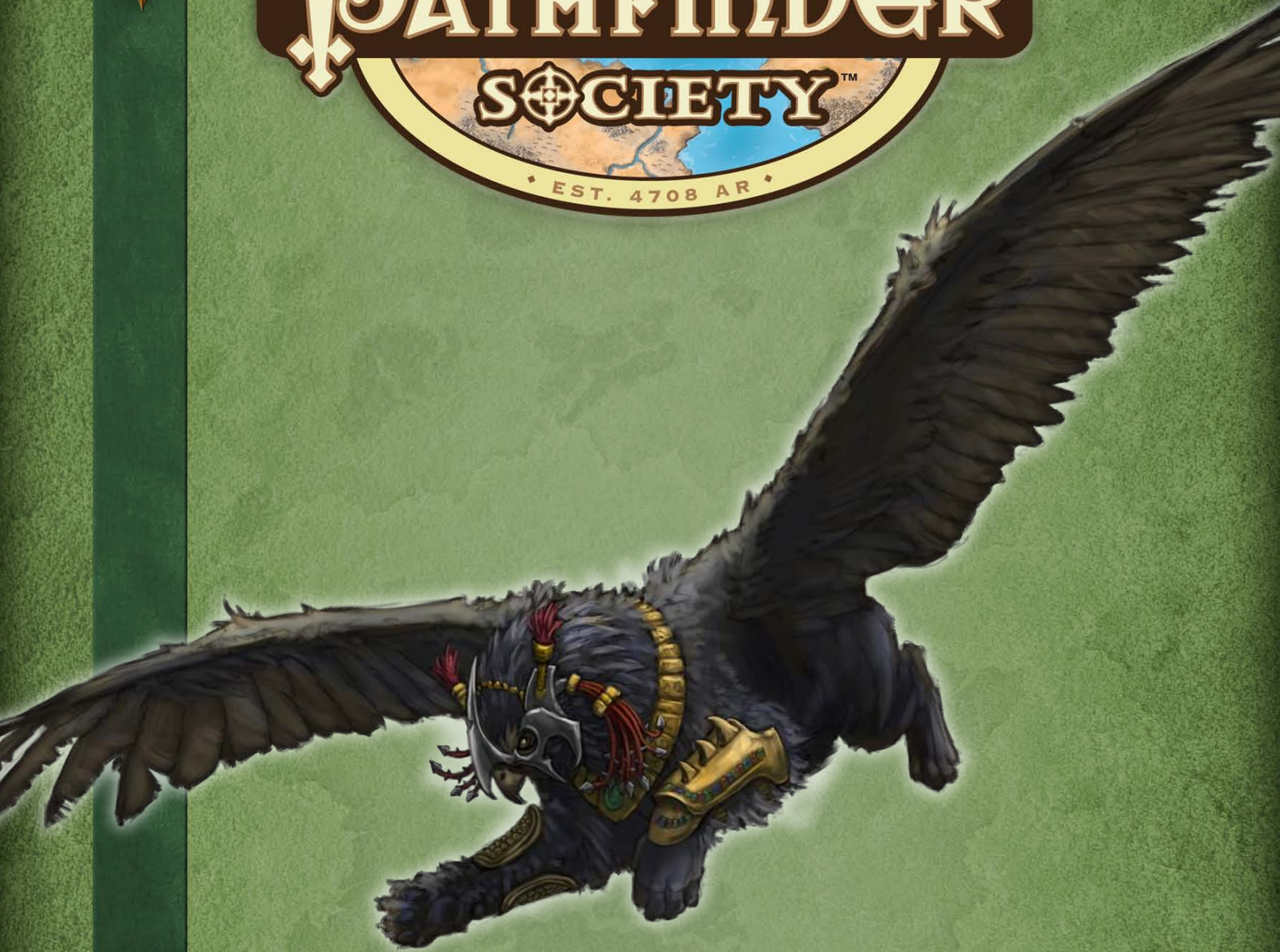
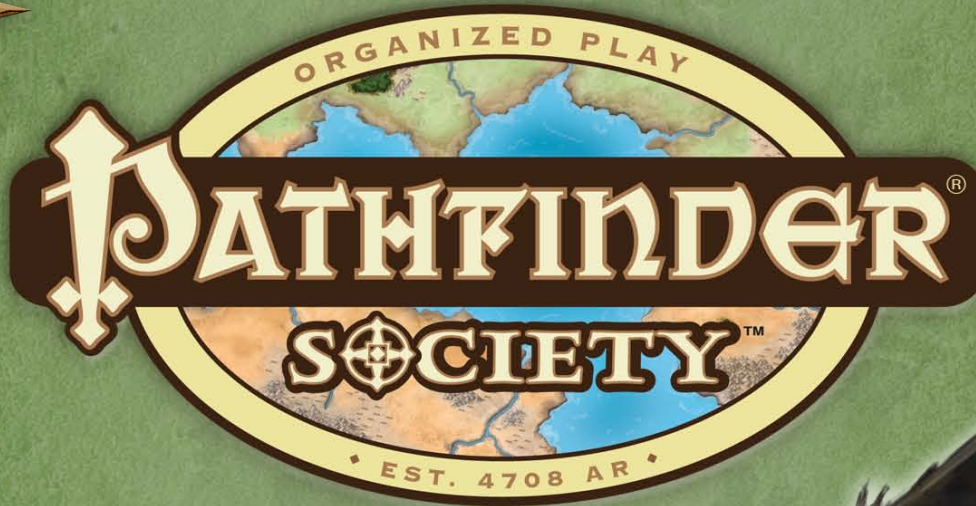


Pathfinder Society Scenario #3-10



THE IMMORTAL CONUNDRUM

By Larry Wilhelm



THE IMMORTAL CONUNDRUM

PATHFINDER SOCIETY SCENARIO #3–10

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Pathfinder Society Scenario #3–10: The Immortal Conundrum is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 21 of this product.

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THE IMMORTAL CONUNDRUM

BY LARRY WILHELM

For nearly 5,000 years, the desert nation of Thuvia has treasured a rare flower—the sun orchid—which is the key ingredient in a potent magical elixir that reverses the aging process, restoring the imbiber's youth. This elixir, whose creation remains a closely guarded secret, fuels every aspect of Thuvia's economy, and without it the loose affiliation of independent city-states that form this nation would be as barren as the sandblasted desert that lies between them. In order to keep demand for this powerful concoction high, the nation produces just six vials of this potent tincture each year. Thus, the six doses each demand a king's ransom at the annual auction, which is held in a different Thuvian city each year.

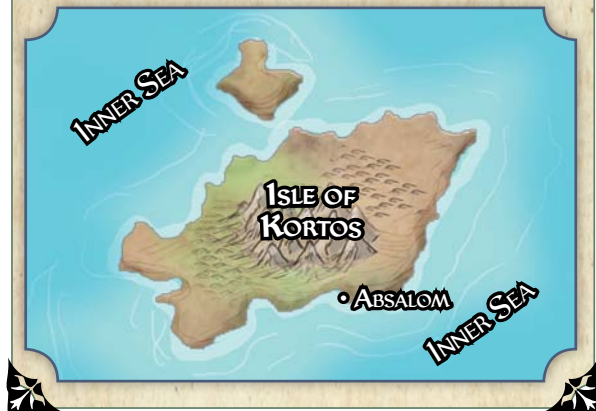
The Thuvians run these auctions as silent auctions in which each participant has but one chance to cast a bid. Only the six highest bidders leave with a draught, and all of the money generated (even the gold from the losing bids) stays within Thuvia. The losers dare not demand a refund, for doing so ensures they shall never receive an invitation to future auctions.

These auctions come with cruel irony, however, for while the common Thuvian depends on the sale of *sun orchid elixir* to bolster the region's otherwise flagging economy, the effects of the elixir's sale outside Thuvia can be quite harsh. Many nations have paid a grave price when blood-thirsting warlords or a mad wizards won the elixir and used it to extend their reigns of terror. As such, many nations despise Thuvia, believing that those conducting the *sun orchid elixir* auctions grant with its sale a power too blasphemous to control.

Ofarah Ohatepe, the Lioness of Lamasara, Pride Mistress of Queen Zamere's personal bodyguard and custodian of the *sun orchid elixir*, yearns for more honorable times. In the recent past, the elixir has found itself in the hands of unscrupulous men and women who came into its possession not by honor or great deeds, but rather through ill-gotten wealth. Ofarah questions the Thuvian government's readiness to sell the elixir to the highest bidder without regard for the winner's moral character. Although the money generated through past auctions has fed and clothed tens of thousands of

WHERE ON GOLARION?

The Immortal Conundrum takes place in the metropolis of Absalom, within the opulent Petal District. The adventure starts inside the Thuvian Embassy and takes a strange turn into a magical vault called the Conundrum. You can learn more about Absalom and the Petal District in *Pathfinder Campaign Setting: Guide to Absalom*, and can find more on the nation of Thuvia in *Pathfinder Campaign Setting: The Inner Sea World Guide* and the Pathfinder Tales novel *Death's Heretic*, all of which are available at your local bookstore, hobby store, or online at paizo.com.



Thuvians, she refuses to accept that this “blood money” justifies granting the depraved a longer reprieve from Pharasma's Boneyard. Thus, Ofarah has traveled to the Thuvian Embassy in Absalom to hold a gathering of potential bidders under the guise of a birthday banquet, at which she hopes to find a worthy candidate who she can assist in winning the forthcoming silent auction.

Since her role as custodian of the *sun orchid elixir* prohibits her from openly granting an advantage to any potential bidder, Ofarah plans instead to grant any worthy candidates access to the secure vault known as the Conundrum, where the city of Lamasara keeps records of its past auctions. Should these hopeful bidders stumble upon information that improves their chances of outbidding a tyrant or sociopath, she will be satisfied.

SUMMARY

The Pathfinder Society receives an invitation for a representatives of its membership to attend a dinner banquet at the Thuvian Embassy in Absalom. At the party, the Pathfinders sent by the Decemvirate to represent the Society must navigate a maze of protocol and etiquette and gain the favor of the party's hostess, the Lioness of Lamasara, Ofarah Ohatepe. During the elaborate meal, the Thuvian dignitary asks a number of questions of her guests to determine whether any present are worthy of receiving her clandestine aid in ensuring their victory in the forthcoming *sun orchid elixir* auction to be held in her city. When another guest attempts to assassinate the hostess, the Pathfinders come to her aid, gaining her trust and in doing so, obtaining access to the Conundrum through a series of *ring gates* linked to the secret location.

Within the Conundrum, the PCs must solve a series of puzzles and survive the tests and guardians put in place as security measures before reaching the records room. There, they must defeat the final guardian, an enslaved hieracosphinx, before retrieving records of the past dozen Lamasaran *sun orchid elixir* auctions, conspicuously left in an easy-to-find place in the room. If they can escape the Conundrum with this information, the Pathfinder Society learns a great deal about the conditions of past auctions, and whichever Decemvirate member has his or her eyes on immortality comes one step closer to attaining the goal in the forthcoming auction later in the year.



Amenopheus

ago. The invitation requests that representatives from the Pathfinder Society attend the gala, and the Decemvirate has chosen you. But be warned, this is no mere excuse for revelry.

"We believe that Ohatepe has ulterior motives in inviting her other guests to this event. What they are we don't know, but we want you to find out. Get on her good side and see what she's after. While the Society as an organization has little interest in the *sun orchid elixir*, many among the Ten might, and one can't discount the fact that the so-called Lioness of Lamasara invited us—well, you, as the case may be—to her birthday dinner. So put on your finest clothes, go to the Thuvian Embassy in the Petal District, and be on your best behavior!"

The PCs may wish to ask for clarification on their assignment. The Master of Scrolls is odd and absent-minded, but he provides answers to their questions as best he can. Several example questions and their respective answers follow.

Can I bring weapons and armor to the event? "You can bring whatever you want, but just make sure you peace-

bond your weapons and polish your armor. Going to a party prepared for combat won't win you many friends."

How should we dress for the gala? "Events like these demand the best. When in doubt, the more you spend on your attire the better."

What is the *sun orchid elixir*? "It is a secret alchemical formula combining unknown substances with the nectar of the sun orchid, a rare flower that only blooms in the burning heat of the Thuvian desert. Drinking a single dose of this mystical draught restores one's youth, making those who can afford a steady supply of it essentially immortal."

When does the gala start? "Tomorrow at noon. Please do not embarrass the Society by arriving late."

Who else received an invitation? "We know that seven additional guests received an invitation, and four are friends of the Society: Trade Prince Aqir al'Hakam, the Sapphire Sage Amenopheus, Lady Gloriana Morilla, and Paracountess Zarta Dralneen. We aren't certain of the identities of the other three guests."

Who is Ofarah Ohatepe? "Ofarah is the personal bodyguard of Queen Zamere and a renowned military strategist. While fierce, she has been known to show great mercy on the battlefield, and many of our agents in Lamasara report that she is a champion of justice. All you need to know is that she is responsible for this year's batch of the *sun orchid elixir*, so whatever you do, stay on her good side."

GETTING STARTED

Read the following to get the adventure underway:

Kreighton Shaine, an eccentric elf and the Pathfinder Society's Master of Scrolls, sets a vibrant orchid atop his cluttered desk. Looking up in acknowledgement, he comments, "A beautiful flower, no?" Without hesitating, he gestures to a chairless room, saying, "Please sit down." At this, Master Shaine sits cross-legged on the floor and begins the mission briefing as though nothing were out of the ordinary.

"Every year representatives from Thuvia auction off six vials of the *sun orchid elixir*. Each bid—even the losing bids—are added to the wealth of the city holding the auction. This year the city of Lamasara runs the auction, and its chosen guardian, Ofarah Ohatepe, is visiting Absalom as we speak. An invitation to a birthday banquet to be held in her honor at the Thuvian Embassy arrived at the Grand Lodge a fortnight

ACT 1: THE THUVIAN EMBASSY

The Thuvian Embassy is an ornate, whitewashed, two-story structure tucked in a shady corner of Absalom's Petal District. Several large oil lamps hang from the walls, bathing the embassy's rooms in normal light. Exotic rugs, plush furniture, and works of art decorate the building. Surrounding the embassy, lush gardens display Thuvian flora pruned to perfection. Unless stated otherwise, masonry walls and strong wooden doors make up the embassy's construction. The ceilings reach a height of 9 feet.

Dinner Party Guests

Apart from the PCs, Ofarah has invited seven additional guests to the small yet extravagant dinner party, hoping each may prove worthy of receiving her aid in winning the *sun orchid elixir* auction later in the year. Since the PCs will have the opportunity to interact with the other guests before and during the dinner, each is presented briefly below to provide you with their character background, motivations, and any special information relating to faction missions or specific interactions.

Amenopheus, The Sapphire Sage

N old male Garundi wizard 13

Appearance: A wrinkled, time-weathered Garundi man, Amenopheus walks with a slow, methodical gait. He stands stooped—a byproduct of not only his age, but also his elaborate turban decorated with exotic feathers and precious gemstones.

Personality: A calculating man, Amenopheus observes from afar. If approached, his disarming smile makes those around him feel comfortable. He speaks in a hushed, well-considered manner. Amenopheus speaks in riddles and adages, ever seeming to be trying to test one's intelligence or impart some ages-old wisdom. He refuses to discuss his reason for being at the party, insisting that Osirion—the nation from which both he and the Grand Council member he advises hail—and Thuvia are “old allies” and that it would be rude not to wish Ofarah well on her birthday.

Goals: Amenopheus is rumored to have lived hundreds of years, and to have served as an advisor to the Osirian throne for generations. Whether or not this is true is something he keeps to himself, but he could very well be at the dinner to secure a chance at the *sun orchid elixir* and so remain active as the Osirion faction leader for years to come. If the PCs don't interact with Amenopheus directly, he spends his time listening in on Zarta Dralneen's, Gloriana Morilla's, and Aaqir al'Hakam's conversations, as he knows they are his direct rivals for influence over Absalom.

Ceralan the White

CE male elf rogue 5/assassin 2 or CE male elf rogue 5/assassin 5 (varies by subtier; see pages 12–13)

NOBILITY AND DIPLOMACY

If any PCs hold official titles gained through spending prestige points, such as Eagle Knight, Armiger, Diplomat, Baron, or Pasha (see Chapters 2 and 5 of the *Pathfinder Campaign Setting: Pathfinder Society Field Guide* for more information), grant them a +2 bonus on all Diplomacy checks made during the party, regardless of the check's target.

Appearance: The elf claiming to be Ceralan the White is tall and thin, but slouches to appear weaker and frailer than he truly is. He has shockingly white hair, unusual for an elf, and shifty eyes of deep blue. He wears gilded studded leather armor befitting a dignitary from Iadara and has a polished rapier at his side and an exquisite darkwood composite longbow on his back, both securely peace-bonded.

Personality: Ceralan is quiet, and tries to avoid all conversation during the party. Since he is not in fact the true Ceralan, he hopes his ruse will not be ruined by a prying question from another guest. If he can't avoid conversation, he is curt and brief, never saying more than he has to, and often answering questions with other questions to draw out the expected answer from his questioner. Ceralan acts impatient, and frequently mutters to himself that the party's hostess is very rude to keep everyone waiting so.

Goals: This elf is not Ceralan at all, but rather the assassin Abroziel posing as the elven dignitary. He hopes to catch Ofarah off-guard during the night's proceedings and kill her.

Special: In both subtiers, a character may notice that the elf is wearing a disguise with a successful Perception check. In Subtier 5–6, the DC of this check is 25, while the DC is 32 in Subtier 8–9. A character only gets a check if she is specifically looking to see whether the elf is pretending to be someone he is not, as the PCs are not assumed to recognize him either way.

In Subtier 8–9, Abroziel has tampered with the leather thong peace-bonding his rapier. A character who makes a successful DC 30 Perception check while examining his rapier recognizes it has not been secured. If the PCs report this violation, the elf calmly gives the blade to the embassy guards, apologizing for not securing it correctly, as “knots are not my forte.”

Gaspar Desime

CN male Chelaxian fighter 6/duelist 1

Appearance: Gaspar is a well-built man with chiseled features, piercing eyes and a strong jawline. He moves with the cadence of a practiced swordsman. He wears

an Isgeri military uniform complete with sash and adorning medals. The medals pinned to the sash suggest an illustrious career in the Goblinblood Wars.

Personality: Abrasive and arrogant, Gaspar barely contains the jealous rage that burns within him. He attempts to belittle strong-looking PCs and impress other dinner guests with tales of his battlefield accomplishments in the Goblinblood Wars in an attempt to win back his former lover, Zarta Dralneen. Gaspar brags about his many martial exploits in a loud, irritating voice, and always keeps the paracountess in view, constantly watching her to gauge her reactions to his bravado.

Goals: Gaspar was once romantically involved with Paracountess Zarta Dralneen, and while she saw him merely as one of her many playthings, he was utterly smitten with her and still yearns to be with her again. Gaspar hopes that he can make a good impression on her, and thinks that this party is an excellent opportunity to do just that, so he pulled political strings to get himself invited.



**Paracountess
Zarta Dralneen**

Lady Gloriana Morilla

CN female Taldan aristocrat 2/bard 10

Appearance: Lady Gloriana Morilla is a full-figured woman in the prime of life, and she wears an ornate gown that accentuates her many assets. She has cunning brown eyes and long, chestnut hair worn half-up.

Personality: Lady Gloriana is always listening, even when engaged in conversation, ever trying to pick up the next piece of information she can use against her enemies (or the latest gossip to spread to her peers). She is particularly interested in listening in on the words of Paracountess Zarta Dralneen of Cheliah and Trade Prince Aaqir al'Hakam of Qadira, neither of whom she trusts and both of whom she believes are only there to spy on her. She speaks of the grandeur of Taldor and the victories and glory that await it in the future, skirting any issue of the current state of decay in the empire.

Goals: While Lady Gloriana is loyal to Grand Prince Stavian III, she recognizes that his leadership is not returning Taldor to its former glory as quickly as she'd like. At the behest of his only daughter, Princess Eutropia, Lady Gloriana attends the dinner in the hopes of gaining an insight into the forthcoming *sun orchid elixir* bidding, as the princess fears her father may be a potential bidder. Since her claim to the throne is tenuous at best, were he to extend his life to produce a male heir or simply outlive his daughter, her plans to bring Taldor into the modern era would never come to pass.

Paracountess Zarta Dralneen

LE female Chelaxian aristocrat 4/bard 8

Appearance: A stunning beauty with piercing, heavily shadowed eyes and long, dark hair, Zarta's mere glance stills the hearts of most people. She moves with a lithe, catlike grace and always places herself in a position to be admired and to get a good view on the most desirable person in the room.

Personality: A hedonistic flirt, the paracountess always gets what she wants. Ever the seductress, she does not discriminate between the sexes—beauty is beauty in her eyes. Zarta speaks in a confident, hypnotic tone, and favors interactions with PCs with high Charisma scores. She speaks in innuendo and doesn't hide the fact that she wants something of everyone, even if all she wants is their bodies.

Goals: As a representative of the Chelish Embassy in the Ascendant Court district of Absalom, Zarta acts as a stand-in for Queen Abrogail II of Cheliah, whether she wants to or not. Invited by Ofarah so the Thuvian could examine the Chelish interest in the *sun orchid elixir*, Zarta would never

turn down the opportunity for a party, especially one as opulent as those she throws herself, if a less debauched and more social than carnal in nature. She has no interest in the *sun orchid elixir* or representing Cheliah, and is simply there for a good time. Once she sees that Gaspar is also in attendance, she does whatever she can to keep him at a distance and occupied with people other than her, as she has no interest in him and sees him only as a persistent annoyance.

Trade Prince Aaqir al'Hakam

N male Keleshite aristocrat 2/diviner 7/rogue 3

Appearance: Aaqir is a handsome man with sharp Qadiran features. He has short, well-groomed hair and a clean-shaven face.

Personality: A charming man, Aaqir favors other Qadirans, praising them on their accomplishments in the field. He speaks with a clear, soft voice with a thick Kelish accent. The trade prince is talkative and enjoys bragging about his recent social run-ins at the Grand Dance Hall of Kortos (where he claims to consistently have a table in the highest of the theater's three tiers) as well as talking about his three adopted daughters, who he dotes over like the caring and overprotective father he is.

Goals: A recent arrival from Katheer to Absalom, Aaqir is ever looking for a chance to make money, and what better resource than the *sun orchid elixir*? He expresses

no interest in obtaining it personally, but if questioned about how he knows Ofarah, the trade prince simply states that he sees her as a potential business partner, or at the very least a client.

Yala Witchbane

CG female Ulfen barbarian 9

Appearance: Yala is a striking woman of the frozen north, with braided blonde hair, pale skin, and wide blue eyes. Powerfully built, she moves with a commanding stride and laughs with a roar that overpowers all other sounds at the party.

Personality: Rough and tumble, this warrior can keep up with—and often outperforms—any man put before her. She is not afraid to join others' conversations, though her uncivilized manner may raise eyebrows among the more cultured guests. Yala's voice booms with an air of authority as she speaks of her many campaigns against the winter witches of Irrisen near her homeland in the Lands of the Linnorm Kings, and she eagerly shows off her battle scars, ever bragging that hers are more honorable than anyone's she has yet met.

Goals: Yala knows that the jadwiga she battles in Irrisen and Hagreach in the Linnorm Kingdoms have the benefit of unnaturally long lives thanks to dabbling in dark magic and the blood of Baba Yaga that flows through their veins. She hopes to use her people's resources to gain a dose of the *sun orchid elixir* so she can prolong her own life and continue to fight the Irrisen witches well beyond the time by which she would otherwise die of old age, using her decades of experience as her greatest weapon against them.

Peace-Bonding Weapons

All attendees at the party save the embassy's guards are required to peace-bond their weapons. Drawing a peace-bonded weapon is a full-round action that provokes attacks of opportunity. Characters who don't wish to peace-bond their weapons may attempt to hide the weapons on their bodies or fake the peace-bonding of their weapons; refer to the Sleight of Hand rules on page 104 of the *Pathfinder RPG Core Rulebook*. One-handed and two-handed weapons are larger and harder to falsely peace-bond, imparting a –2 and –4 penalty on Sleight of Hand checks, respectively. Additionally, spells such as *disguise self* can create an illusion of a peace-bonded weapon, but all characters interacting with someone under such a spell receive a saving throw to notice the subterfuge. If a character is caught with a non-peace-bonded weapon, the guards confiscate the weapon and return it only at the end of the night's festivities. Any character who refuses to turn over a contraband weapon is asked to leave the party on the authority of the five cities of Thuvia.

Before Dinner

Before dinner itself is served, the PCs and the other guests have the opportunity to mingle while noshing on imported Thuvian delicacies and sipping an exotic liqueur made from desert flower nectar. Despite the opulence of the setting and the generous hospitality offered by the embassy staff, the party's hostess and guest of honor, Ofarah Ohatepe, is not yet present. During this period, some PCs may wish to carry out their faction missions in other parts of the embassy. Unfortunately, Ofarah's guests do not have free run of the embassy grounds, and slipping away from the party requires stealth, subterfuge, or bribery.

Sneaking Away

A PC may sneak away from the party to another part of the embassy with a Stealth check opposed by the guards' Perception check. In Subtier 5–6, the guards have a Perception modifier of +4, while they have a +7 Perception modifier in Subtier 8–9.

Alternatively, a PC may wish to Bluff her way past a guard, making up a reason why she should be granted access to other parts of the building or even why her presence there is required (the difficulty of such claims is considered unlikely and far-fetched, respectively, for the purpose of determining circumstance modifiers on such checks. In Subtier 5–6, the guards have a Sense Motive modifier of +3, and in Subtier 8–9, they have a +6 Sense Motive modifier.

Finally the PCs can bribe a guard to look the other way or simply grant them access to restricted areas, though the guards set the price high, since if they are caught accepting a bribe, they would risk significant punishments. In Subtier 5–6, a guard agrees to allow PCs past with a 20 gp bribe, while in Subtier 8–9, all guards refuse to accept any bribe under 50 gp.

Mission Notes

Many factions assign their agents missions to be carried out in the Thuvian Embassy or with guests at the party. Because of this act's free-form nature, these missions may be performed at any point during the act.

Andoran faction PCs should find a moment to get into the embassy's residential wing, where they need to find the quarters of the diplomatic delegate from the city of Merab. Finding the diplomat's quarters are easy, but infiltrating them in secret is made more difficult by the fact that the diplomat is sleeping inside. The PC must make a Stealth check opposed by the sleeping diplomat's Perception check (Subtier 5–6: +8 Perception; Subtier 8–9: +12 Perception), though they gain a +10 bonus on the check because the diplomat is sleeping. A character who succeeds at this Stealth check may search the chambers

undetected, and with a successful DC 10 Perception check finds a half-written letter on the diplomat's bed table to Captain Shreve of the *Slippery Fluke* expressing concern about her crew's recent activities. The letter warns that the Merabi government doesn't mind the ship docking and operating out of the city, but that trading in slaves outside designated areas within the city are strictly prohibited. Retrieving the letter and returning to the party unnoticed earns an Andoran faction PC 1 Prestige Point.

Cheliox faction PCs should be focused on keeping fellow guest Gaspar Desime occupied. Doing so means they must act interested in his exaggerated stories and engage him in conversation while the paracountess goes about her business without him pestering her. In order to seem interested in the Isgeri boor's long-winded and pompous boasting, a PC must succeed at a Bluff check opposed by Gaspar's Sense Motive check (in Subtier 5–6, he has a +7 Sense Motive bonus; in Subtier 8–9, he has a +10 Sense Motive bonus). The PCs receive a +5 bonus on their checks because Gaspar wants to believe that they are sincerely interested in him. Keeping him occupied and away from Zarta Dralneen for the duration of the act earns Cheliox Faction PCs 1 Prestige Point.

Lantern Lodge faction PCs likely want to see the embassy's courtyard garden, which they can access should they get away from the party without incident. There, they can take a cutting of a joluba plant, which can be identified from among the many other exotic Thuvian plants in the garden with a successful DC 15 Craft (alchemy), Knowledge (nature), or Profession (herbalist) check. Gathering a usable sample for return to Amara Li earns a Lantern Lodge faction PC 1 Prestige Point.

At some point during this act, Osirion faction PCs should slip away to the embassy's library. There, they must locate a historical account of the Tekritanin League called *Cities Between Empires* by Johann of Ribe. A PC must make a DC 15 Linguistics check to quickly transcribe the pages Amenopheus requested, and then must return the original book to its correct location. Returning to the party and handing the transcriptions off to their faction leader earns Osirion faction PCs 1 Prestige Point.

Qadira faction PCs should step away from the party long enough to find the office of the Thuvian diplomat in charge of trade. In her office, they can easily find a ledger of major transactions, trade treaties, and contacts on her desk. A Qadira faction PC must use the *steal book* scroll given him by Trade Prince Aaqir al'Hakam to remove the contents of this ledger and transfer them to the trade prince's own diary in his pocket at the party downstairs. *Steal book* is a 3rd-level divination spell on the bard, inquisitor, sorcerer/wizard, and witch spell lists. Any character who can cast such a scroll based

on class features need not make a check to do so; other characters must make a DC 25 Use Magic Device check to successfully cast the spell and steal its contents. Doing so earns a Qadira faction PC 1 Prestige Point.

Sczarni faction PCs may wish to inquire of Ceralan why he feels he can attend such a party without first paying back his debts to the handful of moneylenders to whom he owes a sizable sum. When questioned about such, the elf expresses confusion and seems genuinely bewildered by the accusation, which a PC can discover with a DC 20 Sense Motive check. Making this check does not fully satisfy Guaril Karela's needs, but any Sczarni faction PC who recovers the note detailing Abroziel's assignment to impersonate Ceralan in Act 2 completes the mission then.

Shadow Lodge faction PCs need to slip away from the party to investigate the disappearance of Pathfinder Zekeleg in Thuvia the year prior. In a dark office containing a number of desks where Thuvian diplomats and paper-pushers work during normal business hours, a Shadow Lodge faction PC who succeed at a DC 20 Perception check can locate a bundled parcel marked with the missing Pathfinder's name and a note directing the reader, "Hold at the embassy—do not deliver as had been previously arranged." If a Shadow Lodge faction PC retrieves this parcel and returns it to Grandmaster Torch, he earns 1 Prestige Point.

Silver Crusade Faction PCs should wish to talk to Yala Witchbane during this act. When they do, they can pass her the platinum ingot to support her bid for the *sun orchid elixir* with a successful Sleight of Hand check opposed by the subtier-appropriate Perception check as though they were sneaking away from the party (see above). Yala seems surprised to receive the ingot, but should the PC indicate who it's from, she smiles in recognition, then slips the ingot into a hidden pocket and changes the subject to avoid suspicion. A Silver Crusade faction PC who secretly passes the ingot to Yala earns 1 Prestige Point.

Taldor faction PCs should wish to step away from the party to gain access to the ambassador's office on the embassy's second floor. Finding the office is easy, but getting through the locked door requires a DC 20 Disable Device check or breaking down the door (hardness 5, hp 15, Break DC 18) without being noticed by the embassy's guards (see *Sneaking Away*, above, for Stealth DCs). Once inside the office, a Taldor faction PC who leaves Princess Eutropia's sealed letter in a prominent location earns 1 Prestige Point.

ACT 2: QUESTIONS AT DINNER

After an hour of unstructured mingling, the party moves into the embassy's grand dining hall, where a lavish

meal has been laid out on a round ebonwood table. Their hostess is already seated at the northernmost end of the table, but rises to greet here guests as they enter.

The PCs are welcome to sit wherever they want around the table, but should be encouraged to spread out among the other guests. Of the other guests, only Ceralan has his seat predetermined by the scenario, as he ensures he sits beside Ofarah (on either side) in order to strike at her should the opportunity arise.

An intimidating amount of silverware adorns each place setting, and the PCs must make a DC 10 Knowledge (nobility) check to determine the proper use of the varied utensils. Alternatively, PCs can make a DC 15 Bluff check to fake it, waiting to observe what their neighbors do without making their scrutiny obvious.

Creature: The Lioness of Lamasara, **Ofarah Ohatepe** (NG female human fighter 7) sits at one of the table's high-backed chairs, and stands to welcomes her guests as they enter, inviting them to join her at the table. She is a tall and strongly built Garundi woman, with dark hair styled in an elaborate mane of dreadlocks. She favors gold jewelry that jingles when she walks, accenting her feline stride, which suggests both grace and purpose.

Ofarah plans to use this dinner to question her guests, seeking to determine which among them is most worthy of her aid in winning the *sun orchid elixir*. As for those guests who are uninterested in the elixir, she hopes to gain information about their allies or represented organization (such as the Pathfinder Society, in the PCs' case).

Once all guests have been seated, the Lioness of Lamasara stands and addresses her assembled visitors.

"Welcome friends! I apologize for my tardiness, but I hope you had an enjoyable time conversing in the parlor. Tonight, in celebration of my birthday, we will have a sumptuous meal prepared by the embassy's finest chef, to be served in six courses. As we dine, I look forward to getting to know those of you with whom I am not yet acquainted. Please don't hesitate to ask anything of our servants, who are here to please, and who will do all in their power to make your meal as exquisite as it can be. So without further delay, let us eat!"

The feast is served in six courses, separated by brief interludes of conversation led by Ofarah, as outlined below. In each case, she's fishing for an answer that will indicate the questioned guest might make a good candidate for her aid. In most cases, PCs who answer in opposition to the questioned NPC will gain Ofarah's favor; for each question, the answer Ofarah seeks is listed at the end of its section. Since the ultimate test comes in saving Ofarah from Abroziel, even if the PCs "fail" each test, they should still gain access to the Conundrum in Act 3.

STEAL BOOK

The *steal book* spell originally appeared in the Pathfinder Tales novel *Prince of Wolves* by Dave Gross; rules for the spell were created by James L. Sutter and printed in *Kobold Quarterly* Issue 14. The spell is reprinted here for your convenience.

STEAL BOOK

School divination; **Level** bard 3, inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target one book touched

Duration permanent

Saving Throw Fortitude negates (object); **Spell**

Resistance yes (object)

Often used by bards, spies, and arcane scholars to steal important texts without alerting their owners, *steal book* allows you to copy the contents of one book, folio, scroll, or other text to a blank one of sufficient size. In doing so, the original pages are wiped blank, though any covers or binding remain unchanged. Differences in size between the original and the blank folio don't matter, though the blank folio that the information is being transferred to must have an equal or greater amount of space (in number of pages or inches of scroll), or else any text that overflows the document is lost forever.

This spell cannot transfer magical writing (such as a wizard's spellbook or a magical scroll). At GM's discretion, the spell can restore lost information, such as a page obscured by spill wine, text erased by magic or mundane means, or even pages lost to fire or another type of damage.

When *steal book* is cast from a scroll, the beginning of the stolen text appears on the *steal book* scroll until you select a target book for the text to appear in. The stolen text glitters and sparkles while it remains on the scroll.

While the players should be encouraged to roleplay this encounter, if time is short or a player is uncomfortable getting into the spirit of the dinner party, allow the player a Diplomacy or Bluff check to make a pleasing response to any of Ofarah's inquiries. The DC for this check is 15 if the PC succeeded on his Sense Motive check to gauge Ofarah's reactions to the relevant NPC's response, and DC 20 if the character is simply answering without insight into the hostess's opinions.

First Course

As four liveried servants prepare to serve the first course, seared sea scallops presented on a bed of butternut squash pureed with exotic Thuvian herbs and drizzled with

GM TIP: INVOLVING ALL PLAYERS

Aside from the assassination attempt the concludes this act, the first two acts of this scenario are entirely roleplay. In order to ensure that all players feel engaged in the activities at the table, try to make sure that everyone gets a chance to shine. In Act 1, the various faction missions should keep everyone active and engaged, but in Act 2, there are no such structures spreading the action around the table. For each of Ofarah's questions, have her direct the inquiry at a different PC until each player has had a chance to answer one. After everyone has answered once, choose any additional questions randomly, allowing each PC to answer a maximum of two questions.

chive oil, Ofarah turns to Paracountess Zarta Dralneen and poses her first question.

"My dear Paracountess, I have heard you yourself throw rather lavish parties at the Chelish Embassy. How do you find tonight's affair, and what advice can you offer me for future events?"

The paracountess squints for a moment in thought, as though trying to think of a tactful way of saying something with no possible positive spin. "My parties are much more lively, to say the least. I enjoy the company of many, and this small fete would hardly provide enough warm bodies to keep me occupied at one of my gatherings. Perhaps, if you're open to the idea, I could invite you to my next soiree, which is set to have an enticingly Infernal theme?"

A PC making a DC 20 Sense Motive check notices a hint of displeasure on Ofarah's face as she listens to the paracountess speak, especially when the Chelaxian suggests she attend an evil-themed party. At the conclusion of the answer, she turns to a PC and asks his thoughts on her party, especially in comparison to those thrown by her counterpart in the Chelish Embassy. Ofarah hopes to hear a more gracious response regarding her humble dinner party and a decidedly less hedonistic opinion of what makes a grand ball.

Second Course

As the second course—reefclaw cakes presented with fire roasted corn, garlic, and sauteed leeks—is placed before the PCs, Ofarah poses her second question, this time addressing her query to Yala.

"Yala, you are known as Witchbane among your people. However did you come by this title?"

The Ulfen warrior stands proudly, pounding on the table and sending a smattering of reefclaw onto her neighbor's plate. "I am the bringer of death to the witches of Irrisen, and my

bloody blade is the last thing their icy eyes see before I send them straight to Hell! If I lived a thousand years, I couldn't kill enough witches, and if I could wipe their filthy spawn from the face of Golarion tomorrow, I'd give my last breath to do so!"

A PC making a DC 15 Sense Motive check notices Ofarah's eyes widen as Yala rants, her gaze shifting back and forth from the raving barbarian to the food she throws about the table. When Yala ceases her tirade, her face red and her eyes wild, Ofarah asks a PC what he thinks of witches. The Lioness hopes the Pathfinder will express similar disdain for the evil White Witches of Irrisen, but also that he will maintain more decorum and spew less violent rhetoric in the process. If the PC expresses such an opinion, or at least expresses an opposing view with more manners, Ofarah appears pleased and calmed.

Third Course

During the third course of roasted beets in a dwarven mead reduction, presented with fresh goat cheese and pickled Chelish greens, Ofarah continues her efforts to get to know her guests by engaging Trade Prince Aaqir al'Hakam in conversation.

"Honorable trade prince, I understand you are a relative newcomer to Absalom. As an outsider myself, I am curious about your experiences here."

The handsome Qadiran smiles humbly, and raises an eyebrow as he dabs his napkin to the corner of his mouth. "What an excellent question! In my years seeking financial partners while living in Katheer, I traveled here many times and find the opportunities more promising with each visit. Now that I am here permanently, I find myself ever seeking the company of those from distant shores, with whom I may make even more ambitious arrangements to ensure mutual financial gain. And I find keeping an eye on my daughters in such a big and corrupting city quite a daunting task!"

At al'Hakam's insinuation that she should go into business with him, Ofarah instantly loses interest in his statement, which had captivated her to that point. A PC making a DC 15 Sense Motive check easily picks up this shift in attitude. Seeking a genuine answer to her original inquiry, Ofarah poses it again to a PC, choosing one who looks more exotic or foreign to Absalom than the rest. If the PC provides an honest account of life in the City at the Center of the World without ulterior motives or innuendo, Ofarah is pleased.

Fourth Course

As the main course, composed of grilled fillet of ankheg, presented with caramelized shallots in a Thuvian wine reduction, crisp truffle-scented potato, white asparagus,

and Darklands mushrooms, is served, the hostess continues her line of questioning, now turning her attention to Gaspar Desime.

“Gaspar, I have to ask, whatever are all those medals for? I assume you earned them on the battlefield, no?”

The already-tipsy Isgeri chugs his wine uncouthly and slams the empty goblet down onto the table dramatically. His gaze ever on the Paracountess instead of Ofarah, he begins an interminable recounting of the epic tale of his career: “Why yes indeed! Over four hundred hobgoblin foot soldiers died by my blade alone, and my name is still uttered along with the most honored heroes of the Goblinblood Wars. Why, were it not for me, one can only imagine what would have become of fair Isger at the hands of the wretched hordes. To think of all that missed opportunity...”

Ofarah is clearly annoyed at Gaspar’s drunken, boorish behavior and his habit of ignoring her despite ostensibly talking to her, as any PC can notice with a successful DC 15 Sense Motive check. Since Gaspar isn’t talking to her anyway, she turns away and inquires of a PC whether he has served in a military force, and if so what his most notable honor is, letting Gaspar’s raving dwindle in the background to a slurred request for more—and stronger—wine. The Lioness is impressed with any humble accounting of past military victories from the PC, but also respects a truthful admission of having no such experience to claim.

Fifth Course

The penultimate course, a dessert of sorbet served with berries soaked in Irrisen ice wine and topped with a delicate chocolate lattice, is accompanied by yet another question from Ofarah, this time directed at a the Sapphire Sage, Amenopheus.

“I tire of talk of war. What can you tell me of the past, Amenopheus? What is the earliest notable event that occurred within your own lifetime?”

The aged Osirian raises his eyebrows at the insinuation of his advanced age, but smiles nonetheless and responds. “In all my years, I have never sat at as lovely a table as this one, I will tell you that. Beyond that, however, the tales of yore are lengthy and belong in libraries and dusty cloisters, and not at the dinner table. Though I may have many years on all at this table but our elven friend, I plan to enjoy many more, one way or another. Ask me again in a generation and we’ll talk history then.”

As Amenopheus prattles on, Ofarah quickly loses interest, and a PC making a DC 15 Sense Motive check can infer that she genuinely wanted to hear a tale of ancient wisdom. When Amenopheus ends his speech, Ofarah asks another PC what tale of times gone by she wishes to recount. Any tale of excitement or mystery from an age past satisfies her, and she remains rapt through the entire tale.

During this course, the steady flow of wine going down Gaspar’s lovesick gullet catches up to him, and he excuses himself drunkenly from the meal, thanking Ofarah for her hospitality and silently and dejectedly shaking his head at the paracountess as he stumbles from the room.

Sixth Course

The final course features a rich Rahadoumi coffee and a choice of either a fine Taldan dessert wine or a dark Molthuni brandy. As she stirs her brandy into her coffee, Ofarah leans toward Lady Gloriana Morilla and asks frankly.

“Lady Morilla, you come from a very influential house here in the city, correct? How do you find the nobles here differ

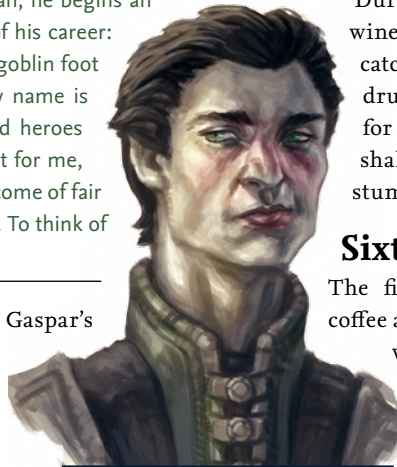
from those in your homeland? In my brief time here, I’ve come to find a number of differences between the aristocracy of Lamasara and of Absalom.”

The Taldan noble clears her throat demurely, and responds to the inquiry. “House Morilla has been an influential player in the political scene here on Kortos since well before my father’s time, and thus I was born here. While I’ve spent a great deal of time in the courts of Oppara, I much prefer aristocratic life in Absalom to that of mainland Taldor. Until our great nation rids itself of much of the bureaucracy that serves as more of a hindrance than a benefit to the upper classes, Taldor will never regain its former glories.”

When Lady Morilla turns the conversation political in her final statement, Ofarah seems to lose interest, as a PC can notice with a DC 15 Sense Motive check. She asks a follow-up question about a Pathfinder’s view on aristocracy in general, and hopes for a more theoretical and less political answer to steer the conversation away from potentially awkward topics, and seems pleased if the PC expresses an opinion that favors the common person over the needs of a small aristocracy.

After the Meal (CR 8 or CR 11)

After clearing the table, the servants light a number of hookahs, filling the air with the scent of rose-infused



**Trade Prince
Aaqir al'Hakam**

tobacco from Molthune. Yala and Amenopheus take their leave without partaking in any of the post-meal smoking, thanking the hostess and wishing all remaining guests well. Between puffs of her personal hookah, Ofarah poses a final question to the elf she knows as Ceralan.

“Finally, my old friend Ceralan. Either time has changed your timeless features or muddled my own memory, for I feel as though we are total strangers now. Tell me of a time we spent together in Lamasara in my youth, that others can share in our friendship.”

The elf blinks silently for a moment as if in deep thought. “Why, my lady, our memories are our own. Perhaps our fine guests would rather we discuss something they too hold dear: a sentiment from childhood, or a memory held in the forefront of the mind?”

He gestures to a Pathfinder, as if prompting a story from her own life. Ofarah, for her part, seems confused at the elf’s avoidance of her question, as any PC can notice with a DC 15 Sense Motive check. If the PC pulls her back into the conversation with a personal tale of tenderness or sentimentality, which is what she originally wanted from the elf she still assumes to be a friend of her family, she forgets her confusion.

As the conversation draws to a close, Zarta Dralneen, Aaqir al’Hakam, and Lady Gloriana rise and make their way to the front of the embassy to be retrieved by their respective sedans and escorts, leaving only the PCs, Ofarah, Ceralan, and the embassy’s servants in the dining room.

Seeing the opportunity to strike amid a smaller crowd, Abroziel signals to the servants in his employ and poses his own question of Ofarah. PCs who make a DC 20 Perception check notice the silent signal between the elf and the lead servant, and can act in the surprise round.

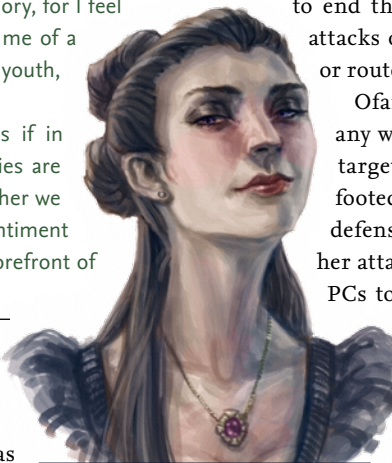
“My humble hostess, I have a question for you before you retire to your chambers. If given the choice of dying of old age or being swiftly murdered by a killer you never saw coming, which fate would you choose?”

The Lioness pauses for a moment before a look of realization fills her face. At the widening of her eyes, Abroziel laughs, and declares, “That’s what I thought!” as he moves in for a surprise strike against the unguarded and unarmed Ofarah.

Creatures: Abroziel, still disguised as Ceralan, strikes with unarmed strikes or improvised weapons at his target, counting on the element of surprise to bring her

down swiftly. At the instant of his attack, three of the servants, newly hired as help under Abroziel’s command, step forth to fend off any guards or guests attempting to protect the Lioness of Lamasara and flanking with their boss. While their goal is assassinating Ofarah, all the assassins know that they must defend themselves against attacks to succeed, and they focus on the PCs as needed to end their interference before refocusing their attacks on Ofarah once the PCs are unconscious or routed.

Ofarah is caught unprepared, and without any weapons or armor she makes a vulnerable target. She has 78 hit points, AC 12, flat-footed 11, Fort +10, and Con 16. She uses full defense and five-foot steps to move away from her attackers as she calls for her guards and the PCs to help her. The embassy’s guards are all occupied with escorting out the last of the guests and removing their peace-bonds and do not hear Ofarah’s calls for help.



Lady Gloriana Morilla

Subtier 5–6 (CR 8)

ABROZIEL (CERALAN)

CR 6

Male elf rogue 5/assassin 2

CE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +10

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +1 deflection, +4 Dex, +1 dodge)

hp 53 (7d8+19)

Fort +3, **Ref** +9, **Will** +1; +1 vs. poison, +2 vs. enchantments

Defensive Abilities evasion, improved uncanny dodge, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee unarmed strike +8 (1d3+1), rapier +8 (1d6+1/18–20)

Ranged composite longbow +8 (1d8+1/x3)

Special Attacks death attack (DC 15), sneak attack +4d6

TACTICS

Before Combat Abroziel spends 3 rounds studying Ofarah before striking.

During Combat Abroziel surprises Ofarah with his death attack to paralyze her, and works with his servant assassin allies to flank any foe who opposes them beyond the surprise round. Abroziel uses improvised weapons from around the room as needed, and only spends a full-round action to draw either of his manufactured weapons if he has no other option.

Morale Abroziel is dedicated to his job and fights to the death.

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 15, **Wis** 8, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 21

Feats Catch Off-Guard, Dodge, Improved Unarmed Strike, Throw Anything, Toughness, Weapon Finesse

Skills Acrobatics +14, Bluff +10, Disguise +10, Intimidate +10, Knowledge (local) +12, Knowledge (nobility) +9, Perception +10, Sleight of Hand +14, Stealth +14; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ elven magic, poison use, rogue talents (combat trick, finesse rogue), trapfinding +2, weapon familiarity

Gear +2 *studded leather*, composite longbow (+1 Str), rapier, *ring of protection* +1, 50 gp

SERVANT ASSASSINS (3)

CR 3

Human rogue 4

CN Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 29 each (4d8+8)

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

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee unarmed strike +6 (1d3+1)

Special Attacks sneak attack +2d6

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 18

Feats Dodge, Improved Unarmed Strike, Iron Will, Weapon Finesse

Skills Acrobatics +10, Bluff +9, Climb +8, Disguise +9, Escape Artist +10, Knowledge (local) +8, Knowledge (nobility) +5, Perception +6, Sleight of Hand +10, Stealth +10

Languages Common, Osirian

SQ rogue talents (finesse rogue, surprise attack), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** +1 *padded armor*

Subtier 8–9 (CR 11)

ABROZIEL (CERLAN)

CR 9

Male elf rogue 5/assassin 5

CE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +14

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +1 deflection, +4 Dex, +1 dodge)

hp 71 (10d8+25)

Fort +5, **Ref** +12, **Will** +3; +2 vs. poison, +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, improved uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee unarmed strike +11/+6 (1d3+2), rapier +10/+5 (1d6+1/18–20)

Ranged composite longbow +10/+5 (1d8+1/x3)

Special Attacks death attack (DC 18), sneak attack +6d6

TACTICS

Before Combat Abroziel spends 3 rounds studying Ofarah before striking.

During Combat Abroziel surprises Ofarah with his death attack to paralyze her, and works with his servant assassin allies to flank any foe that opposes them beyond the surprise round. As long as he has flanking allies, Abroziel relies on his sneak attack damage to injure foes with unarmed strikes, but if cornered or if his allies fall, he draws his rapier to continue the battle fully armed.

Morale Abroziel is dedicated to his job and fights to the death.

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 23

Feats Catch Off-Guard, Deceitful, Dodge, Improved Unarmed Strike, Throw Anything, Toughness, Weapon Finesse

Skills Acrobatics +17, Bluff +17, Disguise +17, Intimidate +13, Knowledge (local) +16, Knowledge (nobility) +13, Perception +14, Sleight of Hand +17, Stealth +17; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ elven magic, hidden weapons, poison use, rogue talents (combat trick, finesse rogue), trapfinding +2, true death, weapon familiarity

Combat Gear *potion of cure serious wounds*; **Other Gear** +2 *studded leather*, composite longbow (+1 Str), rapier, *amulet of mighty fists* +1, *cloak of resistance* +1, *ring of protection* +1, 150 gp

SERVANT ASSASSINS (3)

CR 6

Human rogue 7

CN Medium humanoid (human)

Init +7; **Senses** Perception +9

DEFENSE

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

hp 56 each (7d8+21)

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

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee unarmed strike +9 (1d3+1)

Special Attacks sneak attack +4d6

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 20

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will, Toughness, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +13, Bluff +12, Climb +11, Disguise +12, Escape Artist +13, Knowledge (local) +11, Knowledge (nobility) +8, Perception +9, Sleight of Hand +13, Stealth +13
Languages Common, Osiriani
SQ rogue talents (combat trick, finesse rogue, surprise attack), trapfinding +3
Combat Gear *potion of cure moderate wounds, potion of invisibility*; **Other Gear** +2 leather armor, cloak of resistance +1

Development: If the PCs search Abroziel's body, they find on him a letter detailing his assignment (see **Player Handout** on page 24). This letter identifies him as an imposter, details his assignment to infiltrate the party and kill Ofarah, and hints at Ofarah's motive for holding the party in the first place.

As long as she survives, Ofarah thanks the PCs for their aid in assisting her, and after calling her guards to remove any dead bodies or secure any unconscious prisoners for interrogation, she invites the Pathfinders into her private chambers on the embassy's upper floors, where she promises to provide them more than ample recompense for their efforts. If questioned about the nature of the party as hinted at in Abroziel's note, she hushes the PCs and tells them she'll divulge everything upstairs.

If the PCs were unable to save Ofarah, they find a note in her pocket from the embassy's steward that her requested potions have arrived and have been placed in the chest at the foot of her bed. The steward, saddened at her assassination, allows the PCs access to her chambers as he deals with the mess in the dining room, and tells them that his mistress had intended for them to use the potions to access something called the Conundrum, though he knows nothing more than that.

Mission Notes: Grand Lodge faction PCs have their first and only chance to give the Decemvirate's necklace to Ofarah during this act and the start of the next. While she accepts the gift graciously, she needs to be convinced that it complements her features. A Grand Lodge faction PC must make a DC 20 Diplomacy check to get the Lioness of Lamasara to wear the necklace, blushing as she does it. Convincing her to wear the necklace earns Grand Lodge faction PCs 1 Prestige Point.

Sczarni faction PCs who recover the note on Abroziel's body gain the proof they need to cement any theories they may have formed in Act 1 regarding Ceralan, earning members of the faction 1 Prestige Point.

Rewards: If the PCs defeat Abroziel and his undercover allies, reward each subtier thusly.

Subtier 5–6:

Give each PC 980 gp.

Subtier 8–9:

Give each PC 2,560 gp.

ACT 3: THE CONUNDRUM

In Ofarah's sumptuous chambers, opulently bedecked in fine silks, soft pillows, and ostentatious gold and platinum decorations, the Lioness of Lamasara reveals her true motivations to the PCs as thanks for their saving her life. She offers them comfortable seats and then explains her plan.

"Thank you again for your noble efforts in preventing my untimely demise. As recompense for your deeds, I offer you the prize that motivated this entire party.

"Every year, villains and madmen, generally rich from their own evil ways, bid against one another for the sacred *sun orchid elixir* produced and distributed solely by my homeland of Thuvia. I tire of seeing the people of the world suffer because those most able to win our auctions are those who wish to do their subjects harm. This year, however, I'm going to ensure that a noble and worthy candidate has a true shot at winning a draught of the elixir, stealing it from the lips of the vile.

"Each Lamasaran city has a secret vault in which it keeps records of past auctions and other valuables. The locations, names, and contents of these vaults are kept hidden even from other Thuvian cities to ensure no one city ever gains more power than the others. Lamasara's vault is called the Conundrum, and were one to gain access to it, the information one would find within could prove invaluable. If one could navigate the tests and traps therein, and survive the guardians placed there to watch over our most treasured secrets, the information in the vault would be available to do with as one pleased. It would be illegal for me to divulge this information to anyone, but there are some situations the law does not cover.

"Here, each of you take one of these potions. It will turn your form into that of mere vapor, and will allow you to pass through this *ring gate* to the Conundrum. There you will find a set of identical potions to allow you to return. More than this I cannot offer you. I simply wish you luck, and send you on your way."

Ofarah hands each PC a vial, and gives an additional potion to any PCs with an animal companion or familiar they wish to accompany them through the gate. When the PCs drink the *potions of gaseous form* and enter the *ring gate* Ofarah holds, they find themselves in a large stone chamber.

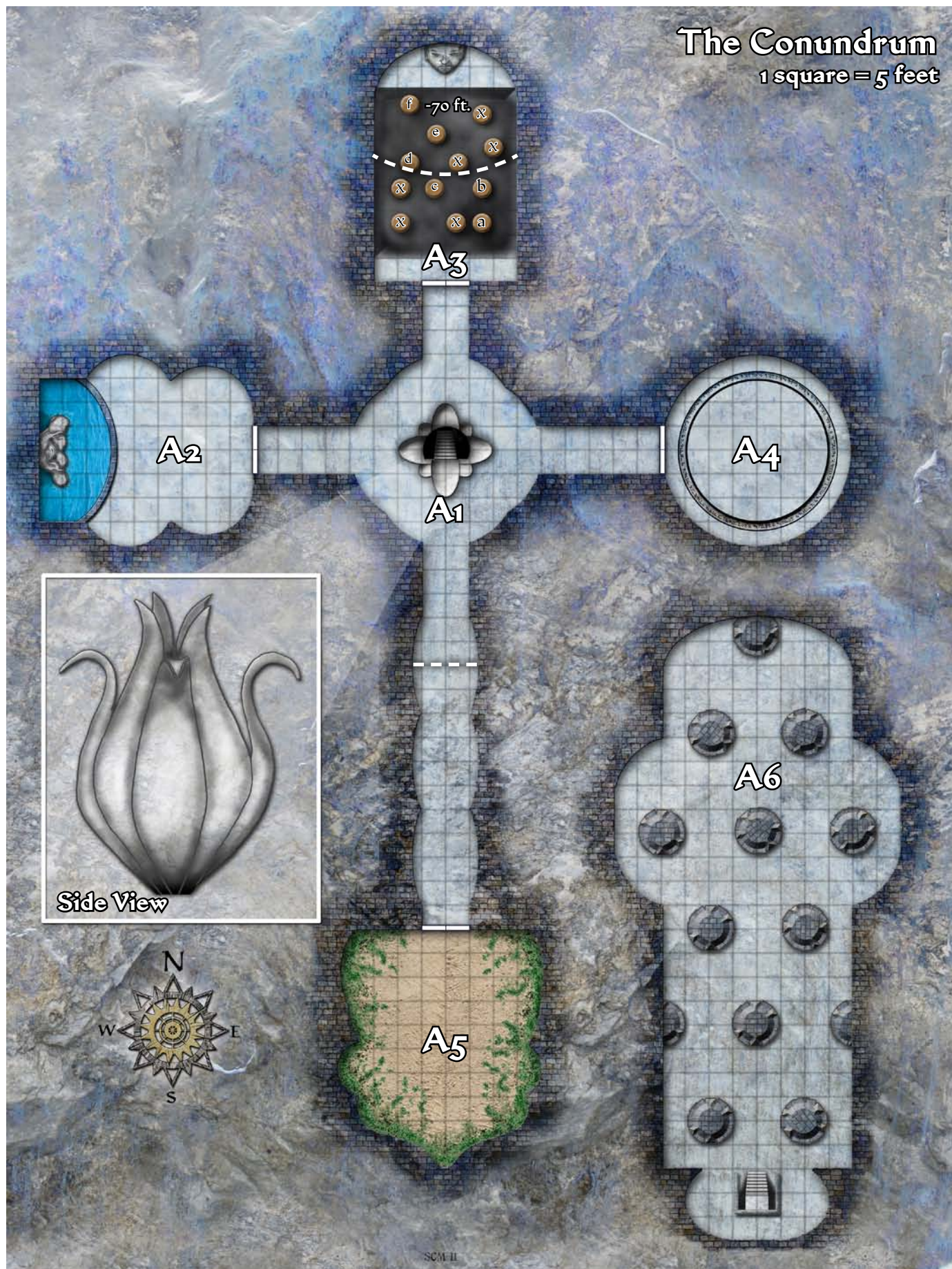
The Conundrum has several torch sconces that if lit, cast the vault in dim light. Unless stated otherwise, the walls are hewn stone and the doors are 15-foot-wide iron trapezoids that swing outward. The ceilings stretch to a height of 20 feet.

A1. The Mechanical Orchid

A fifteen-foot-tall steel orchid blossom fills this round chamber. The orchid's bladelike petals stretch toward the

The Conundrum

1 square = 5 feet



room's ceiling and remain closed, each covered in intricate engravings in strange scripts. Four passages exit the chamber, one in each direction. A *ring gate*, identical to the one the PCs entered in Ofarah's chamber in Absalom, hangs on the northeastern wall.

Closer inspection of the metal orchid reveals hundreds of gears and hinges connecting the petals and holding them firmly in place, suggesting the flower's four largest petals could fold down and open. Within the closed orchid waits a staircase that descends into area **A5**. The orchid's locking mechanism is a superior quality lock under a permanent *arcane lock* effect, and requires a DC 50 Disable Device check to open without placing the correct key gems in each of the four petals.

A DC 10 Perception check reveals that in the center of each of the four largest petals, is an identical inset emanating a moderate aura of transmutation magic. For each key gem placed in the correct petal, the Disable Device DC is reduced by 5; placing all four gems automatically opens the orchid's petals, revealing a stairway down to **A6**.

Any PCs who understand Aquan, Auran, Ignan, or Terran identify the etchings on the petals. The writings recount thousands of poems. Each petal represents an elemental language: Aquan to the west, Auran to the north, Ignan to the east, and Terran in the south. These languages may be identified with a DC 15 Knowledge (planes) or Linguistics check for each petal. The correct key gem for each petal is as follows: the diamond belongs in the north petal, the garnet belongs in the east petal, the onyx belongs in the south petal, and the aquamarine belongs in the west petal.

A2. The Marid's Pool

A large fountain with floral motifs dominates this chamber. In the fountain's center, a playful statue of a lithe woman holds an extended goblet.

At the base of the fountain rest two clay jugs labeled "5 cups" and "3 cups." Inspection of the statue reveals a phrase written in Common that reads, "Offer the marid exactly 4 cups and you shall receive."

The PCs need to use the two jugs to measure out four cups and pour it into the marid's goblet. This can be done in the following manner.

First, the PCs need to fill the 5-cup jug and pour it into the 3-cup jug, leaving 2 cups in the 5-cup jug.

Second, the PCs must empty the 3-cup jug and then pour the remaining 2 cups from the 5 cup jug into the now-empty 3-cup jug. This leaves room for 1 cup in the 3-cup jug.

Finally, the PCs need to refill the 5-cup jug and pour this into the 3-cup jug until the 3-cup jug is full. What remains in the 5-cup jug now equals 4 cups.

Alternatively, a PC may come up with the solution with a DC 15 Intelligence check independent of whether or not the players can solve the riddle.

Development: Once the PCs fill the marid's goblet with 4 cups of water, the statue's mouth slowly opens, revealing an aquamarine gem radiating moderate transmutation magic. The gem fits into the western petal of the steel orchid in area **A1**, glowing slightly once placed in the correct spot.

A3. The Djinn's Chasm (CR 7 or CR 10)

Twelve five-foot-diameter darkwood columns jut up at varying heights from this seemingly floorless room. While random, the columns offer a hazardous path to a raised platform thirty-five feet away. Decorating the far wall, a giant carved face leers across the open chasm, mocking potential trespassers.

The 12 wooden columns provide a path to the other side of this room, but six of the columns (marked with an X) cannot hold more than 50 pounds before disintegrating to splinters. When a PC weighing more than 50 pounds (including all gear) jumps to one of the marked columns, she must succeed at a DC 10 Reflex save to jump to the safety of an adjacent column as her footing slips out from underneath her. Jumping from a splintering column increases the DC of Acrobatics checks by 5 (add 5 for each consecutive marked column in a series).

If a PC fails an Acrobatics check or Reflex save while jumping across the chasm, she falls 70 feet to the chamber's soft, muddy floor, taking 7d6 points of falling damage (with the first 1d6 being nonlethal). Climbing back up from the bottom of the chamber requires a DC 10 Climb check to scale the chasm's southern face. If a PC attempts to scale the chasm's northern, eastern, or western walls, she must make a successful DC 20 Climb check to reach the top because of the oily residue smeared on the wall's surface.

Any PC within 10 feet of a column may make a DC 10 Knowledge (engineering) check to identify a structurally weak pillar and avoid the hazard completely.

The distance between the stable columns is detailed below.

Edge to a: 5 feet (Acrobatics DC 5)

a to b (7 feet higher [slight slope]): 10 feet (Acrobatics DC 12)

b to c: 5 feet (Acrobatics DC 5)

c to d (8-1/2 feet higher [severe slope]): 10 feet (Acrobatics DC 15)

d to e: 5 feet (Acrobatics DC 5)

e to f (7 feet higher [slight slope]): 10 feet (Acrobatics DC 12)

e to platform (7 feet higher [slight slope]): 15 feet (Acrobatics DC 17)

f to platform: negligible (no check required)

Treat all other distances as 5 feet (Acrobatics DC 5).

Trap: The giant carved face holds another of the mechanical orchid's gears. In the statue's mouth, held between its teeth, rests a clear diamond. Besides holding the air key gem, the face also acts as a magical trap. Any PC who attempts to use flight to cross the chasm becomes the target of the statue's dispelling eyes.

Subtier 5–6 (CR 7)

DISPELLING EYES TRAP CR 7

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger sight (*arcane eye*); **Reset** automatic

Effect spell effect (*greater dispel magic*, area dispel, CL 11); multiple targets (all targets in a 20-foot-radius burst)

Subtier 8–9 (CR 10)

DISPELLING EYES TRAP CR 10

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger sight (*true seeing*); **Reset** automatic

Effect spell effect (*heightened greater dispel magic*, area dispel, CL 17); multiple targets (all targets in a 20-foot-radius burst)

Development: The diamond in the statue's mouth radiates moderate transmutation magic and fits into the northern petal of the steel orchid in area A1, glowing slightly once placed in the correct spot.

A4. The Efreeti's Kiln (CR 6 or CR 9)

Bright crimson, scarlet, and vermilion tiles cover the walls, floors, and ceiling of this otherwise barren room. The tiles differ in shape, size, and texture, creating a giant mosaic depicting a red-skinned, horned man and a woman wreathed in flames leading armies of beasts of fire and golden-haired celestials against one another in an epic struggle. Strange runes ring the room's circumference.

On the room's ceiling, implanted in the mosaic, is a bright garnet emanating moderate transmutation magic. A DC 15 Perception check identifies this gem as being unique among the many colored tiles that make up the

room-wide mosaic. A DC 15 Knowledge (religion) check identifies the mosaic's horned man as Asmodeus and the flaming woman as Sarenrae; a similar DC 15 Knowledge (planes) check identifies the fire creatures as efreeti and the celestials as hound archons.

Any PC who can read Celestial or Infernal recognizes the strange writing that runs along the chamber's outer edge as a dual warning. In Celestial it reads, "The dawn brings new light"; in Infernal, the script says, "The kingdom shall be his."

Traps: A PC who crosses the vertical plane formed by the warning circle in Celestial and Infernal triggers a *flame strike* traps.

Subtier 5–6 (CR 6)

FLAME STRIKE TRAP CR 6

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** none; **Bypass** pass phrases:

"The dawn brings new light" spoken in Celestial and "The kingdom shall be his" spoken in Infernal, simultaneously, by two different speakers

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder, targeting the first PC who crosses the warning ring)

Subtier 8–9 (CR 9)

FLAME STRIKE TRAP CR 9

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** none; **Bypass** pass phrases:

"The dawn brings new light" spoken in Celestial and "The kingdom shall be his" spoken in Infernal, simultaneously, by two different speakers

Effect spell effect (*maximized flame strike*, 48 points fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder, targeting the first PC who crosses the warning ring)

Development: The garnet in the room's ceiling fits into the eastern petal of the steel orchid in area A1, glowing slightly once placed in the correct spot.

A5. The Shaitan's Grotto (CR 6 or CR 9)

When the PCs first open the chamber's doors, a rushing torrent of sand spills into the hallway, affecting all creatures in a 60-foot line. After the initial 60 feet, the surge of sand loses its power. In Subtier 5–6, all creatures

OPTIONAL ENCOUNTER

If the PCs have more than 2 hours remaining to complete the scenario, run the encounter in area **A5** as written. If they do not, skip the addition of the earth elementals and have the PCs simply claim the onyx key gem from the root.

in the sand's 60-foot path are subject to a single overrun combat maneuver (CMB +15). In Subtier 8–9, any PCs within the sand's 60-foot path are subject to a single trample attack (see the traps below). After the initial gush of sand, treat the terrain within this chamber and hallway as difficult.

When the PCs enter the chamber after releasing the sand, read the following:

Coarse sand fills this earthy chamber to a height of three feet. Unworked, vine-choked walls form a canvas upon which are daubed crude paintings of powerful-looking, purple-skinned humanoids. Several thick roots droop from the ceiling at varying heights, and a musty smell permeates the air. In the room's center, suspended from a dangling root, sways a large onyx gem.

The onyx is firmly entwined in the root's grasp, but it can be untied with a DC 20 Escape Artist check. Otherwise, the PCs can hack the gem key away from the root (hardness 5, hp 15, Break DC 18).

Creatures: Hidden within the sand wait several earth elementals that attack immediately when the sand held back by the closed door is released.

Subtier 5–6 (CR 6)

MEDIUM EARTH ELEMENTALS (3) CR 3

hp 34 each (*Pathfinder RPG Bestiary* 122)

Subtier 8–9 (CR 9)

LARGE EARTH ELEMENTALS (3) CR 5

hp 68 each (*Pathfinder RPG Bestiary* 122)

Traps: In Subtier 8–9, the force of the sand released when the door is opened is so strong that it does more than simply knock creatures in its path prone.

TORRENT OF SAND TRAP CR 5

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Trample (2d6+9, DC 20); multiple targets (all targets in a 10-ft by 60-ft hallway)

Development: The onyx key gem radiates moderate transmutation magic and fits perfectly into the metallic orchid's southern petal, glowing slightly once placed in the correct position.

A6. Hall of Records (CR 7 or CR 10)

A narrow, forty-foot-long stairwell opens into a vast chamber stretching over a hundred feet from end to end. Spread throughout the vault are a series of massive columns, each rising twenty feet from the ground, leaving ten feet of open space between their beveled capitals and the domed ceiling above. Each column is covered from plinth to capital with shelves sized for books and scrolls alike.

Each of the room's 13 columns is surrounded by a permanent, airtight *wall of force*, hermetically sealing the contents within and protecting them from looters who find their way into the Conundrum. Only the northernmost column lacks a protective barrier, as its shelves are mostly empty, awaiting further data from future auctions held in Lamasara.

Creatures: A pair of dominated hieracosphinxes serve as guardians of this chamber, roosting in haphazard nests atop the abacuses of the two columns in the eastern and western alcoves of the room. The creatures are extremely territorial and attack any creatures that enter the room, save the legal ruler of Lamasara or her designated custodian—currently Queen Zamere and Ofarah Ohatepe, respectively—identified by a pair of unique signet rings linked to the forces that magically compel the sphinxes into service. As the PCs lack such symbols, the hieracosphinxes attack them, fighting to the death to defend their territory.

Subtier 5–6 (CR 7)

RECORD GUARDIANS (2) CR 5

Hieracosphinx (*Pathfinder RPG Bestiary* 3 253)

CE Large magical beast

Init +2; Senses darkvision 60 ft., low-light vision; Perception +16

DEFENSE

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

hp 60 (8d10+16)

Fort +8, Ref +8, Will +4

OFFENSE

Speed 30 ft., fly 60 ft. (poor)

Melee bite +11 (1d10+4), 2 claws +11 (1d6+4)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, shriek

STATISTICS

Str 19, Dex 14, Con 15, Int 6, Wis 15, Cha 10

Base Atk +8; CMB +13; CMD 25 (29 vs. trip)

Feats Cleave, Flyby Attack, Power Attack, Skill Focus (Perception)

Skills Fly +3, Perception +16; **Racial Modifiers** +4 Perception

Languages Sphinx

SPECIAL ABILITIES

Shriek (Su) The shrill shriek of a hieracosphinx deafens non-sphinxes within a 60-foot-radius spread for 2d4 rounds (DC 16 Fortitude negates). Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours. Using this ability is a standard action. The save DC is Constitution-based.

Subtier 8–9 (CR 10)

RECORD GUARDIANS (2)

CR 8

Advanced hieracosphinx (*Pathfinder RPG Bestiary* 3 253, 290)

CE Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, –1 size)

hp 105 each (10d10+50)

Fort +11, **Ref** +11, **Will** +7

OFFENSE

Speed 30 ft., fly 60 ft. (poor)

Melee bite +15 (1d10+6), 2 claws +15 (1d6+6)

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

Special Attacks shriek, pounce

STATISTICS

Str 23, **Dex** 18, **Con** 19, **Int** 10, **Wis** 19, **Cha** 14

Base Atk +10; **CMB** +17; **CMD** 31

Feats Cleave, Flyby Attack, Power Attack, Skill Focus (Perception), Toughness

Skills Fly +6, Intimidate +7, Perception +19, Stealth +8; **Racial Modifiers** +4 Perception

Languages Sphinx

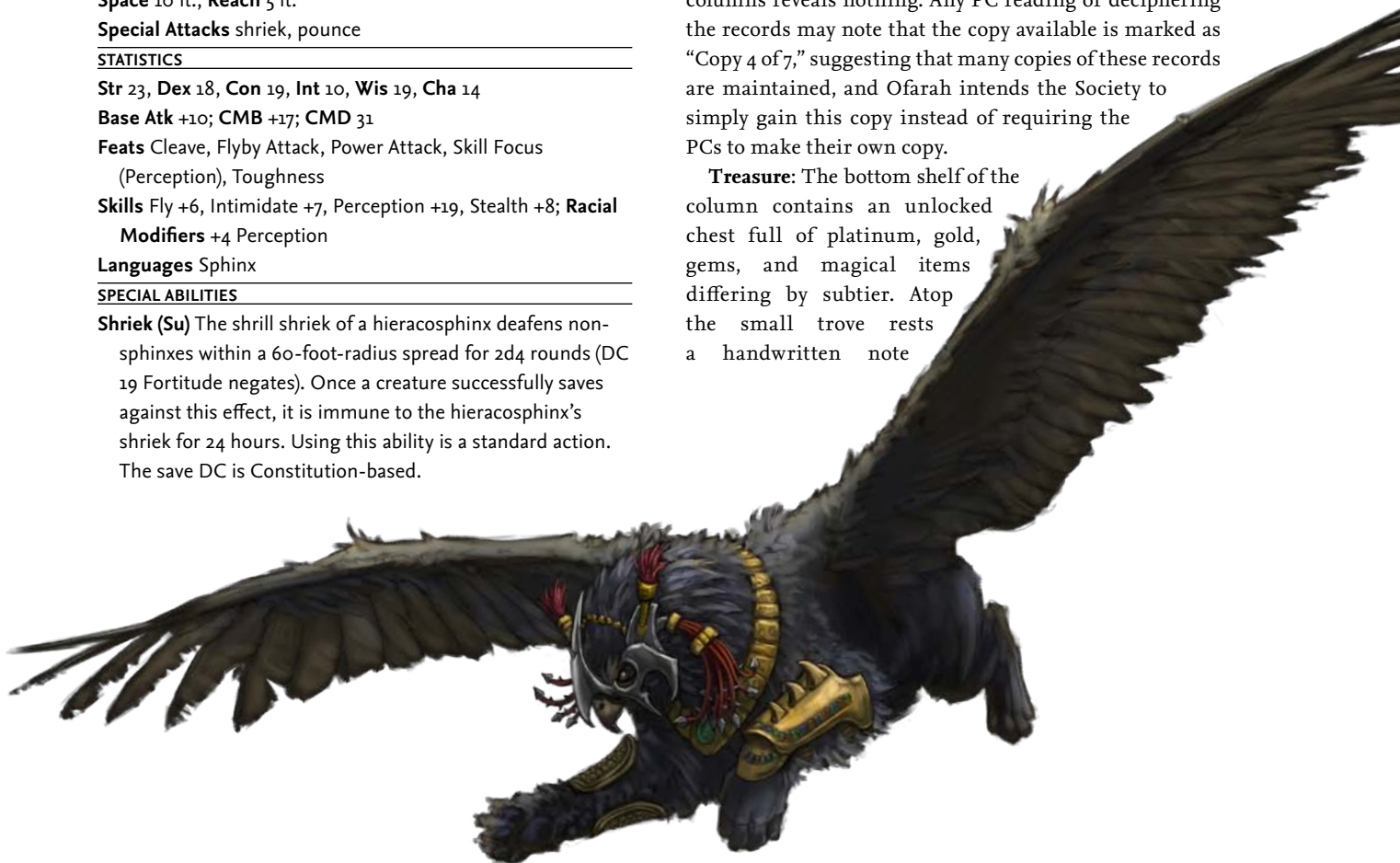
SPECIAL ABILITIES

Shriek (Su) The shrill shriek of a hieracosphinx deafens non-sphinxes within a 60-foot-radius spread for 2d4 rounds (DC 19 Fortitude negates). Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours. Using this ability is a standard action. The save DC is Constitution-based.

Development: Once the PCs defeat the hieracosphinx record guardians, they are free to explore the chamber. The library's columns contain records from past auctions, dating back to the very first Lamasaran auction in the earliest days of the city's now time-honored tradition, as well as aged tomes on the Tekritanin League, the Oath Wars, and the div armies of Ahriman. All the records are sealed out of the PCs' reach unless they wish to use magic or spend significant amounts of time and energy to gain access to them, but doing so provides no special benefit to the Society in the short term and Ofarah notes any *walls off force* that are removed or destroyed. The contents of all columns but the northernmost are beyond the scope of this adventure.

The lone unsealed column contains only a single shelf of books, but PCs who succeed at a DC 10 Perception check identify signs that many more books stood here recently and were removed. The remaining books, written entirely in Tekritanin, contain records of all bids, both winning and unsuccessful, over the last 100 years, constituting 20 auctions. The records contain no names, however, merely long series of coded numbers to distinguish bidders from one another. Where the cipher for his list rests is not evident, but even searching the other 12 columns reveals nothing. Any PC reading or deciphering the records may note that the copy available is marked as "Copy 4 of 7," suggesting that many copies of these records are maintained, and Ofarah intends the Society to simply gain this copy instead of requiring the PCs to make their own copy.

Treasure: The bottom shelf of the column contains an unlocked chest full of platinum, gold, gems, and magical items differing by subtier. Atop the small trove rests a handwritten note



saying simply, “To get you started.” In Subtier 5–6, the chest contains coins and gems worth 1,500 gp, a +1 longsword, a *candle of truth*, a *javelin of lightning*, a set of masterwork chainmail, a vial of oil of *keen edge*, one *potion of remove blindness/deafness*, a *scroll of fireball* (CL 8th), a *spined shield*, and a *wand of cure moderate wounds* with 15 charges. In Subtier 8–9, the chest also contains coins and gems worth an addition 600 gp, a +1 *thundering battleaxe*, a set of *gloves of arrow snaring*, a *scroll of breath of life*, and a *wand of call lightning* with 6 charges.

Rewards: If the PCs discover the chest, reward each subtier thusly:

Subtier 5–6:

Give each PC 1,553 gp.

Subtier 8–9:

Give each PC 2,886 gp.

CONCLUSION

With the auction records secure, the PCs may now exit the Conundrum through the *ring gate* mounted on the wall of area A1, using the vials of gaseous form Ofarah assured them would be waiting for them. When they arrive back at the Thuvian Embassy, they find themselves in an empty guest room with a ring gate fixed to the wall. Upon exiting the austere chamber, they startle a passing guard who had no idea that any guests remained from the night's festivities. She escorts the PCs out of the embassy, informing them that Ofarah herself shortly after the attack on her life (apparently right after she sent the PCs through the ring gate), boarding a ship bound for Lamasara.

When the PCs report to the Grand Lodge, Kreighton Shaine greets them with an eccentric bow and squeals in delight at the information they present him. He seems less interested in the actual contents of the books, however, than excited about the challenge of deciphering the codes that are used within.

On the other hand, if the PCs return without the Lamasaran histories, Kreighton remains solemn and comments that at least the Society knows of the

Conundrum, and knows who to approach—with other, more skilled agents, perhaps—to gain access to it.

Success Conditions

A PC earns a Prestige Point for this scenario upon returning the auction histories found in area A6 (or copies thereof) to the Kreighton Shaine at the Grand Lodge.

Faction Missions

The PCs may earn prestige from their respective factions for completing the tasks listed below during the course of the adventure.

Andoran Faction: Andoran faction PCs who find evidence of the slaving operation in Merab during Act 1 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who keep Gaspar Desime occupied and out of Zarta Dralneen's way in Act 1 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who give Ofarah the Decemvirate's necklace and convince her to wear it in Act 2 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who successfully gather a cutting from a joluba plant in Act 1 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who transcribe the requested passages in Act 1 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who successfully cast *steal book* from the trade prince's scroll to copy the contents of the Thuvian ledger in Act 1 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who discover that the elf claiming to be Ceralan is an impersonator by retrieving his assignment in Act 2 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who slip away from the party and recover the belongings of the missing Pathfinder in Act 1 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who deliver the platinum ingot to Yala without being noticed in Act 1 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who gain entry to the Thuvian ambassador's office and leave Princess Eutropia's letter where he will see it in Act 1 earn 1 Prestige Point.

THE IMMORTAL CONUNDRUM

PATHFINDER SOCIETY SCENARIO #3-10: THE IMMORTAL CONUNDRUM

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

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

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Character #		Prestige Points
Character Name		

☐ Andoran

☐ Cheliah

☐ Grand Lodge

☐ Lantern Lodge

☐ Osirion

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☐ Sczarni

☐ Shadow Lodge

☐ Silver Crusade

☐ Taldor

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		<input type="checkbox"/> Taldor

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Character #		Prestige Points
Character Name		

☐ Andoran

☐ Cheliah

☐ Grand Lodge

☐ Lantern Lodge

☐ Osirion

☐ Qadira

☐ Sczarni

☐ Shadow Lodge

☐ Silver Crusade

☐ Taldor

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PATHFINDER SOCIETY SCENARIO

Agdoran



Champion of Freedom,

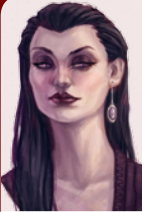
Recently, I received a report that a growing Inner Sea slaving operation has been working out of the Thuvian port of Merab. But the report must be substantiated—I need you to use your time at the Thuvian Embassy this evening to further the investigation into this claim. Find a moment in the proceedings to slip away and search the quarters of the Merabi delegate to the embassy. See if you can find anything therein to give credence to my fears, and if so, bring it to me.

May Talmandor Guide You,

Colson Maldris

Major Colson Maldris

Chelax



Delectable Play-Thing,

While I am ecstatic that I will see you tonight at the Thuvian Embassy, I am disgusted with the prospect of seeing a former lover of mine there as well. His name is Gaspar Desime and he's simply awful. As much as I admire confidence, his egotism is simply too much to bear. After all, the only ego I want stroked in my presence is my own. See that he is kept occupied for any periods of mingling so that I might avoid his boorish annoyances. You will be well rewarded, perhaps in the very ways he seeks to be.

In appreciation,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Pathfinder,

The Decemvirate wishes one of their number could attend tonight's banquet, but doing so would place them in an awkward position. Instead, they ask that you give the party's hostess, Ofarah Ohatepe, the enclosed necklace. It should be easy enough to persuade her to accept it, but we need her to actually wear it, and wear it often. Ensure that she believes it complements her features so that she dons it during the party and hopefully wears it often thereafter as well.

Ten Blessings,

Ambrus Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Most Honored Pathfinder,

Nowhere else in the world are practitioners of the craft of alchemy more renowned or respected than in the desert nation of Thuvia. My personal herbalist has recently expressed a desire to cultivate his own Thuvian joluba plant, which he claims can be grown from a single healthy cutting. Should you have the opportunity to get away from the party of tour the embassy grounds, see if you can find such a plant and bring me a clipping. Should it have the medicinal properties my herbalist claims, I will be forever in your gratitude.

In Service to the Lantern Lodge,

Amara Li

Venture-Captain Amara Li

THE IMMORTAL CONUNDRUM

Osirion



Two hundred years ago, a venture-captain in your very own Pathfinder Society named Johann of Ribe wrote a history of the ancient Tekritanin League called *Cities Between Empires* that included several passages with encoded messages to Osirians living under Keleshite rule. When these messages were discovered, all known copies of the book were destroyed. Yet I believe one copy still remains in the Thuvian Embassy's library; find it and transcribe the passages listed on the attached document and give them to me while we are both at the event there tonight.

The Ruby Prince is counting on you,
Amenopheus
Amenopheus, the Sapphire Sage

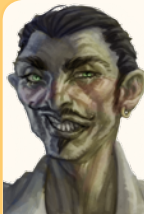
Qadira



Fellow Entrepreneur,
Tonight, while I'm mingling with the other guests at the party at the Thuvian Embassy, I need you to sneak away to the office of the embassy's head of trade. She should have a ledger containing contacts, trade agreements, and major transactions, but the book itself is likely abjured to prevent its removal from the office. Thus, I need you to use the spell on the included scroll to magically remove the contents of the book. At the time of its casting, you can select another book to transfer the text to; use my personal diary, which will be in my pocket downstairs.

Don't let me down,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Wanderer,
I understand you will be attending a formal dinner at the Thuvian Embassy. My sources tell me that one of the other guests is to be an elf named Ceralan who happens to owe a number of our associates significant sums of money. While there, inquire of him why he feels he can attend opulent galas, possibly even trying to get in good with those in charge of the upcoming *sun orchid elixir* auction, before paying back those to whom he is already indebted.

Discreet in all things,
Guaril Karela
Guaril Karela

SHADOW LODGE

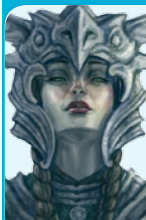


True Pathfinder,
Yet another of our brethren has disappeared in the line of duty and the Ten have failed to put sufficient pressure on the Thuvian government to get information regarding the incident. A young Pathfinder named Zekelegy was on a mission deep in the deserts of Thuvia when all contact ceased. A few half-hearted inquiries have been sent to the Thuvian Embassy, but as yet, nothing has come of them. During the party, sneak away to the bureaucratic heart of the embassy and see if you can find anything that might have belonged to Zekelegy. If you can, return it to me, and I will see her family gets it.

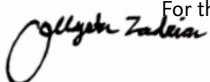
From the Shadows,
Torch
Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

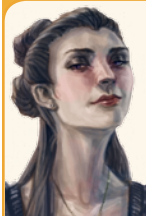
Silver Crusade



Beacon of Light,
Among your fellow guests at tonight's dinner at the Thuvian Embassy will be a warrior from the Lands of the Linnorm Kings to the north named Yala Witchbane. I believe she plans to place a bid for the upcoming *sun orchid elixir* auction so that she can prolong her life and continue to apply her decades of personal experience to her ongoing battle against the White Witches of Irrisen. This is an effort we support, and we wish to assist her in bankrolling her bid. Please deliver the enclosed platinum ingot to the noble barbarian at the party, but ensure that none see you do so, as it would be considered tasteless to do so right under the Thuvians' noses in their own embassy.

For the Greater Good,

Ollysta Zadrian

TALDOR



Loyal Taldan,
I understand we will both be attending Ofarah Ohatepe's birthday dinner at the Thuvian Embassy soon. There is a task I need you to perform while in the embassy that I will be unable to do, as my absence from the party for even a moment would likely be hard to hide. Sneak away as you are able and place the attached letter from Princess Eutropia herself in the office of the Thuvian ambassador. This letter must be read by him as soon as possible, so make sure it's visible—and that it remains sealed!

See you soon,

Lady Gloriana Morilla

PLAYER HANDOUT

Abroziel,
Your next assignment is to impersonate a fellow elf named Ceralan in order to infiltrate the Thuvian Embassy and eliminate the Lioness of Lamasara, Ofarah Ohatepe. We believe she plans to violate the laws of Thupia and tamper with the outcome of her city's forthcoming auction. This cannot be tolerated. We have planted three fellow assassins among the newly-hired serving staff for the dinner; when you make your move, they will support you.

The true Ceralan does not know our true intentions, but he owed us significantly for past favors and loans, and when we told him that responding to the invitation but not going to the party itself would remove his outstanding debts, he jumped at the chance.

Be swift and merciless,
K-



PATHFINDER SOCIETY SCENARIO #3-10: THE IMMORTAL CONUNDRUM

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER		
5-6	1,266	2,533
SUBTIER		
8-9	2,723	5,446

MAX GOLD

This Chronicle Certifies That

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

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame	Current Prestige

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Subtotal

-	
---	--

Items Bought

=	
---	--

Total

Items Found During This Scenario

SUBTIER

5-6

+2 studded leather (4,175 gp)
candle of truth (2,500 gp)
javelin of lightning (1,500 gp)
oil of keen edge (750 gp)
potion of cure moderate wounds (300 gp)
potion of invisibility (300 gp)
potion of remove blindness/deafness (750 gp)
ring of protection +1 (2,000 gp)
scroll of fireball (CL 8th; 600 gp, limit 1)
spined shield (5,580 gp)
wand of cure moderate wounds (15 charges; 1,350 gp, limit 1)

SUBTIER

8-9

+1 thundering battleaxe (8,315 gp)
amulet of mighty fists +1 (5,000 gp)
cloak of resistance +1 (1,000 gp)
gloves of arrow snaring (4,000 gp)
potion of cure serious wounds (750 gp)
scroll of breath of life (1,125 gp)
wand of call lightning (6 charges; 1,350 gp, limit 1)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #