

PATHFINDER SOCIETY®

YEAR OF THE SERPENT



THE BRONZE HOUSE REPRISAL

By Matt Duval



THE BRONZE HOUSE REPRISAL

Pathfinder Society Scenario #7-03

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Pathfinder Society Scenario #7-03: The Bronze House Reprisal is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9, Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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THE BRONZE HOUSE REPRISAL

BY MATT DUVAL



Established just over a century ago by pilgrims frustrated by Korvosa's policies, Magnimar is a young city founded in the name of freedom, but burdened by growing pains. Years of political maneuvering, bureaucracy, and bloat have resulted in an immense Council of Ushers locked in conflict and a lord-mayor who often ignores legislation that doesn't serve his personal agenda.

When the Aspis Consortium's executive board learned of the rich opportunities presented in Magnimar, they wasted no time in establishing a presence in the city. For decades, the Consortium has operated with minimal interference from the city's authorities, and in return the Consortium has always played the part of an upstanding business and scratched political allies' backs as necessary. Over the past ten years, the status quo has changed as the Pathfinder Society developed a greater interest in the area. Three years ago, the two organizations clashed in earnest, first over a Thassilonian relic known as the Runecarved Key and later when the Consortium briefly allied with the cult of Lissala. Following a yearlong battle played out in archaeological sites and back alleys, the longtime rivals settled into an uneasy truce, and they have closely monitored each other's activities ever since.

The gold agent Maiveer Sloan has served as the executive director of the Bronze House, the Consortium's base of operations in Magnimar, for more than a decade, and he has worked hard to reinforce his political connections following his losses three years ago. The Aspis board of directors reviewed Maiveer Sloan's hard work to recover since 4713 AR, and they have agreed to commit additional resources to Magnimar. With a renewed workforce and full coffers, Sloan has reopened several of the Thassilonian relic smuggling operations abandoned years ago. Magnimar's Venture-Captains, Sheila and Canayven Heidmarch, have their hands tied in undermining these operations, as even though the Council of Ushers has legislated to prohibit such wanton looting, Sloan has won the protection and support of Lord-Mayor Grobaras through generous bribes.

WHERE ON GOLARION?

The Bronze House Reprisal takes place in the free city of Magnimar, on the southwest coast of the frontier region of Varisia, and in the nearby countryside. For more information about Magnimar, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Magnimar, City of Monuments*, available in book stores and games stores everywhere, and online at paizo.com.



The lord-mayor's purposeful ignoring of the Council's mandates is hardly new, but this time, thanks to pressure from the Varisian Council, a substantial contingent of Council members have agreed that special action is required—with or without Grobaras' approval. Several councilors have approached Sheila Heidmarch, hoping that with the proper documentation and assurances, the Pathfinder Society might act as the legislative body's special agents, shut down the latest of these smuggling operations, and send a message to Maiveer Sloan that Magnimar will not entertain such business. This suits Sheila Heidmarch just fine, for not only has a recent attack on the Grand Lodge in Absalom by Aspis Consortium agents galvanized the Pathfinders to clash with their age-old rivals once more, but recent intelligence points to Maiveer Sloan as one of the conspirators who planned the attack.

GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Ultimate Equipment*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG GameMastery Guide*. The rules referenced in this scenario can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* and the *GameMastery Guide* are reprinted at the back of the scenario for the GM's convenience.

Meanwhile, ignorant to Sheila's plans, Sloan has secretly smuggled large caches of alchemist's fire into Magnimar disguised as wine shipments. Consortium agents have covertly delivered these volatile bottles to Pathfinder Society allies around the city and await only his word to begin a campaign of destruction and blame the Pathfinder Society.

SUMMARY

The Pathfinders meet with Venture-Captain Sheila Heidmarch at Heidmarch Manor in Magnimar. She reminds them of the Aspis Consortium's recent attack on the Grand Convocation and presents the Council's proposal to employ the Pathfinder Society as its agents in stopping the Consortium's illegal activities. Heidmarch instructs the Pathfinders to first shut down an Aspis dig site.

The city guard captain Kasadei leads the Pathfinders to a suspicious site outside the city, where they find wagons of looted relics and one drunken guard. Inside the Thassilonian ruin, the Pathfinders encounter Bronze Agent Melnat Glimsilk, along with her band of mercenaries. The Pathfinders must overcome the looters and stop them from reporting the raid to Sloan.

With the Aspis smuggling operation exposed, the PCs plan a raid on the Bronze House. Inside, the PCs must locate incriminating documents and looted relics. During their search, the Pathfinders have a chance to discover a plot in motion against the Society and its allies in Magnimar. Once the Aspis detect the Pathfinders, the PCs have only a few minutes before guards loyal to the Lord-Mayor arrive to arrest them. As the city guards arrive, Sloan confronts the Pathfinders. The PCs have strict instructions not to harm him, but they can match wits with the gold agent to learn more about the attack on the Grand Lodge.

GETTING STARTED

The PCs arrive in Magnimar in the early afternoon at the request of Venture Captain Sheila Heidmarch. Just after midnight, one of the manor's servants, a young man named Jordan, gathers the PCs, apologizing for the late hour and informing them that the venture-captain needs to speak with them.

Read or paraphrase the following to get the adventure underway:

A lone servant leads the way to the library, where Venture-Captain Sheila Heidmarch stands waiting, along with two seated guests: an elderly man and a woman in uniform. The venture-captain finishes reading a paper with a satisfied smile, and dismisses the servant. "Thank you, Jordan. Welcome, friends. I apologize for the hour, but Aspis spies are about, and this matter requires they suspect nothing. As you know, we have struggled with the Consortium's stranglehold on city politics. Maiveer Sloan and his agents still hold sway with Lord-Mayor Grobaras; fortunately, the Council of Ushers has grown tired of the Consortium's illegal smuggling of Thassilonian relics and the Lord-Mayor's failure to enforce the law."

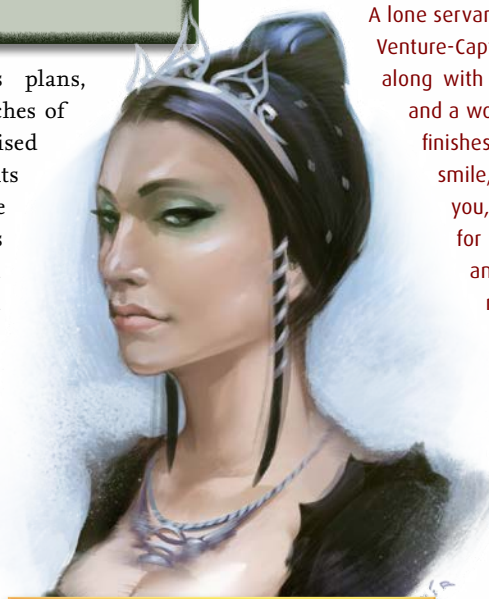
She gestures toward the seated man, "Lord Deverin represents members of the Council that would see something done. They have provided a writ empowering the Pathfinder Society as their agent in this matter. We are to investigate

a smuggling operation, find evidence of the Consortium's complicity, and, once we have proof, tear apart Bronze House to uncover the rest of Sloan's illegal activities."

Lord Deverin speaks, his words interspersed with rasping coughs, "Please, Lady Heidmarch. You are merely authorized to search for evidence and defend yourselves if any resist. We don't want a war in the middle of the city."

Heidmarch offers a placating gesture, "Of course, I understand. Pathfinders, remember you are acting as the city's agents; do not *literally* tear the building apart, and absolutely do not harm Maiveer Sloan. This is an investigation, not an assassination." She turns to the seated woman, who rises. "Kasadei is a member of the city guard and she will act as your liaison. She has some authority to request assistance, but is primarily an observer. Kasadei?"

Kasadei moves to greet each of you in turn, and then continues the briefing. "Thank you, Lady Heidmarch. I've read of your Society's exploits, and heard much of its actions around



**SHEILA
HEIDMARCH**

the city, mostly good things. I'm eager to see you in action. The city guard recently identified one Thassilonian site we suspect the smugglers are looting. I will guide you there when you're ready."

Lord Deverin grumbles about the hour and needing some wine to soothe his throat and departs. Kasadei escorts him out. Lady Heidmarch turns toward you, waiting for the others to depart before speaking again. "Officially, we're working for the city to stop this smuggling operation and, if you succeed, we can drive a wedge of public embarrassment between Sloan and the Lord-Mayor. More importantly, the Aspis dared attack the Grand Convocation. We've learned from an inside informant that Sloan was instrumental in planning that attack. The Grand Convocation should have been a celebration of our achievements, but thanks to Sloan, Pathfinder agents lost their lives that day, and the Society lost valuable artifacts that we've spent the last year collecting. *Sloan must pay.* Physically harming him is not an option, but find as much evidence of illegal activity as you can, and any information on Aspis activities while you're at it. We have a rare chance to legally go in and look at his books. You aren't authorized to seize property that the Consortium obtained legally. That being said, if a particular object catches your eye, well, I'm sure I can explain away one item disappearing from the Bronze House, as long as you can prove it is not of Thassilonian origin.

If you do meet Sloan, trick him into revealing as much as you can. He's a cunning old fox, but he's not infallible; the Council turning on him and our knowledge of his complicity in the Absalom attack might shake him. Desna smile on you, Pathfinders."

Heidmarch provides the PCs with the Council's writ of authority (**Player Handout #1**) before they depart.

The PCs may have questions for the venture-captain. The following are likely questions and responses.

Is the city guard on our side? "The Council of Ushers provided us with official credentials, but the city guard answers to the Lord-Mayor as well. Our success relies on keeping him and Sloan in the dark as long as possible. Limit yourselves to working with Kasadei."

Why can't we march right into Bronze House? "We need evidence. The city believes the Aspis are law-abiding merchants and first we need to prove otherwise."

Can we kill the rest of the Aspis besides Sloan? "The Council has stated a preference

for minimal violence, but if your safety is threatened, you are free to defend yourselves, vigorously if necessary."

If the Council voted to give us a writ, wouldn't Sloan have heard of the Council's decision and be expecting us? The same informant who told us about Sloan's involvement in the terrible events at the Grand Convocation also gave us the name of Sloan's spy on the Council of Ushers. The spy accepted an exceedingly generous bribe to miss a few sessions of the Council and keep quiet about his absence.

The Pathfinders may have questions for Kasadei (NG female Varisian human fighter 3) when she returns from escorting Lord Deverin. Kasadei is not gone long, but she doesn't return until the PCs have had a chance to ask Venture-Captain Heidmarch any questions they would not want to ask in front of a guard. The following are likely questions for Kasadei and her responses.

What do you know about this smuggling operation? "We only found out when Doctor Landis from the Museum of Ages reported the sale of a rare Thassilonian holy icon. I suspect one of the smugglers is selling some items on the side. A diviner was able to trace the icon to its point of origin."

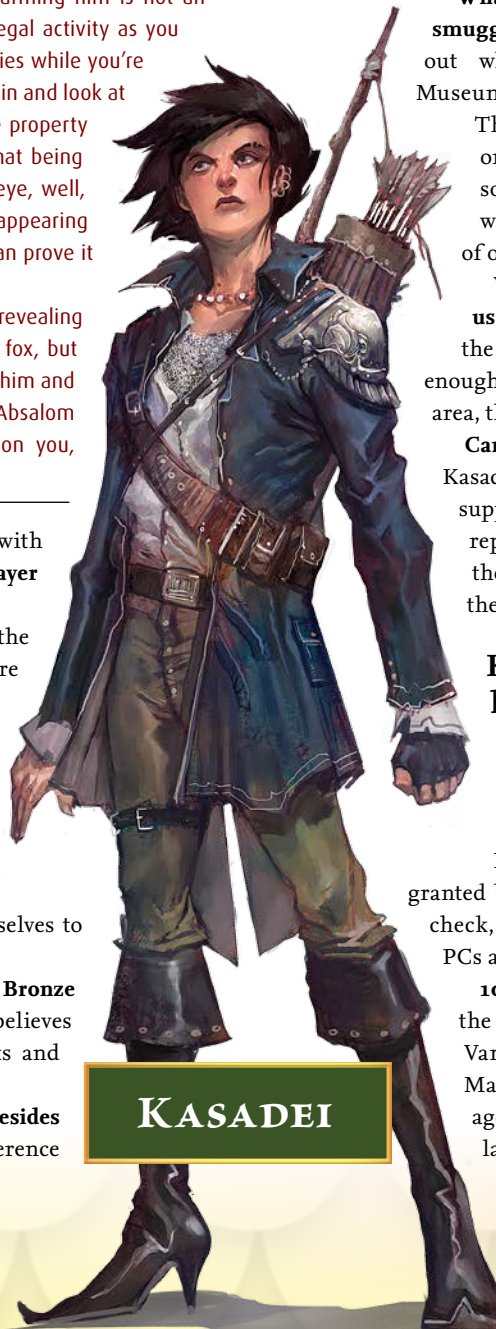
Will we have a large force with us? "I have scouts I trust watching the site, but not numerous or skilled enough for an assault. Once you secure the area, they can take it from there."

Can we keep what we find in the ruins? Kasadei's eyes widen, "What? You're supposed to stop the thieves; not replace them. You can commandeer the smugglers' equipment, but leave the relics where you find them."

Knowledge (history or local)

The Pathfinders may recall some information about the city of Magnimar. Heidmarch and Kasadei know the information granted by a successful DC 20 Knowledge check, and share that information if the PCs ask them.

10+ Magnimar and Korvosa are the two major city-states of southern Varisia. Korvosan dissidents founded Magnimar a little over a century ago. The city's most prominent landmark is the Irespan, a ruined



KASADEI

portion of an enormous Thassilonian bridge that towers over the city.

15+ Magnimar is divided into nine distinct districts, with wealthier citizens living on the Summit atop Seacleft Cliff, and working class citizens living on the Shore. The poor and many criminals live in the Shadow beneath the Irespan. The Council of Ushers, a legislative body of nobles and merchants, the Varisian Council, and Lord-Mayor Grobaras jointly function as Magnimar's government.

20+ In practice, the Lord-Mayor controls city governance while the Council of Ushers remains locked in endless debates.

25+ The city's Golemworks is famous for its constructs, most notably the angelic guardian. PCs who succeed at this Knowledge check automatically succeed to identify the angelic guardians in the Bronze House (area C), and they may use their result on this Knowledge check in place of the typical Knowledge (arcana) check to learn useful information about angelic guardians.

Diplomacy (gather information) or Knowledge (local)

The Pathfinders may recall or gather information about local Aspis Consortium activities. Heidmarch knows the information granted by a DC 20 Knowledge (local) check, and she shares that information if the PCs ask directly.

10+ The Aspis Consortium established a presence in Magnimar near the city's founding. They operate a successful shipping and money-lending business.

15+ The Consortium operates from their headquarters in the Dockway district, the Bronze House. Maiveer Sloan is the executive director.

20+ The Consortium operates numerous successful smuggling operations in Varisia and has been shipping Thassilonian relics out through Magnimar for decades.

25+ After setbacks in recent years, Sloan has reinvigorated his projects in Varisia, and Consortium ships delivered a fresh wave of agents and resources in recognition of his success. Bronze agent Melnat Glimsilk, a gnome illusionist, is among the new arrivals.

The Pathfinders may take time to shop and prepare themselves for the journey; however, Kasadei urges the Pathfinders to depart shortly after dawn. She expects the journey to take six hours on foot, or four hours if they are all riding mounts.

A. Smugglers' Camp (CR 6 or 9)

Read or paraphrase the following when the Pathfinders leave Magnimar.

Kasadei leads the expedition north on the Lost Coast road. She steps off the road a short distance past a wayside shrine to Desna, and follows a winding footpath leading into steep rolling hills until she reaches a fallen statue of a man wielding a feathered staff. "Our diviner puts the site just over this rise, though he could see nothing else."

Pathfinders who succeed at a DC 15 Survival check identify the signs of wagons passing through in the previous day. Pathfinders who succeed at a DC 30 Knowledge (history) check identify the statue of Xanderghul, Thassilonian Runelord of Pride.

Once the Pathfinders reach the smugglers' camp, Kasadei signals the city guard scouts waiting nearby. She accompanies the Pathfinders and observes while the Pathfinders secure the site.

The road winds down to an excavated cave entrance. The Thassilonian site lies within. Outside the cave are two partially loaded wagons, filled with straw-stuffed crates marked as Jeggare wine. Pathfinders who succeed on a DC 15 Knowledge (nobility) check recognize the noble house's mark, and on a DC 20 check realize that the wine comes not from the local Korvosan branch of the Jeggare family, but all the way from Count Varian Jeggare's vineyards in Western Chelax. They also remember that the count is a prominent Chelish venture-captain. Shining jewels, ivory statues, and platinum coins glimmer within the wagons, while a dozen empty bottles litter the ground.

Creatures: The Aspis mercenary Chauncey Briggs watches over the wagons, with only the raven Marla for company. Marla is the familiar of Melnat Glimsilk, an Aspis agent investigating the Thassilonian ruin. Chauncey is drinking and singing the praises of Cayden Cailean out of tune, while Marla screeches and croaks along. Chauncey takes a -2 penalty on Perception checks to hear the PCs approach. He initially assumes visitors are brigands and has a starting attitude of hostile. If Chauncey spots three or more creatures approaching, he yells for help; however, his fellow Aspis agents are too deep within the ruin to hear him.

The PCs can attempt to gather information from Chauncey about Aspis operations. PCs wearing Cayden Cailean's holy symbol gain a +4 circumstance bonus on all Charisma-based skill checks against Chauncey.

A PC who succeeds at a Bluff check opposed by both Chauncey and Marla's Sense Motive checks persuades the pair that PCs are also members of the Consortium. The PCs receive a -10 circumstance penalty on this Bluff check unless one of them produces an Aspis badge or other symbol of affiliation with the consortium. Chauncey is extremely unlikely to believe the PC's lies if the PCs openly display signs of their affiliation with the

A. Smuggler's Camp



M

C

C : Chauncey

M : Marla

1 square = 5 feet

Pathfinder Flip-Mat: Hill Country

Pathfinder Society, such as *wayfinders*. Succeeding on these Bluff checks improves Chauncey's attitude to indifferent.

The PCs might attempt to gain information from Chauncey using Diplomacy. This task is extremely difficult if the PCs have not already convinced him that they are members of the Aspis Consortium; revealing information about Aspis activities to outsiders counts as giving dangerous aid.

Intimidation is an easier route if Chauncey does not trust the PCs. Melnat shared stories about her adventures around the Inner Sea, and many tales ended with her daring escape from Pathfinders who killed her companions. The DC of this Intimidate check is 16 (DC 20 in Subtier 8–9).

Regardless of which method the PCs use, Chauncey has useful information to share (see Development below).

If the PCs do not convince Chauncey and Marla that they are members of the Aspis Consortium, or if combat erupts, Marla flies into the ruin to notify Melnat of intruders.

Traps: A magical trap wards Melnat's journal (see Development below). The trap contains *hold person* in Subtier 5–6, and *flesh to stone* in Subtier 8–9.

Subtier 5–6 (CR 6 and CR 4)

CHAUNCEY BRIGGS CR 6

Highwayman (*Pathfinder RPG GameMastery Guide* 259, see page 29)

hp 53

TACTICS

During Combat Chauncey prefers to maintain his distance and trip his opponents, attacking when they stand up.

Morale When reduced to 20 hp or fewer, or on his second round of combat if there are still three or more conscious PCs, Chauncey flees or surrenders.

HOLD PERSON TRAP CR 4

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*hold person*, DC 17 Will save negates)

MARLA CR —

Female raven familiar (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision; Perception +16

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 35 (1d8–1)

Fort +1, **Ref** +4, **Will** +8

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +8 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 9, **Wis** 15, **Cha** 7

Base Atk +4; **CMB** +4; **CMD** 10

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +2, Bluff +6, Fly +6, Linguistics +2, Perception +16, Spellcraft +7, Stealth +14

Languages Common

SQ improved evasion

Subtier 8–9 (CR 9 and CR 7)

CHAUNCEY BRIGGS CR 9

Champion (*Pathfinder RPG GameMastery Guide* 263, see page 25)

hp 105

TACTICS

During Combat Chauncey attempts to neutralizes the most threatening opponent, either through damage or by sundering the PC's weapon. He then attempts to frighten away the rest with a dazzling display.

Morale When reduced to 35 hp or fewer, or on his second round of combat if there are still three or more conscious PCs, Chauncey flees or surrenders.

FLESH TO STONE TRAP CR 7

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*flesh to stone*, DC 20 Fortitude save negates)

MARLA CR —

Female raven familiar (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision; Perception +19

DEFENSE

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 48 (1d8–1)

Fort +2, **Ref** +5, **Will** +9

SR 16

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +9 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 11, **Wis** 15, **Cha** 7

Base Atk +5; **CMB** +5; **CMD** 11

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +2, Bluff +9, Fly +6, Linguistics +3, Perception +19, Spellcraft +11, Stealth +20

Languages Common

SQ improved evasion

Development: If the Pathfinders capture Chauncey and persuade him to talk with a successful Diplomacy

or Intimidate check, or if they succeed on a Bluff check to convince him that they are members of the Aspis Consortium, he tells them about recent Aspis operations. He knows that Melnat is a powerful gnome illusionist and obsessive trap maker, and that Alexei is a sneaky fellow from Irrisen with a habit of lifting more than his share of valuables. In Subtier 8–9, he also knows that Nalme is a recently hired Shoanti mercenary and ex-gladiator. Chauncey knows that shipments from local Thassilonian sites all travel through the Bronze House. He also admits to selling Thassilonian relics on the side.

Melnat keeps a coded record at this dig site, inside Chauncey's wagon. However, she has trapped the journal to protect its contents (see Traps above). Pathfinders who succeed on a DC 25 Linguistics check decipher the journal; PCs who speak Gnome receive a +5 bonus to this check. Pathfinders who decipher the journal automatically succeed at Knowledge (history) checks to identify looted artifacts at Bronze House.

Pathfinders who use *detect magic* or who have other means to detect invisible script spot the Thassilonian rune of pride on the most valuable relics on the wagons. Pathfinders with this information gain a +5 bonus to checks to identify looted treasures at Bronze House and may use Perception checks in place of other skills to do so.

The city guard scouts secure the wagons once the Pathfinders head inside. If Marla reaches Melnat, she tells the Consortium agents in area **B2** everything she noticed about the PCs. Otherwise, the Aspis agents in area **B2** do not have a chance to notice the PCs until the PCs enter the ruin.

Rewards: If the PCs do not defeat Chauncey, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 467 gp.

Out of Subtier: Reduce the gold earned by 764 gp.

Subtier 8–9: Reduce the gold earned by 1,061 gp.

B. THASSILONIAN RUINS

Runelord Xanderghul established hidden watch posts in his rival runelords' domains. Wizards out of favor spent years isolated here, watching Runelords Alaznist and Karzoug wage war around them. During Earthfall, a mudslide buried this post, and the lingering illusions protected it from casual discovery. A Consortium scholar discovered a record of these watch posts and Sloan dispatched teams to each.

Thassilonian illusionists transformed every inch of this watch post into visual perfection. The walls, floors, and ceiling are magically hewn stone glamered into ornately carved marble. The ceilings are 15 feet high, and fading spells provide dim illumination. A spellcaster using *dispel magic* suppresses the illusions in a 20-foot radius with a successful DC 26 caster level check. The interior is ancient and covered with mud, but these slowly failing spells create a faltering veneer of ancient Thassilonian magnificence.

SCALING ENCOUNTER A

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

All Subtiers: Chauncey is sickened from drinking too much. Because he is drunk, the PCs receive a +5 circumstance bonus on Bluff checks against him.

The only entrance to the excavated portion of this ruin is through the ceiling in area **B1**. A sturdy wooden ladder descends into the room below. Long exposure to the ruin's lingering magic has transformed the ladder's appearance; it now appears to be made of solid marble.

Hazards: Xanderghul created a permanent phantasm to watch and comment on the work of the wizards here, preying on their self-doubt. The illusion functions erratically, appearing as a shadowy figure in peripheral vision and whispering unintelligible Thassilonian. Due to the incessant and unpredictable distraction from the phantasm's harranguing, creatures within the ruins are always considered flanked. Upon first encountering, the phantasm each day, a creature may attempt a single DC 18 Will save (DC 21 in Subtier 8–9) to ignore this effect for 24 hours. The Aspis agents ignore this effect; they have spent long enough excavating and exploring this ruin that they are accustomed to the unsettling presence.

B1. Treasure Chamber

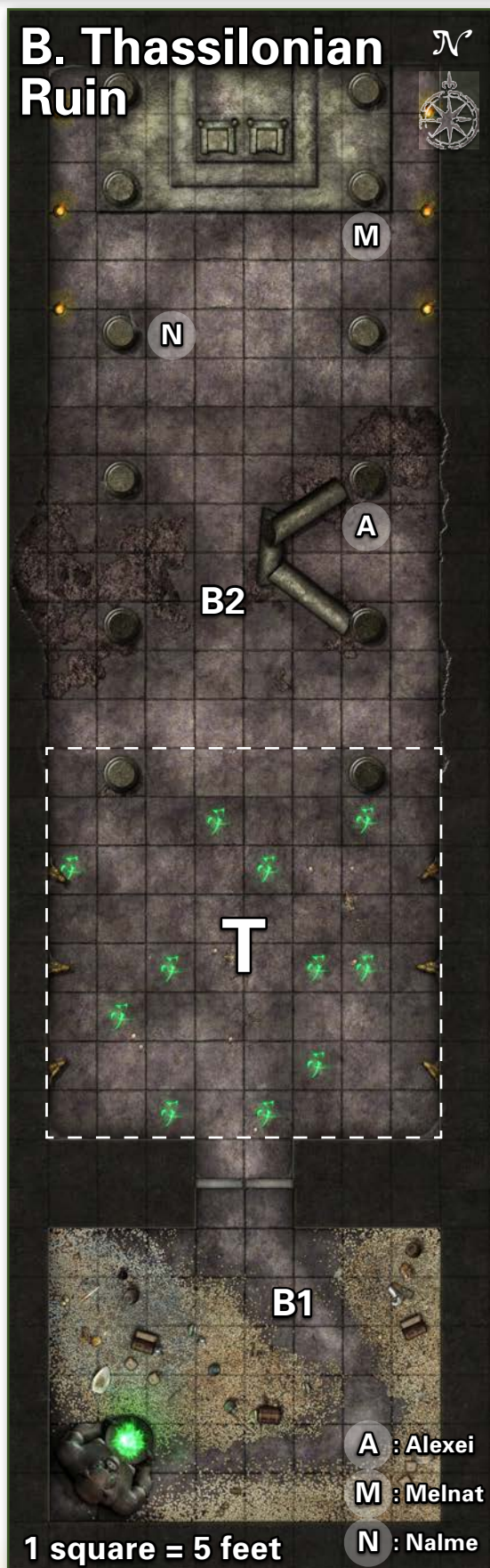
The floor of this opulent marble chamber is covered with a hoard fit for a dragon; piles of coins and gems hold priceless works of art aloft. Intricate tapestries, sculptures, and illuminated manuscripts are haphazardly scattered atop the rest of the hoard. A sculpture in the southwest corner of a bull carrying a glowing green orb towers over the rest of the room.

Melnat uses this chamber to spy on activity nearby. Illusions on the wall play out scenes from the past, always ending with a great fire descending from the stars. The bull statue supports a *crystal ball* with the *see invisibility* power. The crystal ball is built into the statue, and it cannot be removed without tremendous effort. Removing the crystal ball shatters it.

Creatures: There are no creatures in this room. However, In Subtier 8–9, if Marla the raven warned Melnat about the PC's approach, Melnat cast *programmed image* to create an illusion of a 20-foot-tall humanoid form made of gold and stone that rises from the floor as soon as anyone enters the room. The creature appears to block the door to **B2** entirely. Once it manifests, it threatens in booming Thassilonian, "You dare enter a vault of the mighty Xanderghul? Leave now, and I will consider sparing your lives. This shall serve as your final warning." The illusory creature then lashes

B. Thassilonian Ruin

N



out with tendrils of treasure throughout the room. A PC who interacts with the illusion can attempt a DC 23 Will save to disbelieve it. A PC who succeeds at a DC 30 Linguistics check recognizes that the creature is speaking Common-accented Thassilonian (PCs who know Thassilonian receive a +15 circumstance bonus on this check).

Treasure: Most of the treasure in this room is illusory, but the Aspis Consortium gathered a small pile of genuine treasure that they hid in the northwest corner of the room among the illusions. If the PCs succeed at a DC 25 Perception check (DC 30 in Subtier 8–9), they find a small velvet pouch. In Subtier 5–6, the pouch contains a *feather token (whip)*, a scrap of decayed fabric attached to an empty *concealing pocket*^{UE}, and a collection of coins and small gemstones worth 500 gp. In Subtier 8–9, the pouch contains a *dusty rose prism ioun stone* instead of the *feather token*. PCs who succeeded on the Will save against the phantasm hazard in subtier 8–9 see more clearly through the illusions and receive a +5 circumstance bonus on this Perception check. If the PCs successfully suppress the illusion in that area of the room, they find the velvet pouch automatically. Alternatively, one of the Aspis agents in area **B2** might tell the PCs about the stash in exchange for their freedom.

Rewards: If the PCs do not locate the Aspis stash, reduce each PC's gold earned as follows. Do not reduce the PC's gold if they find the stash but for whatever reason decide not to take it (such as if they leave it be, or give it to the guards).

Subtier 5–6: Reduce the gold earned by 250 gp.

Out of Subtier: Reduce the gold earned by 375 gp.

Subtier 8–9: Reduce the gold earned by 500 gp.

B2. Peacock Spirit Shrine

This elegant chamber opens to the heavens. Dragon carvings crawl over the columns, moving with each glance away. An altar rests to the north, topped with a pair of marble thrones. The thrones suspend a platinum peacock statue between them, its tail adorned with emeralds and sapphires cut to radiant perfection. The low susurrs of party chatter echoes from tastefully darkened corners. The scene briefly flickers, revealing a mud-covered hall, stripped and looted, before the glamor returns.

The Aspis have excavated this central hall, and most treasures they recovered come from this room. The illusion warps to cover any damage or missing adornment, so nothing appears missing. The twenty-foot high ceiling displays the sky outside. The door to the south leads to the treasure room. A hallway leading to the west has caved in almost entirely.

The altar to the Peacock Spirit is as it appears: a work of art worth tens of thousands of gold pieces. The Consortium agents hope to remove it intact to preserve its artistic value. Pathfinders who succeed at a DC 30 Knowledge (religion) check identify this long-forgotten Thassilonian deity.

No light illuminates the edges of the room. The area inside the pillars is dimly lit.

Hazards: Melnat trapped the front of the room. A creature that steps on any of the squares in the first 40 feet of the room other than those marked with glowing runes triggers a shocking floor trap.

Creatures: Bronze agent Melnat Glimsilk leads this Aspis Consortium team. The gnome illusionist leaves the heavy lifting to her subordinates while she studies the work of the Thassilonian masters. She is a veteran of the Hao Jin Tapestry fiasco and tries her best to have nothing to do with Pathfinders. She nervously plays with an old platinum coin when talking.

Alexei, a Varisian man and former Night Scale thief, accompanied Melnat as her trap expert. Alexei badly botched a mission for the Night Scales and came to the Consortium for protection.

In the higher subtier, a Shoanti gladiator named Nalme Eyetaker provides additional muscle. She enjoys making coin without someone trying to stab her every moment.

Melnat studies the Peacock shrine while they pack the remaining easy to remove valuables. Alexei does the work while Nalme remains on lookout. If Marla warns them or if they hear the PCs in area B1, they prepare for intruders.

Both Subtiers

ALEXEI CR 5

Tomb Raider (*Pathfinder RPG GameMastery Guide* 257, see page 30)

hp 45

Melee sap +7 (1d6+1)

TACTICS

Before Combat Alexei draws his bow and hides behind a pillar.

During Combat Alexei coordinates with Melnat and fights from a distance, using the pillars to hide and sneak attack if he is not under the effects of *greater invisibility*. Under orders from Melnat, he attacks with his sap to deal nonlethal damage unless the PCs use lethal force.

Morale When reduced to 15 hp or fewer or if Melnat is out of the fight, Alexei surrenders or flees.

Subtier 5–6 (CR 9)

MELNAT GLIMSILK CR 7

Female gnome illusionist 8

N Small humanoid (gnome)

Init +6; Senses low-light vision; Perception +11

DEFENSE

AC 22, touch 14, flat-footed 20 (+4 armor, +1 deflection, +2 Dex, +4 shield, +1 size)

hp 70 (8d6+40)

Fort +6, Ref +5, Will +8; +2 vs. illusions

SCALING ENCOUNTER B2

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

Subtier 5–6: Melnat and Alexei have been working at this site for many hours; they are both fatigued.

Subtier 8–9: Melnat and Alexei have been working at this site for many hours; they are both fatigued. Unless attacked first, Nalme spends a round in total defense while haggling for more money before joining the fight.

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.; fly 60 ft.

Melee dagger +3 (1d3–2/19–20)

Special Attacks hatred

Spell-Like Abilities (CL 8th; concentration +9)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

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

At will—invisibility field (8 rounds/day)

7/day—blinding ray

Illusionist Spells Prepared (CL 8th; concentration +12)

4th—*confusion* (DC 18), *dimension door*, *greater invisibility*, *phantasmal killer* (DC 20)

3rd—*fly*, *haste*, *major image* (DC 19), *silent mirror image*, *wall of nausea*^{ACG}

2nd—*silent charm person* (DC 15), *glitterdust* (DC 16), *hideous laughter* (DC 16), *hypnotic pattern* (DC 18), *web* (DC 16)

1st—*color spray* (DC 17), *grease*, *mage armor*, *protection from law*, *shield*, *ventriloquism* (DC 17)

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

Opposition Schools Evocation, Necromancy

TACTICS

Before Combat Melnat cast *mage armor* before entering the ruin. When she detects the PCs, she casts *fly* and *shield*. If she has time, she also casts *greater invisibility* on Alexei and *haste* as the PCs approach.

During Combat Melnat uses invisibility field each round to turn herself invisible as a swift action. She uses her *wall of nausea* to disable as many PCs as she can. She does not use lethal force (such as her *phantasmal killer* spell) until opponents do.

Morale Melnat flees using *dimension door* when reduced to 25 hp or less. If unable to flee, she surrenders.

Base Statistics Without *mage armor* and *shield*, Melnat's statistics are AC 14, flat-footed 12. Without the *fly* spell, she does not have a fly speed.

STATISTICS

Str 6, Dex 14, Con 16, Int 18, Wis 12, Cha 12

Base Atk +4; CMB +1; CMD 14

Feats Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (illusion), Toughness

Skills Acrobatics +2, Bluff +9, Craft (traps) +17, Knowledge (arcana) +15, Knowledge (dungeoneering) +8, Knowledge (geography) +8, Knowledge (history) +10, Knowledge (local) +8, Linguistics +10, Perception +11, Spellcraft +15, Stealth +7; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Custom Language, Draconic, Elven, Giant, Gnome, Infernal, Sylvan, Thassilonian, Undercommon

SQ arcane bond (raven named Marla), extended illusions (4 rounds), gnome magic

Combat Gear *potion of cure light wounds*, *scroll of blur*, *scroll of mount*, *scroll of twilight haze*^{ACG} (CL 5th); **Other Gear** dagger, *cloak of resistance* +1, *headband of vast intelligence* +2, *ring of protection* +1, masterwork tool (Craft[traps]), spellbook (contains all prepared spells plus *polymorph familiar*^{ACG} and *shocking grasp*), Thassilonian platinum coin, 8 gp

SHOCKING FLOOR TRAP

CR 5

Type magic; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger proximity (*alarm*); **Duration** 1d3 rounds; **Reset** none

Effect spell effect (*shocking grasp*, Atk +7 melee touch [3d6 electricity damage]); multiple targets (all targets in a 40-ft.-square room)

Subtier 8–9 (CR 12)

MELNAT GLIMSILK

CR 10

Female gnome illusionist 11

N Small humanoid (gnome)

Init +6; **Senses** low-light vision; **Perception** +14

Defense

AC 24, touch 15, flat-footed 21 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural, +4 shield, +1 size)

hp 96 (11d6+55)

Fort +7, **Ref** +6, **Will** +9; +2 vs. illusions

Defensive Abilities defensive training

OFFENSE

Speed 30 ft., fly 60 ft.

Melee dagger +4 (1d3–2/19–20)

Special Attacks hatred

Spell-Like Abilities (CL 11th; concentration +12)

1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Arcane School Spell-Like Abilities (CL 11th; concentration +15)

At will—invisibility field (11 rounds/day)

7/day—blinding ray

Illusionist Spells Prepared (CL 11th; concentration +15)

6th—*programmed image* (DC 23), *summon monster VI*

5th—extended *greater invisibility*, *shadow evocation* (DC 22), *teleport*

4th—*confusion* (DC 18), *dimension door*, *illusory wall* (DC 21), *phantasmal killer* (DC 21), *shadow conjuration* (DC 21)

3rd—*fly*, *haste*, *hold person* (DC 17), *major image* (DC 20), extended *mirror image*, *wall of nausea*^{ACG}

2nd—silent *charm person* (DC 15), *hideous laughter* (DC 16) (2), *hypnotic pattern* (DC 19), extended *shield*, *web* (DC 16)

1st—*color spray* (DC 18), *grease* (2), *mage armor*, *protection from law*, *ventriloquism* (DC 18)

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

Opposition Schools Evocation, Necromancy

TACTICS

Before Combat Melnat cast *mage armor* earlier in the day. If Marla informed her that intruders were approaching, she cast *programmed image* to create the illusion in area B1. When she detects the PCs, she casts *fly*, extended *mirror image*, and extended *shield*. If she has time, she also casts extended *greater invisibility* on Alexei and *haste* as the PCs approach.

During Combat Melnat uses invisibility field each round to turn herself invisible as a swift action. She uses her *wall of nausea* to disable as many PCs as she can. She does not use lethal force (such as her *phantasmal killer* spell) until opponents do, using spells like *hideous laughter* to disable the PCs instead. Her *shadow conjuration* and *shadow evocation* spells provide her a wealth of options in combat. A few of her favorite uses of *shadow conjuration* are *glitterdust*, *sleet storm*, and *summon monster III*. A few of her favorite uses of *shadow evocation* are *fireball*, *lightning bolt*, and *resilient sphere*.

Morale Melnat flees using *teleport* when reduced to 40 hp or less. If unable to flee, she surrenders.

Base Statistics Without *mage armor* and *shield*, Melnat's statistics are **AC** 17, flat-footed 13. Without the *fly* spell, she does not have a fly speed.

STATISTICS

Str 6, **Dex** 14, **Con** 16, **Int** 18, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +2; **CMD** 16

Feats Combat Casting, Dodge, Extend Spell, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (illusion), Toughness

Skills Acrobatics +2, Bluff +12, Craft (traps) +17, Knowledge (arcana) +18, Knowledge (dungeoneering) +8, Knowledge (geography) +8, Knowledge (history) +10, Knowledge (local) +8, Linguistics +10, Perception +14, Spellcraft +18, Stealth +13; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Custom Language, Draconic, Elven, Giant, Gnome, Infernal, Sylvan, Thassilonian, Undercommon

SQ arcane bond (raven named Marla), extended illusions (5 rounds), gnome magic

Combat Gear *potion of cure moderate wounds*, *potion of lesser restoration*, *scroll of blur*, *scroll of mount*, *scroll of twilight haze*^{ACG} (CL 5th), *wand of comprehend languages* (13 charges); **Other Gear** dagger, *amulet of natural armor* +1, *boots of striding and springing*, *cloak of resistance* +1, *headband of vast intelligence* +2, *ring of protection*

+1, masterwork tool (Craft[traps]), spellbook (contains all prepared spells plus *flesh to stone*, *polymorph familiar*^{ACG}, and *shocking grasp*), Thassilonian platinum coin, 8 gp

NALME EYETAKER

CR 5

Gladiator (Pathfinder RPG GameMastery Guide 262, see page 28)

hp 57

TACTICS

Before Combat Nalme positions herself to protect Melnat.

During Combat Nalme taunts the PCs to attempt to draw their attention away from Melnat. She flank swith Alexei. She refuses to use nonlethal damage against the PCs, but she does not enter a rage unless the PCs deal lethal damage.

Morale When reduced to 20 hp or fewer, or when Melnat is out of the fight, Nalme surrenders or flees.

SHOCKING FLOOR TRAP

CR 9

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger proximity (*alarm*); **Duration** 1d6 rounds; **Reset** none

Effect spell effect (*shocking grasp*, Atk +9 melee touch [4d6 electricity damage]); multiple targets (all targets in a 40-ft.-square room)

Development: Once the Pathfinders subdue the Aspis team or the Aspis escape, Kasadei and her scouts move in to secure the ruins. The Pathfinders have the opportunity to interrogate prisoners. If captured, Alexei and Nalme are unfriendly, while Melnat is hostile. Alexei and Nalme know they delivered the wagons to Bronze House. Melnat received her orders directly from Sloan and can provide details about the layout of Bronze House and where they keep the illegal goods, as well as security in place, but this is providing aid that could result in punishment, increasing the DC of Diplomacy checks to convince her to reveal this information by 15. If the Pathfinders persuade Melnat to implicate Sloan, note her testimony as a piece of evidence for the scenario success conditions.

If the Pathfinders decipher Melnat's journal, successfully interrogate any of the four members of the Aspis team, or obtain Melnat's bronze agent badge, they have the proof they need of Consortium involvement and can begin planning the raid on Bronze House. If not, Kasadei and the city guard connect the necessary evidence 24 hours later; note this delay for the Response Time sidebar on page 15.

Subduing the Aspis non-lethally and questioning them without resorting to cruelty or torture impresses Kasadei, and she offers her help slowing down the Lord-Mayor's guards once the PCs begin their raid on the Bronze House. Note her assistance for the Response Time sidebar on page 15. If the Pathfinders prove

bloodthirsty or cruel, she disgustedly comments that they are no better than the Consortium.

Rewards: If the PCs do not defeat the Aspis smugglers, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 944 gp.

Out of Subtier: Reduce the gold earned by 1,406 gp.

Subtier 8–9: Reduce the gold earned by 1,868 gp.

PLANNING THE RAID

Once the Pathfinders link the Aspis Consortium to the smuggling operation, they can plan a raid on the Bronze House to look for additional evidence of illegal activity and recover looted Thassilonian treasures. There is no firm deadline, but every day puts the Consortium more on alert and risks the Consortium discovering the raid.

While the Council's writ gives the Pathfinders the authority to enter Bronze House and look for evidence, Kasadei and Lady Heidmarch recommend a subtle approach; Sloan can quash any open investigation within minutes with the Lord-Mayor's aid. If asked, Kasadei recommends posing as merchants and slipping in with the daily trading business, while Lady Heidmarch advocates a night raid, quietly subduing any opposition. Kasadei estimates the Lord-Mayor's guards' response time to an alert at 10 minutes, and combat or fire would draw in the local patrols sooner. Kasadei provides the Pathfinders with a city watch signal whistle and instructs them how to use it. If the PCs use the whistle, guard patrols will respond quickly, believing another guard patrol is in danger.

The Pathfinders can learn more about Bronze House and its defenses before deciding their approach.

Diplomacy (gather information) or Knowledge (local)

The Pathfinders may recall, or ask around to learn, more about Bronze House and local activity. Knowledge (local) checks cannot supply information greater than a 20+ success.

10+ The Bronze House is located off the main thoroughfare in the Dockway district. Merchants haggle and trade in the main rotunda throughout the day. The Consortium locks the building at night.

15+ The Bronze House holds two warehouses, reached through a rear entrance. Teamsters work there from dawn to midnight, and recently shipped out large quantities of wine.

20+ The Consortium employs hired guards at Bronze House, but the most skilled mercenaries have not been seen recently. The Lord-Mayor reinforced the local city guard patrols at Sloan's request and they respond to alerts within 5–15 minutes.

25+ Sloan recently displeased Sabriyya Kalmeralm, Princess of the Market, when he intervened in a trade

dispute she was arbitrating. Pathfinders who approach her and persuade her they can humiliate Sloan receive credentials that provide a +5 bonus to Bluff checks when posing as a merchant or teamster.

30+ Members of Magnimar's largest thieves' guild, the Night Scales, need an example of a Councilor's signature. Pathfinders who succeed at this check also know where to locate a Night Scale member. If the PCs offer to let this Night Scales copy the writ or provide a convincing forgery with a successful DC 22 Linguistics check (25 on the higher subtier), the Night Scales agree to provide a disturbance to distract the guards.

The Sneaky Route

The Pathfinders may attack or sneak into Bronze House, without displaying their credentials. The Consortium guards have orders to subdue or kill intruders and ask questions later, and they alert the city guard immediately when they detect well-armed intruders. Unless the PCs take pains to conceal their approach to the Bronze House, rooftop sentries notice them early enough to sound the alarm 1 minute before the PCs arrive.

Official Raid

The PCs may enter Bronze House, display their credentials, and demand to search the premises. The Consortium agents act as friendly and obtuse as possible, bumbling keys and leading the Pathfinders on a loud and circuitous tour of areas **C1**, **C10**, **C11**, **C12**, and **C13**, while sending a request for help to the Lord-Mayor. Clerks begin hiding and destroying evidence. The Consortium agents attack if the PCs recover two or more pieces of evidence before the guards arrive. Unless the PCs take pains to conceal their approach before announcing themselves, rooftop sentries notice them early enough to sound the alarm 1 minute before the PCs arrive.

Business as Usual

The Pathfinders may pose as merchants. The Bronze House is a busy center of trade and the clerks might find the PCs believable, asking heavily armed and armored PCs to wait outside. The clerks lead the PCs into the offices in **C2** to discuss terms. The PCs must succeed at a DC 20 Bluff check or a DC 15 Profession (merchant) check to avoid suspicion. In Subtier 8–9, the PCs speak to a particularly detail-oriented clerk; the DCs of the Bluff and Profession (merchant) checks increase to 25 and 20 respectively. If a Consortium clerk notices the Pathfinders exploring or searching, even in unrestricted areas, without an escort, they politely inquire if the PCs are lost while alerting the guards. They detain the Pathfinders and call the city guard if they catch the PCs in a locked or private room.

Organized Labor

The Pathfinders may disguise themselves as teamsters to access the warehouses from the rear entrance. Workers come and go throughout the day and well into the night. Pathfinders who succeed on a DC 23 Bluff or Diplomacy check (DC 27 in Subtier 8–9) persuade the guards to let them enter. Heavily armed and armored PCs, or Pathfinders in fine clothes, take a –10 penalty on this skill check, and any PC caught snooping or accessing the facility beyond the warehouse is politely escorted back to the warehouse, while another clerk quietly sounds the alarm. PCs with magic auras detectable via *detect magic* from either magic items or active spells are also obviously not teamsters, leading the clerks to feign a friendly demeanor and quietly trigger the alarm, as in the official raid.

If the Pathfinders deliver the smuggler's wagon from area **A**, they receive a +10 bonus on checks to persuade the guards to let them enter, but Elysi Crispin comes to oversee the unloading. If the PCs are not disguised as the smugglers (or, even if they are disguised, if Melnat or a false Melnat is not present), Elysi is immediately suspicious and questions each of the Pathfinders closely. They must each succeed on Bluff checks against her Sense Motive to avoid detection. If the Pathfinders persuade her, she leads them to the hidden warehouse in **C9** to unload the wagon.

C. THE BRONZE HOUSE

The Aspis Consortium's base of operations in Magnimar is quietly grand. Built near the city's founding, before the city forbade quarrying the Irespan, the structure consists entirely of Irespan basalt. Two long buildings flank a thirty-foot-tall rotunda and a small park. The side buildings rise to 15 feet and Pathfinders must succeed on a DC 25 Climb check to scale them. The roofs are flat and guards access and patrol them via interior ladders. The exterior walls are windowless and smooth, creating the impression of a solid block of stone.

Interior doors are strong wooden doors (hardness 5, 20 hp, break DC 25) and the staff secures them with locks at night (Disable Device DC 25; DC 30 on the higher subtier). Doors locked at all times and/or with unusually good locks are noted in the room descriptions.

The purpose of raiding Bronze House is to find enough evidence of Sloan's illegal activities that the Council of Ushers can act. Certain rooms note different pieces of proof the Pathfinders may come across. This evidence contributes to the encounter with Sloan below and the scenario's secondary success condition.

While inside, Pathfinders might uncover evidence of Sloan's plot to firebomb Heidmarch Manor and the Society's allies around the city that day.

Creatures: Hired guards patrol the building, and keep order in the business areas. There are 10 guards present in Subtier 5–6. Their locations are noted in the room descriptions. There are two additional guards in **C11** in Subtier 8–9. The guards do not know about smuggling activities, though they know Elysi dismisses them when certain wagons enter the compound. They nervously whisper and cast glances over their shoulders when speaking of her. The guards all hold thunderstones, and sound the alert with them when they face dangerous opponents or when they notice a fight has broken out, yet no other thunderstone has sounded the alert. If combat breaks out between the PCs and Elysi with her angelic guardians, half of the guards join the fight, while the other half patrol the building looking for thieves that might be using the cover of combat to rob the Bronze House.

A dozen clerks manage the daily business, running errands, negotiating trades, selling goods, lending money, and managing the Consortium's records. They move between **C1**, **C2**, and **C5**. In case of an attack, the clerks move to **C2** and lock the doors. They prepare to destroy the records kept in **C2** and **C5**. Clerks in **C2** take 1 minute to secure the room, using the tables and desks inside the room to bar the doors. After another minute, two clerks move to **C5** and lock themselves inside. In each room, the clerks prepare to use flasks of alchemist's fire to destroy the records if attackers breach the room. It takes 3 rounds for the alchemist's fire to destroy the records. At night, only 6 clerks are in the Bronze House.

The clerk's skill modifiers that are most likely to be relevant in this scenario are as follows: Appraise +6, Profession (merchant) +10, Perception +8, and Sense Motive +9. Two of the clerks (one clerk at night) is an adept instead of an expert, and possesses Spellcraft +8. An adept always checks incoming cargo with *detect magic* and generally sweeps both merchants and porters in case of unusual active spells or magic items, particularly wayfinders. If you need additional statistics for the clerks, use the statistics for a shopkeep (*Pathfinder RPG GameMastery Guide* 284). However, the clerks flee or surrender at the first sign of violence.

Bronze agent Elysi Crispin is Bronze House's manager and head of Magnimar operations. She hates the Pathfinders after losing countless time, money, and agents to them. A Calistrian temple orphan, she plans elaborate revenge for every thwarted operation, and was instrumental in planning the impending fire attack. She delights in poisons and has blue-tinted lips from repeated exposure. Elysi holds keys to every door in Bronze House except **C17c**. If she discovers the Pathfinders, she orders the clerks to destroy or hide incriminating evidence. She sends word to Sloan and Lord-Mayor Grobaras before

RESPONSE TIME

Once someone at Bronze House sounds the alarm, the Pathfinders have a limited amount of time before guards loyal to the Lord-Mayor arrive. In most cases, it takes 1d4+8 minutes for the city guard to arrive, at which point the GM should refer to the Confronting Maiveer Sloan section on page 22. The GM should not count every second of table talk against the PCs' precious few minutes, but should track any time the PCs spend talking to NPCs, pausing to discuss plans, unlocking doors, performing detailed searches, healing, and fighting off defenders. The Pathfinders should understand that they don't have time to dawdle and should act accordingly.

Several of the actions that the PCs take over the course of *The Bronze House Reprisal* modify how long it takes for the guards to reach Bronze House.

Condition	Minutes
The PCs raid the Bronze house at night.	+2
The PCs raid Bronze House within 12 hours of stopping the smugglers.	+1
The PCs secure Kasadei's help, and she slows down the guards.	+2
The PCs secure the help of the Night Scales, who stage a disturbance elsewhere.	+2
The PCs cause visiting merchants to flee.	-1
The PCs allow any smugglers to escape.	-1
The PCs set off one of the alarm spells in Maiveer Sloan's rooms (area C17)	-1
The PCs raid Bronze House 36+ hours after stopping the smugglers.	-1 per 24 hours over 12
The PCs allow a large fire to start.	-2
The PCs allow Melnat to escape.	-2
The PCs allow a guard to use a thunderstone (first time only).	-2
The PCs blow their signal whistle.	-3



C. Bronze House



1 square = 5 feet

confronting the PCs with trickery or violence. She's willing to burn down part of the building to kill them.

Elysi is currently short-staffed, so she complemented the defenses with angelic guardians from the Golemworks and, on the higher subtier, an invisible stalker. Melnat used a *scroll of planar binding* to compel the creature to guard the Bronze House and listen to Elysi's orders. Elysi and the constructs monitors visitors in **C1** and **C2** primarily, and completes a full circuit around the building every 10 minutes to check on the guard patrols. On the higher subtier, the invisible stalker walks an opposite patrol and moves to alert Elysi if it notices any intruders.

During the day, merchants stream in and out of **C1** and **C2**. If there is violence, they flee and call the guards.

Rewards: If the PCs do not recover any of the three most valuable non-Thassilonian items (the *mask of mental warding* in area **C5**, the *amulet of armored fists* in area **C9**, and the *amulet of the god caller [gills]* in area **C17c**), and they do not collect at least 3 pieces of evidence against Maiveer Sloan, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 250 gp.

Out of Subtier: Reduce each PC's gold earned by 500 gp.

Subtier 8–9: Reduce each PC's gold earned by 750 gp.



ELYSI CRISPIN

Both Subtiers

ANGELIC GUARDIANS (2) CR 5

N Medium construct (*Pathfinder Campaign Setting: Magnimar, City of Monuments* 52)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 53 each (6d10+20)

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

Defensive Abilities deflective wings; **DR** 5/adamantine; **Immune** construct traits, fire

OFFENSE

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

Melee 2 slams +10 (1d6+4), 2 wings +5 (1d4+2)

Special Attacks breath weapon (60-ft. line, 6d6 fire damage, Reflex DC 13 half, usable every 1d4 rounds)

TACTICS

During Combat The angelic guardians follow Elysi's orders.

Morale The angelic guardians only stop fighting if Elysi orders them to back down, or if the PCs leave the Bronze House.

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6, **CMB** +10, **CMD** 22

Languages Common (cannot speak)

SQ metallic feathers

SPECIAL ABILITIES

Deflective Wings (Ex) As a standard action, an angelic guardian can spread its wings and protect a single adjacent creature from the next ranged attack. The next time the protected creature would normally be hit with an attack from a ranged attack, the attack is instead deflected and the protected creature takes no damage. An angelic guardian can only deflect one attack per turn in this way. This effect lasts until the angelic guardian's next turn or until the protected creature leaves its square, whichever comes first.

Metallic Feathers (Ex) An angelic guardian's wings are honed to razor-sharp edges, and attacks with them deal slashing damage instead of bludgeoning damage.

GUARDS (10 OR 12) CR 1

Guard (*Pathfinder RPG GameMastery Guide* 260, see page 28)

hp 19 each

TACTICS

During Combat The guards fight defensively, signaling for aid until they have a numerical advantage.

Morale The guards are disciplined but not suicidal, and an individual flees or surrenders if reduced to 4 or fewer hit points.

Combat Gear *potion of cure light wounds* (2), thunderstone

Subtier 5–6 (CR 8)

ELYSI CRISPIN CR 5

Female half-elf investigator 6 (*Pathfinder RPG Advanced Class Guide* 30)

NE Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +11

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 armor, +5 Dex, +4 shield)

hp 48 (6d8+18)

Fort +4, **Ref** +11, **Will** +6; +2 vs. enchantments, +4 vs. poison

Defensive Abilities trap sense +2; **Immune** sleep

OFFENSE

Speed 60 ft.

Melee 2 mwk shortswords +8/+8 (1d6+1/19–20) or mwk shortsword +10 (1d6/19–20)

Ranged mwk composite shortbow +10 (1d6+1/x3)

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

Special Attacks studied combat (+3, 3 rounds), studied strike +2d6

Investigator Extracts Prepared (CL 6th; concentration +9)

2nd—*blur*, *cat's grace*, *invisibility*, *see invisibility*

1st—*comprehend languages*, *disguise self*, *expeditious retreat*, *long arm*^{ACG}, *shield*

TACTICS

Before Combat Elysi drinks her extracts of *cat's grace*, *expeditious retreat*, *long arm*, and *shield*. She previously applied a dose of black adder venom to her shortswords.

During Combat Elysi uses studied combat to strike her opponents, targeting lightly armored foes first. She may drink her other extracts if they help her tactical position.

Morale Elysi flees if the PCs defeat both angelic guardians, or if she is reduced to fewer than 16 hit points.

Base Statistics Without *cat's grace*, *expeditious retreat*, *long arm*, and *shield*, Elysi's statistics are **Init** +3; **AC** 18, touch 13, flat-footed 15; **Ref** +9; **Speed** 30 ft., **Melee** 2 mwk shortswords +6/+6 or mwk shortsword +8, **Ranged** mwk composite shortbow +8, **Reach** 5 ft.; **Dex** 16; **CMD** 18; **Skills** Acrobatics +12, Stealth +12

STATISTICS

Str 12, **Dex** 20, **Con** 13, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 20

Feats Skill Focus (Sense Motive), Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +14, Bluff +8, Craft (alchemy) +12, Diplomacy +8, Intimidate +8, Knowledge (local) +12, Perception +11, Sense Motive +12, Stealth +14; **Racial Modifiers** +2 Perception

Languages Auran, Common, Elven, Infernal, Thassilonian

SQ alchemy (alchemy crafting +6), elf blood, inspiration (6/day), investigator talents (empathy, quick study), keen recollection, poison lore, swift alchemy, trapfinding +3

Combat Gear *potion of cure light wounds*, black adder venom (3), thunderstone; **Other Gear** +1 *mithral chain shirt*, mwk composite shortbow (+1 Str), mwk shortsword (2), *cloak of resistance* +1, alchemist's kit, formula book (contains prepared extracts), 40 gp

Subtier 8–9 (CR 11)

ELYSI CRISPIN

CR 9

Female half-elf investigator 10 (*Pathfinder RPG Advanced Class Guide* 30)

NE Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +15

DEFENSE

AC 25, touch 16, flat-footed 19 (+5 armor, +5 Dex, +1 dodge, +4 shield)

hp 78 (10d8+30)

Fort +7, **Ref** +15, **Will** +10; +2 vs. enchantments, +6 vs. poison

Defensive Abilities trap sense +3; **Immune** sleep; **DR** 10/adamantine (limit 100)

OFFENSE

Speed 60 ft.

Melee 2 +1 shortswords +13/+8 (1d6+2/19–20) or +1 shortsword +15/+10 (1d6+1/19–20)

Ranged mwk composite shortbow +15/+10 (1d6+1/*3)

Special Attacks studied combat (+5, 3 rounds), studied strike +4d6

Investigator Extracts Prepared (CL 10th; concentration +13)

4th—*stoneskin*

3rd—*arcane sight*, *fly*, *haste*, *heroism*

2nd—*cat's grace*, *cure moderate wounds*, *invisibility*, *resist energy*, *see invisibility*

1st—*comprehend languages*, *disguise self*, *expeditious retreat*, *long arm*^{ACG}, *shield*, *true strike*

TACTICS

Before Combat Elysi drinks her extracts of *stoneskin*, *shield*, *long arm*, *cat's grace*, *expeditious retreat*, and *heroism*. She earlier applied a dose of purple worm poison to each shortsword.

During Combat Elysi uses studied combat to strike her opponents, targeting lightly armored foes first. She may drink her other extracts if they help her tactical position.

Morale Elysi flees if the PCs defeat all of her allies, or if she is reduced to fewer than 30 hit points.

Base Statistics Without her extracts, Elysi's statistics are **Init** +3; **AC** 19, touch 14, flat-footed 15; **Fort** +5, **Ref** +11, **Will** +8; **DR** none; **Speed** 30 ft.; **Melee** 2 mwk shortswords +9/+4 or mwk shortsword +11/+6; **Ranged** mwk composite shortbow +11/+6; **Dex** 17; **CMD** 22; **Skills** Acrobatics +16, Bluff +12, Craft (alchemy) +16, Diplomacy +12, Intimidate +12, Knowledge (local) +16, Perception +15, Sense Motive +19, Stealth +16

STATISTICS

Str 12, **Dex** 21, **Con** 13, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 24

Feats Dodge, Improved Two-Weapon Fighting, Skill Focus (Sense Motive), Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +20, Bluff +14, Craft (alchemy) +18, Diplomacy +14, Intimidate +14, Knowledge (local) +18, Perception +17, Sense Motive +21, Stealth +20; **Racial Modifiers** +2 Perception

Languages Auran, Common, Elven, Infernal, Thassilonian

SQ alchemy (alchemy crafting +10), elf blood, inspiration (8/day), investigator talents (combat inspiration, empathy, quick study, sickening offensive), keen recollection, poison lore, swift alchemy, trapfinding +5

Combat Gear *boro bead* (1st level), *oil of shrink item*, *potion of cure light wounds*, alchemist's fire (5), purple worm poison (3), tanglefoot bag, thunderstone; **Other Gear** +1 *mithral chain shirt*, +1 *shortsword* (2), mwk composite shortbow (+1 Str), *cloak of resistance* +1, *toothpick of pyrotechnics*^{ACG}, alchemist's kit, formula book (contains prepared extracts) 100 gp

INVISIBLE STALKER

CR 7

hp 80 (*Pathfinder RPG Bestiary* 181, see page 30)

TACTICS

During Combat The invisible stalker follows Elysi's orders. If Elysi dies, the creature goes on a rampage, attacking the nearest living creatures for 5 rounds before returning to the Elemental Plane of Air.

Morale The invisible stalker fights to the death unless Elysi orders otherwise.

Rewards: If Elysi and her minions defeat the PCs, or if the PCs do not recover any evidence of the Consortium's illicit activities, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 613 gp.

Out of Subtier: Reduce the gold earned by 946 gp.

Subtier 8–9: Reduce the gold earned by 1,279 gp.

C1. Rotunda

Massive bronze double doors decorated with serpent motifs serve as the imposing front entrance to the Bronze House. Voices echo around this grand hall, diminishing the speaker beneath the chamber's scale. Two pairs of smaller doors lead east and west, while two terrace doors lead north.

The front entrance functions as a trading hall during the day and an event space when needed. A temporary wooden dais stands near the bronze doors. Tables and chairs sit near the garden exit.

Creatures: Two clerks run auctions from the dais during the day. Two more clerks manage individuals at the tables.

Three guards keep watch and escort out any troublemakers during the day. They question anyone who enters with weapons and stop anyone who tries to move further inside without permission. They patrol C1 and C2 at night.

C2. Offices

Desks and benches line this chamber, covered with parchment, ink, and quills.

An iron gate blocks the southwest corner with a good lock (Disable Device DC 30; or an amazing lock with a DC of 40 in Subtier 8–9). The chest inside holds stacks of assorted coins and collateral for loans. The clerks move the chest's contents to C5 when closing for the day.

The clerks keep the door at the end of the hallway leading north locked.

Evidence: Inside the gate, a cabinet contains the Consortium's contracts and loan papers. PCs who spend one minute searching the records and succeed on a DC 25 Linguistics, Profession (merchant), or other relevant Profession check find evidence of bribes to city officials.

SCALING ENCOUNTER C

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

Subtier 5–6: The Consortium disabled the angelic guardians' fire breath ability as a safety precaution.

Subtier 8–9: Elysi already used her extracts of *stoneskin* and *heroism* earlier in the day. The invisible stalker is dissatisfied with the terms of its binding. It deliberately misinterprets Elysi's instructions in a way that benefits the PCs for the first two rounds of combat before she reasserts control over it.

Creatures: Four clerks work in this room, managing loan payments and contract negotiations. A guard oversees the chamber. She escorts out angry visitors and detains individuals late on their payments. The guard and one clerk hold keys to the gate and to the vault in C5.

Treasure: Two vials of alchemist's fire rest within the confines of the cabinet.

C3. Kitchen

This small kitchen houses a fireplace and stove. A collection of plates and utensils rests on a preparation table. A cabinet holds smoked meats and dried vegetables.

C4. Dormitory

Aspis agents returned from the field or workers that stay late rest here. The clerks keep the beds relatively clean. Chairs and a small card table occupy the center of the room.

C5. Vault

The clerks keep the iron door to the vault locked at all times, and the lock is good quality and extremely complex (Disable Device DC 30; amazing quality and DC 40 in the higher subtier). Cabinets and large ironbound chests line the walls. One chest contains stacks of coins, from mints around the Inner Sea. The other chest contains valuable items left as collateral. Brilliant gems, paintings, and other objects of craft all bear neat labels naming the owner. An oversized wooden mask with sharp corners, and a prominent forehead adorned with glowing runes, marks the centerpiece of the northern wall. The mask's owner is listed as Maiveer Sloan (see Treasure below).

Evidence: Three of the cabinets contain records. PCs who spend one minute searching the records and succeed on a DC 25 Linguistics, Profession (merchant), or other relevant Profession check find evidence of the illegal sale of Thassilonian relics, as well as references to another vault in the building.

Treasure: The wooden mask is *mask of mental warding* from one of the reclusive and insular elves of the Mordant

Spire, which Sloan managed to procure through a convoluted trade involving disguises and deception. Sloan affixed an official declaration of authenticity from the Cathedral of Abadar below the mask, as proof of his prowess as a merchant (**Player Handout #2**).

C6. Elysi's Rooms

Elysi's rooms double as her quarters and the security office. She keeps the outer door locked (DC 25 in Subtier 5–6, DC 30 in Subtier 8–9) whenever she sleeps or leaves the room.

C6a. Security Office: Elysi keeps a desk for paperwork and private meetings. Her cabinet contains payroll records for the staff and guards and her spare set of keys. Pathfinders who search the papers on the desk find a list of locations that includes Heidmarch Manor and a Pathfinder who succeeds on a DC 15 Knowledge (local) check identifies the others as Society allies in Magnimar. Skimming these papers takes one minute.

Evidence: A Pathfinder who succeeds at a DC 15 Perception check and spends one round searching discovers a hidden compartment in Elysi's desk. They find a notebook containing records of bribes to city guards.

C6b. Bedroom: This room is cheery and decorated with poisonous flowers. A small chest containing clothes and silk sheets sits near the bed. Pathfinders who search the chest and succeed at a DC 15 Perception check spot a handful of smashed *wayfinders* wrapped in gold and black ribbon.

C7. Workshop

Jeweler's tools, brushes, and other devices to clean and repair fine art and ancient artifacts cover the two workbenches in this room. A small tome on one table details common techniques of ancient artists and how to identify their work. Pathfinders using the book receive a +2 bonus on skill checks to identify Thassilonian items for the rest of the scenario. Sloan deployed all the scribes and researchers who usually work here to field sites to identify valuable items. The Aspis keep the door to this room locked.

Pathfinders who succeed on a DC 15 Perception check spot a secret door leading to C9.

C8. Cells

A small hallway connects to two locked doors (DC 30 Disable Device), each containing a bed and chamber pot. The Aspis use these chambers to hold prisoners and hostages. The keys to both of these doors rest on a table.

Creatures: The first cell holds a distraught young man named Jardan Viskeni (N male Varisian human expert 2) who works as a servant at Heidmarch Manor. Jardan recalls going to market a week ago and seeing someone who looked like him before blacking out. The second cell is empty.

Evidence: If the Pathfinders free Jardan, he eagerly agrees to testify about his kidnapping.

C9. Hidden Warehouse

Gleaming gold and radiant enchantments illuminate this hidden treasure room. Ancient statues from sites around Varisia stand in one corner and a ten-foot tapestry depicting a glorious island city covers the northern wall. Cabinets filled with fine garments and rack upon rack of shining armor and weapons stand on the south and east walls. Heavy ironbound chests fill the remaining empty space. A large carriage door leads north.

The Bronze House hidden vault holds Sloan's gold reserves, armory, and Thassilonian relics he plans to ship out or sell. The PCs find masterwork versions of all commonly available weapons and armor. Layered walls of stone, wood, lead, and steel and a permanent *mage's private sanctum* (CL 12) block any magical intrusion. In the center of the room, a mannequin wears a barbed amulet. A scroll describing the item's provenance is attached to the mannequin's chest (**Player Handout #3**).

The Aspis keep the south exit locked at all times with a good lock (Disable Device DC 30; or an amazing lock, DC 40 on the higher subtier). Pathfinders automatically see the secret doors to the north once inside the room. Another secret door lies past the double doors to the south.

Evidence: Pathfinders who spend one minute searching the room and succeed on a DC 25 Knowledge (history) check identify items from the looted Thassilonian ruin. This counts as finding two pieces of evidence.

Treasure: The mannequin's amulet is a unique hybrid magic item, an *amulet of armored fists* from Kaer Maga. Six flasks of alchemist's fire rest on a shelf near the cabinets.

C10. West Warehouse

This warehouse holds lumber, quarried stone, and other exports. Workers stack materials or store them in crates.

Pathfinders who succeed at a DC 20 Perception check identify a large secret door concealing a second, locked door (good lock, Disable Device DC 30; or a DC 40 amazing lock on the higher subtier) leading to C9.

Evidence: A Pathfinder who succeeds at a DC 10 Perception check identifies an out of place crate near the north wall. A PC who opens the crate and succeeds on a DC 25 Knowledge (history) check identifies a delicate crown of woven silver feathers looted from the nearby Thassilonian ruins.

Creatures: Two guards patrol the roof above this room. They have pulled a ladder up onto the roof, which they can use to climb down the side of the building in the event of a disturbance.

Hazards: The workers coated the floor with *salve of slipperiness* to slide heavy objects easily. Any fire damage to the coated floor sections ignites the square. After two rounds, the fire spreads to the crates and lumber, igniting

them, and setting the room ablaze. The room quickly fills with smoke and extreme heat, but the fire does not spread beyond the west warehouse. However, the heat and smoke alert Magnimar's city guard (see the Response Time sidebar on page 15). The rules for heat dangers and smoke appear on page 444 of the *Pathfinder RPG Core Rulebook*.

C11. Workyard

Heavy wagons have compacted the dirt in this large yard. A ten-foot-tall metal fence to the north with a gate controls entry from the road. Guards keep the gate barred when not in use. Ladders to the east and west climb to the roof. Wooden sliding doors provide access to the warehouses. These doors are unlocked.

Creatures: Two guards (four on Subtier 8–9) control access to the gate, checking credentials and wagon contents. They also monitor workers loading and unloading wagons. They contact Elysi if anyone seems suspicious. They check the warehouses every five minutes.

During the day, 2d4 teamsters work in the yard or adjacent warehouses. They flee from combat and alert the city guards. If you need statistics for the teamsters use the statistics for a drunkard (*Pathfinder RPG Gamemastery Guide* 303, AC 12, hp 23).

C12. Gardens

Ornate fountains adorned with marble serpents burble cheerfully, flanking a long reflecting pool. Decorative flowerbeds line the pool and shrubberies conceal the building walls. A 10-foot-high stone wall, iron gates, and shrubs block vision to C11.

A door warded with *arcane lock* leads to C17 (average lock, Disable Device DC 35; good lock, DC 40 on the higher subtier). The doors into area C1 are unlocked.

C13. East Warehouse

The Aspis Consortium stores imports and trade goods in this warehouse, including heaves of fine silk, Osirion statuary, jars of spices, barrels of fine wines, and other valuable commodities.

A Pathfinder who succeeds on a DC 15 Craft (alchemy) check identifies traces of alchemist's fire around the wine crates and finds bottles stamped Jeggare Vineyards filled with the substance. Pathfinders who succeed on a DC 15 Knowledge (nobility) check recognize the noble house's mark, and on a DC 20 check realize that the wine comes not from the local Korvosan branch of the Jeggare family, but all the way from Count Varian Jeggare's vineyards in Western Cheliah. They also remember that the count is a prominent Chelish venture-captain.

Evidence: A Pathfinder who spends one minute searching the warehouse and succeeds at a DC 20 Perception check discovers a hidden cache of ancient

platinum coins Chauncey set aside. A PC who succeeds on a DC 25 Knowledge (arcana) or Spellcraft check identifies traces of illusion magic linking them to the looted Thassilonian ruin.

Creatures: Two guards patrol the roof above this room. They have pulled a ladder up onto the roof, which they can use to climb down the side of the building in the event of a disturbance.

Hazards: The workers coated the floor with *salve of slipperiness* to slide heavy objects easily. Any fire damage to the coated floor sections ignites the square. After two rounds, the fire spreads to the crates, igniting them and the alchemist's fire. It becomes an inferno, dealing 2d6 fire damage each round to creatures in the room and creating heavy smoke. The fire does not spread past the thick, reinforced wall to area C9, but it burns for 5 minutes and consumes the entire east warehouse, and alerts the city guard (see the Response Time sidebar on page 15). The rules for heat dangers and smoke appear on page 444 of the *Pathfinder RPG Core Rulebook*.

C14. Sloan's Outer Office

This small chamber contains chairs and a desk with an appointment calendar resting on it. Anyone seeking an audience with Maiveer Sloan waits here.

The clerks keep the door to C15 locked. A PC who succeeds on a DC 20 Perception check discovers a switch in the doorframe that, in combination with the key, opens the door. Opening the door without either the key or the switch requires a DC 30 Disable Device check (DC 35 in Subtier 8–9). This DC decreases by 5 if the PCs find the switch but don't have the key or by 10 if the PCs have the key but fail to find the switch.

Creatures: A clerk at the desk manages Sloan's calendar and holds the key to the door. The clerk locks herself in C15 if she hears combat.

C15. Sloan's Inner Office

Maiveer Sloan holds private meetings with important guests and trading partners in this chamber. An ornate fireplace heats the room, with carvings of mephits eagerly reaching for the flames. A polished darkwood desk rests in the center of the chamber.

C16. Meeting Room

Clerks meet here with merchants who warrant a private hearing, but not speaking with Sloan personally. A plain desk and chairs occupy the center of the room, while Sloan's portrait overlooks all proceedings.

Pathfinders who succeed on a DC 25 Perception check discover a hidden panel to C17a behind the portrait that Sloan uses to spy on the proceedings. The room beyond appears pitch-black, even to PCs with darkvision.

C17. Sloan's Private Rooms

Sloan maintains a residence in the Alabaster District, but his private offices provide comforts greater than many noble homes. A permanent *mage's private sanctum* spell (CL 12) protects all three rooms and layered walls of stone, wood, lead, and steel block magical intrusion.

C17a. Sitting Room: Imported marble tiles the floor, draped in rugs from Katapesh. A tapestry on the west wall depicts an Aspis ship sailing from the port of Sothis. Finely carved chairs sit before a stone fireplace and two angelic statues flank the northwest door. A bookshelf sits near the northeast corner, and maps spread across the desk. PCs who succeed on a DC 15 Knowledge (local) check recognize the maps as originating from the Grand Lodge and depicting Pathfinder operations around the Inner Sea.

Half-burnt papers litter the fireplace; shipping manifests for Jeggare wine. Recipients include Lady Heidmarch and a PC who succeeds on a DC 15 Knowledge (local) check identifies the others as Pathfinder Society allies in Magnimar.

Pathfinders who succeed on a DC 25 Perception check find a secret door to **C17b**.

Traps: An *alarm* spell wards the desk. Touching it sends a mental alarm to Sloan.

Evidence: Pathfinders who search the desk for one minute and succeed on a DC 25 Perception check find a ledger within a hidden compartment in Sloan's desk detailing the locations of Aspis smuggling operations around Varisia. A second hidden compartment, which the PCs find if they succeed at a DC 20 Perception check, contains Sloan's information about various organizations within Magnimar. At the top of this pile is a single sheet of paper with the words "Korholm Agenda" at the top. (**Player Handout #5**). Nothing in this second compartment counts as evidence of illegal smuggling; however, this letter can help the PCs question Sloan (see encounter D).

Pathfinders who search the bookshelves for one minute and succeed at a DC 25 Knowledge (history) or DC 20 Profession (librarian) check identify a Thassilonian book of prayers to the Peacock Spirit from the Thassilonian ruins in area B. PCs who speak Thassilonian receive a +10 bonus on this skill check.

C17b. Patron's Chamber: A glowing sapphire atop a pedestal radiating moderate evocation magic sits alone in this room. Pathfinders who succeed on a DC 24 Spellcraft check recognize it as a *sending stone*, one of a linked pair of magical communication devices. Maiveer Sloan uses this stone to communicate with prominent Aspis agents in Ostenso. Each *sending stone* has two command words, one which allows its holder to hear the last message sent to the stone, and one which allows its holder to send a message to the stone's twin. If a PC speaks the command

word "mephit", or succeeds at a DC 25 Use Magic Device check, everyone in the room hears the last message sent to the stone, "Last wine shipment dispatched. Burn out the Magnimar infestation with it." If a PC speaks the command word "Bronze", or succeeds at a DC 25 Use Magic Device check, she can send a message of up to 150 words to whoever holds the paired *sending stone*.

A good lock secures the door to **C17c** (Disable Device DC 30; amazing lock, DC 40 on the higher subtier). Only Sloan holds the key.

Traps: An *alarm* spell wards the *sending stone*. Touching it sends a mental alarm to Sloan.

C17c. Sloan's Personal Vault: Sloan stores his personal treasures here. Ironbound chests secured with *arcane lock* contain stacks of platinum bars. Priceless artwork lines the walls, and a cabinet filled with rare old tomes sits to the north.

An intact, flawless marble statue of Runelord Sorshen stands in the corner, arms open for an embrace. The statue radiates overwhelming enchantment magic. PCs who embrace the cursed statue gain the effect of *greater heroism* (CL 20) and must succeed on a DC 18 Will save (DC 21 in Subtier 8–9) or take 1d4 Constitution damage as they gift their vitality to Sorshen. A successful Will save negates both the Constitution damage and the *greater heroism*.

Evidence: Sloan stored the greatest treasures from the Thassilonian excavation here. A glass case holds a *mantle of immortality* (*Pathfinder RPG Ultimate Equipment* 221), which is tailored in style that was fashionable in the later days of Thassilon. PCs who succeed at a DC 25 Knowledge (history) check identify the robe's origin. PCs can also recognize the robe's style with a DC 20 Craft or Profession check relevant to clothing, such as Craft (cloth) or Profession (tailor). PCs who succeed at the DC 33 Spellcraft check to identify the item's properties recognize that the creator's magic has a distinctly Thassilonian style.

Treasure: A small glass case underneath an oversized painting of Sloan hosts a magic item recovered from Sarkoris just before the Worldwound swallowed the nation whole; the *amulet of the god caller* (*gills, swim*). The item's provenance (**Player Handout #4**) is also inside the case. The glass case is unlocked.

D. CONFRONTING MAIVEER SLOAN

Once an alarm alerts the city guards, the Pathfinders have 1d4+8 minutes (see the Response Time sidebar on page 15) before patrols arrive. Patrols consist of 20 guards and a guard officer (*Pathfinder RPG GameMastery Guide* 260 and 261, see page 28). They surround the building, organizing a fire brigade if necessary. After 1 minute, an elite unit loyal to the Lord-Mayor arrives, consisting of three watch captains (*Pathfinder RPG GameMastery Guide* 261, see page

31). They organize groups of five to search the building. Additional patrols arrive every minute thereafter.

Maiveer Sloan arrives in time to confront the PCs before they leave. Two bodyguards accompany him. While the Pathfinders have strict orders not to harm Sloan, use the statistics for a guild master and two slayers (*Pathfinder RPG GameMastery Guide* 267, see pages 29 and 30) if necessary.

The Pathfinders have an opportunity to confront Sloan about the attack on the Grand Convocation. The PCs must succeed on a series of checks to question Sloan while fending off his attempts to discern the extent of their knowledge.

In each part, the PCs have several objectives. The proposed skill checks are the most likely means of the PCs achieving these objectives, but the players may find creative solutions that do not use those skills. Use the listed DC + 5 as a baseline for the difficulty of these alternative solutions, with modifications at your discretion based on creativity and variety of skills used.

Read or paraphrase the following to begin the encounter with Sloan:

A gaunt, fashionably dressed Taldan quivers with outrage as he approaches. His clothes are in disarray, but he moves with surety. The two followers accompanying him half draw their weapons but a gesture from the man stops them. "How dare you hooligans trespass here? Are you fools or simply new to Magnimar? I assure you, you'll be coming to know the Hells quite well. Explain yourselves before I see your families arrested as conspirators in this vandalism as well."

Part 1: Groundwork

The PC's attempts to gather information from Sloan, will be more successful if they unsettle him first. Fortunately, they have several means at their disposal. The Pathfinders may attempt these checks in any order and may reattempt a failed check. The PCs may attempt DC 15 Sense Motive checks to receive hints about each of the strategies below (for example, one hint might be to name one of the three methods).

Off-Balance: Show Sloan the Council's Writ of Authority. The PCs

can either succeed at a DC 15 Perform (oratory) check to elegantly lay down the law or reveal two pieces of illegal evidence collected.

Lost Temper: After the PCs reveal that they are Pathfinders, they can use a Perform (comedy) check to insult and needle him (DC 15 in Subtier 5–6, or DC 20 in Subtier 8–9), or Perception DC 15 to point out damage to Bronze House. Reduce the Perception DC to 5 if the building is on fire.

Afraid: Sloan's bodyguards are posturing aggressively toward the PCs. In order to unsettle him, the PCs must convince his bodyguards to back down without attacking them, requiring a DC 18 Intimidate check.

Once the PCs have attempted a total of three checks or run out of ideas for unsettling Sloan, read or paraphrase the following to advance to part 2:

"The Council sends rats to steal from me? You think your flimsy piece of paper will hold up in the courts?" He dismisses it with a gesture. "No, you vermin have become too bold."

Part 2: Clues

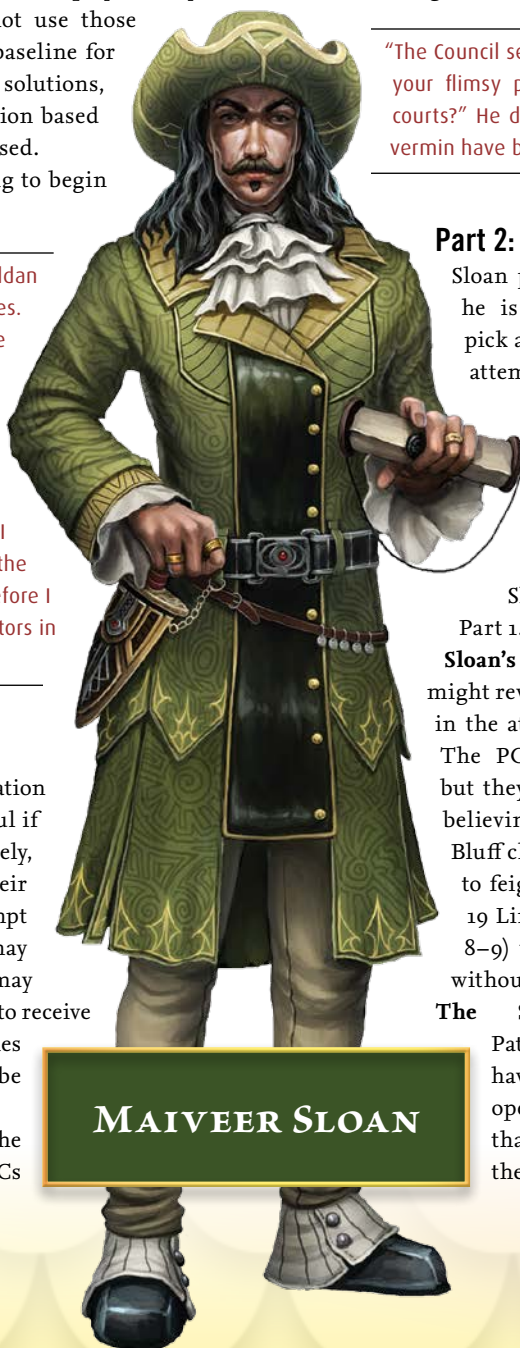
Sloan prepares to depart, but now that he is flustered, the Pathfinders can pick at him for information. They may attempt to gather information about any of the topics below.

The Pathfinders have shaken him, and they receive a cumulative +2 bonus on their checks to find clues for each of the three methods of unsettling Sloan that the PCs accomplished in

Part 1.

Sloan's Involvement: The Pathfinders might reveal they know Sloan was involved in the attack on the Grand Convocation. The PCs do not have concrete proof, but they can attempt to trick Sloan into believing they do. They may attempt a Bluff check against Sloan's Sense Motive to feign additional knowledge or a DC 19 Linguistics check (DC 23 in Subtier 8–9) to present a forgery as evidence without Sloan recognizing it's a fake.

The Smuggling Operation: The Pathfinders might reveal that they have shut down one of Sloan's operations. Sloan laughs and claims that the Pathfinders have no proof. If the PCs present at least three pieces



of evidence, Sloan's expression sours. PCs who succeed at a DC 25 Knowledge (history) check identify one of Sloan's pieces of jewelry as coming from the dig site; the jewelry counts as an additional piece of evidence.

The Arson: The Pathfinders might reveal that they have figured out Sloan's plans for arson against the Society. While Sloan denies such claims, he realizes that the PCs' discovery may put his allies in hot water. The PCs may attempt a DC 20 Intimidate check (DC 25 in Subtier 8–9) to throw Sloan's composure, which also reveals additional proof to PCs who may have only discovered circumstantial evidence of the plot.

The Conspiracy: The Pathfinders might claim to know that Sloan wasn't alone in planning the attack on the Convocation. PCs who succeed at a DC 25 Sense Motive check (DC 28 in Subtier 8–9) can read Sloan's reaction and tailor their claim to match. Alternatively, the PCs can bring to bear their knowledge about magical expertise and knowledge beyond Sloan's abilities that would have been necessary in orchestrating the attack with a DC 20 Knowledge (arcana) check (DC 23 in Subtier 8–9). If the PCs present the letter about the Korholm Agenda from Sloan's desk, they only need to succeed at a DC 10 Diplomacy check to present the letter with conviction.

If the PCs fail more than one of the checks or run out of ideas to gather information, Sloan chuckles and leaves; skip part 3. If, however, the Pathfinders succeed on three or more checks, Sloan attempts a taunting riposte. Read or paraphrase the following to advance to part 3.

Sloan shakily mutters to himself while scratching at his hand. "Impossible...does it surprise you that one of your masked leaders dances to our tune? Did you truly think there was honor among thieves?"

Part 3: Revelations

Sloan suspects the Pathfinders know someone who betrayed him and wants to know who. His comment about the Society leadership is a false lead, intended to provoke them into revealing their true source. His earlier confidence is back, and the PCs no longer receive bonuses from unsettling him.

The guards are approaching and can now see everything that happens, so Sloan insults and taunts the Pathfinders, hoping they attack him with the guards present, increasing their sentence, or even better, hoping that they attack the city guardsmen, ensuring an enormous embarrassment for the Council of Ushers and an easy time to spin the situation in the Consortium's favor, making them out as victims of the homicidal Pathfinders.

Sloan is savvy to the PCs' attempts to bait him, but at this point, the PCs are close to the truth. Each section below mentions a condition that causes Sloan to shut down about

that particular topic. Once the PCs have succeeded or failed on each topic, or if a Pathfinder attacks Sloan, the encounter ends as Sloan realizes he's overestimated their knowledge. Continue to the Development section below.

Masked Leader: The Pathfinders recognize Sloan's bluff about a traitor in the Decemvirate if they succeed on a DC 27 Sense Motive check (DC 30 in the higher subtier). With this matter cleared up, the PCs can focus more on other parts of their investigation; they gain a +2 bonus on all skill checks to learn about the Spymistress and Pawns below. If all PCs fail the Sense Motive check, Sloan shuts down about this topic, and the PCs fail this topic.

The Spymistress: Each of the PCs receives an attempt at either a DC 18 Disguise check (DC 21 in the higher subtier) or a DC 25 Perception check (DC 28 in Subtier 8–9) to identify a trace of white makeup on Sloan's collar. A PC who notices the makeup and succeeds at a DC 25 Craft (alchemy) check or Knowledge (nobility) check identifies a hint of burnt incense and balsam, the scent of Lady's Promise, an expensive woman's perfume popular among Cheliox nobility. Such a PC can attempt a DC 20 Bluff check. On a failed Bluff, Sloan shuts down on the Spymistress and the PCs fail this topic. On a success, read or paraphrase the following:

Sloan recoils in shock. "That scheming serpent? She should be in Druma." He quickly recovers his calm. "Your insinuations mean nothing. This is just another of her games."

Pawns: The Pathfinders may find Sloan's phrasing referring to dancing suspicious, and even if they don't, it might subconsciously bring something to mind. Each Pathfinder receives either a DC 25 Spellcraft check (DC 28 in Subtier 8–9) or a DC 20 Perform check to recall music played at the Grand Convocation and realize it might have been part of a compulsion effect. PCs that realize this and succeed at a DC 10 Perform (sing) check can hum the tune along with a DC 15 Bluff check to pass the innuendo to Sloan. On a failed Bluff, Sloan realizes the ruse and shuts down on Pawns. On a success, read or paraphrase the following:

"So you know about our unwitting spies. You miscreants turn on each other so easily. When you feel an ally's blade at your throat, remember I guided it there."

Development: Once the Pathfinders succeed or fail on the last topic, the encounter ends as the city guard arrives. Sloan demands they arrest the Pathfinders. Kasadei arrives with her own patrol loyal to the Council and a freshly signed order from them.

If the PCs learned of the fire attack from evidence they uncovered or questioning Elysi, they can notify the guards.

Kasadei immediately deploys patrols to stop it and the PCs earn the hero of the day boon. If the PCs only warn Lady Heidmarch, they protect Heidmarch Manor, but don't stop all the fires.

Kasadei asks what evidence the PCs found in Bronze House. Her guards secure the evidence and she demands Sloan's arrest, but the Lord-Mayor's guards block her. She pleads with them, but backs down to avoid bloodshed.

Sloan smiles and makes parting remarks.

"A minor setback, but one I'll remember, Pathfinders. Can you not see the futility of your efforts? A hundred more wheels are in motion. Your only virtue until now was you were too insignificant to squash."

If the Pathfinders attacked Sloan or his guards, the guards detain them and it takes Lady Heidmarch a week to secure a pardon. If the Pathfinders performed any of the following heinous crimes, however, they face much steeper charges, they've embarrassed both the Council of Ushers and the Pathfinder Society, and the Aspis Consortium brings all the pressure it can bear to convict them, including using divinations and *speak with dead* as evidence if the Pathfinders performed any of these acts and covered it up: killed Sloan or his guards, attacked the lord-mayor's guards, or engaged in a preemptive attack on employees of the Bronze House or innocent civilians. In these cases, captured Pathfinders who spend 5 PP can arrange an escape. Otherwise, mark the character as dead; the PC spends the remainder of the campaign imprisoned. Either way, the Pathfinders lose access to any of the three boons on the chronicle sheet that they may have earned.

If the Pathfinders did not discover and stop the fire attack, they see flames spring up around the city during the trip back to Heidmarch Manor, including the Manor itself if they didn't warn Lady Heidmarch.

CONCLUSION

The Pathfinders meet Lady Heidmarch in her library.

If the PCs didn't warn her or the guards about the fire attack, she is soot-covered and burnt and Heidmarch Manor partially destroyed. The venture-captain regretfully lists any fire damage done to the Society's allies and says the Pathfinders have rebuilding to do as well. If the Pathfinders stopped the fire attack, Lady Heidmarch informs them that their allies in the city are more resolute than ever, and that many of Sloan's agents in the city are in hiding or in the custody of the city guard, under questioning for their connection to the thwarted attack.

If the Pathfinders proved the Consortium's involvement in smuggling and recovered the evidence without being arrested for heinous crimes, she tells them the lord-

SCALING ENCOUNTER D

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

All Subtiers: The PCs receive an additional +2 bonus in Part 2 if they failed any check in Part 1. They only need to succeed at 2 or more checks in Part 2 to proceed to Part 3.

mayor launched an investigation into Aspis activities and publicly fined Sloan himself; Aspis Consortium profits and influence in Magnimar should drop considerably, reducing Sloan's stature in the Consortium.

The Venture-Captain listens with interest to any secrets the PCs pried from Sloan or found around Bronze House. If they found the maps in Sloan's office or learned about Pawns, Heidmarch shares her suspicion that the Consortium has a highly-placed spy in the Grand Lodge. If the Pathfinders didn't uncover Sloan's bluff about the masked leader, Lady Heidmarch suspects that the Decimvirate member Sloan mentioned is the traitor. If the Pathfinders learned about the spymistress from Sloan, Heidmarch promises to secure them the resources to track down the lead in Druma.

Finally, if the Pathfinders uncovered Sloan's notes about the Korholm Agenda, Venture-Captain Heidmarch looks particularly pleased. She tells the PCs that the informant who told the Society about Sloan's involvement in the attack also mentioned a Korholm Agenda, but that many in the Society hesitated to believe that a larger organization was involved. Now, with proof of the existence of the Agenda, the Society can begin tracking down everyone involved in the plot against the Grand Lodge, and send them all the same message the PCs just sent Sloan—no one gets away with theft and murder at the heart of the Pathfinder Society.

PRIMARY SUCCESS CONDITIONS

If the Pathfinders shut down the smuggling operation, found at least one piece of evidence, and confronted Sloan at Bronze House without being arrested for heinous crimes, award them 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

If the Pathfinders succeeded on at least two of the part 3 checks when confronting Sloan, and if the Pathfinders presented at least five pieces of evidence to the guards, award them 1 additional Prestige Point.

PLAYER HANDOUT #1: COUNCIL'S WRIT

**A DECREE BY THE COUNCIL OF USHERS AND ITS RIGHT
AND HONORABLE COMMISSIONER, LORD HOBART DEVERIN**
To the Honorable Lady Sheila Heidmarch, Venture = Captain of the Pathfinder Society:

Whereas, by this Council's commission, under the Seal of Magnimar bearing this day's date, the fifth of Calistril in the year 4715 by Absalom Reckoning and 107th year since the Founding, do appoint and charge Lady Sheila Heidmarch as Executor of the Council's law and do authorize and require her to go forth, with any deputies she shall see fit to appoint, and halt the illegal, unauthorized, and wanton looting of treasures and artifacts deemed by this Council to possess historic or cultural import and protected by the laws of the City of Magnimar. Lady Heidmarch and her deputies shall possess the full force and authority to act in this matter, including and limited to the following: to seize goods unlawfully acquired, to search any place of residence or business suspected of harboring such goods, and to detain any persons found to be engaged in such unlawful practices as the possession or looting of such goods.

Signed and warranted this day by Bayl Argentine, Lord Justice of the Courts.

PLAYER HANDOUT #2: PROVENANCE OF THE MASK OF MENTAL WARDING

As an official representative of the Church of Abadar, I do hereby affirm that I have carried out all proper procedures, both physically and magically, to verify that the mask presented to me on 4 Calistril 4708 AR by Mr. Maiveer Sloan of Magnimar originates from the Mordant Spire.

Signed this day,
the 15th of Calistril 4708 Absalom Reckoning,

Yarius Melinar

PLAYER HANDOUT #3: PROVENANCE OF THE AMULET OF ARMORED FISTS

THIS AMULET, NAMED AMULET OF ARMORED FISTS, WAS CRAFTED BY THE SWEETTALKER UDARA IN KAER MAGA-ROVA 4683 AR. UDARA RETAINED POSSESSION OF THE ITEM FOR PERSONAL USE UNTIL HER DEATH (NATURAL CAUSES)-ABADIUS 4712 AR. MAIVEER SLOAN PURCHASED THIS AMULET IN KAER MAGA FROM UDARA'S LEGAL HEIR IN KAER MAGA-CALISTRIL 4712 AR.

PLAYER HANDOUT #4: PROVENANCE OF THE GOD CALLER AMULET

THIS SCALY AMULET WITH SERPENTINE GILLS AND WEBBED HORNS IS THE ORIGINAL WORK OF THE SARKORIAN GOD CALLER JOLEF RIVERSOAR, CRAFTED BETWEEN 4413 AND 4418 AR. THE AMULET WAS PASSED DOWN THROUGH HIS FAMILY LINE, UNTIL IT WAS BURIED WITH ONE OF HIS DESCENDANTS IN THE FIELD OF THRONES, A GRAVEYARD OF HONORED HEROES. THIS AMULET WAS PART OF A SUBSTANTIAL CACHE OF ITEMS OF MAGICAL AND MATERIAL VALUE RETRIEVED FROM THE FIELD OF THRONES IN 4605 AR, ON THE EVE OF THE FALL OF SARKORIS. WHILE SARKORIAN HISTORIES INDICATE OTHER SUCH AMULETS EXIST, GRANTING OTHER POWERS DERIVED FROM THE ESSENCE OF EIDOLONS, THE LATE UNPLEASANTNESS IN THE REGION HAS HALTED ALL FURTHER EFFORTS AT RETRIEVAL.

PLAYER HANDOUT #5: HANDWRITTEN NOTE

KORHOLM AGENDA

The Agenda's strike on the Grand Lodge showed a flair for the dramatic, and what a delightful way to put that hypocritical club of sanctimonious hoarders in their place. A mind as honed as my own cannot help but wonder, however; surely this strike was not the final objective. Do they aspire to establish a foothold in regions where the Society's infestation strangles legitimate business transactions? Then again, I suppose the tremendous value of the items they liberated could be motivation enough; a sane person does not scoff at between five hundred thousand and a full one million gold pieces in market value, at my appraisal, nor does he advertise that he has newly come in to such fortunes. I sincerely hope for their sake that the Agenda soon realizes what a grave misstep they have made in not yet inviting me to join their ranks. However, grudges should never stand in the way of profit, and so my heart would swell with forgiveness in the name of commerce, were they to recognize the value of my contributions in their most recent actions, and compensate me appropriately. My overtures of forgiveness have only met with shadows within shadows, I am afraid, though I would not spare the Agenda a passing hint of respect were its members simple to find.

APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

CHAMPION	CR 9
Human barbarian 5/fighter 5 (<i>Pathfinder RPG GameMastery Guide</i> 263)	
CN Medium humanoid	
Init +2; Senses Perception +4	
DEFENSE	
AC 17, touch 10, flat-footed 15 (+7 armor, +2 Dex, -2 rage)	
hp 105 (10 HD; 5d12+5d10+45)	
Fort +12, Ref +4, Will +4; +1 vs. fear	
Defensive Abilities bravery +1, improved uncanny dodge, trap sense +1	
OFFENSE	
Speed 40 ft.	
Melee +1 vicious adamantine greatsword +19/+14 (2d6+13/17-20 plus 2d6 vicious) or spiked gauntlet +16/+11 (1d3+6)	
Ranged javelin +12 (1d6+6)	
Special Attacks rage (14 rounds/day), rage powers (intimidating glare, strength surge +5), weapon training (heavy blades +1)	
TACTICS	
Base Statistics When not raging, the champion has AC 19, touch 12, flat-footed 17; hp 85; Fort +10, Will +2; Melee +1 vicious adamantine greatsword +17/+12 (2d6+10/17-20 plus 2d6 vicious) or spiked gauntlet +14/+9 (1d3+4); Ranged javelin +12 (1d6+4); Str 18, Con 14; CMB +14 (+18 sunder); CMD 26 (28 vs. sunder); Skills Climb +8, Swim +7	
STATISTICS	
Str 22, Dex 14, Con 18, Int 8, Wis 10, Cha 12	
Base Atk +10; CMB +16 (+20 sunder); CMD 28 (30 vs. sunder)	
Feats Dazzling Display, Greater Sunder, Improved Critical (greatsword), Improved Sunder, Intimidating Prowess, Power Attack, Shatter Defenses, Weapon Focus (greatsword), Weapon Specialization (greatsword)	
Skills Acrobatics +13 (+17 jump), Climb +10, Handle Animal +5, Intimidate +18 (+20 when raging), Perception +4, Ride +4, Survival +5, Swim +9	
Languages Common	
SQ armor training 1, fast movement	
Gear +1 breastplate, +1 vicious adamantine greatsword, javelins (5), spiked gauntlet, 15 gp	

GLADIATOR	CR 5
Human barbarian 3/fighter 3 (<i>Pathfinder RPG GameMastery Guide</i> 262)	
N Medium humanoid	
Init +3; Senses Perception +10	
DEFENSE	
AC 21, touch 12, flat-footed 17 (+7 armor, +3 Dex, +1 dodge, -2 rage, +2 shield)	

hp 57 (6 HD; 3d12+3d10+21)
Fort +9, Ref +5, Will +5; +1 vs. fear
Defensive Abilities bravery +1, trap sense +1, uncanny dodge
OFFENSE
Speed 40 ft.
Melee mwk trident +13/+8 (1d8+5) or mwk trident +11/+6 (1d8+5) and +1 light steel shield with mwk shield spikes +10 (1d6+5)
Ranged mwk trident +11 (1d8+5) or javelin +9 (1d6+5)
Special Attacks rage (9 rounds/day), rage powers (knockback)
TACTICS
Base Statistics When not raging, the gladiator has AC 23, touch 14, flat-footed 19 (+7 armor, +3 Dex, +1 dodge, +2 shield); hp 45; Fort +7, Will +3; Melee mwk trident +11/+6 (1d8+3) or mwk trident +9/+4 (1d8+3) and +1 light steel shield with mwk shield spikes +8 (1d6+3); Ranged mwk trident +11 (1d8+3) or javelin +9 (1d6+3); Str 16, Con 13; CMB +9; CMD 23; Skills Climb +6, Swim +6
STATISTICS
Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 10
Base Atk +6; CMB +11; CMD 25
Feats Dodge, Double Slice, Improved Shield Bash, Shield Focus, Two-Weapon Fighting, Weapon Focus (trident)
Skills Acrobatics +10 (+14 jump), Climb +8, Intimidate +5, Perception +10, Swim +8
Languages Common
SQ armor training 1, fast movement
Gear +1 breastplate, +1 light steel shield with masterwork shield spikes, javelins (5), masterwork trident, 1 gp

GUARD	CR 1
Human warrior 3 (<i>Pathfinder RPG GameMastery Guide</i> 260)	
LN Medium humanoid	
Init +0; Senses Perception +3	
DEFENSE	
AC 18, touch 10, flat-footed 18 (+8 armor)	
hp 19 (3d10+3)	
Fort +4, Ref +1, Will +1	
OFFENSE	
Speed 20 ft.	
Melee halberd +5 (1d10+3/×3) or heavy flail +5 (1d10+3/19-20) or sap +5 (1d6+2 nonlethal)	
Ranged heavy crossbow +3 (1d10/19-20)	
STATISTICS	
Str 14, Dex 11, Con 13, Int 9, Wis 10, Cha 8	
Base Atk +3; CMB +5 (+7 sunder); CMD 15 (17 vs. sunder)	
Feats Alertness, Improved Sunder, Power Attack	
Skills Intimidate +5, Perception +3, Ride -3, Sense Motive +2	
Languages Common	
Combat Gear potions of cure light wounds (2); Other Gear half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp	

THE BRONZE HOUSE REPRISAL

GUARD OFFICER

CR 4

Human fighter 4 (*Pathfinder RPG GameMastery Guide* 261)

LN Medium humanoid

Init +1; **Senses** Perception +3

DEFENSE

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

hp 34 (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+5/x3) or sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle) or javelin +5 (1d6+2)

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

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (net), Skill Focus (Intimidate), Weapon Focus (guisarme), Weapon Specialization (guisarme)

Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2

Languages Common

SQ armor training 1

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

GUILD MASTER

CR 10

Human rogue 11 (*Pathfinder RPG GameMastery Guide* 267)

N Medium humanoid

Init +5; **Senses** Perception +15

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 armor, +5 Dex, +2 shield)

hp 60 (11d8+11)

Fort +5, **Ref** +13, **Will** +8

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 30 ft.

Melee +1 rapier +14/+9 (1d6/18-20) or sap +13/+8 (1d6-1 nonlethal)

Ranged +1 light crossbow +14/+9 (1d8+1/19-20)

Special Attacks sneak attack +6d6 plus 6 bleed

STATISTICS

Str 8, **Dex** 20, **Con** 12, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +7; **CMD** 22

Feats Agile Maneuvers, Deadly Aim, Deceitful, Iron Will, Rapid Reload, Stealthy, Vital Strike, Weapon Finesse

Skills Acrobatics +19, Bluff +20, Diplomacy +15, Disable Device +30, Disguise +22, Escape Artist +22, Intimidate +10, Knowledge (local) +10, Linguistics +5, Perception +15 (+20 to find traps), Sense Motive +15, Sleight of Hand +10, Stealth +23

Languages Common, Halfling, Undercommon

SQ rogue talent (bleeding attack, finesse rogue, resiliency, slippery mind, trap spotter), trapfinding +5

Combat Gear feather token (whip); **Other Gear** +1 mithral chain shirt, +1 buckler, +1 light crossbow with 10 bolts, +1 rapier, sap, belt of incredible dexterity +2, cloak of resistance +1, elixir of truth, goggles of minute seeing, disguise kit, masterwork thieves' tools

HIGHWAYMAN

CR 6

Human fighter 4/rogue 3 (*Pathfinder RPG GameMastery Guide* 259)

CN Medium humanoid

Init +4; **Senses** Perception +7

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 53 (7 HD; 4d10+3d8+18)

Fort +8, **Ref** +9, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 spiked chain +12/+7 (2d4+4) or sap +10/+5 (1d6+1 nonlethal)

Ranged mwk composite longbow +11/+6 (1d8+1/x3)

Special Attacks sneak attack +2d6

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +10 (+14 when tripping); **CMD** 21 (23 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Deceitful, Exotic Weapon Proficiency (spiked chain), Improved Feint, Improved Trip, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Acrobatics +14, Appraise +5, Bluff +12, Climb +5, Disable Device +11, Disguise +14, Escape Artist +10, Intimidate +4, Perception +7 (+8 to find traps), Ride +9, Sleight of Hand +8, Stealth +14, Swim +5

Languages Common, Halfling

SQ armor training 1, rogue talent (finesse rogue), trapfinding +1

Combat Gear potion of invisibility; **Other Gear** +1 chain shirt, +1 spiked chain, masterwork composite longbow (+1 Str) with 20 arrows, sap, cloak of resistance +1, disguise kit, light horse (combat trained) with saddle, silk rope, smokestick, thieves' tools

INVISIBLE STALKER

CR 7

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 80 (7d10+42)

Fort +11, **Ref** +11, **Will** +4

Defensive Abilities natural invisibility; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

ECOLOGY

Environment any (Plane of Air)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility* purge spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

SLAYER

CR 8

Human ranger 5/assassin 4 (*Pathfinder RPG GameMastery Guide* 267)

NE Medium humanoid

Init +8; **Senses** Perception +10

DEFENSE

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

hp 63 (9 HD; 5d10+4d8+18)

Fort +7, **Ref** +10, **Will** +1; +2 vs. poison

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *kukri* +13/+8 (1d4+3/15–20) or +1 *kukri* +11/+6 (1d4+3/15–20) and mwk *kukri* +11/+6 (1d4+1/15–20)

Ranged +1 *composite shortbow* +13/+8 (1d6+3/×3) or *shuriken* +12/+7 (1d2+2) or *shuriken* +10/+5 (1d2+2) and *shuriken* +10/+5 (1d2+1)

Special Attacks death attack (DC 15), favored enemy (humans +4, elves +2), sneak attack +2d6, true death

STATISTICS

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

Base Atk +8; **CMB** +10; **CMD** 24

Feats Deadly Aim, Endurance, Improved Critical (*kukri*), Improved Initiative, Improved Two-Weapon Fighting, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +15, Bluff +5, Climb +15, Craft (alchemy) +5, Disable Device +10, Disguise +10, Escape Artist +10,

Intimidate +10, Perception +10, Sleight of Hand +15 (+19 to hide weapons), Stealth +21, Survival +10 (+12 to follow tracks), Swim +6

Languages Common, Elven

SQ favored terrain (urban +2), hidden weapons, hunter's bond (allies), poison use, track +2, wild empathy +5

Combat Gear potions of cure light wounds (2), potion of gaseous form, potion of jump; **Other Gear** +1 *studded leather*, +1 *kukri*, +1 *composite shortbow* (+2 Str) with 20 arrows, masterwork *kukri*, *shuriken* (20), *cloak of elvenkind*, climber's kit, disguise kit, giant wasp poison (2), large scorpion venom (2), masterwork thieves' tools

TOMB RAIDER

CR 5

Human rogue 6 (*Pathfinder RPG GameMastery Guide* 257)

N Medium humanoid

Init +3; **Senses** Perception +14

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

hp 45 (6d8+18)

Fort +6, **Ref** +8, **Will** +2

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee short sword +7 (1d6+1/19–20)

Ranged mwk shortbow +8 (1d6/×3)

Special Attacks sneak attack +3d6

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 18

Feats Great Fortitude, Skill Focus (Disable Device), Stealthy, Weapon Finesse

Skills Acrobatics +12, Appraise +11, Bluff +5, Climb +10, Disable Device +20, Escape Artist +14, Knowledge (dungeoneering) +11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17 to find traps), Sleight of Hand +12, Stealth +14, Swim +5, Use Magic Device +8

Languages Aklo, Common, Terran, Undercommon

SQ rogue talents (fast stealth, rogue crawl, trap spotter), trapfinding +3

Combat Gear antitoxin; **Other Gear** masterwork studded leather, masterwork buckler, masterwork shortbow with 20 arrows, short sword, eyes of the eagle, magnifying glass, masterwork thieves' tools, sunrod, 18 gp

WATCH CAPTAIN

CR 6

Human fighter 7

LN Medium humanoid

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

DEFENSE

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

hp 57 (7d10+19)

Fort +8, **Ref** +4, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +14/+9 (1d10+10/×3) or sap +11/+6 (1d6+4 nonlethal)

Ranged composite longbow +8/+3 (1d8+4/×3)

Special Attacks weapon training (pole arms +1)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)

Feats Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8

Languages Common, Halfling

SQ armor training 2

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); Other Gear masterwork full plate, +1 *halberd*, composite longbow (+4 Str) with 20 arrows, sap, *cloak of resistance* +1, 35 gp

Pathfinder Society Scenario #7-03: The Bronze House Reprisal

Event _____ Date _____


GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____


☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____  Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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Pathfinder Society Scenario #7-03: The Bronze House Reprisal

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Friend of Kasadei: Kasadei is impressed by your restraint in dealing with the Apsis Consortium. She spreads the word that Pathfinders are upstanding individuals, and she spends some time teaching you about the city of Magnimar. You receive a +2 bonus on all Knowledge (local), Knowledge (history), and Knowledge (nobility) checks pertaining to Magnimar. You also receive a +2 bonus on all Charisma-based skill checks when interacting with good-aligned NPCs in Magnimar.

Hero of the Day: Organizations throughout Magnimar are grateful for your efforts in thwarting the Apsis Consortium's fire attack. Magnimar's Golemworks offers you training in fighting constructs. You gain a +2 bonus to Knowledge (arcana) checks to identify constructs. Once per scenario, you may ignore a construct's hardness and DR for one attack. You must declare that you are using this ability before you roll the attack roll.

Recovered Treasures: When you departed the Bronze House, you carried with you one of its most valuable treasures. You may purchase the item below that your party decided to keep. You may also pay 2 Prestige Points per item to unlock access to the other two items in this boon. You must make the decision to unlock these items when you receive this Chronicle Sheet.

Amulet of armored fists (28,000 gp; neck slot) This barbed amulet allows its wearer to take advantage of his enemies' weaknesses and protects its wearer from harm. It functions simultaneously as a *cruel^{UE} menacing^{UE} amulet of mighty fists* and an *amulet of natural armor +2* (*Pathfinder RPG Ultimate Equipment* 138, 145).

Amulet of the god caller (gills, swim; 6,000 gp; neck slot): The wearer of this amulet grows a pair of gills, and can breathe underwater indefinitely. She also gains a swim speed equal to her base land speed.

Mask of mental warding (16,000 gp; head slot): This intricate mask from the elves of the Mordant Spire helps its wearer combat mental influences. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment, as if wearing a *ring of mind shielding*. In addition, once per day when the wearer fails a saving throw against a mind-affecting effect, she may attempt a new saving throw on the following round as a free action to end the effect.

All Subtiers

black adder venom (120 gp each, limit 3)
cloak of resistance +1 (1,000 gp)
concealing pocket (1,000 gp; *Pathfinder RPG Ultimate Equipment* 289)
eyes of the eagle (2,500 gp)
feather token (whip) (500 gp)
headband of vast intelligence +2 (4,000 gp)
potion of cure moderate wounds (300 gp)
potion of invisibility (300 gp)
ring of protection +1 (2,000 gp)
scroll of blur (150 gp)
scroll of twilight haze (CL 5; 250 gp, limit 1; *Pathfinder RPG Advanced Class Guide* 197)

Subtier 8-9

+1 vicious adamantite greatsword (11,350 gp)
amulet of natural armor +1 (2,000 gp)
boots of striding and springing (5,500 gp)
boro bead (1st level) (1,000 gp, *Ultimate Equipment* 284)
dusty rose prism ioun stone (5,000 gp)
oil of shrink item (750 gp)
potion of lesser restoration (300 gp)
purple worm poison (700 gp each, limit 3)
toothpick of pyrotechnics (400 gp; *Advanced Class Guide* 236)
wand of comprehend languages (13 charges; 195 gp, limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

5-6 1,262 2,524

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 1,996 3,991

SUBTIER ☐ Slow ☐ Normal

8-9 2,729 5,458

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total