

# PATHFINDER SOCIETY®



## The BLAKROS MATRIMONY

By Thurston Hillman



# THE BLAKROS MATRIMONY

PATHFINDER SOCIETY SCENARIO #4-09

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*Pathfinder Society Scenario #4-09: The Blakros Matrimony* is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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

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# THE BLAKROS MATRIMONY

BY THURSTON HILLMAN



The wealthy and influential Blakros family has earned renown throughout the Inner Sea region not only in matters of political manipulation and mercantile domination, but also because of the family's extensive collection of magical relics, exotic antiquities, and other associated discoveries. The family maintains a museum in Absalom, and has a long and storied history with the Pathfinder Society, though the two organizations have not always been allies. Over the past several years, however, Pathfinder agents have made inroads into the Blakroses' good graces, and members of the family were even invited to the Society's exclusive annual Grand Convocation in the summer of 4712 AR.

Prior to the Grand Convocation, the eldest daughter of the Blakros family's reigning matriarch, Michellia Blakros, attempted to court Major Colson Maldris, seeing the prominent Eagle Knight as a promising husband for political and social reasons. But she was rejected by the major, who was unwilling to set aside his commission for a loveless marriage to a woman half his age. The Decemvirate, seeing an opportunity to do the family a favor by assisting Michellia in finding a new partner, invited her and several members of her family to the Grand Convocation in the hopes that she would meet a new prospect there—one the Society already had connections with. Several factions vied to influence Michellia's decision, each hoping her final choice would be someone who would increase the faction's influence and resources within the Pathfinder Society, the Blakros family, and the Inner Sea region as a whole. The event culminated in not only Michellia's announcement of her decision to marry the Hellknight officer Damian Kastner, but also an attack by the Onyx Alliance, longstanding enemies of the Blakros family who capitalized on the Blakroses' lowered guard while they attended the festivities.

A field-marshal in the Hellknight Order of the Scourge, Damian Kastner is a hard and calculating man, who has worked hard to climb the difficult hierarchy of the order. But an embarrassing encounter with Paracountess Zarta Dralneen on one of her visits to Egorian left him indebted to the manipulating diplomat. At Dralneen's request, Kastner attended the Grand

## WHERE ON GOLARION?

This adventure takes place entirely on the Blakros-owned retreat of Pariol Island. The island is a day's sail southwest of the metropolis of Absalom, about 10 miles off the coast of the Isle of Kortos. At the beginning of the adventure players may have some time to stock up on equipment in Absalom, but the rest of their time will be on the isolated island. For more information on Absalom and the Isle of Kortos, check out *Pathfinder Campaign Setting: Guide to Absalom*, available in bookstores and game stores everywhere, and online at [paizo.com](http://paizo.com).



Convocation, where he impressed the Blakros family with his poise and strong belief in the order of law. While accepting Michellia's proposal means sacrificing his rank and membership in the Hellknights, Kastner understands that becoming a member of the Blakros family serves to advance his homeland of Cheliax, and should also allow him to act as a strong lawful compass to the otherwise unchecked family.

With Michellia's future husband decided, the Blakros family began preparations for their eldest daughter's wedding in earnest. Knowing that Absalom was no longer safe because of the potential presence of Onyx Alliance agents, the Blakroses opted to renovate a largely abandoned island retreat a day's sail from Absalom, about 20 miles off the southwestern coast of the Isle of Kortos, as the site of the wedding. Here they could control the

### GM RESOURCES

*The Blakros Matrimony* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Magic*. The adventure assumes the GM has access to these sourcebooks, and specific rules referenced are not reprinted herein. In addition to these books being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd).

event's security themselves and ensure that nothing threatened to ruin such a momentous occasion.

Pariol Island was once the property of an Andoren noble house that dissolved even before the nation turned away from noble rule and became the Inner Sea's first true democracy. Gifted as a dowry to the Blakroses centuries ago in a wedding not unlike Michellia's own joining with Damian Kastner, the island served as an isolated summer retreat for members of the family who needed a break from life in the busy metropolises of the Inner Sea. The estate burned down several years ago during an accident while Michellia and her twin sister Eleanir were still in their childhood, however, and the island has been largely unused since. Upon the news of Michellia's impending marriage, the Blakros family hired workers to construct an opulent site to hold the wedding ceremony and house the esteemed guests who would be attending the 3-day affair.

In gratitude to the Pathfinder Society for proving themselves worthy allies of the family, matriarch Hamaria Blakros, mother of the bride and the most powerful member of the entire clan, extended an invitation to the Decemvirate to send a small contingent of agents to the island to represent the Society as a whole. Unbeknownst to the Pathfinders, however, they are not the only people who attended the Grand Convocation with plans for the wedding. The Ulfen prophet Olaf Kvaran, who saw a vision of the world ending unless he married Michellia Blakros, is prepared to ensure she will be his bride, despite her betrothal to Damian Kastner. If his plan comes to fruition, the Pathfinder Society could be blamed for it, putting their still-tenuous relationship with the Blakroses in jeopardy.

## SUMMARY

The Pathfinder Society has been invited to send a group of representatives to attend the wedding of Michellia Blakros and Damian Kastner. The PCs are tasked with this important social mission and given explicit instructions that their primary goal on the Blakros family's private island is to represent the Society in a positive manner. Above all else, the PCs must not disgrace the Pathfinder name during this

event, as doing so could jeopardize the Decemvirate's tenuous alliance with the powerful Blakros clan.

If the PCs take the early boat ride out to Pariol island, they can get some extra time on the island to explore. Alternatively, they can wait for the later vessel that will ferry the majority of guests, which instead allows them an additional opportunity to impress the Blakroses' many distinguished acquaintances.

Upon arriving at the island, the PCs can then start to socialize and try to impress important NPCs during an initial reception on the eve of the wedding. Here, the PCs must use their wits and social skills to earn the admiration of attendees as they try to curry favor for the Society.

On the following day, the PCs attend the wedding, only to have it interrupted by a guest who denounces the groom in front of the assembled attendees. The PCs can then step up to defend the groom's honor, potentially ruining their chances at influencing the offending guest, or stand up for the marriage.

During the reception that follows, the PCs are given the opportunity to once again socialize with attendees, giving them a chance to make up for past social faux pas, or start entirely new feuds. When the bridal party toasts their future and thanks their guests, the former Hellknight groom announces the dowry granted by his family to the Blakroses: an ancestral mansion in Cheliah known for a long history of closed-door diabolism prior to Aroden's death and the advent of House Thrune.

After the reception, Michellia is secretly ushered away by her twin sister Eleanir to the abandoned ruins of the Blakroses' former summer home. There Eleanir leads her sister into a trap laid by the jilted Ulfen prophet Olaf Kvaran, who believes he must wed Michellia to prevent the end of the world. Eleanir plans to replace her sister, but the PCs can put an end to the plot and rescue Michellia from Olaf's grasp.

Meanwhile, one of the guests is deeply troubled by Kastner's wedding gift, and plans an attack on the wedding guests to eliminate anyone who knew of the manor's change of ownership. Summoning a cadre of demons before departing the island on his private boat, Tancred Desimire orders his fiendish followers to attack the wedding guests at the height of the reception ceremony. Depending on how well the PCs have influenced the guests, they may find themselves as leaders of a small army against the demons, or caught up in the panic of the attendees.

## GETTING STARTED

Read the following to get the adventure underway:

Only a handful of other Pathfinders, most of them initiates, walk the halls near the office of Venture-Captain Ambrus Valsin.

The Grand Lodge's chamberlain sits behind an organized desk, reading a recently printed chronicle, and tapping his finger on an elaborate open envelope, the only sound in the eerily silent Pathfinder Society headquarters.

"Can you believe this place?" Valsin calmly asks, keeping his eyes squared on his chronicle. "Almost every agent worth her salt is off in Varisia right now. I bet you the Heidmarchs' manor has more Pathfinders in it than this place."

Valsin finishes his reading and places the document on the desk, while sliding the envelope forward.

"Desna smiles upon us that I have you fine agents here, as I doubt anyone else in Absalom is better qualified for this mission. I won't lie, this is probably one of the trickiest tasks I've ever had to send a group of Pathfinders on, and much rides on its success. I need you to attend a wedding. And not just any wedding, mind you, but a *Blakros* wedding."

"The Blakros family is one of the wealthiest families in Absalom—in the entire Inner Sea region, even—and we've cultivated a good working relationship with them over the years. In two days, Michellia Blakros is getting married to the former Hellknight Damian Kastner, and because of security concerns, we only got our invitation this morning. I won't bore you with specifics, but sufficed to say, the Society has a lot of interest in this wedding, as some of our agents had a hand in helping it along."

"The wedding is taking place on a secluded summer retreat on nearby Pariol Island, which the Blakroses own. There are two boats heading there before the first wedding festivities. One is a small supply runner set to leave in an hour that could get you there early tomorrow morning. The next is a larger ship that will transport the majority of the guests in the morning. Your travel is paid for of course, but you'll need to get on one of those two vessels."

With a grave nod, Valsin passes over the envelope containing the invitation, and continues. "Also, you'll need to peace-bond any weapons when you arrive on the island, and I'd recommend only wearing your finest armor, if you wear any at all. We're not too concerned about security at the wedding, but making a good impression on the Blakroses and their guests is key to your mission. You'll need to mingle, and get on the good sides of as many people as you can. I can't stress this point enough: This is a social gathering, and the Society could really use the extra clout with all our current efforts being so far abroad. I don't care if you save the wedding from a dragon, find out the bride is a doppelganger, or discover some grand plot to take over the Inner Sea—I only care that you leave this wedding having made people happy and improving our standing among the attendees! Are we understood?"

The PCs may wish to question Valsin about some of the wedding's specifics. The venture-captain has had some experience with the Blakros family and does his best to answer. His answers to several likely questions follow.

**What do you know about the island?** "Pariol Island was an old summer retreat used by the Blakroses for vacationing. Several years ago, their summer home burnt down in an accident involving some of the house staff when the family wasn't present. The Blakroses abandoned the island, as they had other summer estates elsewhere. Now they've built a pavilion to host the wedding and all the guests, but otherwise the island is largely empty and uninhabited."

**What can you tell us about the dress code?** "I'd like it if you could all go in formal attire, since that will give you more credibility among the nobles in attendance. If you must wear armor, consider wearing ceremonial armor, the lighter and less cumbersome the better. As I said, weapons must be peace-bonded."

**Who would want to stop the wedding?** "While I don't expect any major problems, the Blakros family has made many enemies over the centuries (the Society used to be one of them, in fact). Currently, I suspect the Onyx Alliance poses the greatest threat. They're a rather unseemly cabal from the Plane of Shadow, the very ones who attacked this year's Grand Convocation. The Blakroses assure us that they have security under control, though, and that the Pathfinder Society attendees are invited as honored guests rather than protectors."

### Knowledge (history or nobility)

In addition to questioning Valsin, some PCs may already have knowledge of the Blakros family or may wish to research them at the Grand Lodge's library.

**10+** The Blakros family originated in Taldor, and made their initial fortune trading with both Qadira and Taldor during the nations' centuries-long conflict. Today they are one of the most influential families in Absalom and the greater Inner Sea region.

**15+** The Blakros family weds their offspring only to those of sufficient prestige and renown. Unlike in many other marriages, those who marry into the family often take on the Blakros name following the ceremony so that any children born to the couple will also carry the Blakros name.

**20+** A requirement of marrying into the Blakros family is a dowry of some note. In many circumstances, these dowries are secret to all but the families involved until they are formally presented at the reception.

### Getting to the Island

After receiving their orders, the Pathfinders have a number of choices regarding how to get to Pariol Island in time for the wedding. As Valsin indicated, there are two ships set to depart Absalom for the island, both of which will arrive in time for the reception the next evening. The first is a supply vessel carrying workers



**GM TIP: INFLUENCE CHECKS**

In a scenario featuring so much social interaction and so many roleplaying opportunities, it can be difficult to manage time in order to keep things moving and to maintain the interest for all players. Treat each encounter below as a combat for the purposes of gauging the appropriate amount of time for the party to have to complete them all.

Any time the scenario calls for the PCs to attempt an Influence check, allow each player to declare her intended target. Combine any PCs working on the same target into a single encounter. This allows the GM to ensure players influencing the same NPC can work together during the attempt, keeping the scenes moving and as many PCs as possible engaged in the scenario's action at a given time.

Additionally, if a player does a particularly good job roleplaying an interaction with an NPC, feel free to award the player's PC a +2 circumstance bonus on his Influence or Discovery check.

tasked with setting up the wedding pavilion and servants who will attend to the Blakroses and their guests over the weekend. If the PCs take this boat (a 12-hour journey), they will have a chance to explore the island before any of the weekend's festivities begin, but miss the opportunity to buy supplies and prepare for the journey in Absalom.

If the PCs instead choose to take the Blakroses' galleon with the rest of their Absalom-based guests the next morning, the journey itself takes less time and will allow the Pathfinders the chance to prepare for the adventure at hand as well as to get an early start influencing the Blakroses' many guests during the 8-hour trip (see *Gaining Influence* on page 8 for more information). The voyage permits the party time to attempt 1 Influence check each.

Finally, some PCs may have other means of getting to the island, including their own sailing vessels or magical means. Pariol Island is 25 miles from Absalom by sea; refer to Chapter 7 of the *Pathfinder RPG Core Rulebook* for information on travel times for different sizes of sailing vessels. Depending on the speed of their boat or other means of transport, making their own way to Pariol Island may provide the PCs both time in Absalom before departing and time on the island before the other guests arrive and the reception starts, but denies them an opportunity to influence the other guests.

**PARIOL ISLAND**

Pariol Island stands approximately 10 miles off the southwestern coast of the Isle of Kortos, 25 miles west of Absalom. A single stone pier allows access for up to three

ships at any one time, requiring other vessels to anchor offshore and send longboats to land. The vast majority of the island is covered in coniferous trees or open scrubland. Several scattered rock formations and high bluffs mar the western side of the island, while the terrain is far more level on the eastern edges, near the pier.

The island is patrolled by a large mercenary company that has been employed by the Blakroses for many years, dedicated to the family and hired to keep the peace. The Pathfinders should not come into direct conflict with the mercenaries, who are hired to protect the PCs and the other guests, but if their stats are needed, use the guard stats found on page 260 of the *Pathfinder RPG GameMastery Guide*.

**Faction Notes:** Osirion faction PCs should be interested in exploring the island's less-trodden areas in search of a sample of enterot root, which they can locate with a successful DC 20 Survival check. Samples of the plant can be retrieved at any time after they are located, including after the scenario's conclusion. Obtaining a sample of the rare ivy earns Osirion faction PCs 1 Prestige Point.

**A. Pier**

This long stone pier stretches out into the deep waters of the island's eastern shore and serves as be the most likely point of arrival and departure for the PCs on Pariol Island. At capacity, the docks can moor three deepwater vessels. A series of small wooden docks surround the pier, allowing launches from any additional ships anchored offshore to embark and disembark at ease.

**Creatures:** During daylight hours, 10 mercenaries patrol the pier and surrounding docks, though this number drops to four in the evening and overnight.

**B. Wedding Pavilion**

A large canvas pavilion has been erected near the center of the island, surrounded by several smaller tents serving as kitchens and staging areas for the Blakroses' staff. Easily accessible from the pier, Chapel Bluff, and the guest accommodations, a cleared path stretches from the pavilion to the north and south. Tables and chairs of fine quality are arranged inside the large tent, giving guests plenty of room to move around.

For more information on this location and the events that take place here, please see *Welcome* on page 12, *Reception* on page 14, and *The Shadow Attack* on page 19.

**Creatures:** Unless otherwise stated, five Blakros mercenaries patrol this area at all times to keep the peace.

**C. Guest Accommodations**

Hamaria Blakros spared no expense in crafting a series of temporary living quarters for those guests in attendance. A series of wooden cottages provides



comfortable accommodations for the Blakroses' honored guests during their stay on Pariol Island. Each cottage is furnished for up to eight guests, though there is plenty of open space in each for additional guests to sleep on the floor, portable cots, or even makeshift hammocks. The PCs are given a cottage to share, located near the center of the compound. The building is split into three main rooms: two full of beds and a common room; a smaller adjacent room contains washroom facilities.

For more information on this location see *The Night Before* on page 13.

**Creatures:** A patrol of a dozen Blakros mercenaries monitors the grounds at all times. These mercenaries ensure that no one tries to sneak out during the night, but don't mind if guests go outside so long as they stay within eyesight. During the day, or while evening activities are being conducted elsewhere on the island, the guards turn their attention to the surrounding area, watchful for intruders or anyone attempting to take advantage of the untended living quarters and the guests' valuables within.

## D. Chapel Bluff

The site of the wedding itself is a large wooden chapel built atop the tallest bluff on the island's northwestern

point. While the chapel is covered with a sturdy roof to fend off any precipitation, the sides of the chapel are open to the elements, allowing a crisp ocean breeze to blow through the holy site. Rows of elegantly carved wooden benches face a modest altar near the chapel's seaward edge.

See *Wedding Ceremony* on page 13 for information about the events that take place in this location.

**Creatures:** Throughout the adventure, a group of six Blakros mercenaries patrols Chapel Bluff for any signs of intrusion or tampering with the consecrated ground. They have orders to deny anyone save members of the Blakros family, the wedding party, or clergy of Abadar entry to the site until the morning of the second day, when the wedding is set to officially begin.

## E. Ruined Estate

The former summer home of the Blakros family on Pariol Island burned down years ago, but the family was sure to remove most of the wreckage during their recent renovation in case wayward guests wandered drunkenly from the pavilion during the weekend's festivities. The summer home's charred and crumbled outer walls still stand, framing the bare, scorched earth and collapsed tiled roof within. The ruin overlooks the sea from atop a steep

### FRIENDS IN ATTENDANCE

Among the attending guests are three faction leaders from the Society, each having thrown their support behind Damian Kastner during the Grand Convocation. Paracountess Zarta Dralneen, Trade Prince Aaqir al'Hakam, and Lady Gloriana Morilla, all attend the wedding festivities. Those three are already staunch allies of the Society, so the PCs should not spend much time with them.

GMs are encouraged to use the three faction leaders as a means of advancing the plot or pushing the PCs toward social encounters with other, more mission-critical, guests.

For more information on these three faction leaders, refer to Chapter 2 of *Pathfinder Campaign Setting: Pathfinder Society Field Guide* or the *Guide to Pathfinder Society Organized Play*.

granite cliff, but a natural break in the cliff face provides access from the structure to a small, private beach.

For information on the events that take place here see *The Kidnapped Bride* on page 15.

## GAINING INFLUENCE

The Pathfinder Society's primary goal during this adventure is to gain influence among the major guests in attendance at the wedding. Throughout the adventure, the PCs will be given several opportunities to garner influence, impress their fellow guests, and earn the Blakros family's respect.

Whenever the scenario allows the PCs to attempt an Influence check, the character may select one NPC in attendance to influence. Each PC can attempt a Bluff check (to pretend to be friendly), a Diplomacy check (to be genuine), an Intimidate check (to frighten the NPC into submission), or an appropriate Perform check (to entertain and amuse the NPC). Pathfinders can split up during these instances to work on different guests simultaneously, or can use the aid another action to assist comrades in influencing a single target.

Each NPC's social stat block indicates the character's Influence check DC, which must be met or exceeded for the party to accrue an Influence Point from the target of the check. The PCs earn 1 additional Influence Point per successful check for every 5 points by which the check exceeds the listed DC. Once an NPC has been successfully influenced a number of times equal to the number listed under *Successes Needed*, she is considered friendly toward the party.

The PCs may also gain an advantage over the targets of their Influence checks by exploiting NPCs' weaknesses. These character flaws or bits of scandalous gossip can be discovered with the listed Discovery check DC. A PC may forgo an Influence check to instead attempt a Discovery

check about a given NPC. If successful, the PC learns the character's weakness, granting the PCs a +4 competence bonus on any future Influence checks against that target.

Note that these rules override the standard rules for using skills to influence an NPC (such as Intimidate normally wearing off after 1 hour).

Each guest has a listed DC that the PCs must beat to gain an Influence Point. Once the party has accrued the listed number of Influence Points for an NPC, they have gained influence over that NPC.

**Faction Notes:** Several factions have additional missions that can be completed during any of the opportunities for the PCs to attempt Influence checks. Each faction can succeed at its respective mission only once, but attempts can be made throughout the scenario.

Lantern Lodge faction PCs need to entice at least two of the major guests listed below into accepting trade agreements with representatives and allies of the lodge. To make such arrangements, the PCs need to succeed at a DC 15 Diplomacy or Intimidate check with two of the guests (these checks can be made as part of an Influence check). Making trade arrangements prior to securing influence over a guest imparts a +2 bonus on future checks that PC attempts with that guest, as the guest now trusts the PC. Securing two verbal agreements from the guests at the wedding earns Lantern Lodge faction PCs 1 Prestige Point.

**Rewards:** To represent favors both material and intangible owed the Society and the PCs for successfully influencing the Blakros family's guests, present the PCs the following rewards at the end of the scenario. If the PCs influence at least three guests, award them as follows.

*Subtier 3–4:* Give each PC 400 gp (133 gp per guest the PCs have influenced).

*Subtier 6–7:* Give each PC 1,450 gp (483 gp per guest the PCs have influenced).

### NIGEL ALDAIN

LN male elf wizard

**Role** Former Pathfinder, currently serving as curator of the Blakros Museum

#### DESCRIPTION

**Appearance** A tall, thin elf with long, dark hair pulled back in a ponytail, wearing fine clothes and silver-rimmed spectacles Nigel looks the part of an academic dandy. While he fidgets with his glasses when involved in conversations (he prefers books), one hand always calmly holds a glass of wine.

**Personality** Having worked at the Blakros Museum for several years now, Nigel is (perhaps understandably) wary of Pathfinders, for he knows that trouble often follows in their wake. Thus, he does his best to avoid directly speaking with the PCs, unless they corner him or directly approach him. Nigel dislikes the Society, and believes his own work with

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the Museum has accomplished more than the stringent rules of the Decemvirate. Because of this belief, Aldain spends discussions with the PCs judging their methods or questioning the results that the Society has achieved while pompously talking up his own work.

### INFLUENCE

**Influence** DC 20

**Successes Needed** 3 checks

**Discovery** Diplomacy or Knowledge (local) DC 16

**Weakness** A Forlorn elf raised among humans, Nigel abandoned his original elven name and adopted a more Taldan moniker to fit in with the high society he hoped to join. When he married into the Blakros family, he refused to change his name again, however, and he and his wife have no children, as she believes he would also refuse to raise them as Blakroses. This marital conflict has caused a rift between Aldain and much of the Blakros family, and he fears for his tenure as museum curator. Bringing this topic up puts Nigel on edge, causing him to lose his calculating conversational style and pompous airs.

**Faction Notes** Grand Lodge faction PCs need to approach Nigel Aldain and convince him that Varisia is off-limits to Blakros Museum agents. Such an agreement can be reached as part of a normal Influence check against the curator, but the PC must use Diplomacy for this check. Failure indicates that Nigel is unwilling to count the relic-rich region out of his agents' area of exploration, but he can still be influenced normally for the purpose of the scenario as a whole. Grand Lodge faction PCs may attempt this mission only once per character, as Nigel grows weary of the topic and is unwilling to discuss the matter. Convincing him to keep his agents out of Varisia for the time being earns Grand Lodge faction PCs 1 Prestige Point.

### ALEXANDER BEDARD

CG male Taldan expert

**Role** Member of Andoran's ruling People's Council and former suitor of Michellia Blakros

### DESCRIPTION

**Appearance** Bedard has a muscular build, the remnants of his early life as a dockworker in Augustana, and despite his short stature, he's an imposing presence in any crowd. As a member of the People's Council, Bedard dresses in the finest of tailored garments and wears navy blue for the festivities to show his patriotism. No matter how much he grooms, however, the politician has a permanent shadow

of stubble on his chin, giving him a rugged and somewhat dangerous demeanor.

**Personality** Bedard believes in always dominating the current topic of discussion, trying to butt into conversations with tales of his own, which he believes to be far more interesting. Most of Bedard's stories end up being nothing more than boring descriptions of his work back at the shipyards in Andoran or rambling tales of political procedure in the People's Council.

### INFLUENCE

**Influence** DC 18

**Successes Needed** 2 checks

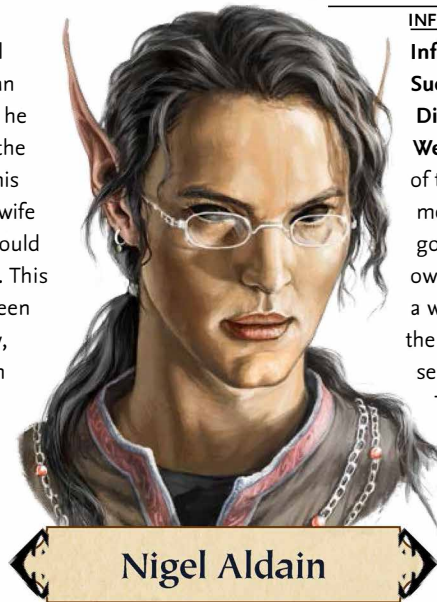
**Discovery** Sense Motive DC 15

**Weakness** Alexander Bedard is a member of the Andoran People's Council, and thus a member of the country's fledgling democratic government. While he plays up that his own importance is a result of rising from a working-class background to succeed on the national political stage, Bedard is more sensitive than his bravado might suggest.

Though his courtship of Michellia Blakros was politically motivated at first, he truly fell for the raven-haired beauty and was deeply heartbroken when she opted to wed Damian Kastner in his place. Mentioning his failed attempt at winning Michellia's hand silences the Andoren

councilman as his thoughts take an introspective turn.

**Faction Notes** Andoran faction PCs need to help Bedard save face when he makes a scene during the wedding ceremony in area D. For more information on his actions there and what the PCs need to do to complete their faction mission, see page 14.



Nigel Aldain

### HAMARIA BLAKROS

N female Taldan aristocrat/sorcerer

**Role** matriarch of the Blakros family and mother of the bride

### DESCRIPTION

**Appearance** Hamaria Blakros is an elegantly dressed woman of middle age, with olive skin and long, straight black hair. For the wedding she is dressed in a formal crushed velvet dress that accentuates her form without showing being inappropriately revealing. Her piercing gaze moves about as she keeps tabs on all her guests—whether to ensure no one has an empty goblet or for some other, more politically motivated reason, she gives no indication.

**Personality** Hamaria is always “on” as the event's hostess, and laughs politely and converses with all the guests. But the matriarch can't hide her naturally cold and calculating nature, and even when genuinely proud of her daughter and glad to see her guests, her happiness seems forced. Though many guests may attempt to steer conversations

toward topics other than the wedding for their own varied motives, Hamaria continually turns discussion back to Michellia, and to her twin sister Eleanir, who is not in attendance, as she is adventuring in northern Garund with several of her cousins.

#### INFLUENCE

**Influence** DC 20

**Successes Needed** 3 checks

**Discovery** Sense Motive DC 18

**Weakness** While the Blakros family has spared no expense on security to ensure the safety of their family and guests, Hamaria remains fearful that the Onyx Alliance will strike at them during the weekend, a fact the PCs can learn from watching her furtive glances at the guards and the unguarded surroundings. Alternatively, the Pathfinders may learn from talking with the mercenaries that the Blakros matron made no small point about their expected level of vigilance against attacks from the Plane of Shadow. A PC attempting either a Bluff or Diplomacy check to assuage Hamaria's fears receives a bonus on the Influence check, and those using Intimidate to play up the family's vulnerability likewise receive a bonus on the Influence check.

**Faction Notes** Cheliox faction PCs need to tout Paracountess Zarta Dralneen's many accomplishments during an attempt to influence Hamaria Blakros. Because much of their boasting is exaggeration, if any skill but Bluff is used to influence Hamaria, the PCs take a –2 penalty on the check. Each Cheliox faction PC may attempt this Influence check once, after which Hamaria believes the character to be merely infatuated with the paracountess and does not take any claims of her importance seriously. Cheliox faction PCs who succeed at this attempt earn 1 Prestige Point.

#### TANCREDE DESIMIRE

CE male Cheliox conjurer

**Role** Representative of the Chelish government and cousin of the groom (through marriage)

#### DESCRIPTION

**Appearance** Desimire is a middle-aged man with carefully trimmed black hair and a distinctly retreating hairline. The Chelish noble is dressed in fine black attire and looks on at all the activities around him in sinister amusement.

**Personality** Tancred is at home in social environments, and he does a good job of seamlessly moving from different gaggles. Anytime he is present at the wedding events, Desimire always has at least five other guests surrounding him and fawning over him. In social interactions, Tancred is reserved and takes time to give answers, but always shows proper respect and does not shun anyone who would speak with him.

#### INFLUENCE

**Influence** DC 18

**Successes Needed** 3 checks

**Discovery** Knowledge (nobility) or Sense Motive DC 15

**Weakness** Tancred Desimire is ambitious to a fault, and while he has moved quickly up the ranks of the Thrune government's bureaucracy, he can be easily angered if the PCs bring up certain reminders at how far he has left to climb. During the wedding, he is most easily placed off-balance by mentioning Paracountess Zarta Dralneen or his brother, Aglorn Desimire. Aglorn was a member of the Aspis Consortium, and was killed by a team of Pathfinders in the isolated demiplane contained within the *Hao Jin Tapestry*. Tancred holds no ill will against the Pathfinder Society for his brother's death, believing Aglorn made his own bed by joining the unscrupulous Aspis Consortium. He does, however, blame Dralneen, whose representatives among the Pathfinders left behind a token of the paracountess's ire. Furthermore, he believes that the Pathfinders planted a letter on Aglorn's body decrying the House of Thrune, and putting Tancred at risk of reprisal. If the PCs should mention either his late brother or the Paracountess, Tancred loses his composure and quickly tries to extricate himself from the conversation, leaving himself open for one well-worded attempt at influencing him.

**Faction Notes** Taldor faction PCs need to approach Tancred at some point during the banquet and confront him over his brother's involvement with the Aspis Consortium. They are considered to already have succeeded at a Discovery check to learn about Tancred's weakness, and Taldor faction PCs treat the DC of Influence checks against him as 2 lower than for other PCs. If, however, a Taldor faction PC uses her knowledge of Tancred's brother to influence him and fails the Influence check, Tancred causes a scene as he huffs away from the offending PC, increasing the DC for all future Influence checks made by that PC for the duration of the scenario. A Taldor faction PC who succeeds at influencing Tancred when mentioning his late brother earns 1 Prestige Point.

#### JEON RAENG-WOO

CN male Hwan cleric of Shizuru/rogue

**Role** Blakros family trade liaison to Tian Xia and childhood friend of Michellia Blakros

#### DESCRIPTION

**Appearance** A well-dressed Tian man in his early thirties, Raeng-Woo is easily recognized by his unkempt black hair and slightly dazed smile.

**Personality** Raeng-Woo always has a smile during the course of the wedding festivities, and moves from group to group, usually the result of not being included in the previous conversation. He is a genial drunk who agrees with the most outlandish things in his attempts to ingratiate himself with the nobles in attendance.

**INFLUENCE****Influence** DC 16**Successes Needed** 2 checks**Discovery** Heal or Sense Motive DC 13

**Weakness** Raeng-Woo has a penchant for drinking, and he quickly becomes inebriated at any of the social occasions presented in the scenario. He does a fair job of hiding his state, but a perceptive PC may notice his slurred speech and wobbly gait. Taking advantage of his condition is as simple as offering him drinks, loosening his tongue, and hindering his judgment.

**Faction Notes** Qadira faction PCs need to convince Raeng-Woo of the benefits an alliance with Qadiran business interests would have on his financial success in the Inner Sea region. To do so, a PC must succeed at a DC 18 Bluff or Knowledge (geography) check. Making this check completes the Qadira faction mission, earning Qadira faction PCs 1 Prestige Point, and secures Raeng-Woo's friendship for the remainder of the scenario, bypassing the need for any further Influence checks.

**COMMANDER RUBAANI SHAFAR**

LG female Garundi fighter

**Role** Head of security on the island, commander of hired mercenaries

**DESCRIPTION**

**Appearance** A tall and muscular Garundi woman, Rubaani looks out of place in her ceremonial half-plate armor. A scar covers the right side of Rubaani's face, the result of a manticore loosing a tail shard against her.

**Personality** An eternal warrior, Rubaani is a fish out of water during the wedding. She does her best to remain on the periphery of any large crowds, watching her subordinates and keeping her own keen eye on the Blakros family and their guests. Rubaani maintains the longest standing mercenary contract associated with the Blakros family, signed almost 2 centuries ago by her grandfather's grandfather. Rubaani upholds her family's code of supplying well-armed guards to the Blakros family, and plans to do so until she dies and her children inherit the honor.

**INFLUENCE****Influence** DC 18**Successes Needed** 2 checks**Discovery** Knowledge (history or nobility) DC 16

**Weakness** Rubaani can be difficult to engage in conversation, as she has a job to do and is dedicated to ensuring her patrons are kept safe. She has a soft spot for tales of battle, however, and can be drawn out of her stoicism if the PCs regale her with accounts of their past exploits or legends of great battles, heroes, and deeds of valor. Once the reserved woman gets going telling her own tales, however, the PCs may find it hard to get a word in.

**Faction Notes** Silver Crusade faction PCs need to approach

**PROPER WEDDING ATTIRE**

While PCs are not outright forbidden from carrying weapons or wearing armor at the wedding, their primary purpose on the island is to make a good impression. Thus, the Pathfinders are expected to dress appropriately for the occasion, and they take penalties in social situations should they appear out of place.

**Armor:** All attendees are permitted to wear light armor, especially if it's worn under fine clothes. Characters wearing medium armor take a -2 penalty on all Charisma-based checks, and characters wearing heavy armor take a -4 penalty, because of their armor's bulk and constant creaking and clanking. A PC wearing *glamered* armor that appears to be ceremonial or parade armor incurs no such penalties. Similarly, if a PC holds an official title earned by spending Prestige Points such as Armiger, Diplomat, Eagle Knight, Pasha, or Risen (see Chapters 2 and 5 of *Pathfinder Campaign Setting: Pathfinder Society Field Guide* for more information) and the PC can reasonably claim his or her armor is part of an official uniform, the PC may wear the armor without penalty.

**Weapons:** All attendees at the party save the Blakros mercenaries 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 *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 weapon that isn't peace-bonded, Blakros mercenaries confiscate the weapon and return it only when the offending PC is preparing to depart the island. Any characters who refuse to turn over contraband weapons are asked to leave the reception area and return to their temporary lodging on the island.

**Magic Items:** Wands can be carried openly as long as they do not contain offensive spells. A PC carrying one must spend one charge of the wand to display the function to the guards. Scrolls, extracts, and potions are indecipherable to the guards and can be carried without penalty.

Rubaani about requisitioning mercenaries as added protection against agents from the Cult of Lissala in Varisia. The mercenary commander is more than willing to make the arrangements to fight the cult, but requires the PCs to entertain her penchant for military discussion.

A successful DC 15 Knowledge (history or nobility) check is enough for a PC to gain Rubaani's support in this matter. Making this check prior to influencing Rubaani serves as a Discovery check, granting a bonus on any future Influence checks against her. Convincing Rubaani to contract mercenaries to the Silver Crusade earns members of the faction 1 Prestige Point.

## Other Guests

The guests listed above are not the only ones in attendance on Pariol Island, and the PCs may find other members of the Blakros family or other guests more to their liking. If a PC attaches himself to other guests in attendance, including random NPCs the GM may introduce as background elements, that PC can attempt a one-time Influence check against such guests using the normal rules (Influence DC 18). Any Influence Points accrued from these guests can be used to gain influence over a guest who is within one check of being influenced, as these NPCs spread word of the PCs to the major guests in attendance.

Other guests may include groups of attending Hellknights, random nobles, or even the faction leaders present if the PCs prove to be persistent about wanting to spend time with them.

## BOAT RIDE

Prior to the start of the celebrations, the PCs need to decide how they want to get to Pariol Island, opting to take either the early boat or the later boat mentioned in the Getting Started section of the adventure. Both boats require the wedding invitation to board, meaning the PCs can't split up. The two boats have several guards who check over equipment, ensuring that weapons are properly peace-bonded and that no armor above light armor is brought unless the PC has an appropriate title.

Taking the first boat does not allow the PCs to make any purchases (such as fashionable clothing), but it does give them 6 hours to explore Pariol Island and get a good sense of the landscape. The PCs can also greet the guests as they arrive on the second boat, giving them a +2 bonus on their first Influence checks of the night. The guards who meet the first boat are a bit more lax than those who meet the second, and have only a +3 bonus on Perception checks to notice hidden weapons or other dangerous goods.

Taking the second boat gives the PCs a chance to meet with some of the guests, granting them an opportunity for an Influence check. The guards on this boat are on high alert and have a +5 bonus on Perception checks to notice irregularities in the PCs' belongings.

It is also possible the PCs have their own boat via a vanity they purchased. Such PCs can arrive on the island at a time of their choosing, but must present the wedding

invitation to the staff present at the pier. The staff there are treated the same as those on the morning boat.

**Influence (1 check):** All guests save Tancred Desimire and Hamaria Blakros arrive at the island on the second boat. The PCs can interact with any of these guests during the trip to the island, with each PC being allowed a single Influence check on any guest before they arrive at their destination.

## WELCOME

After arriving on the island, the guests are ushered off the boat onto the pier (area A) and directed along the path toward the pavilion tent (area B) that will serve as the venue for the Blakroses' welcoming festivities. Musicians play music in the background to keep the guests entertained, while servants deliver a seemingly endless procession of food and drink.

**Influence (2 checks):** As the pavilion is opened for evening revelries, all guests save Tancred Desimire are in attendance. Allow each PC time to make two Influence checks, taking time to roleplay their interactions with the NPCs they wish to meet and deal with. After the PCs have attempted two Influence checks, Desimire arrives, allowing the PCs a chance to interact with the Chelish noble if they so choose. After Desimire arrives, the PCs can each attempt one additional Influence check before the night ends.

**Development:** After sufficient time has passed for the PCs to attempt their third Influence checks, the musicians cease playing and Hamaria Blakros declares the evening festivities at an end, thanking her guests for attending and promising even greater revels the following morning. From here the PCs are directed to their quarters for the night.

**Faction Notes:** Sczarni faction PCs need to slip away from the festivities to seed their poison into the cooking tents. To do so, a Sczarni PC must forgo participating in an Influence check and enter the cooking tent. A successful DC 16 Bluff or Sleight of Hand check is sufficient for a PC to slip the poison into the steeping vegetable broth. If the PC is caught doing this, the PC takes a –2 penalty on all Charisma-based skill checks for the remainder of the scenario. The effects of the poison are not dealt with in this adventure, though the Sczarni will use the guests' altered behavior while under its effects to blackmail them later. Successfully administering the poison earns Sczarni faction PCs 1 Prestige Point.

## THE NIGHT BEFORE

With the welcome festivities finished, the PCs are directed by Blakros mercenaries to their temporary lodgings for the weekend (area C). Before the PCs get settled in for the night, they are visited by Trade Prince Aqir al'Hakam,

who has been watching their progress throughout the evening. The Trade Prince takes some time to recap the PCs' successes or failures during the day and evening. GMs should use this as an opportunity to let the players know where they stand in terms of influencing the guests, so they don't spend more time with guests they've already influenced. After briefing the PCs, Aaqir reminds them to be on their best behavior for the wedding ceremony on the following morning, and then departs.

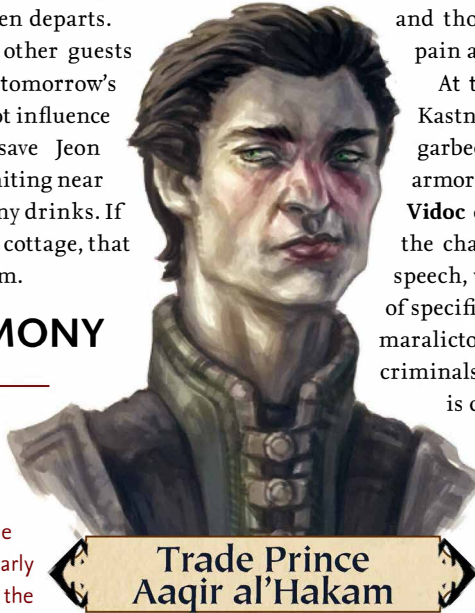
**Influence (No checks):** All the other guests are now resting or preparing for tomorrow's wedding ceremony. The PCs cannot influence any guests during this event save Jeon Raeng-Woo, who can be found vomiting near the tree line—the result of too many drinks. If a PC helps Raeng-Woo back to his cottage, that PC gains 1 Influence Point with him.

## WEDDING CEREMONY

As the sun rises on the eastern horizon, representatives of the Blakros family move between the many living quarters erected on the island gathering guests for the wedding ceremony. A queue of nearly a hundred guests stretches along the winding path through the woods from the guest accommodations to the location of the wedding itself, with each guest arranged in order of rank and prestige.

The procession makes its way approximately a mile to the northwest, ending at an opulent, open-air chapel carved out of cedar and wreathed with colorful flowers and laurel leaves. Atop a high bluff overlooking the Inner Sea, the chapel sets a scene of wealth and beauty few families in the region could afford to build specifically for their child's wedding. Rows of comfortable pews stand facing the chapel, providing guests in attendance with a view not only of the ceremony and the vista beyond, but also of those other guests who were granted better positions because of their social station.

The PCs are seated, with the Society representatives given a spot of relative prestige in the third row—behind the first row of attending members of the Blakros and Kastner families, and the second row of other honored dignitaries. The process continues until all pews before the chapel are filled to capacity, at which point a priest of Abadar enters from behind the pews to address those present. A PC who succeeds at a DC 15 Knowledge (local) check identifies the man as **Vroclaw of Brevoy**, high priest of Abadar in Absalom's Ascendant Court and a personal advisor to the city's primarch, Lord Gyr of House Gixx—further evidence of the Blakroses' power and influence.



The high priest delivers a long sermon about the duty of nobility in matters political and economic, and heaps praise upon the Blakroses for their contributions to Absalom and the entire Inner Sea region over the centuries. His praise for the groom and his family is noticeably more understated, and while he seems approving of the Hellknights in theory, the speech includes a number of underhanded jabs at Cheliox and those who use law as an excuse to cause pain and suffering in others.

At the conclusion of the sermon, Damian Kastner walks forth from the entryway, garbed in the finest of ceremonial Hellknight armor. To honor the groom, **Lictor Toulon Vidoc** of the Order of the Scourge rises from the chapel's second row and delivers his own speech, which consists primarily of recounting of specific operations Kastner oversaw as a field-maraictor, and a list of over two dozen noted criminals from throughout the Inner Sea that he is credited with apprehending or killing.

With much fanfare and adulation, Michellia Blakros proceeds down the aisle, followed by an entourage of doting attendants who maintain her elaborate dress and 6-foot train. The bride takes Kastner's hands as the Abadaran high priest again takes the pulpit, now espousing the importance of adhering to the contract of marriage and the significance that such a long-lasting agreement holds.

As the sermon draws to an end, Vroclaw of Brevoy looks over the assembled witnesses and asks, "Do any here object to this union, sanctified by the great Judge of the Gods, or know of any reason this contract cannot be entered into by either party?"

A hush overtakes the room, and for a brief moment it seems that everything is all right, until a voice breaks from the crowd. "I do!" The protester is Alexander Bedard. The Andoren representative is still partially angered by being overlooked as a suitor for Michellia, but believes (correctly) that the wedding is a sham political event, and does not represent Michellia's true feelings. Bedard gives the following impassioned speech to the guests, most of whom stare at him incredulously:

"Be not fools, friends! This is not a marriage of love, and the sacred oath this pair will soon take is but a means to a political end. Michellia Blakros doesn't loves this man, and what the groom feels for his bride seems immaterial to these proceedings. The great nation of Andoran has shown in its short existence that every man or woman should be free, and this wedding spits in the face of that belief. This

couple should not be bound to one another over a lie for mere political gain. I, Alexander Bedard of the Andoren People's Council, protest!"

Bedard sits down after giving his monologue, and confused and angry murmurs begin to erupt from the crowd. Michellia looks irate at the spectacle her wedding has just become, and Kastner maintains a cool face of steely anger. The PCs can try to salvage the situation by adding their own thoughts, allowing one PC to attempt a DC 20 Influence check to smooth things over with the audience and help Bedard save face. If the PCs openly oppose Bedard by voicing a dissenting opinion, they immediately lose his influence if they'd previously gained it, and take a -4 penalty on all Influence checks made against him for the rest of the adventure. If none of the PCs intercede, the wedding quickly turns from shock to amusement, the guests laughing at the Andoren's outburst and his outrage at what most present had already understood to be a political affair rather than one of love. Bedard excuses himself from the ceremony, frustrated that none took his protest seriously; he returns to his accommodations and is not present for the remainder of the scenario.

Once the situation runs its course, the crowd eventually calms down, and Vroclaw of Brevoyn continues. The bride and groom are married, and the audience erupts in cheers of congratulations. Soon after the two are joined, the guests are escorted back to the pavilion for the reception by mercenary guards.

**Faction Notes:** Andoran faction PCs need to run damage control on Bedard's condemnation of the marriage. Andoran faction PCs can successfully complete their mission by supporting Bedard, or by trying to maintain defend or repair image in their retort. Doing so successfully maintains any influence gained with Bedard, and earns Andoran faction PCs 1 Influence Point with the Andoran representative as well as 1 Prestige Point.

## RECEPTION

The PCs again have a chance to mingle with important guests inside the pavilion, and can take another chance to influence one of the available guests (save Hamaria, who is absent). After attempting their Influence checks, the PCs hear the call to be seated, and are directed to a table along with lady Gloriana Morilla, Trade Prince Aaqir

al'Hakam, and a group of their aides. The Paracountess sits at a different table with a detachment of Chelish dignitaries, including Tancred Desimire, who seems perturbed at having to share a table with her.

After being seated, the head table arrives—a delegation of Blakros family members and important relatives, the PCs will recognize Michellia, Damian, and Hamaria Blakros as the most important figures at the table.

A plethora of speeches and congratulations begin from the head table. Beginning with Michellia's mother Hamaria, who dotes on her daughter's excellent pedigree and the respect shown to her family by Damian Kastner. Others at the head table give similar speeches, expanding on their love for Michellia and their acceptance of Damian into the extended Blakros family.

Eventually, Michellia Blakros stands to make her own proclamation. Although quiet in tone, she speaks with a force that all can hear.

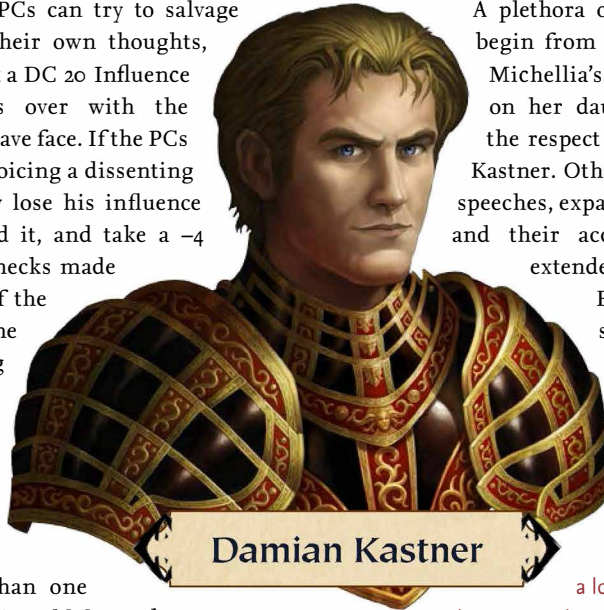
"I wish to thank you all for coming. While the Hellknights of the Order of the Scourge have lost a loyal and noble soldier, the Blakroses

have gained a new member of our esteemed clan—my husband, Damian Kastner. As a symbol of this union, I offer you, Damian, the Blakros name, so that you will ever be known as a member of our elite, illustrious family. Let it be known forever more that your name shall be Damian Blakros, should you accept the honor."

The groom then stands and speaks himself, raising his glass toward Hamaria and the rest of new family.

"I, of course, accept this honor, and am proud to know my children shall bear the name as well. I am not good with words, however, so I shall keep this brief. There are few gifts I could give in response that would parallel the honor I have just received. Even so, I shall offer something that my new family will hopefully find valuable. To my wife, Michellia Blakros, I offer my family's long-held manor of Ostergarde."

Damian's announcement causes an immediate commotion from the crowd. Audible whispers and speech drown the pavilion, as assembled guests show mixes of horror and satisfaction at the proclamation made by the former Hellknight. PCs who succeed at a DC 20 Knowledge (history or nobility) check recognize that Ostergarde Manor is an abandoned site in the Chelish mountains, where diabolists once conducted



Damian Kastner

secret rituals long before the death of Aroden and the rise of House Thrune. The historical significance of this location can't be overestimated, and the Blakros family will surely have many new, diabolical artifacts to display in their museum.

As the crowd quiets down, Hamaria Blakros bids the guests enjoy the reception's food, music, and wine for the rest of the afternoon and into the night. Immediately, guests rise from their tables and move about the pavilion, all eager to gossip about this dramatic offering to the Blakros family. Gloriana Morilla is surprised by the announcement, and can fill the PCs in on the history of Ostergarde, and reminds them of their primary mission to socialize and make good impressions on the other wedding guests, stating that this may be the final opportunity for the PCs to carry out their duties.

**Influence (2 checks):** All guests except Hamaria Blakros are available for the Influence check prior to the speeches. After the speeches have been given, every NPC is available for a subsequent Influence check except Tancred Desimire, who departs in a seeming panic shortly after Damian's announcement of the dowry.

**Development:** After the PCs have each attempted two Influence checks, Damian Blakros ushers the PCs aside for a private conversation. The newly married man is worried about his new bride, who seems to have disappeared. Damian believes that it's nothing to worry about, but he would like the PCs to check up on her. He believes that Michellia likely took off toward the site of her old summer home, a location he points out to the PCs. If asked why he is not willing to go himself, Damian confides that Hamaria Blakros is watching him like a hawk to see what kind of impression he's making on the guests, and he'd rather not earn her ire so early in the relationship by disappearing from the reception. If the PCs don't agree to look for Michellia for Damian, Hamaria approaches them with the same problem shortly thereafter. See *The Kidnapped Bride* for information on how to proceed if the PCs remain at the reception and don't search for Michellia.

## The Kidnapped Bride (CR 6 or CR 9)

Outside of view from the other guests, Michellia's twin sister Eleanir—who was believed to be adventuring in Garund and unavailable to attend the wedding—approached the bride. Eleanir confided to her sister that she traveled to the island after hearing of her sister's

wedding, wanting to come and wish her well. Michellia then followed Eleanir toward their summer home to catch up on lost times away from the hubbub of the reception, so Eleanir wouldn't risk being seen and causing a stir that would distract from the wedding festivities.

Eleanir's motives are not genuine, however, and her congratulations are a ruse. Months earlier, a crazed Ulfen barbarian named Olaf Kvaran sought Eleanir out and convinced her that he needed to marrying Michellia himself in order to save the world from a disaster he saw in his dreams. When Eleanir learned from Olaf of her sister's marriage, she grew jealous and agreed to take Michellia's place in order for Olaf to take Michellia with him for his own purposes.

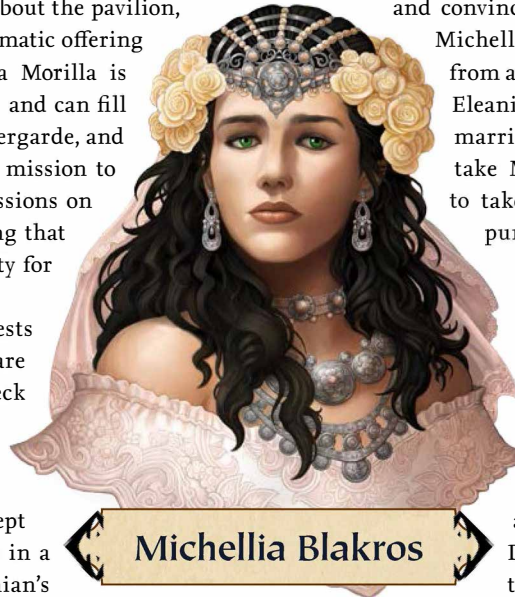
As the PCs arrive, Eleanir has already subdued Michellia and is taking her from the ruined summer home to the beach where Olaf and his longboat await. From the ruined frame of the mansion, the PCs can follow tracks left by a humanoid woman dragging what appears to be a body with a successful DC 15 Survival check. The tracks lead to the Blakroses' private beach, where

Olaf has landed a longboat. He and his raiders are now preparing to depart with Michellia.

**Creatures:** A contingent of Ulfen raiders work to prepare the longboat for departure. Among them is Olaf Kvaran, a barbarian who awoke one night in the spring of 4712 AR having had a vision of the end of the world. He believed that the way to prevent this disaster was to be with Michellia Blakros, who he saw beside him in the dream. The Ulfen traveled from the Lands of the Linnorm Kings to Absalom, and attended the Grand Convocation to attempt to win Michellia's hand, but he was unsuccessful. As his mania grew, he sought out Eleanir to assist him in what he crazily believed to be the world's salvation—a plan to replace Michellia with her sister and take the unwilling bride away with him to protect her for all time.

Michellia lies in the longboat, unconscious and covered in a blanket. Her wedding dress has been stripped from her, and Eleanir has just finished donning it when the PCs arrive, and works furtively to arrange her hair in the same style as her sister's. Statistics should not be needed for Eleanir, but if the PCs enter combat with her, use the noble scion stats on page 288 of the *GameMastery Guide*.

Unless the PCs approach stealthily, Eleanir pretends to be Michellia when she notices them, claiming that her "misguided sister" attacked her when she arrived at the



Michellia Blakros

### SCALING THE KIDNAPPED BRIDE

To accommodate tables of 4 players, remove one Ulfen raider from the encounter in both subtiers.

summer home and only the timely intervention of the recently arrived Olaf saved her. She wishes to save the wedding by having Olaf take the unconscious “Eleanir” off the island, so that no further disruptions occur. Not one for bluffing, Olaf remains silent during Eleanir’s description of events, waiting to see how the PCs react. Eleanir has a +5 bonus on Bluff checks.

The moment the PCs seem to see through the deception or refuse to let Olaf depart, the Ulfen attacks. Eleanir tries to hide, and does not involve herself in combat.

### Subtier 3–4 (CR 6)

#### ULFEN RAIDERS (3)

CR 1

Human barbarian 2

CN Medium humanoid (human)

**Init** +2; **Senses** Perception +1

#### DEFENSE

**AC** 17, touch 10, flat-footed 15 (+4 armor, +2 Dex, –2 rage, +3 shield)  
**hp** 29 each (2d12+11)

**Fort** +7, **Ref** +2, **Will** +3 (+1 vs. traps)

**Defensive Abilities** uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk handaxe +7 (1d6+4/x3)

**Ranged** composite longbow +4 (1d8+4/x3)

**Special Attacks** rage (8 rounds/day), rage powers (guarded stance [1 dodge vs. melee])

#### TACTICS

**During Combat** The raiders rage and support Olaf in melee, preferring to threaten casters whenever possible. Against flying foes, the raiders use their longbows to bring their targets down.

**Morale** If Olaf is slain, the raiders surrender if reduced to half their total hit points or less.

**Base Statistics** When not raging, the Ulfen raiders’ statistics are **AC** 19, touch 12, flat-footed 17; **hp** 25; **Fort** +5, **Will** +1; **Melee** mwk handaxe +5 (1d6+2/x3); **Str** 14, **Con** 15; **CMB** +4, **CMD** 16; **Skills** Climb +4, Swim +4.

#### STATISTICS

**Str** 18, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +6; **CMD** 16

**Feats** Shield Focus, Toughness

**Skills** Acrobatics +4, Climb +6, Intimidate +4, Knowledge (geography) +2, Profession (sailor) +3, Swim +6

**Languages** Common, Skald

**SQ** fast movement

**Gear** mwk hide armor, mwk heavy wooden shield, composite longbow (+4 Str) with 20 arrows, mwk handaxe

#### OLAF KVARAN

CR 4

Male human barbarian 4/oracle 1 (*Pathfinder RPG Advanced Player’s Guide* 42)

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +6

#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +2 deflection, +1 Dex, –2 rage)

**hp** 64 (5 HD; 4d12+1d8+29)

**Fort** +8, **Ref** +2, **Will** +5 (+1 vs. traps)

**Defensive Abilities** trap sense +1, uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 greataxe +10 (1d12+8/x3)

**Special Attacks** rage (12 rounds/day), rage powers (moment of clarity, surprise accuracy +2)

**Oracle Spells Known** (CL 1st; concentration +3)

1st (4/day)—*cause fear* (DC 13), *cure light wounds*, *shield of faith*

o (at will)—*bleed* (DC 12), *guidance*, *resistance*, *virtue*

**Mystery** time<sup>UM</sup>

#### TACTICS

**Before Combat** If Olaf is aware of the PCs’ approach, he casts *shield of faith* and drinks his *potion of fly* (the former has already been included in his statistics).

**During Combat** Olaf begins combat by casting *cause fear* on the closest PC, then enters rage as a free action. He fights recklessly to ensure the Pathfinders don’t foil his plan, since that would usher in the end of the world. When reduced to fewer than half his total hit points, he uses his moment of clarity rage power to cast *cure light wounds*, relying on his Diehard feat to keep him up should the loss of his raging Constitution bonus reduce him to 0 or fewer hit points while casting the spell.

**Morale** Olaf is insane with delusions of his own importance and the necessity of protecting Michellia, and he fights to the death to prevent her rescue.

**Base Statistics** When not under the effects of shield of faith and not raging, Olaf’s statistics are **AC** 15, touch 11, flat-footed 14; **hp** 56; **Fort** +6, **Will** +3; **Melee** +1 greataxe +8 (1d8+5/x3); **Str** 17, **Con** 14; **CMB** +7, **CMD** 18; **Skills** Climb +5, Swim +7.

#### STATISTICS

**Str** 21, **Dex** 12, **Con** 18, **Int** 8, **Wis** 10, **Cha** 14

**Base Atk** +4; **CMB** +9; **CMD** 18

**Feats** Diehard, Endurance, Power Attack, Toughness

**Skills** Acrobatics +5, Climb +7, Intimidate +10, Perception +6, Profession (sailor) +5, Survival +6, Swim +9

**Languages** Aklo, Common, Skald

**SQ** fast movement, oracle’s curse (tongues), revelations (erase from time<sup>UM</sup> [DC 12, 1 round, 1/day])

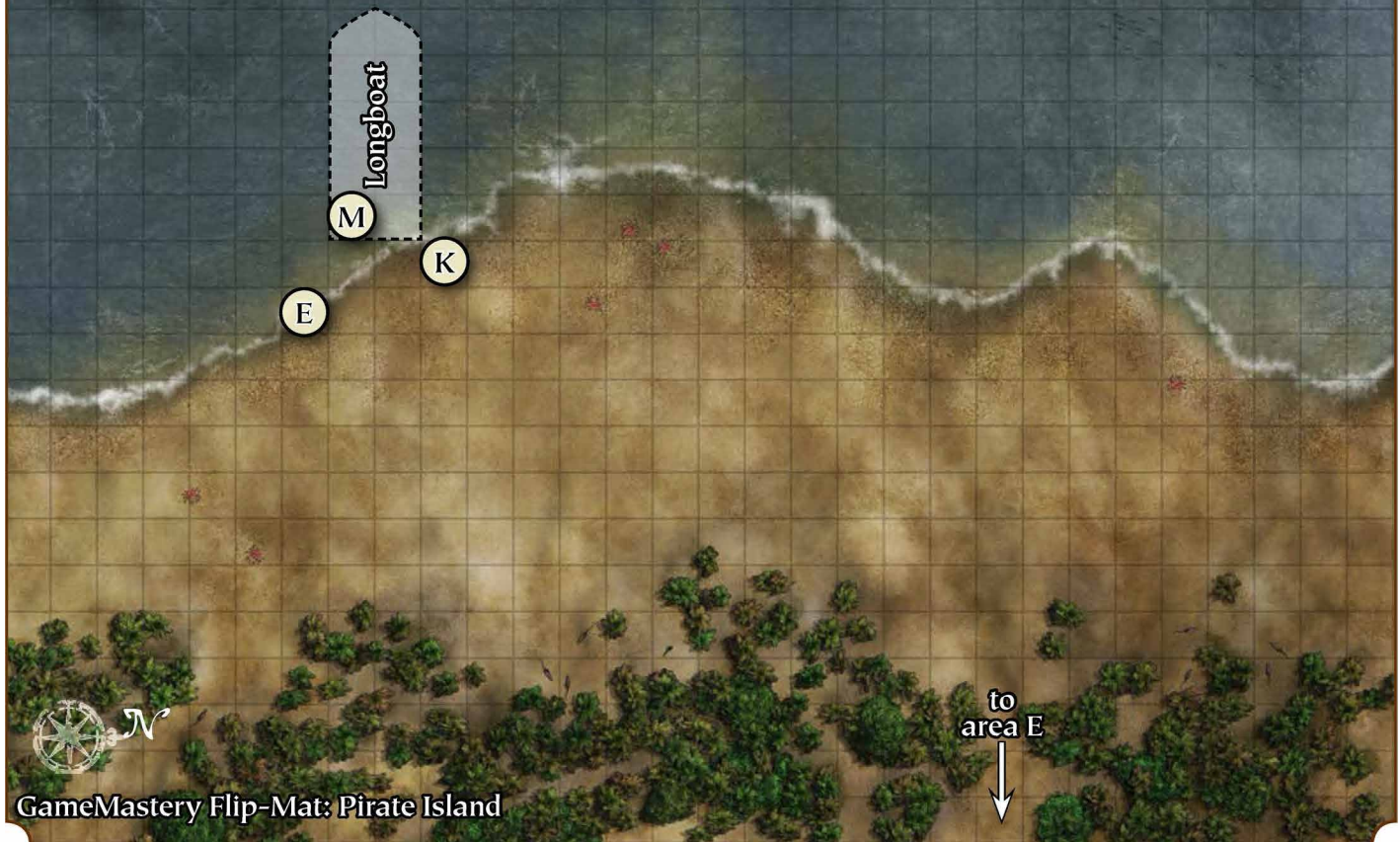
## The Kidnapped Bride

1 square = 5 feet

E = Eleanir Blakros

K = Olaf Kvaran

M = Michellia Blakros



**Combat Gear** *potion of cure moderate wounds, potion of fly, potion of protection from arrows*; **Other Gear** mwk hide armor, +1 greataxe, wooden holy symbol of Groetus

<sup>UM</sup> See *Pathfinder RPG Ultimate Magic*.

## Subtier 6–7 (CR 9)

**ULFEN RAIDERS (3)****CR 4**

Human barbarian 5

CN Medium humanoid (human)

**Init** +2; **Senses** Perception +1**DEFENSE****AC** 17, touch 10, flat-footed 15 (+4 armor, +2 Dex, –2 rage, +3 shield)**hp** 68 each (5d12+30)**Fort** +9, **Ref** +3, **Will** +4 (+1 vs. traps)**Defensive Abilities** improved uncanny dodge, trap sense +1**OFFENSE****Speed** 30 ft.**Melee** mwk handaxe +11 (1d6+4/x3)**Ranged** composite longbow +7 (1d8+4/x3)**Special Attacks** rage (15 rounds/day), rage powers (guarded stance [+1 dodge vs. melee], quick reflexes)**TACTICS**

**During Combat** The raiders rage and support Olaf in melee, preferring to threaten casters whenever possible. Against flying foes, they use their longbows or quaff their *potions of fly* to engage enemies in melee.

**Morale** If Olaf is slain, the raiders surrender if reduced to half their total hit points or fewer.

**Base Statistics** When not raging, the Ulfen raiders' statistics are **AC** 19, touch 12, flat-footed 17; **hp** 58; **Fort** +7, **Will** +2;

**Melee** mwk handaxe +9 (1d6+2/x3); **Str** 14, **Con** 16; **CMB** +7,**CMD** 19; **Skills** Climb +7, Swim +7.**STATISTICS****Str** 18, **Dex** 15, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +9; **CMD** 19**Feats** Power Attack, Shield Focus, Toughness, Weapon Focus (handaxe)

## PATHFINDER SOCIETY SCENARIO

**Skills** Acrobatics +7, Climb +9, Intimidate +7, Knowledge (geography) +5, Profession (sailor) +6, Swim +9

**Languages** Common, Skald

**SQ** fast movement

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

**Other Gear** mwk hide armor, mwk heavy wooden shield, composite longbow (+4 Str) with 20 arrows, mwk handaxe

### OLAF KVARAN

CR 7

Male human barbarian 3/oracle 3/rage prophet 2 (*Pathfinder RPG Advanced Player's Guide* 42, 275)

CN Medium humanoid (human)

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

### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+5 armor, +2 deflection, +1 Dex, -2 rage)

**hp** 92 (8 HD; 3d12+3d8+2d10+43)

**Fort** +9, **Ref** +4, **Will** +7 (+1 vs. traps)

**Defensive Abilities** trap sense +1, uncanny dodge

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *frost greataxe* +14/+9 (1d12+10/x3 plus 1d6 cold)

**Special Attacks** rage (14 rounds/day), rage powers (moment of clarity)

**Spell-Like Abilities** (CL 2nd; concentration +4)

1/day—*dancing lights*, *ghost sound*, *mage hand*

**Oracle Spells Known** (CL 4th; concentration +6)

2nd (4/day)—*augury*, *cure moderate wounds*, *sound burst* (DC 14)

1st (7/day)—*cause fear* (DC 13), *cure light wounds*, *divine favor*, *memory lapse*<sup>APG</sup>, *shield of faith*

0 (at will)—*bleed* (DC 12), *guidance*, *light*, *mending*, *resistance*, *virtue*

**Mystery time**<sup>UM</sup>

### TACTICS

**Before Combat** If Olaf is aware of the PCs' approach, he casts *shield of faith* and drinks his *potion of fly* (the former is already included in his stats). If he has more time, he also applies his *oil of keen edge* to his axe.

**During Combat** Olaf begins combat by activating his time flicker ability and moving toward the PCs. He enters a rage before his first melee attack or as soon as possible upon taking damage, applying both Power Attack and his spirit guide's *guidance* spell on his first axe swing. Once raging, Olaf fights recklessly to ensure the Pathfinders don't foil his plan, since that would usher in the end of the world. Against ranged combatants he uses his moment of clarity rage power and casts *sound burst*, and he uses the remainder of his spell slots to heal himself while maintaining his rage.

**Morale** Olaf is insane with delusions of his own importance and the necessity of protecting Michellia. He fights to the death to prevent her rescue.

**Base Statistics** When not raging or under the effects of *shield of faith*, Olaf's statistics are **AC** 16, touch 11, flat-footed 15; **hp** 86; **Fort** +7, **Will** +5; **Melee** +1 *frost greataxe* +12/+7 (1d12+7/x3); **Str** 18, **Con** 14; **CMB** +10, **CMD** 23; **Skills** Climb +7, Swim +10.

### STATISTICS

**Str** 22, **Dex** 12, **Con** 18, **Int** 8, **Wis** 10, **Cha** 14

**Base Atk** +6; **CMB** +12; **CMD** 23

**Feats** Diehard, Endurance, Power Attack, Toughness, Weapon Focus (greataxe)

**Skills** Acrobatics +7, Climb +9, Intimidate +13, Perception +8, Profession (sailor) +5, Survival +8, Swim +12

**Languages** Aklo, Common, Skald

**SQ** raging healer, savage seer, spirit guide, fast movement, oracle's curse (tongues), revelations (erase from time<sup>UM</sup>, time flicker<sup>UM</sup>)



Olaf Kvaran

**Combat Gear** *potion of cure serious wounds, oil of keen edge, potion of fly*; **Other Gear** +1 hide armor, +1 frost greataxe, wooden holy symbol of Groetus

<sup>APG</sup> See the *Pathfinder RPG Advanced Player's Guide*.

<sup>UM</sup> See *Pathfinder RPG Ultimate Magic*.

**Development:** If the PCs defeat Olaf and his raiders, they can easily bring Michellia back to consciousness through magical healing. She begs the PCs not to kill Eleanir (unless they already have), as she still loves her sister dearly. Bringing Eleanir back to the reception has no effect on the PCs' reputation, beyond a few stares from the guests. If the PCs kill Eleanir, Michellia is sullen for their journey back, and the PCs lose any Influence Points they may have gained with Hamaria Blakros earlier in the adventure and cannot gain further Influence Points with her.

Should the PCs allow Olaf to depart with Michellia, Eleanir quickly replaces her sister at the wedding and after, a disguise made easy from years of the twins pretending to be one another in their youth. Few know Michellia as well as her sister, and Eleanir spent much time secretly studying her 'new husband' Damian in the months leading up to the wedding.

**Treasure:** If the PCs allow Olaf and his raiders to depart with Michellia, Eleanir thanks them for their complicity with a reward of ancient and exotic jewelry from throughout the Inner Sea region—heirlooms of the Blakros family that are very valuable to the Pathfinder Society (their value equals that of Olaf and his allies' gear).

**Faction Notes:** Shadow Lodge faction PCs need to ensure that Eleanir can maintain her ruse as Michellia Blakros. They can do so by allowing Olaf to depart with Michellia and bringing Eleanir back to the reception, or by keeping Eleanir alive to take Michellia's place after Olaf is defeated. Once she awakens, Michellia can be convinced to let Eleanir take her stead—she had been having second thoughts about the harsh and rigid man she chose to marry, but didn't want to shame her family by calling off the betrothal. Convincing Michellia to let Eleanir take her place requires a successful DC 20 Diplomacy check. Regardless of their methods, if Shadow Lodge faction Pathfinders ensure that Eleanir returns to the wedding and lives her life from then on as Michellia, Shadow Lodge faction PCs earn 1 Prestige Point.

**Rewards:** If the PCs defeat Olaf and his raiders, award them as follows.

*Subtier 3–4:* Give each PC 576 gp.

*Subtier 6–7:* Give each PC 1,497 gp.

## THE SHADOW ATTACK (CR 7 OR CR 10)

Sometime after Damian approaches the PCs to search for Michellia, Tancred Desimire takes his leave from

the wedding reception, slipping away to his private boat while the PCs are absent. Furious at Damian for ceding Ostergarde to the Blakros family—Tancred has been using the site for his own purposes and does not want it falling into others' hands—the conjurer sets a plan in motion to prevent anyone from leaving the island, thus keeping news of the announcement from spreading.

During the time his crew needs to cast off, Tancred calls in several favors owed to him by demonic allies, and summons a host of demons to prevent anyone from leaving Pariol Island. Realizing that if the attack fails, it could be traced back to him, Tancred calls the shadow demon Arastrax to lead the assault, giving it instructions to act as a member of the Onyx Alliance and personally oversee the slaughter of the guests assembled at the pavilion.

After Desimire's ship departs, a swarm of demons comes ashore and overwhelms the pier guards, spreading out across the island to murder everyone present. Arastrax uses its *magic jar* spell-like ability to possess a mercenary named Alistair Fourchek, then enters the pavilion to address the crowd. Using Fourchek's body, Arastrax takes the stage and proclaims itself "Arastrax of the Onyx Alliance" (a lie to throw the wedding's attendees off Desimire's trail). The demon goes on to tell the guests it has them surrounded and will soon feast on their souls, and that none shall live to escape Pariol Island. The sound of yelling, screaming, and combat erupts outside the pavilion, as the Blakros mercenaries battle the demonic hosts elsewhere on the island.

The crowd begins to panic, and the frightened guests stampede to the exits of the pavilion. Higher-level NPCs, including the bride and groom, as well as most of the prominent guests the PCs have been attempting to influence, enter combat with lesser demons harassing the cowering crowd, leaving the PCs to fend off Arastrax.

**Creatures:** Demons pour into the pavilion, mainly dretches, quasits, and babaus. Most of these focus on the crowd and the NPCs defending them, while Arastrax devotes its attention on the PCs. The shadow demon remains in its host body as long as possible, leaving its true form as a surprise when the Pathfinders think the combat over.

The conditions of Arastrax's service to Desimire stipulated only that the demon possess a member of the guard, deliver a false claim of representing the Onyx Alliance, and not allow anyone to leave the pavilion. During the fracas, several NPCs cut their way through the canvas and flees into the night, providing a loophole for the demon to escape its bond to Desimire.

### Subtier 3–4 (CR 7)

**ALISTAIR FOURCHEK**

**CR 1**

Male possessed human warrior 3

## SCALING THE SHADOW ATTACK

Make the following adjustments to the encounter to accommodate tables of 4 players.

**Subtier 3–4:** Arastrax summons 1d3 fiendish giant centipedes with his *shadow conjuration* spell-like ability instead of dretches.

**Subtier 6–7:** Remove one of babau from the encounter.

CE Medium humanoid (human)

**Init** +4; **Senses** Perception +9

### DEFENSE

**AC** 18, touch 10, flat-footed 18 (+8 armor)

**hp** 19 (3d10+3)

**Fort** +3, **Ref** +7, **Will** +7

### OFFENSE

**Speed** 20 ft.

**Melee** halberd +9/+4 (1d10+3/x3) or heavy flail +9/+4 (1d10+3/19–20) or sap +9/+4 (1d6+2 nonlethal)

**Ranged** heavy crossbow +7 (1d10/19–20)

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

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

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), summon (level 3, 1 shadow demon 50%)

### TACTICS

**During Combat** Arastrax uses its *shadow conjuration* spell-like ability to summon a quasi-real dretch to distract its opponents while it threatens the assembled guests. If it can do so without interference, the shadow demon repeats this up to three times until all its uses of *shadow conjuration* have been expended. In melee, the demon uses its halberd to attack approaching enemies and switches to its heavy flail when a foe closes within its reach.

**Morale** Arastrax is unconcerned about the ultimate safety of its host, and it shows no quarter in battle even when its host is at death's door.

### STATISTICS

**Str** 14, **Dex** 11, **Con** 13, **Int** 14, **Wis** 14, **Cha** 19

**Base Atk** +7; **CMB** +9; **CMD** 21

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes

**Skills** Acrobatics +3 (–1 when jumping), Bluff +14, Fly +3, Knowledge (local) +9, Knowledge (planes) +9, Perception +12, Sense Motive +12, Stealth +3

**Languages** Abyssal, Common; telepathy 100 ft.

**Combat Gear** *potions of cure light wounds* (2); **Other Gear** half-plate, halberd, heavy crossbow with 10 bolts, heavy flail, sap, 5 gp

## ARASTRAX

CR 6

Young shadow demon (*Pathfinder RPG Bestiary* 67, 295)

**hp** 45

### TACTICS

**During Combat** Once expelled from its host body, Arastrax moves into an area of shadow to take advantage of its shadow blend ability, creating one with *deeper darkness* if necessary. Arastrax avoids directly interacting with the PCs in its true form, relying on its high defenses and mobility to protect it should anyone get past its conjured allies. If physically threatened, it casts *fear* at will to rid the battlefield of foes rather than burden itself with drawn out melee combat.

**Morale** Arastrax fights in its true form a number of rounds equal to the time it took the PCs to defeat it while it was possessing Fourchek's body. At that time, the shadow demon sees wedding guests fleeing through the pavilion's torn canvas and realizes that it has failed at its final objective. It then uses its *greater teleport* spell-like ability to extricate itself from the encounter.

## Subtier 6–7 (CR 10)

## ALISTAIR FOURCHEK

CR 3

Male possessed human fighter 4

CE Medium humanoid (human)

**Init** +5; **Senses** Perception +9

### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

**hp** 34 (4d10+8)

**Fort** +4, **Ref** +8, **Will** +7

### OFFENSE

**Speed** 20 ft.

**Melee** mwk guisarme +11/+6 (2d4+4/x3) or sap +10/+5 (1d6+3 nonlethal)

**Ranged** net +4 ranged touch (entangle) or javelin +8 (1d6+3)

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

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

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), summon (level 3, 1 shadow demon 50%)

### TACTICS

**During Combat** While it revels in having a material body, Arastrax knows it lacks the proficiency to be truly effective in combat with its host's chosen weapons. It thus uses its offensive spell-like abilities as long as it can avoid direct contact. It relies on the babaus to distract foes and keep them at a distance, resorting to melee only as a last resort.

**Morale** Arastrax is unconcerned about the ultimate safety of its host, and shows no quarter in battle even when its host is at death's door.

STATISTICS

**Str** 16, **Dex** 13, **Con** 14, **Int** 14, **Wis** 14, **Cha** 19

**Base Atk** +7; **CMB** +10; **CMD** 21

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes

**Skills** Acrobatics +5 (+1 when jumping), Bluff +14, Fly +5, Knowledge (local) +9, Knowledge (planes) +9, Perception +12, Sense Motive +12, Stealth +5

**Languages** Abyssal, Common; telepathy 100 ft.

**Combat Gear** *potion of cure light wounds*; **Other Gear** full plate, javelin, mwk gisarme, nets (2), sap

ARASTRAX

CR 7

Shadow demon (*Pathfinder RPG Bestiary* 67)

**hp** 59

TACTICS

**During Combat** Once expelled from its host body, Arastrax uses pounce each round to attack a different target. It casts *fear* or *telekinesis* if it can neither pounce nor take a full attack action against an adjacent enemy. The shadow demon thinks itself superior to its babau allies and does not coordinate attacks with them.

**Morale** Arastrax is bound to prevent any of the wedding's guests from escaping the pavilion and revels in the death and destruction that it can wreak if anyone tries to flee. Despite the pleasure derived from carrying out Desimire's orders, the shadow demon notices that some guests have escaped on the first round after being reduced to 15 or fewer hit points. It immediately casts *greater teleport* to flee, taking advantage of the loophole provided by having failed at its final task.

BABAUS (3)

CR 6

**hp** 73 each (*Pathfinder RPG Bestiary* 57)

TACTICS

**During Combat** The babaus work independently of Arastrax's tactics, and work in conjunction to provide one another as many opportunities to sneak attack enemies as they can manage. If denied sneak attacks, the babaus cast *dispel magic* to remove their targets' beneficial spells or ready to counterspell healing or attack spells cast by their enemies.

**Morale** The babaus teleport to safety when they have been reduced to 20 or fewer hit points.

**Development:** If the PCs are forced to flee the battle into the distant woods, Arastrax loses interest in them and is eventually repelled by the combined efforts of other guests. In this event, each PC loses 1 Influence Point with two random guests with whom they have already made friendly because of the Pathfinders' cowardice.

**Treasure:** In thanks for the PCs defending the wedding against the demon attack, Commander Rubaani Shafar awards the Pathfinders a portion of the mercenary

company's commission for defending the island, citing the company's shortcomings in keeping the wedding guests safe. In Subtier 3–4, the PCs are granted 1,300 gp, while in Subtier 6–7, their reward is 450 gp.

**Rewards:** If the PCs repulse the demon attack and save the wedding guests, award the PCs as follows.

*Subtier 3–4:* Give each PC 281 gp.

*Subtier 6–7:* Give each PC 233 gp.

## CONCLUSION

With the reception interrupted and the security of the island clearly breached, Hamaria Blakros calls the weekend's festivities to a close. Guests are quickly rounded up by surviving mercenaries and ushered to the pier. The boat ride back to Absalom takes on a somber tone, any joy at the wedding eclipsed by the death and destruction the demons brought to Pariol Island. At this point, no further Influence checks may be attempted by the PCs.

If the PCs were able to gain influence with three or more guests, then they are lauded as heroes of the wedding, and the Society's prestige grows as a result of their actions. Despite any action during their combat against Arastrax, if the PCs did not influence at least three guests, their actions are forgotten by most in attendance, and the Society suffers as a result of their perceived inaction. The PCs are not formally debriefed on this mission, though Ambrus Valsin is sure to congratulate them upon their return to the Grand Lodge.

## Success Conditions

The Pathfinder Society's primary goal for this scenario is to gain influence with the guests and Blakros family members in attendance at the wedding. A PC earns a Prestige Point for this scenario if she has gained influence over 3 or more guests by the time she returns to Absalom after the conclusion of the wedding.

## Faction Missions

In addition to their primary mission on behalf of the Pathfinder Society, members of each faction may earn an additional Prestige Point for completing their respective faction missions, as detailed below.

**Andoran Faction:** Andoran faction PCs who successfully preserve Alexander Bedard's honor after he denounces the wedding earn 1 Prestige Point.

**Cheliox Faction:** Cheliox faction PCs who tout Paracountess Zarta Draldeen's influence and renown to hostess Hamaria Blakros earn 1 Prestige Point.

**Grand Lodge Faction:** Grand Lodge faction PCs who successfully convince Nigel Aldain that Varisia is off-limits to the Blakros family earn 1 Prestige Point.



## PATHFINDER SOCIETY SCENARIO

**Lantern Lodge Faction:** Lantern Lodge faction PCs who convince at least two guests to honor trade agreements with their representatives earn 1 Prestige Point.

**Osirion Faction:** Osirion faction PCs who locate and retrieve a sample of enterot root earn 1 Prestige Point.

**Qadira Faction:** Qadira faction PCs who come to an arrangement with Jeon Raeng-Woo to route trade through the *Hao Jin Manuscript* earn 1 Prestige Point.

**Sczarni Faction:** Sczarni faction PCs who administer the poison to the vegetable broth in area **B** without being caught earn 1 Prestige Point.

**Shadow Lodge Faction:** Shadow Lodge faction PCs who ensure Eleanir Blakros takes her sister's place earn 1 Prestige Point.

**Silver Crusade Faction:** Silver Crusade faction PCs who convince Rubaani Shafar to lend support against the Cult of Lissala earn 1 Prestige Point.

**Taldor Faction:** Taldor faction PCs who successfully confront Tancred Desimire about his brother earn 1 Prestige Point.

## THE BLAKROS MATRIMONY

### Andoran



Follower of Freedom,

Despite our best efforts to maintain grace after I politely rejected the advancements of Michellia Blakros, the nation of Andoran has clearly suffered for my choice. Now, it appears our representative at the wedding is set to make a similar mistake. Alexander Bedard is a member of the People's Council, and a prominent guest at the upcoming Blakros wedding. Be sure to maintain his honor among the other guests, especially if he does anything to tarnish our nation's reputation. Bedard is an impassioned man, and his words could have severe consequences for Andoran interests with the Blakros family should you not rein him in.

Keep up the fight,

Major Colson Maldris

### Cheliax



Little Plaything,

A wedding! What a positively delightful opportunity to spread the greatness of our nation to those in attendance. No doubt the Pathfinder Society will already have you working on earning the attention of the key guests of this lovely little event. This time, I am far less demanding than the Decemvirate.

Once you've begun meeting with the guests, I'd like you to slip my name into your conversations with Hamaria Blakros. I know that the family matriarch knows my name, but there will likely be others in attendance whom I believe seek to tarnish my reputation. Ensure that my name is upheld with the wedding's hostess and I will see to it that we can spend an evening together on the island.

Pain and pleasure are promised,

Paracountess Zarta Dralneen

### Grand Lodge



Esteemed Pathfinder,

Our operations in Varisia are really just starting, and despite the efficiency gained from using the *Hao Jin Tapestry* to travel there from Absalom, we can ill afford any competition. Despite our obvious advantages, the Blakros family's archeological arms have begun to extend into the region like never before. At first I thought they might have found something the Society had missed, but then I discovered this move is motivated by pure jealousy at our efforts. Nigel Aldain is the curator of the Blakros Museum in Absalom, a former Pathfinder, and someone you may have met in your previous adventures. It appears that he's caught wind of our operations in Varisia and is moving his own agents into the region to compete with us. I need you to approach him at the wedding, and impress upon him how poor a choice this would be.

Do your utmost,

Venture-Captain Ambrus Valsin

### Lantern Lodge



Blessings of the Dragon Empires,

There's little doubt that the Decemvirate would be foolish enough to overlook using you as a representative of the Society at an event as prestigious as a Blakros wedding. Given that you'll no doubt be attending this event, I'd like to press you into service for a task that will go hand in hand with your mingling. Many of the major guests at the wedding have strong trade ties throughout the Inner Sea. I'd like you to negotiate with these individuals about securing trade agreements with our organization, as we must secure our position in the Inner Sea beyond the Society. Shoring up financial alliances will legitimize our presence in the Inner Sea, and hopefully allow us to fund more ambitious endeavors on both sides of Golarion.

Desna's luck be with you,

Venture-Captain Amara Li

## PATHFINDER SOCIETY SCENARIO

### Osirion



Child of Osirion,

Our dear Ruby Prince grows even weaker. Moments of lucidity allow us to continue receiving his guidance, and through this communication our diviners believe we've found the location of a particularly powerful plant near Absalom that may aide our prince—the root of the enterot bush.

We are blessed that you are about to be sent on a mission to the Blakros family's private retreat on Pariol Island off the Kortos coast. Agents in Andoran report that the Pariol family who once owned the island claimed the plant grew rampant on the island, though none of our informants among the Blakros family can confirm this is true today. Do your best to track down samples of the root while at the wedding, and be sure to bring some back to me.



I will be watching,

Amenopheus, the Sapphire Sage

### Qadira



Servant of the Satrap,

As the Society increases activity between Absalom and Varisia, they continue to depend on the *Hao Jin Tapestry* for moving agents and materiel across such a long distance. As we work to capitalize on this shortcut to profit, it behooves us to find allies and business partners who understand the potential of such a tool. The Blakros family made its fortune trading across the Qadira-Taldor border through the Plane of Shadow generations ago, and will certainly be amenable to discussing possibilities with doing the same via the tapestry. Meet with their trade liaison, Jeon Raeng-Woo, who will be at the wedding, and get him on board with this venture.



A pleasure,

Trade Prince Aaqir al'Hakam

### SCZARNI



Most Trusted Friend,

Well, well, well—a wedding! It seems that the Decemvirate have seen it fit to send you as their representative to the Blakros family's upcoming affair. It's important that the Society makes friends with all the guests in attendance, and I'm guessing that's going to be your top priority, but I need you to accomplish something else.

Our alchemist friends have put together something special—something I want added to a special pot of vegetable broth that will be prepared for a guest with particular dietary needs. It's harmless, but it's a strong hallucinogen and can cause erratic and often embarrassing behavior. With the dirt we'll get on your fellow guest, we'll have that one in our pocket! And no, I'm not going to tell you the target. That would take all the fun out of it!



Be cautious,

Guaril Karela

### SHADOW LODGE



Loyal Agent,

There are some things even the Decemvirate don't need to know, especially when it comes to the wedding they're going to ask you to attend. My agents have intercepted information that seems to indicate Eleanir Blakros will be attending the wedding in some fashion, but her motives are as of yet unknown. Do not actively mention this to the other guests, as she may be arriving in secret, and most believe her to be adventuring in Garund.

Whatever the case, Eleanir Blakros is far more amenable to our agenda than her sister, and we should be working with her and not her spoiled twin Michellia. If a situation does arise where Eleanir can be put into a higher position of power among the family, be sure to assist her.

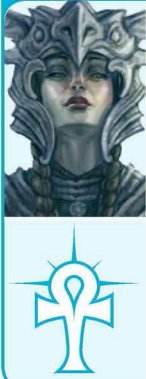


Make allies where you can,

Grandmaster Torch

## THE BLAKROS MATRIMONY

### Silver Crusade



Symbol of Righteousness,

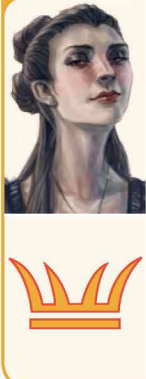
I will not lie, things are grim in Varisia. The cult of Lissala has moved against Pathfinders and regular citizens alike, and we have recently learned that they plan to awaken a long-sleeping runelord! It is clear that more support is needed against this ever-growing threat, and we do not have enough Pathfinders to fight this battle alone.

It has come to my ear that you'll be in attendance at the upcoming wedding of the famed Blakros family. While there, I would suggest you meet with Rubaani Shafar, commander of a mercenary company long in the Blakroses' service. Not only will Rubaani be one of the guests you'll wish to socialize with, but her support could aid us greatly in the growing Varisian conflict. Earn Shafar's support, so we can finally get off the defensive and bring the battle to the cult of Lissala!

May the gods of light guide you,

Ollysta Zadrian

### TALDOR



Loyal Citizen of the Empire,

Weddings are such wonderful affairs—they offer an excellent chance to check in on one's enemies. Speaking of enemies, it appears that the trusted advisor to the throne of House Thrune in Cheliax, Tancred Desimire, is going to be attending the upcoming wedding of Michellia Blakros. As you'll no doubt be in attendance with me, I have a simple request for you.

Pathfinders discovered Tancred's brother Aglorn was in league with the Aspis Consortium, and he was slain by those same agents. As Tancred is a strong political power in Cheliax, I would delight in seeing him humbled in such prestigious company. Bring up his brother's foolishness, but be sure to do it in a tactful way. I'll be watching.

For glories yet to come,

Lady Gloriana Morilla

### PLAYER HANDOUT

## Wedding Invitation

*The Pathfinder Society is hereby invited to send a delegation of loyal agents to attend a wedding ceremony uniting*

*Michellia Blakros*

*To*

*Damian Kastner*

*The vessel **Sterling Sapphire** will depart the docks of Absalom in the evening. Only those bearing this wedding invitation shall be admitted aboard.*

*Day 1: Enjoy a luxurious boat ride to the retreat island of Pariol, followed by a reception in the evening.*

*Day 2: A morning wedding to take place in an Abadaran chapel built for the occasion. A reception will follow, lasting late into night.*

*Day 3: A morning break fast followed by a return to Absalom.*

# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #4-09: The Blakros Matrimony

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

Character # _____	<input type="checkbox"/>	Prestige Points
-------------------	--------------------------	-----------------

Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
-------------------	--------------------------	-----------------

Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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

Character # _____	<input type="checkbox"/>	Prestige Points
-------------------	--------------------------	-----------------

Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
-------------------	--------------------------	-----------------

Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
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Character # _____	<input type="checkbox"/>	Prestige Points
-------------------	--------------------------	-----------------

Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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# Pathfinder Society Scenario #4-09: The Blakros Matrimony

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	628	1,257
3-4		
SUBTIER	1,590	3,180
6-7		

MAX GOLD

This Chronicle Certifies That

Player Name \_\_\_\_\_ A.K.A. \_\_\_\_\_ Character Name \_\_\_\_\_ Pathfinder Society # \_\_\_\_\_ Faction \_\_\_\_\_

Has Completed This Scenario.

## EXPERIENCE

Starting XP

+	<input type="text"/>	GM's Initial
---	----------------------	--------------

XP Gained (GM ONLY)

Final XP Total

## FAME

<input type="text"/>	<input type="text"/>
Initial Fame	Initial Prestige

+	<input type="text"/>	GM's Initial
---	----------------------	--------------

Prestige Gained (GM ONLY)

Prestige Spent

<input type="text"/>	<input type="text"/>
----------------------	----------------------

Final Fame Current Prestige

## GOLD

Start GP

+	<input type="text"/>	GM's Initial
---	----------------------	--------------

GP Gained (GM ONLY)

+	<input type="text"/>	GM's Initial
---	----------------------	--------------

Day Job (GM ONLY)

+	<input type="text"/>
---	----------------------

Items Sold

=	<input type="text"/>
---	----------------------

Subtotal

-	<input type="text"/>
---	----------------------

Items Bought

=	<input type="text"/>
---	----------------------

Total

## Items Found During This Scenario

SUBTIER

ALL

**Impressive Influence:** During the course of the wedding festivities, you impressed one or more of the guests in attendance. How this influence will play out in the future is not yet clear, but you have nevertheless ingratiated yourself with a number of influential members of the Inner Sea society.

Nigel Aldain GM Initials

Alexander Bedard GM Initials

Hamaria Blakros GM Initials

Tancred Desimire GM Initials

Jeon Raeng-Woo GM Initials

Rubaani Shafar GM Initials

SUBTIER

3-4

*potion of cure moderate wounds* (300 gp)*potion of fly* (750 gp)*potion of protection from arrows* (300 gp)

SUBTIER

6-7

*+1 frost greataxe* (8,320 gp)*oil of keen edge* (750 gp)*potion of cure serious wounds* (750 gp)

## Items Sold / Conditions Gained

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

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

## Items Bought / Conditions Cleared

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

TOTAL COST OF ITEMS BOUGHT

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #