

Fearing that news of a Pathfinder so willing to sacrifice his fellows (a blatant violation of the loosely-scripted rules of the Society) would tear the Society apart, Bossell endeavored to cover up his deeds. He boarded up and walled off the outer vault door, explaining away his actions as an attempt to control the spread of a magical disease. He then forged documents concerning the fates of the trapped researchers, claiming in these documents that they were sent on different assignments—ones from which they never came back.

Much later in his life, his conscience getting the better of him, Bossell penned an account of his deeds in his personal journal. While he described his secret shame in detail, he never mentioned that Harkus was a vampire. For sixty years, Bossell watched over the Lodge, guarding his secret.

Bossell is now a record keeper for the Society. While he is quite senile, the current Sothis Venture-Captain, Norden Balentiir, keeps him on as a reward for his many years of service to the Society. Recently, Bossell's assistant, Fendel, fearing for his mentor's health, looked through his belongings for a will, but found the journal instead. Enraptured by the tale told in it, Fendel ventured beneath the Sothis Lodge. He broke through the false wall, discovered the experiment chamber, unwittingly opened Harkus' cell door, and fell to the attacks of Harkus and her spawn.

With Fendel dead, Harkus then probed the experiment chamber, the hall of recognition, and the antechamber in gaseous form. Eventually, she found a crack beneath the secret door in the experiment chamber and ventured beyond, discovering the secret surface exit and the old chambers beyond.

On the night streets of Sothis, Harkus dominated a group of pit fighters residing in the city and led them and their trained attack hyenas below to protect her new lair. She seeks to build an army of dominated fighters and vampire spawn, preparing to wreak vengeance upon the

Lodge residents and the city surrounding it. That is, if she isn't thwarted by the PCs. The outer door to the vault remains open as Harkus builds her army.

Just recently, Bossell discovered that his journal was missing. He quickly went to Balentiir and described, in disjointed words, the account of what happened below the Lodge decades ago. Lucky for Venture-Captain Balentiir, there were Pathfinders in town to help.

SUMMARY

The PCs are led by Venture-Captain Balentiir to the vaults beneath the Sothis Lodge and dispatched to learn everything they can about the secret it once contained. When they enter the antechamber, they are beset by pit fighters dominated by Harkus and just recently sent to guard the entry to the vaults.

The PCs then come upon a hall adorned with bas-reliefs and statues of prominent Pathfinders of ages past. Several of these works of art are animated statues that attack the PCs. Further on, the PCs enter the abandoned experiment chamber where they are attacked by vampire spawn who were once Pathfinder researchers.

The PCs then come upon a gate chamber once used to defend the brig beyond. Here, the PCs are attacked at range by several dominated pit fighters. The PCs have to deal with these ranged attacks while finding a way past a cage door in order to move on to the brig chamber.

Finally, the PCs come to the brig chamber. This smallish chamber is dotted by several prison cells around its perimeter. One of these cells is the new resting place of the vampire Harkus. When the PCs enter the central chamber, Harkus emerges from her hiding place and attacks.

GETTING STARTED

Read or paraphrase the following to get the adventure underway:

Shortly after you arrive in the meeting hall of the Pathfinder Society lodge in Sothis, a slight man wearing battered leathers and a red sash enters and speaks quickly, a tangible sense of urgency in his voice. "Greetings, fellow Pathfinders. I am Venture-Captain Norden Balentiir and I require aid. Indeed, the Society requires aid. Please pardon my curt demeanor. Pleasantries can wait. There is trouble beneath this lodge. I recently spoke with a former Pathfinder named Aygrim Bossell. He warned me that some great evil lurks beneath the grounds here. I don't have all of the details, but here is what I do know: Years ago, some horribly vile creature was imprisoned in the chambers beneath this lodge. I am sure that this monster is powerful, corrupt, and completely evil. Should it gain a foothold below us, it will bring only death and destruction to this lodge and to Sothis. It appears that this evil

is directly tied to past Pathfinder Society endeavors. Bossell's witless assistant, a man named Fendell, apparently found Bossell's journal detailing the creature and its imprisonment below. He went to investigate, uncovered the sealed vaults, and opened them, only to never return. The doors to the vaults remain closed and guarded, but I want you to go inside and stop whatever evil is lurking there. The last thing the Society can afford is rumors, based in fact, about monsters beneath every lodge. Investigate, gather information, and destroy the thing you find down there and report back to me when you're done. If you wish to speak to Bossell, you can find him in his chambers upstairs."

Balentiir is quick with his words. He truly believes that the clock is ticking. If the PCs accept the assignment, he quickly ushers them below the lodge to the outer door of the vaults. On the way to the vaults, the PCs might have questions. Answers to these questions are described below, worded appropriately for Balentiir's concerned demeanor. The PCs, if they ask, may have one hour to quickly shop in Sothis before entering the vaults. The PCs may also ask to speak to Bossell—though doing so gets them nowhere. He is old, senile, and barely coherent. He'll ramble segments of the introduction to the PCs, but nothing clear or understandable.

How is this problem related to Bossell's past? "I believe that Bossell is in some way responsible for what was imprisoned below, or, at the least, he knew about it. I haven't been able to glean any other specifics from the senile old man. I only wish to deal with this problem and protect his reputation."

Why wasn't this problem dealt with years ago? "I suspect that the situation was simply lost to time and the failures of memory of other Society members. Bossell, however, is quite aware of what's happening here, even if he can't express it properly."

Does anyone else know about what happened here? "Bossell's witless manservant Fendell probably knows something, since he went into the vaults and didn't return. If you find him alive, ask him."

The Sothis Lodge Vaults

The vaults are actually two levels beneath the Sothis Lodge. Access is via a once-sealed door in the storage basement directly below street level. The PCs will need to access the basement (Balentiir can unlock the doors), travel through storage (see the description below), descend a flight of stairs, and then enter the vaults. The map on page 5 details the vaults themselves, beginning with the door that's furthest west. This door is locked and has two guards posted. They allow the PCs to enter and then lock the door behind them. The guards are under orders not to open the door unless the PCs ask them to,

though they have no idea why they've been instructed to do so. In truth, Balentiir doesn't really even know why he asked them to—he's relying on the faded memories of a senile old man. The floors, walls, and ceilings of the vault are constructed of stone and the ceilings are 20 feet high throughout.

When the PCs arrive at the vault entry, read or paraphrase the following:

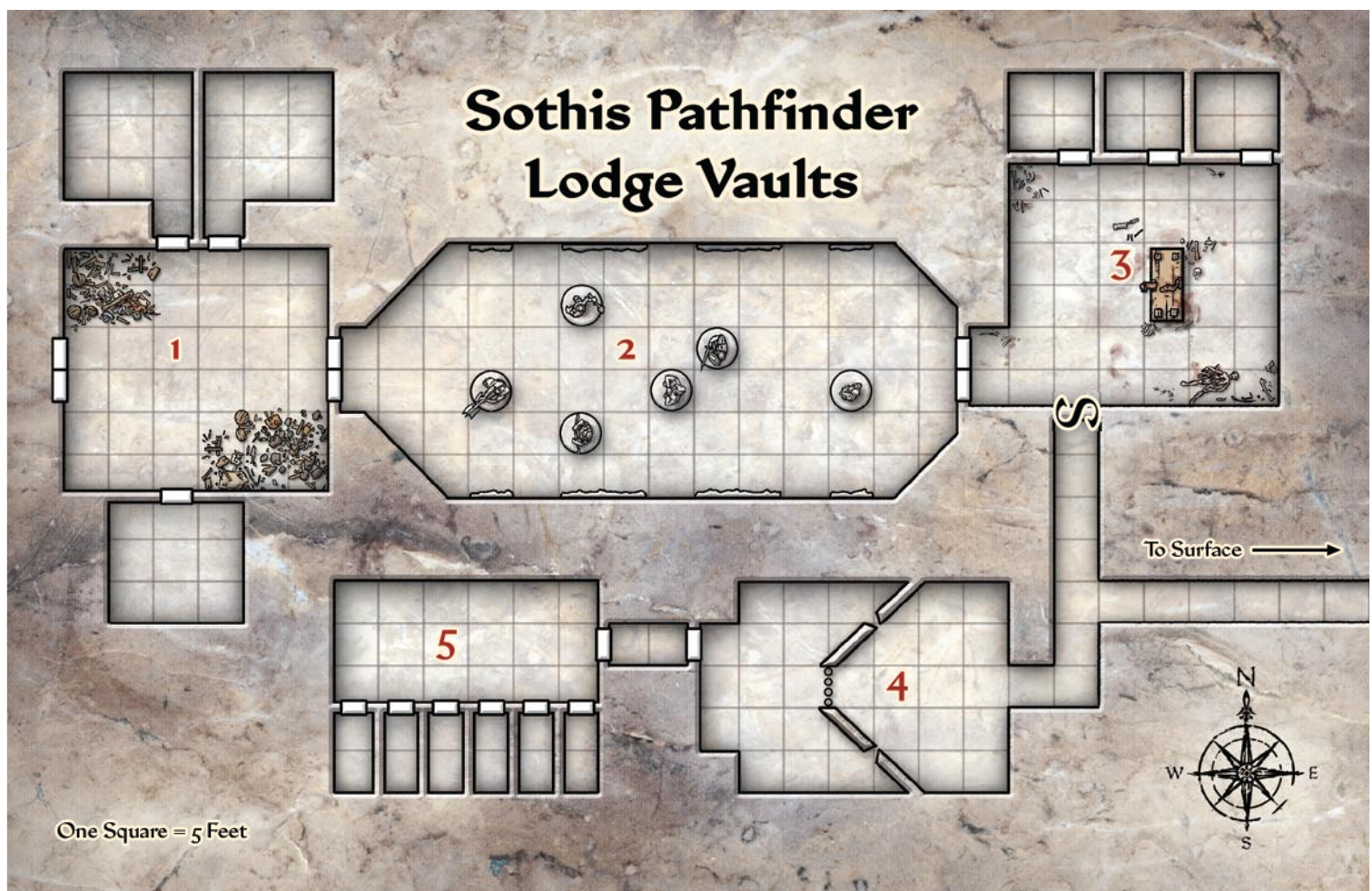
On one end of this simple storage room, a false wall was torn down, revealing another one beyond. Set into this wall is a huge set of ornately carved double doors with the word "jail" painted across them in faded, yellow letters. Two burly men wielding cudgels stand to either side. Balentiir gestures to the door, saying, "There it is. Beyond that door lies the secret this lodge has held for decades. As I am concerned that whatever lies in there might escape, I will close and secure this door behind you. When you are ready to leave, knock hard and quickly five times on the door."

ACT 1: ANTECHAMBER AMBUSH (EL 7 OR EL 11)

When the PCs enter area 1, read or paraphrase the following:

This room has obviously not been used for years. Battered chairs and tables dot the chamber, the upholstery having rotted long ago. A set of closed double doors stand on the east side of the chamber, the words "Hall of Recognition" carved into the stone above the door. To the north are two closed doors, to the south a single closed door. The dust on the floor is the only indication of activity in the room, having been recently kicked up by someone or something. Several sets of foot prints can clearly be seen coming and going from the Hall of Recognition.

This antechamber was once used as a parlor and study by the Society. Pathfinders came here to relax far away from the busier goings-on of the lodge above. Some areas of the antechamber are strewn with battered furniture, mostly small tables and chairs. Treat these areas as



difficult terrain. Once the PCs begin investigating, have them make a DC 12 Spot check to discover the experiment notes Bossell left behind.

Creatures: Harkus knew the Pathfinders would send someone to look for Fendel, so she went into the night streets of Sothis and dominated pit fighters from a number of the arenas throughout the city and posted them as guards throughout the vaults. As far as the pit fighters know, they're being paid to protect a dignitary of some renown from her many enemies. For Tier 5–6, the pit fighters are split between the north and south rooms—one each in the north rooms and two in the south rooms. They wait until the PCs are inside area 1 (with a locked door behind them) before they leap out and attack. Have the PCs make a Listen check opposed by the Move Silently skill of each pit fighter to see if they detect the foes before the attack. The hyenas are well-trained and sit silently waiting for their masters to order them into the fray—something they do on the first round of combat. For Tier 8–9, there are four pit fighters in the south room and two each in the north rooms. For both tiers, the hyenas are all in the south room.

Tier 5–6 (EL 7)

DOMINATED PIT FIGHTERS (4)

CR 2

Male human fighter 1/rogue 1

CN Medium humanoid

Init +2; **Senses** Listen +4, Spot +4

DEFENSE

AC 17, touch 12, flat-footed 15

(+4 armor, +1 shield, +2 Dex)

hp 16 (1d10+1d6+7)

Fort +4, **Ref** +6, **Will** +0

OFFENSE

Spd 30 ft.

Melee mwk scimitar +6 (1d6+3/18–20 x2)

Special Attacks sneak attack +1d6

TACTICS

During Combat The pit fighters emerge from the rooms and attack, using flanking to their advantage.

Morale The pit fighters fight to the death.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +1; **Grp** +4

Feats Toughness, Dodge, Weapon Focus (scimitar)

Skills Bluff +3, Climb +7, Handle Animal +3, Hide +6, Intimidate +3, Jump +7, Listen +4, Move Silently +6, Sense Motive +4, Spot +4, Tumble +6

Languages Common, Osiriani

Gear masterwork chain shirt, masterwork light steel shield, masterwork scimitar

HYENAS (2)

CR 1

hp 13 (MM 274)

OTHER

Gear Onyx-inlaid leather collar (100 gp value)

Tier 8–9 (EL 11)

PIT FIGHTERS (8)

CR 4

Male human fighter 1/rogue 3

CN Medium humanoid

Init +2; **Senses** Listen +6, Spot +6

DEFENSE

AC 17, touch 12, flat-footed 15

(+4 armor, +1 shield, +2 Dex)

hp 27 (1d10+3d6+11)

Fort +5, **Ref** +7, **Will** +1

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee mwk scimitar +8 (1d6+3/18–20 x2)

Special Attacks sneak attack +2d6

TACTICS

During Combat The pit fighters emerge from the rooms and attack, using flanking to their advantage.

Morale The pit fighters fight to the death.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +3; **Grp** +6

Feats Combat Reflexes, Dodge, Mobility, Toughness, Weapon Focus (scimitar)

Skills Bluff +5, Climb +7, Bluff +5, Escape Artist +8, Handle Animal +3, Hide +8, Intimidate +3, Jump +7, Listen +6, Move Silently +8, Sense Motive +6, Spot +6, Tumble +8

Languages Common, Osiriani

Gear masterwork chain shirt, masterwork light steel shield, masterwork scimitar

HYENAS (4)

CR 1

hp 13 (MM 274)

OTHER

Gear Onyx-inlaid leather collar (100 gp value)

Development: If the PCs remove the domination effect on any of the pit fighters, they reveal only that their former master waits somewhere beyond. They want only to leave the vaults once freed of the domination and will do whatever it takes to escape short of fighting with the PCs against Harkus—they've had enough of her.

Mission Notes: The experiment notes Aygrim Bossell left behind are in this room. Qadira faction PCs can recover them to aid their faction.

Rewards: If the PCs defeat all of the pit fighters and hyenas in this encounter, reward each tier thusly:

Tier 5–6:

Give each player 283 gp.

Tier 8–9:

Give each player 558 gp.

ACT 2: THE HALL OF RECOGNITION (EL 5 OR EL 8)

When the PCs enter area 2, read or paraphrase the following:

This large chamber is adorned with ornamental tracery carved into the walls and ceiling. Large bas-reliefs, each ranging from eight to twelve feet tall, adorn the long walls, four bas-reliefs on each side. These bas-reliefs depict various figures: four humans, a dwarf, two elves, and a halfling. Each is rendered in beautiful detail, showing their armor, weapons, and faces in stark relief. Six statues stand scattered about the room. They depict humans, an elf, a gnome, and a dwarf, each statue bearing even more detail than the bas-reliefs, depicting even the specific lines of body form and facial features.

This room was used by the Pathfinder Society to honor prominent members from Osirion. Each bas-relief and statue is a depiction of a specific Pathfinder in exacting detail, right down to their gear and facial features. If a PC examines a particular bas-relief or statue, feel free to make up details, providing specifics on pose, gear worn, and so on.

When they enter, have the PCs make DC 22 Spot checks to notice that the easternmost statue is that of an aging, male dwarf wearing full plate, bearing a warhammer and a shield with an ornate series of runes carved into it. This revelation is important to Cheliox faction PCs. If the PCs miss this detail initially, allow them to make additional Spot checks once combat is underway.

Creatures: The two bas-reliefs farthest to the east are actually animated statues set into the wall in depressions mimicking their forms. They depict two beautiful human women wearing chain and bearing scimitars. If a PC passes within fifteen feet of either of them without speaking a password, both of these animated objects emerge from the wall and attack. PCs examining these two bas-reliefs from afar (20+ feet away) can make DC 18 Spot checks to see that the bas-reliefs are actually statues set into the walls and not true bas-reliefs. For Tier 8–9 all of the bas-reliefs and the easternmost statue (the dwarf) are animated objects.

Tier 5–6 (EL 5)

LARGE ANIMATED OBJECT (2)

CR 3

hp 52 (MM 14)

OFFENSE

Melee large mwk scimitar +6 (1d8+4/18-20x2)

TACTICS

During Combat When the statues emerge from the wall, they each attack the nearest PC. If a PC gets past them and attempts to move in to area 3, the statues attack the PC or PCs attempting to access that room. The statues, once activated, pursue the PCs relentlessly.

Morale The statues fight until destroyed.

Tier 8–9 (EL 8)

As Tier 5–6, but increase the number of Large Animated Objects to 9.

Development: When the animated statues are destroyed, they crumble to rubble, each revealing a red gemstone. The animus gems are integral ingredients in creating this type of construct.

Mission Notes: If the dwarf statue at the east end of the room is toppled, it shatters, breaking its shield into three pieces. Should this happen, Cheliox faction PCs need to reconstruct the shield in order to fulfill their faction mission. Two animus gems are located within the bodies of the animated bas-reliefs, one in each. Osirion faction PCs can secure one or both of these gems for their faction. If the PCs manage to bypass these animated objects without destroying them, Osirion faction PCs must return and destroy them in order to secure the “animus gems.” The easternmost statue (the dwarf statue described above) has a series of runes carved on its shield. Cheliox faction PCs can make a rubbing or copy of these runes to further their faction’s goals.

Rewards: If the PCs defeat all of the animated statues in this encounter, reward each tier thusly:

Tier 5–6:

Give each player 55 gp.

Tier 8–9:

Give each player 248 gp.

ACT 3: THE EXPERIMENT CHAMBER (EL 6 OR EL 9)

When the PCs enter area 3, read or paraphrase the following:

This room shows signs of horrible deeds performed both in the past and recently. A sturdy, wooden table outfitted with manacles and leather body-straps sit in the middle of the room,

stained with old blood and bile. Rusty surgical implements and bones litter the floor. Three solid, metal doors stand on the north wall, each slightly ajar. A fresh, eviscerated corpse of a young man lies near the southeast corner of the room.

This is the chamber used by Bossell's researchers to experiment on Harkus sixty years ago. When Bossell heard the screams here, he found Harkus tearing into the researchers in the central cell to the north and trapped Harkus and the researchers there, leaving Harkus to recreate Bossell's researchers as vampire spawn. Unable to open the cell door from within, they waited in this cell for sixty years until they were accidentally freed by the hapless Fendel.

The body in the southeast corner is Fendel. He died here after freeing Harkus and her spawn. Bossell's journal lies on the ground underneath his corpse. PCs can make a DC 15 Heal check to determine that this man died only two days ago. All three of the cells on the north wall can be shut from the outside, trapping anyone inside behind a heavy steel door. There are no means of opening the cell doors from the inside.

Creatures: Moments after entering the experiment chamber, the vampire spawn in the central cell burst into the room and swarm the PCs. If the PCs move stealthily into the chamber, have them make Move Silently checks (opposed by the vampire spawn Listen checks). If the PCs are particularly quiet, they might be able to trap the vampire spawn in the cell. Crafty PCs might find a way to maneuver the vampire spawn into one of the cells and trap them within. If this happens, the imprisoned vampire spawn are effectively defeated.

Tier 5–6 (EL 6)

VAMPIRE SPAWN (2)

CR 4

hp 29 (MM 253)

TACTICS

During Combat Once the spawn hear anything in area 3, they immediately move to attack anyone in the room who is not their master or their fellow slaves.

Morale The vampire spawn fight until destroyed.

Tier 8–9 (EL 9)

As Tier 5–6, but increase the number of vampire spawn to 5.

Development: If Harkus is defeated in Act 5, she reverts to gaseous form and returns to the central cell in this chamber, considering it to be her “coffin” since she spent so much time slumbering here. If the PCs trap any of the vampire spawn in the central cell, they have to deal with these trapped spawn before they can finish Harkus

off. The secret door on the south wall of the experiment chamber can be found with a Search check (DC 17).

If the PCs flip through Bossell's journal (found beneath the corpse of Fendel), they discover the following: Bossell trapped several Pathfinder Society researchers here when the “ancient evil” broke free; Bossell then retired from adventuring, spending the rest of his life watching over the Sothis Lodge to ensure that his secret shame would not be discovered. In the later pages of the journal, the writings ramble (due to the senility that Bossell has recently suffered). The journal describes events over the course of sixty years, informing the PCs that Bossell was very young when he made his horrible mistake. If the PCs read the journal in more depth, provide them with additional information from the introduction.

Mission Notes: Taldor faction PCs can retrieve Bossell's journal to aid the Taldor faction.

Rewards: There are no rewards for this act.

ACT 4: THE GATE CHAMBER (EL 6 OR EL 9)

When the PCs enter area 4, read or paraphrase the following:

While previous chambers seem to have been used by the Pathfinder Society in some respect, this smallish, stone chamber is without ornamentation or equipment. It bears no carvings, statues, or furniture. A steel cage door stands on the far end, protecting whatever lies beyond. Two murder holes sit on the angled walls next to this door, one on each side.

In ages past, this chamber was the final line of defense for the brig beyond. A heavy, iron cage door prevents easy passage and murder holes on angled walls provide optimal firing points for archers behind them. Pit fighter archers dominated by Harkus stand ready in the chamber beyond the cage door.

This room is dark. If the PCs enter this chamber with light sources doused, reveal only what they can see at the extent of their vision. PCs with darkvision might be able to make their way to the cage door with stealth, not alerting the pit fighter archers who wait beyond. If any PCs attempt this, have them make Move Silently checks (opposed by the pit fighter archers' Listen checks).

Creatures: If the PCs enter this chamber with light sources ablaze, the pit fighter archers immediately attack them at range. One pit fighter archer stands at each of the murder holes. The remaining archers stand behind the cage door and shoot through it. The cage door is secured by a lock that can be opened by the PCs with an Open DC 20 Lock check. The pit fighter archers behind

the cage door focus their attacks on any PC attempting to pick the lock.

When the PCs engage the pit fighter archers in combat, Harkus hears the combat from the safety of her cell in the brig beyond. When combat begins in the gate chamber, Harkus immediately summons monsters using her modified children of the night ability, ordering these creatures to attack the PCs once they arrive. These creatures might attack the PCs within the gate chamber, in the corridor between the gate chamber and the brig, or in the brig itself, depending on how long it takes for the called creatures to arrive (2d6 rounds, per Harkus' modified children of the night ability) and how fast the PCs proceed to the brig.

Tier 5–6 (EL 6)

PIT FIGHTER ARCHERS (4)

CR 2

Male human ranger 2

CN Medium humanoid

Init +3; **Senses** Listen +6, Spot +6

DEFENSE

AC 17, touch 13, flat-footed 14

(+4 armor, +3 Dex)

hp 16 (2d8+7)

Fort +5, **Ref** +6, **Will** +1

OFFENSE

Spd 30 ft.

Melee mwk scimitar +5 (1d6+2/18–20 x2) and mwk kukri +5

(1d4+2/18–20 x2)

Ranged mwk composite longbow +6 (1d8+2/x3)

Special Attacks favored enemy (human)

TACTICS

During Combat The pit fighter archers fire arrows at any visible PCs. If the cage door is opened, they draw their scimitars and kukris and close to melee.

Morale The pit fighter archers fight to the death.

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **Grp** +4

Feats Point Blank Shot, Toughness, Two-Weapon Fighting

Skills Climb +5, Handle Animal +3, Hide +8, Jump +5, Listen +6, Move Silently +8, Spot +6, Survival +6

Languages Common, Osiriani

SQ combat style (two-weapon combat), track, wild empathy

Gear masterwork chain shirt, masterwork composite longbow (+2 Str), masterwork scimitar, masterwork kukri, and 20 arrows.

Tier 8–9 (EL 9)

PIT FIGHTER ARCHERS (6)

CR 4

Male human ranger 2/rogue 2

CN Medium humanoid

Init +3; **Senses** Listen +8, Spot +8

DEFENSE

AC 17, touch 13, flat-footed 14

(+4 armor, +3 Dex)

hp 27 (2d8+2d6+11)

Fort +5, **Ref** +9, **Will** +1

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee mwk scimitar +6 (1d6+2/18–20 x2) and mwk kukri +6 (1d4+2/18–20 x2)

Ranged mwk composite longbow +7 (1d8/x3)

Special Attacks favored enemy (human), sneak attack +1d6

TACTICS

During Combat The pit fighter archers fire arrows at any visible PCs. If the cage door is opened, they draw their scimitars and kukris and close to melee.

Morale The pit fighter archers fight to the death.

STATISTICS

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

Base Atk +3; **Grp** +5

Feats Point Blank shot, Toughness, Two-Weapon Fighting, Rapid Shot

Skills Bluff +4, Climb +6, Handle Animal +4, Hide +10, Jump +5, Listen +8, Move Silently +10, Sense Motive +4, Spot +8, Survival +6

Languages Common, Osiriani

SQ combat style (two-weapon combat), track, wild empathy

Gear masterwork chain shirt, masterwork composite longbow (+2 Str), masterwork scimitar, masterwork kukri, 20 arrows.

Development: If the PCs remove the domination effect on any of the pit fighter archers, they reveal only that their former master waits beyond. They want only to leave the vaults once freed of the domination and will do whatever it takes to escape short of fighting with the PCs against Harkus—they've had enough of her. One of the dominated pit fighter archers is Thellin, easily identified by the jagged scar on his face. If Thellin is saved, he reveals that his master is a fierce warrior woman named Harkus and that she wields a greatsword with great proficiency.

Mission Notes: Thellin is one of the dominated pit fighter archers. Andoran faction PCs can save Thellin and turn him to Andoran ideals to further their faction's goals.

Rewards: If the PCs defeat the pit fighter archers, reward each tier thusly:

Tier 5–6:

Give each player 516 gp.

Tier 8–9:

Give each player 778 gp.

ACT 5: THE BRIG (EL 8 OR EL 11)

When the PCs enter area 5, read or paraphrase the following:

This chamber is narrow and long, strewn at various points with coagulated blood stains on the floor and walls. On the south wall, six steel doors stand closed. Each door sports a small, barred opening five feet above the floor. An unearthly cold permeates the chamber.

This chamber was once a prison for criminals captured by the Sothis city guard. The six doors on the south wall open to small cells once used to house criminals. The vampire Harkus lies in wait in the next-to-last cell.

Creatures: When the PCs enter the brig chamber, Harkus is ready to fight. She relies upon the hyenas she called with her modified children of the night ability to act as a distraction and attacks the PCs as described below.

Tier 5–6 (EL 8)

TAYLIN HARKUS

CR 8

Female human vampire fighter 6
CE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +14, Spot +14

DEFENSE

AC 27, touch 15, flat-footed 23
(+5 armor, +1 deflection, +4 Dex, +6 natural)

hp 42 (6d12)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities fast healing 5, turn resistance, undead traits; **DR** 5/silver and magic; **Resist** cold 10 and electricity 10; **Weakness** vampire weaknesses

OFFENSE

Spd 30 ft.

Melee +1 greatsword +14/+9 (2d6+12/19–20 x2)

Special Attacks blood drain, children of the night (see below), dominate, create spawn, energy drain

TACTICS

Before Combat Harkus is in gaseous form in the next-to-last cell. She can see the PCs through the small, barred window set into the cell door.

During Combat She first attempts to dominate the strongest fighter in the party. If she is successful, Harkus orders her new thrall to act as a bodyguard while she attacks the arcane spellcasters in the group. Harkus seeks to destroy spellcasters first and foremost, bringing her formidable melee abilities to bear on them as quickly as possible. She takes advantage of the distractions provided by her called creatures in order to get close to threats and kill them as quickly as possible.

Morale Harkus fights until destroyed.

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** 15, **Wis** 12, **Cha** 14

Base Atk +6/+1; **Grp** +12

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack

Skills Bluff +10, Climb +9, Handle Animal +6, Hide +11, Intimidate +10, Jump +9, Listen +14, Move Silently +11, Search +12, Sense Motive +9, Spot +14

Languages Common, Osiriani

SQ alternate form (see below), gaseous form, spider climb

Combat Gear *potion of haste*; **Other Gear** +1 chain shirt, +1 greatsword, +1 ring of protection, +1 cloak of resistance



SPECIAL ABILITIES

Alternate Form (Su) As the normal ability but transforms into a hyena instead of a wolf, and an advanced 5 HD hyena instead of a dire wolf (see below).

Children of the Night (Su) As the normal ability but summons 3d6 hyenas instead of wolves.

HARKUS IN ADVANCED HYENA FORM

(Use the above stat block with the following changes)

Large Undead Animal

DEFENSE

AC 18, touch 13, flat-footed 15

OFFENSE

Melee +15 bite (1d8+9)

STATISTICS

Str 28, **Dex** 17

Skills Climb +13, Jump +13

Tier 8–9 (EL 11)

TAYLIN HARKUS

CR 11

Female human vampire fighter 9

CE Medium undead (augmented humanoid)

Init +8; **Senses** Listen +15, Spot +15

DEFENSE

AC 28, touch 16, flat-footed 23

(+6 armor, +2 deflection, +4 Dex, +6 natural)

hp 61 (9d12)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities fast healing 5, turn resistance, undead traits; **DR** 5/silver and magic; **Resist** cold 10 and electricity 10;

Weakness vampire weaknesses

OFFENSE

Spd 30 ft.

Melee +1 frost greatsword +17/+12 (2d6+13 plus 1d6 frost/17–20 x2)

Special Attacks blood drain, children of the night (see below), dominate, create spawn, energy drain

TACTICS

Before Combat Harkus is in gaseous form in the next-to-last cell.

She can see the PCs through the small, barred, window set into the cell door.

During Combat She first attempts to dominate the strongest fighter in the party. If she is successful, Harkus orders her new thrall to act as a bodyguard while she attacks the spellcasters in the group. Harkus seeks to destroy spellcasters first and foremost, bringing her formidable melee abilities to bear on them as quickly as possible. She takes advantage of the distractions provided by her called creatures in order to get close to threats and kill them as quickly as possible.

Morale Harkus fights until destroyed.

STATISTICS

Str 23, **Dex** 18, **Con** –, **Int** 15, **Wis** 12, **Cha** 14

Base Atk +9/+4; **Grp** +15

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (Greatsword), Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Toughness, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Whirlwind Attack

Skills Bluff +10, Climb +11, Handle Animal +8, Hide +11, Intimidate +12, Jump +9, Listen +15, Move Silently +11, Search +13, Sense Motive +9, Spot +15

Languages Common, Osiriani

SQ alternate Form (see below), *gaseous form*, *spider climb*

Combat Gear *elemental gem* (air), *potion of haste*; **Other Gear** +2 chain shirt, +1 frost greatsword, +2 ring of protection, +1 cloak of resistance

SPECIAL ABILITIES

Alternate Form (Su) As the normal ability but transforms into a hyena instead of a wolf, and an advanced 5 HD hyena instead of a dire wolf (see below).

Children of the Night (Su) As the normal ability but summons 3d6 hyenas instead of wolves.

HARKUS IN ADVANCED HYENA FORM

(Use the above stat block with the following changes)

Large Undead Animal

DEFENSE

AC 18, touch 13, flat-footed 15

OFFENSE

Melee +15 bite (1d8+9)

STATISTICS

Str 28, **Dex** 17

Skills Climb +15, Jump +13

Development: If Harkus is reduced to 0 hit points, she reverts to gaseous form (per the rules for the vampire's fast healing) and seeks out her "coffin," the central cell off of the experiment chamber. She travels there as quickly as possible. If the PCs trapped any of the vampire spawn in the central cell off of the experiment chamber, they will have to deal with the trapped spawn before they can finally defeat Harkus. Once the PCs deal with any other threats, they can easily discover Harkus in her coffin cell, should they search the area.

Rewards: If the PCs defeat Harkus, reward each tier thusly:

Tier 5–6:

Give each player 779 gp.

Tier 8–9:

Give each player 2,300 gp.

CONCLUSION

Venture-Captain Norden Balentiir invites the PCs to a briefing where he questions them about what happened in the vaults below. He doesn't present too many questions, nor does he delve into the specifics of the situation, wishing to wash his hands of the great secret that the vaults once held. He is satisfied if Harkus and her vampire spawn minions are destroyed. Balentiir asks the PCs to keep what they learned to themselves, citing how news of what happened in the vaults might cast a poor reputation on a senile old man who has served the Society his entire adult life. How the PCs deal with this is entirely up to them. Once he has finished his briefing, he bids the PCs farewell and good luck.

Once Harkus and her vampire spawn are destroyed, the threat beneath the Sothis Lodge is ended. If the PCs rescue any of the dominated pit fighters, they earn fast friendship and a celebratory night on the town with the pit fighters buying them food and drink until they burst. If they seek out Bossell, the befuddled old man asks them where his journal is.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who save Thellin and convince him to join their cause earn 1 Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who retrieve a rubbing or copy of the runes on the dwarven statue's shield earn 1 Prestige Award.

Osirion Faction: PCs from the Osirion faction who retrieve one or both of the animus gems earn 1 Prestige Award.

Qadira Faction: PCs from the Qadira faction who retrieve the experiment notes earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who retrieve Bossell's journal earn 1 Prestige Award.

The Trouble with Secrets

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your

Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Scenario 18: The Trouble with Secrets. Copyright 2009, Paizo Publishing, LLC; Author: Craig Campbell.

Andoran Faction Handout

Fellow Free Citizen,

As of late, my mind is laden with worries both real and imagined that our work in Osirion is failing. We lose ground in our endeavors every day and I implore you to help re-establish a foothold in the sandy lands.

There is a man in Sothis named Thellin. He is an accomplished warrior and archer, recently drawn into the pit fights of Sothis. A known dissident, my spies reveal to me that Thellin was seen in the company of several other pit fighters away from the seclusion of the pit houses. These men disappeared near the Sothis Lodge just recently. I believe that Thellin is somehow involved in the strange proceedings now surrounding the Sothis Lodge. While surrounded by other pit fighters, Thellin was difficult to approach. I believe that his separation from most of his brothers in arms provides us the opportunity to sway him to our ideals.

Seek this man, rescue him from those who would influence him, and turn him to our just and righteous path. He is easily identified by the deep red, jagged scar that runs from above his left eye to his neck.

Capt. Colson Maldris

Sincerely,

Captain Colson Maldris



Cheliox Faction Handout

Her Majestrix's Most Loyal Servant,

Darkness embrace you, loyal one. I am not ashamed to reveal that I am titillated to no end by the news of what has recently transpired in the Sothis Lodge.

A history lesson first. Long ago, a dwarven Pathfinder discovered an ancient incantation that I believe will aid us in dealings with our dark patrons. Rumor says he carved this incantation on his shield and hid its meaning from all around him. For his great deeds, a master sculptor memorialized him in a lovingly crafted statue. This statue is exacting in its detail, right down to the runic text he carved upon his shield.

I have long believed this statue lost, but I now believe it is located beneath the Sothis Lodge. Retrieve for me a rubbing of this incantation to receive pleasures both carnal and material. I await your honey lips as you hand this incantation to me in person.

Zarta Dralneen

Paracountess Zarta Dralneen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

May the desert sun shine upon your soul even as you encounter darkness in your most upcoming assignment.

Whispers of items of power beneath the Pathfinder Lodge in Sothis now reach my ears. Ages ago, the artificers of our land perfected a means to animate simple objects as guards and warriors. I am well aware of the secrets of creating such things, but a key ingredient in such artifice is difficult to come by. Seek out these automatons, destroy them, and retrieve the animus gems that rest in their hearts. They are small, red gemstones, easily identified among the rubble after such a construct crumbles.

Be wary, though. Since this endeavor takes place in our shared capital, Pathfinders affiliated with other factions certainly seek to secure these gems for their own purposes.

In All Sincerity,



Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

While our coffers are filled, we can always purchase more coffers and fill them as well. With this in mind, I extend to you the opportunity to fill one of these new coffers to its brim.

My spies tell me that the vaults beneath the Sothis Pathfinder Lodge are real and not so lost as once believed. Furthermore, I believe that some nefarious dealings took place there ages ago, experiments and studies of strange and foul things. I care little for the knowledge such studies bring to the common populace, but this type of knowledge fetches a significant sum from those interested in such things.

Seek out records of these experiments and deliver them to me for a hefty reward.

*Kind Regards,
Pasha Muhlia Al-Jakri*



Taldor Faction Handout

Agent of the Empire,

A great opportunity stands before you. Stay focused, loyal one, and prepare yourself to once again bring glory to Taldor.



Word of the problem in the Sothis Lodge reaches my ears. I believe that the problem there is directly tied to past failings of Osirion Pathfinders. Hah! What a joy to shame them, drive a dagger deep into their reputation, and bolster ourselves in the process! Seek out information regarding what happened below the Lodge and bring it to me. Documentation penned by those responsible serves our purpose best.

Keep focused, though. Other Pathfinders who accompany you seek this knowledge as well, even if only to satisfy their personal curiosity. Secure physical proof if at all possible.

My Sincerest Gratitude,

Baron Jacquo
Baron Jacquo Dalsine



SCENARIO 18: THE TROUBLE WITH SECRETS

This Chronicle Certifies That

Player Name _____ A.K.A. _____ Character Name _____ Pathfinder Society # _____ Faction _____

Has Completed This Scenario.

Items Found During This Scenario

TIER

5-6

Cloak of resistance +1 (Cost: 2,000 gp)
Potion of haste (Cost: 750 gp)
Ring of protection +1 (Cost: 2,000 gp)

TIER

8-9

+2 *chain shirt* (Cost: 4,250 gp)
Elemental gem (air) (Cost: 2,250 gp)
+1 *frost greatsword* (Cost: 8,350 gp)
Ring of protection +2 (Cost: 8,000 gp)

TIER

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER

5-6

1,633

TIER

8-9

3,884

TIER

MAX GOLD

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Sub Total

Items Bought

Sub Total

Gold Spent

Sub Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #