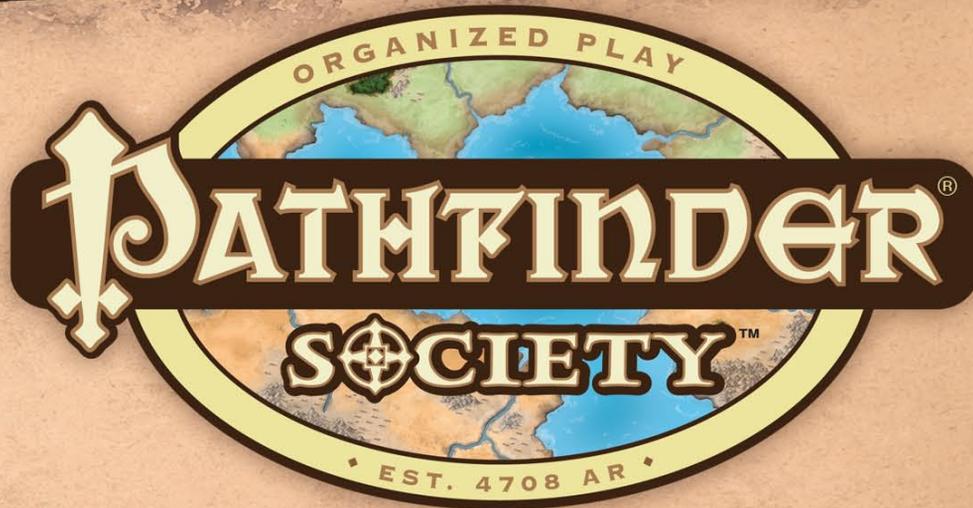


A PATHFINDER SOCIETY SCENARIO



# THE CITY OF STRANGERS, PART I: THE SHADOW GAMBIT

By Joshua J. Frost



# THE CITY OF STRANGERS, PART I: THE SHADOW GAMBIT

PATHFINDER SOCIETY SCENARIO 51

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The OGL can be found on page 26 of this product.

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# THE CITY OF STRANGERS, PART I: THE SHADOW GAMBIT

BY JOSHUA J. FROST

While the Decemvirate continues to deny the existence of the Shadow Lodge, its agents—mostly former or current Pathfinders who see the Society’s plodding methods of artifact control as outdated and naïve—are building their own lodges in locations all across Golarion. Though their numbers are still small and scattered across the Inner Sea region, they possess an organizational ability that rivals that of their parent organization. While the Decemvirate and the Society’s myriad venture-captains struggle to get to the bottom of the Shadow Lodge’s very existence, these former Pathfinders now have lodges numbering in the dozens and are actively recruiting from within the Pathfinder Society’s ranks.

The Shadow Lodge first met in Kaer Maga, a city crammed with such diversity that they were confident their presence would not stand out. Here they gathered some of their key organizers and began to draft and send letters to allies as far as away as Vudra. Their mission is simple: long impatient with the Society’s plodding ways, all-too-careful hesitancy to exploit what they have earned, and deliberative politicking, they have secretly banded together in a bid to corrupt the organization from within. Their goal: to destroy the order’s ruling body and replace it, naturally, with themselves. It is not a matter of good and evil. It is rather a question of methods and goals, limits and horizons. You cannot tell a member of the Shadow Lodge simply by appearance. Even personality and past deeds are unreliable measures, as the Shadow Lodge counts among its ranks some of the most storied and trusted agents in the Society. Anyone could be a member. The Shadow Lodge is ambitious, to be sure, but they are not careless, and so they build slowly, methodically, and—so far—quietly, beneath the radar of the Society at large.

That is about to change.

Even while the Shadow Lodge builds and plots in the City of Strangers, political forces there have become aware of their existence and know that what they stand for could spell the end of Kaer Maga’s autonomy. Should the Shadow Lodge be successful in their endeavor, armies could march on the walls of the city, and its ruling gangs, leagues, and guilds would find themselves caught between an invader and a panicked population. Local rivals such as the golem-

## PLAYING THE CITY OF STRANGERS

While the two-part *The City of Strangers* arc does not have to be played in order, it makes a lot more sense if it is. Specifically, in Part I *Dakar* informs the PCs that they owe him a favor—one he plans to cash in before they leave the city. In Part II, *The Twofold Demise*, he calls a meeting with the PCs and cashes in the favor. Keep this in mind if you’re running a PC or PCs who have already played Part II before playing this scenario. Playing the scenarios in reverse may violate the players’ sense of verisimilitude, but if through choice or circumstance that’s the order in which the scenarios are played, it’s something they’ll have to be flexible about.

building Ardoc family and the mysterious Commerce League have begun to talk about removing the Shadow Lodge entirely—what they need is someone not from Kaer Maga to do it, in order to keep the city’s delicate balance of power in place. What they need are Pathfinders.

As the powers of Kaer Maga came to this conclusion, a venture-captain in Absalom named Drandle Drang, a doddering old Pathfinder nearly at the end of his long career, sent a group of Pathfinders to the City of Strangers to follow up on a mysterious letter sent from one of Dreng’s longtime associates and friend to the Society—a Kaer Magan cloth merchant named Horis Collgardie. The letter was brief but bizarre: Collgardie asked Drang why the Society has assigned permanent Pathfinders to Kaer Maga. Did Dreng know that those Pathfinders were beginning to make the powers-that-be grumble about their presence? While single Pathfinders—or even temporary small groups—are welcome within the city, a large presence, such as a Lodge, is sure to stir up trouble. So why, Collgardie asked, did you send them?

This was terribly confusing to old Venture-Captain Dreng. Rather than draft a response and wait months for the exchange, he decided to send a team of Pathfinders to Kaer Maga to look into Collgardie’s assertion that the Society was forming a lodge there. Little do those Pathfinders know that while they travel for weeks to reach the City of Strangers, the Shadow Lodge has learned of Collgardie’s letter murdered the merchant, and begun plotting to kill the Pathfinders the Society is sure to send.



**SHADOW GAMBIT LOCATIONS**

1. Collgardie's House
2. The Kiln
3. Augur's Entrails
4. Naderi Theater

**SUMMARY**

The scenario begins with the PCs' arrival at the Twisted Door, the entrance to the quickest but most dangerous way to access Kaer Maga, the City of Strangers. Here they meet the city's famed Duskwardens who, for a small fee, escort travelers up the dangerous and difficult Halflight Path, a series of tunnels, underground ruins, and cliffside paths that wind slowly and steeply from the bottom of the immensely tall cliffs, called the Storval Rise, on which the City of Stranger's thick, alien walls rest. The Duskwardens pride themselves on providing safe passage, so they are surprised when, halfway up the path, the caravan is set upon by a screaming mass of smelly goblins. The PCs are quickly divided from the group and must battle the goblins in a side cavern, even while they hear the Duskwardens defending the remainder of the caravan in the nearby passages. Once the goblins are defeated, the Duskwardens express incredulous apologies—goblins are not a typical foe in the Halflight Path, and the area they attacked from has been sealed for years.

Many hours later, tired and worn out, the PCs finally reach the top of the path and enter Kaer Maga, the City of Strangers. Built within and between eight-story-tall and massively thick ancient walls, the city is a cacophony of outcasts, outsiders, and misfits gathered together in a city of wildly various sights, sounds, and smells. The PCs head for the home of the merchant Horis Collgardie high atop the district known as Bis, a district built mostly within an enormous cavern eaten from one of the city's walls. At Collgardie's home, the PCs find the merchant slain, but before they can investigate are attacked by a gang of goons hidden in the home's back rooms, seemingly waiting for the PCs. Once the goons are put down or captured, the PCs learn that a man named Besel Ardoc hired them. This is the only clue the PCs have at this point about the death of Collgardie.

After spending most of a day asking around Kaer Maga about Besel Ardoc, the PCs find him at the Augur's Entrails. Guarded by imposing iron golems, Besel is amused to discover that the PCs are Pathfinders and not the Shadow Lodge assassins he was sure murdered his friend Collgardie. At this point, Besel tells the PCs

that he asked Collgardie to send the letter to Dreng after the mysterious leader of the Commerce League, a man known only as Dakar, offered Besel a favor to do so. Inferring that the letter Collgardie sent and his death soon after were linked, Besel hired the goons to wait for the Shadow Lodge to return to ransack the cloth merchant's home. When the PCs arrived, the goons simply assumed the PCs were the Shadow Lodge assassins.

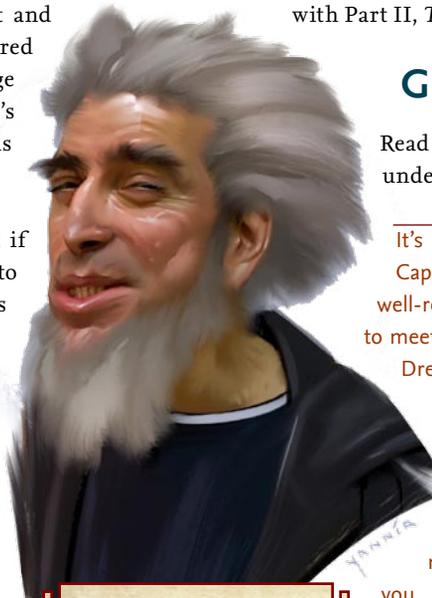
At this point, Besel tells the PCs that if they want to learn more, they're going to have to try to find Dakar and ask him what's going on—the Ardoks are not involved and won't be. He adds that finding Dakar will likely be impossible.

Once the PCs begin directly asking for Dakar, the response is swift: the PCs are approached by a large group of toughs claiming to be Dakar's men. They inform the PCs that Dakar, completely unlike his normal self, has asked for the PCs directly, and that they simply cannot refuse Dakar's rare and generous offer to speak with the PCs. There's a catch: the PCs must agree to have bags placed over their heads and be driven around in a blacked-out wagon for an hour before they meet Dakar. His location is a closely-guarded secret, and this is the only way in which anyone visits the head of the Commerce League.

Once the PCs agree, they are bagged, stuffed into a dusty wagon, and driven around for an hour or more. Then they are dragged from the wagon, led through a series of hallways, and brought before a backlit screen, where the bags are removed from their heads. Here, the PCs "meet" Dakar, who spends the entire conversation behind the screen. He tells the PCs a great deal about Collgardie, Besel Ardok, and their entanglement with the Shadow Lodge. He then agrees to make things very easy for them: should the PCs agree to owe Dakar a favor, he will gladly point the PCs at the one known hideout of the Shadow Lodge. Should the PCs agree, Dakar tells them of a theater in the Bis district that the Shadow Lodge has been using to plan missions and organize their goblin minions. Oh yes, explains Dakar, it was the Shadow Lodge who assaulted the PCs in the Halfflight Path.

After the meeting with Dakar, the PCs are removed from his presence the same way they came in, and head for the Naderi Theater in Bis. Should the players have time, a Shadow Lodge sorcerer and a gang of goblins, who have been hunting the darkened streets for the PCs all day, may ambush them on the way. After the ambush, the PCs arrive at Naderi Theater, where they find a Shadow Lodge bard and his summoned creatures. Defeating the

bard only unlocks more mysteries about the Lodge and Kaer Maga; the scenario ends here on a cliffhanger with directions for the players to continue the scenario arc with Part II, *The Twofold Demise*.



**DRANDLE DRENG**

## GETTING STARTED

Read the following to get the adventure underway:

It's been nearly a month since Venture-Captain Drandle Dreng, a decrepit yet well-respected Pathfinder, instructed you to meet him dockside in Absalom. On arrival, Dreng herded you on to a Korvosa-bound merchant vessel and gave you a series of quick, stern instructions.

"One of my good friends, a merchant in the Varisian outcast's haven known as Kaer Maga, sent me a very strange letter, which I need you to investigate. The merchant—his name is Horis Collgardie—tells me that the residents of Kaer Maga are very upset about the Society's plan to build a lodge in

their city and even further upset that the agents we sent are making trouble, stirring up the delicate balance of power that exists in the so-called City of Strangers. The trouble is, not the Decemvirate or any venture-captain I can find gave the okay to build a lodge there. We know it would be folly to do so—at least right now—and so this idea that Collgardie has that the Society is there and doing just that is worrisome. In a few weeks time, you'll be in Korvosa. From there, book passage on a river ship for Harse, then travel overland to the road's end at the cliffs below Kaer Maga—the so-called Twisted Door. There you must pay the Duskwardens to escort you through the Halfflight Path to reach Kaer Maga. Once inside the city, find Collgardie and find out what he's talking about. If there are Pathfinders in the city founding a lodge, tell them I order them to stop at once. If this is some kind of ruse, get to the bottom of it and do what you can to keep our Society's good name in Kaer Maga—we may not be completely welcome there, but neither are we unwelcome. Let's keep it that way. Any questions?"

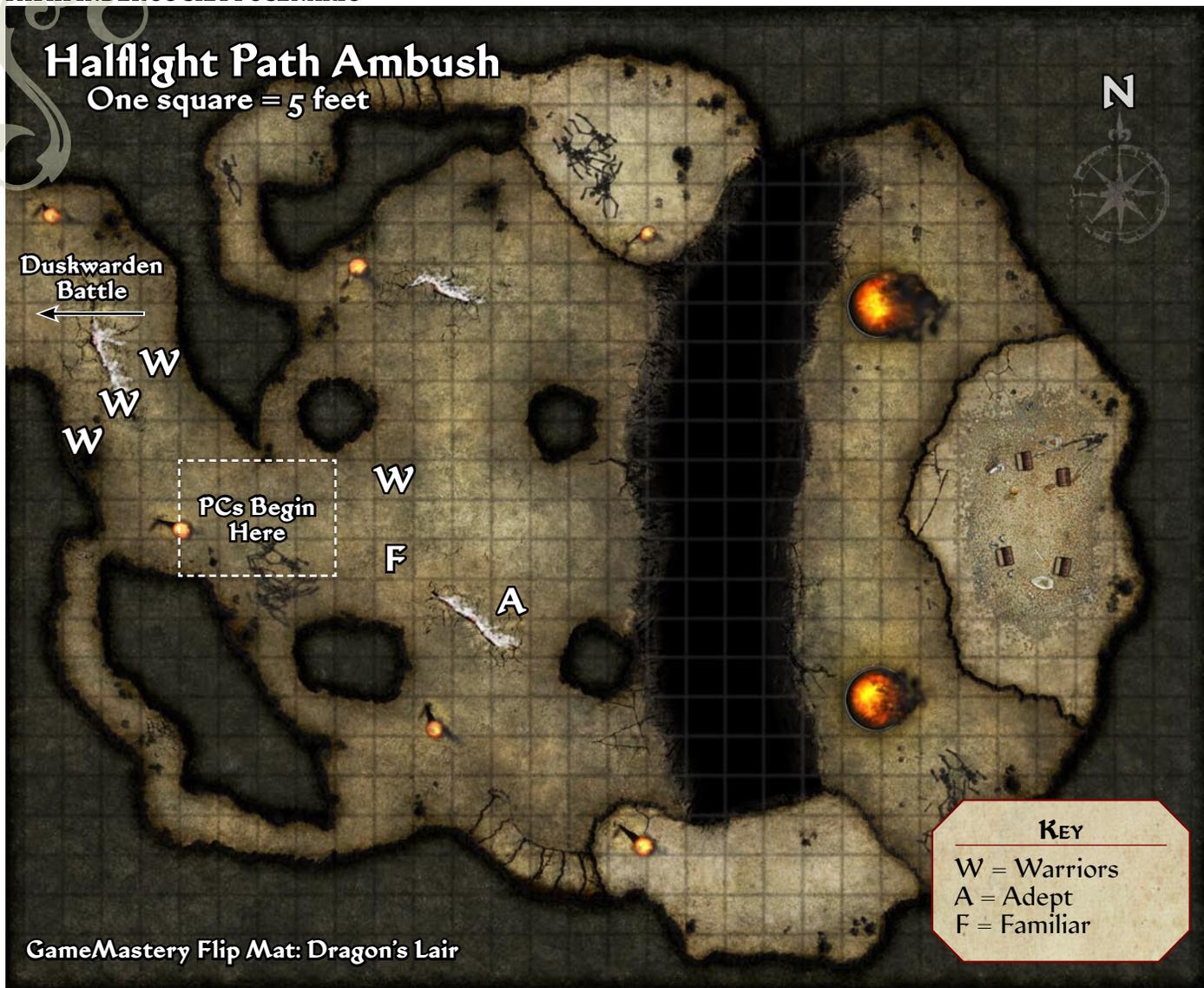
The PCs will likely have questions. Below are the answers to some they are sure to ask.

**What is Kaer Maga?** "It's a city of outcasts in Varisia atop the Storval Rise, built inside the shadows of enormous walls that are said to have been built before even Thassilon existed."

**How do we find Collgardie?** "You're adventurous Pathfinders—I'm sure with his name and a few loose coin, you'll find him in no time."

# Halflight Path Ambush

One square = 5 feet



GameMastery Flip Mat: Dragon's Lair

**Any advice about our time in Kaer Maga?** “Yes! Keep your head down and be smart. The balance of power in that city is fragile—upset it and you’re likely to die. Don’t go stomping about the place like it was a pharaoh’s tomb. Be cautious, be careful, and be courteous—even if the locals make fun of you for doing so. Oh, and the locals are likely not what you expect—you’ll see when you get there.”

At this point, give the PCs an opportunity to purchase anything they might need either in Absalom or Korvosa. Then proceed to Act 1.

## ACT 1: CLIMBING THE HALFLIGHT PATH (CR 2 OR CR 4 OR CR 7)

From the moment the sun rose this morning and the dizzying Twisted Door opened at the bottom of the Storval Rise, you, your companions, and a handful of traveling merchants have

trudged slowly up the myriad stairs, tunnels, cliffside paths, and underground ruins that make up the famous Halflight Path. On either side of you march several gruff-looking men and women wearing brown-and-gray uniforms, the right breast bearing a badge with their symbol: a golden arch on a midnight blue background. These are the Duskwardens, and it’s their duty to see you safely up the Path to Kaer Maga, hours and hours of climbing above you.

A trip up the Halflight Path takes roughly 8 hours, especially with the merchants and traveling citizens that accompany the PCs slowing them down. In the higher tiers, there may be PCs who can fly, levitate, or otherwise quickly access the city without climbing the Path—remind them that doing so wouldn’t exactly be following Dreng’s hint to keep their heads down.

About halfway through the climb, have the PCs make a DC 23 Perception check. Anyone who succeeds can act in the surprise round. At this point, a series of

events unfolds—an enormous chunk of masonry, well-constructed brickwork on the west side of the passage, collapses. From behind it boil dozens of yowling, barking, and yipping creatures carrying swords and snarling viciously—goblins. In a matter of a few quick moments, the goblins were among the merchants and citizens with the Duskwardens desperately trying to fend them off. Just as the PCs think to act, another chunk of masonry, this time from the ceiling, collapses and cuts the PCs off from the rest of the traveling group. They find themselves in a small passageway, cut off and under siege.

**Creatures:** A group of goblin warriors led by a goblin shaman have the PCs surrounded. See the map on page 6 for the starting location of the PCs and the goblins. The goblins attack immediately—anyone who succeeded on the Perception check noted on page 6 can act in the surprise round.

## Tier 1–2 (CR 2)

### GOBLIN WARRIORS (5) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

#### TACTICS

**During Combat** The goblin warriors are not brilliant tacticians—they attack whoever is closest and keep attacking until either their target is dead or they are. One of the warriors remains in the back, firing his bow, and doesn't resort to melee until the PCs reach him.

**Morale** The goblin warriors fight to the death.

### GOBLIN SHAMAN CR 1/3

Female goblin adept of Zarongel 1

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +1

#### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 7 (1d6+4)

**Fort** +0, **Ref** +3, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** dagger –1 (1d3–2/19–20) or touch –1 (as spell)

**Ranged** light crossbow +4 (1d6/19–20)

**Adept Spells Prepared** (CL 1st; concentration +2)

1st—*burning hands* (DC 12), *sleep* (DC 12)

o—*touch of fatigue* (3, DC 11)

#### TACTICS

**During Combat** The goblin shaman stays in the back and tries to hit the PCs with *sleep*, then relies on her light crossbow. Should the PCs get close to her, she casts *burning hands* on the next round, trying to get as many PCs possible (unconcerned about hitting other goblins). She then tries to hit one PC each round thereafter with *touch of fatigue*.

**Morale** The goblin shaman fights to the death.

#### STATISTICS

**Str** 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7

**Base Atk** +0; **CMB** –3; **CMD** 10

**Feats** Toughness

**Skills** Fly +5, Heal +5, Ride +7, Stealth +12; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**Combat Gear** *potion of cure light wounds*; **Other Gear** light crossbow with 10 bolts, dagger, wooden holy symbol of Zarongel

## Tier 3–4 (CR 4)

### GOBLIN WARRIORS (4) CR 1/2

Male goblin warrior 2

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.;

Perception –1

#### DEFENSE

**AC** 18, touch 13, flat-footed 16 (+4

armor, +2 Dex, +1 shield, +1 size)

**hp** 15 (2d10+4)

**Fort** +4, **Ref** +2, **Will** –1



DUSKWARDEN

## PATHFINDER SOCIETY SCENARIO

### OFFENSE

**Speed** 30 ft.

**Melee** short sword +3 (1d4/19–20)

**Ranged** shortbow +5 (1d4/x3)

### TACTICS

**During Combat** The goblin warriors are not brilliant tacticians—they attack whoever is closest and keep attacking until their target is dead or they are. One warrior remains at the back, firing his bow, and doesn't resort to melee until the PCs reach him.

**Morale** The goblin warriors fight to the death.

### STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Improved Initiative

**Skills** Fly +1, Ride +7, Stealth +9, Swim +1; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, light wooden shield, shortbow with 20 arrows, short sword

### GOBLIN SHAMAN

CR 1/2

Female goblin adept 2

NE Small humanoid (goblinoid)

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

### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 12 (2d6+5)

**Fort** +0, **Ref** +5, **Will** +4

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +0 (1d3–2/19–20) or touch +0 (as spell)

**Ranged** mwk light crossbow +6 (1d6/19–20)

**Adept Spells Prepared** (CL 2nd; concentration +3)

1st—*burning hands* (DC 12), *sleep* (DC 12)

0—*touch of fatigue* (3, DC 11)

### TACTICS

**During Combat** The goblin shaman stays in the back and tries to hit the PCs with *sleep* and then relies on her light crossbow. Should the PCs get close to her, she casts *burning hands* on the next round trying to get as many PCs possible (unconcerned about hitting other goblins) and then tries to hit a PC each round after with *touch of fatigue*. As soon as combat begins, she orders her weasel to attack the closest PC.

**Morale** The goblin shaman fights to the death.

### STATISTICS

**Str** 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7

**Base Atk** +1; **CMB** –2; **CMD** 11

**Feats** Alertness, Toughness

**Skills** Fly +5, Heal +6, Perception +3, Ride +7, Sense Motive +3, Stealth +13; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**SQ** familiar

**Combat Gear** *potions of cure light wounds* (3); **Other Gear** dagger,

masterwork light crossbow with 10 bolts, wooden holy symbol of Zarongel

### GOBLIN SHAMAN'S FAMILIAR

CR —

Weasel (*Pathfinder RPG Bestiary* 133)

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

### DEFENSE

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

**hp** 6 (2d8)

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

**Defensive Abilities** improved evasion

### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** bite +5 (1d3–4 plus attach)

**Space** 2–1/2 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 6, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

**Feats** Alertness, Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Escape Artist +6, Stealth +14;

**Racial Modifiers** +4 Stealth, +8 Acrobatics

**SQ** empathic link, share spells

### SPECIAL ABILITIES

**Attach (Ex)** When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

## Tier 6–7 (CR 7)

### GOBLIN WARRIORS (4)

CR 2

Male goblin warrior 4

NE Small humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft.; Perception –1

### DEFENSE

**AC** 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 shield, +1 size)

**hp** 30 (4d10+8)

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

### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +9 (1d4/19–20)

**Ranged** mwk shortbow +9 (1d4/x3)

### TACTICS

**During Combat** The goblin warriors are not brilliant tacticians—they attack whoever is closest and keep attacking until their target is dead or they are. One warrior remains at the back, firing his bow, and doesn't resort to melee until the PCs reach him.

**Morale** The goblin warriors fight to the death.

### STATISTICS

**Str** 11, **Dex** 16, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +4; **CMB** +3; **CMD** 16

**Feats** Improved Initiative, Weapon Finesse

**Skills** Fly +2, Ride +9, Stealth +12, Swim +2; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**Combat Gear** *potions of cure light wounds* (3); **Other Gear** masterwork chain shirt, heavy wooden shield, masterwork shortbow with 20 arrows, masterwork short sword, *cloak of resistance* +1

### GOBLIN SHAMAN

CR 1

Female goblin adept of Zarongel 3

NE Small humanoid (goblinoid)

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

#### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 16 (3d6+6)

**Fort** +1, **Ref** +6, **Will** +4

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +1 (1d3–2/19–20) or touch +0 (as spell)

**Ranged** mwk light crossbow +6 (1d6/19–20)

**Adept Spells Prepared** (CL 3rd; concentration +4)

1st—*burning hands* (2, DC 13), *sleep* (DC 12)

0—*touch of fatigue* (3, DC 11)

#### TACTICS

**During Combat** The goblin shaman stays in the back and tries to hit the PCs with *sleep*, then relies on her light crossbow. Should the PCs get close to her, she casts *burning hands* on the next round trying to get as many PCs possible (unconcerned about hitting other goblins); she then tries to hit one PC each round thereafter with *touch of fatigue*. As soon as combat begins, she orders her weasel to attack the closest PC.

**Morale** The goblin shaman fights to the death.

#### STATISTICS

**Str** 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7

**Base Atk** +1; **CMB** –2; **CMD** 11

**Feats** Alertness, Spell Focus (evocation), Toughness

**Skills** Fly +5, Heal +7, Perception +3, Ride +7, Sense Motive +3, Stealth +14; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**SQ** familiar

**Combat Gear** *potion of cure light wounds*, *potion of cure moderate wounds*; **Other Gear** masterwork light crossbow with 10 bolts, masterwork dagger, wooden holy symbol of Zarongel

### GOBLIN SHAMAN'S FAMILIAR

CR —

Weasel (*Pathfinder RPG Bestiary* 133)

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

#### DEFENSE

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

**hp** 8 (3d8)

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

**Defensive Abilities** improved evasion

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** bite +5 (1d3–4 plus attach)

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

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

**Feats** Alertness, Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Escape Artist +6, Stealth +14;

**Racial Modifiers** +4 Stealth, +8 Acrobatics

**SQ** deliver touch spells, empathic link, share spells

#### SPECIAL ABILITIES

**Attach (Ex)** When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

**Development:** Once the PCs defeat the goblins, the Duskwardens clear the rubble from the collapses and help the PCs rejoin the rest of the travelers on the Halfflight Path. One of the Duskwardens kicks at the goblin bodies, flips a few of them over, and then grunts. “Haven’t seen these here in a long time,” he says, then turns to the PCs and apologizes. “Our duty is to keep our charges safe—we failed. We’ll have to shut down the Path for a while we plug these holes again and figure out where these goblins came from.”

The PCs can search around the area, too, if they like. A DC 15 Perception check reveals that the goblins who collapsed the first wall were likely camping behind that wall the previous night, and that they’d been working at bringing the masonry down for a while. The goblins who came through the ceiling collapse got up there by digging a tunnel up out of the cavern where the PCs fought. A DC 15 Knowledge (dungeoneering) check reveals that the goblins seem experienced at digging tunnel collapses—a fairly complicated trap. Lastly, anyone searching the bodies finds the potions on the goblin shaman—the potions have the same symbol etched into the glass, that of a human male on his knees holding his arms up to the sun.

After the fight, the Duskwardens gather the body of the one merchant who died in the ambush and continue to guide the PCs and the other travelers up to the top of the Halfflight Path. Four hours after the fight, the PCs reach a bunker-like complex just outside the entrance to Kaer Maga. The city is enormous. In all directions, the PCs can see that every inch of it is covered in buildings: cliff side buildings, buildings built on the atop thin balconies around the interior of the walls themselves, and buildings crammed together on the floor of the ancient ruin. Except for the lake at the center of the city (even then, only at midday), the entire city is drowned in permanent twilight.

The PCs need to ask around in order to find the location of Collgardie’s house in Bis. It takes a successful DC 15 Knowledge (local) check and 1d4 hours to do so.

### ADVENTURER'S ARMORY WEAPONS

Act 2 uses two new weapons from the Pathfinder Player Companion *Adventurer's Armory*, available at your local book or hobby store or online at [paizo.com](http://paizo.com).

**Cestus:** A cestus is a glove of leather or thick cloth that covers the wielder from mid-finger to mid-forearm. It is reinforced with metal plates over the fingers and often lined with wicked spikes and fangs along the backs of the hands and wrists. While wearing a cestus, you are considered armed, and your unarmed attacks deal normal damage rather than nonlethal damage. If you are proficient with a cestus, your unarmed strikes may deal bludgeoning or piercing damage. When using a cestus, your fingers are mostly exposed, allowing you to wield or carry items in that hand, but the constriction of the weapon at your knuckles gives you a –2 penalty on all precision-based tasks involving that hand (such as opening locks).

**Stingchuck:** A stingchuck is a foul bag made of a humanoid's head with the brain removed and the skull heavily scored so that it bursts open when thrown. Normally filled with biting vermin, it acts as a splash weapon. When it hits its target, the vermin bite and sting the target, dealing 1d6 points of damage and forcing a DC 11 Fortitude save to avoid being nauseated for 1d3 rounds. Each round a creature remains nauseated by a stingchuck, it takes 1 additional point of damage from the biting vermin. All creatures within the splash effect take 1 point of damage from the vermin but do not risk being nauseated.

It's sunset when the PCs reach Kaer Maga, so if they ask around for the merchant that night, it may be very late before they arrive. Once they get directions to his house, continue to Act 2.

**Mission Notes:** Cheliox faction PCs will need to secretly map their travels up the Halflight Path. In order to do so, they just need to ensure that none of the other travelers, including non-Cheliox faction Pathfinders, see them sketching the route of the path. Osirion faction PCs will likely ask the Duskwardens if they know a man name Gahiji. The man they are looking for is among the group guiding them up the Halflight Path. It takes a DC 20 Diplomacy check to convince him to return to the Ruby Prince's service.

**Rewards:** If the PCs defeat the goblins, reward each tier thusly:

**Tier 1–2:**

Give each player 30 gp.

**Tier 3–4:**

Give each player 105 gp.

**Tier 6–7:**

Give each player 715 gp.

## ACT 2: THE MYSTERY BEGINS (CR 3 OR CR 5 OR CR 8)

Horis Collgardie's house is small but in good repair; judging by the decrepit state of the other homes in the neighborhood, this merchant friend of Drandle Dreng must be relatively well off. His home is made of a hodgepodge of brick and stone matching the city's walls. Several windows look out onto the thin balcony walkway some 60 feet above the city streets that serves as the access for this neighborhood, but all are heavily barred with the shades pulled. The house appears dark and quiet.

Horis Collgardie's house is, unfortunately, his grave.

There are three rooms in his house. The living room, marked **1** on the map, is where Horis was murdered. His body lies in the northeast corner on the room, his head smashed open and a congealed pool of blood surrounding him. The door in Area **1** is the only access to the house and is unlocked when the PCs arrive. The windows are so heavily barred that it appears as though smashing down the house's masonry walls might be faster—though that would draw a lot of attention.

Area **2** is a small, narrow hallway connecting the living room to area **3**, Collgardie's storeroom and sleeping area. When the PCs enter the house, two goons are hiding in area **2**. Once they think the PCs are all inside area **1**, they leap out and attack the PCs from behind. Area **4** is a small meeting room with a thick wooden table in the middle. Two more goons are hidden here. When the goons attack from area **2**, one of the goons here joins the attack, while the other stands in the doorway to area **4** and hurls disgusting stingchucks at the closest PCs.

**Creatures:** Besel Ardoc, a son of Kaer Maga's prominent golem-building Ardoc family, hired all of the goons here. There were told to lay in wait in Collgardie's house and attack his assassins if they returned. Naturally, they think the PCs are those assassins, so they attack without asking any questions. Only one of the goons has stingchucks; as noted above, he stands in the doorway to area **4** and pelts the nearest PCs with them.

### Tier 1–2 (CR 3)

#### BIS GOONS (4)

CR 1/2

Male or Female human rogue 1

CN Medium humanoid (human)

Init +6; Senses Perception +4

#### DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 6 (1d8+2)

Fort +1, Ref +4, Will +0

# Horis Collgardie's House

One square = 5 feet



GameMastery Map Pack: Town

## OFFENSE

**Speed** 30 ft.

**Melee** cestus +4 (1d4+3/19–20)

**Ranged** dagger +2 (1d4+3/19–20) or  
stingchuck +2 (1d4, see sidebar)

**Special Attacks** sneak attack +1d6

## TACTICS

**Before Combat** Two goons wait in area 2 and another two in area 4. When they are sure the PCs are all inside area 1, they leap out and attack the PCs from two directions. One of the goons stays in the doorway to area 4 and hurls stingchucks at the PCs.

**During Combat** The goons work together to flank single PCs and bring them down one at a time. If a goon is brought to 1 hit point, she drinks her potion and tries to get back into the action.

**Morale** The goons fight until two of them are down—then the other two attempt to flee.

## STATISTICS

**Str** 16, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +0; **CMB** +3; **CMD** 15

**Feats** Improved Initiative, Weapon Focus (cestus)

**Skills** Acrobatics +4, Bluff +3, Climb +5, Disguise +3, Escape Artist +4, Intimidate +3, Knowledge (local) +5, Linguistics +5, Perception +4, Stealth +4

**Languages** Common, Dwarven, Goblin

**SQ** trapfinding +1

**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, cestus, daggers (3), stingchucks (3, only one of the goons has these)

## Tier 3–4 (CR 5)

### Bis Goons (4)

CR 1

Male or Female human rogue 2  
CN Medium humanoid (human)  
**Init** +6; **Senses** Perception +5

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)  
**hp** 13 (2d8+4)  
**Fort** +1, **Ref** +5, **Will** +0  
**Defensive Abilities** evasion

#### OFFENSE

**Speed** 30 ft.; Step Up  
**Melee** cestus +5 (1d4+3/19–20)  
**Ranged** dagger +3 (1d4+3/19–20) or  
stingchuck +3 (1d4, see sidebar)  
**Special Attacks** sneak attack +1d6

#### TACTICS

**Before Combat** Two goons wait in area 2 and another two in area 4. When they are sure the PCs are all inside area 1, they leap out and attack the PCs from two directions. One of the goons stays in the doorway to area 4 and hurls stingchucks at the PCs.

**During Combat** The goons work together to flank single PCs and bring them down one at a time. If a goon is brought down to 3 hit points or fewer, she drinks a potion and tries to get back into the action.

**Morale** The goons fight until two of them are down—then the other two attempt to flee.

#### STATISTICS

**Str** 16, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8  
**Base Atk** +1; **CMB** +4; **CMD** 16  
**Feats** Improved Initiative, Step Up, Weapon Focus (cestus)  
**Skills** Acrobatics +5, Bluff +4, Climb +6, Disguise +4, Escape Artist +5, Intimidate +4, Knowledge (local) +6, Linguistics +6, Perception +5, Stealth +5  
**Languages** Common, Dwarven, Elven, Goblin  
**SQ** rogue talent (combat trick), trapfinding +1  
**Combat Gear** *potions of cure light wounds* (3); **Other Gear** chain shirt, cestus, daggers (3), stingchucks (3, only one of the goons has these)

## Tier 6–7 (CR 8)

### Bis Goons (4)

CR 4

Male or Female human rogue 5  
CN Medium humanoid (human)  
**Init** +6; **Senses** Perception +8

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)  
**hp** 42 (5d8+20)  
**Fort** +3, **Ref** +6, **Will** +1  
**Defensive Abilities** evasion, trap sense +1, uncanny dodge

#### OFFENSE

**Speed** 35 ft.  
**Melee** +1 cestus +8 (1d4+4/19–20) or  
stingchuck +5 (1d4, see sidebar)  
**Ranged** dagger +5 (1d4+3/19–20)  
**Special Attacks** sneak attack +3d6 (plus 3 bleed)

#### TACTICS

**Before Combat** Two goons wait in area 2 and another two in area 4. When they are sure the PCs are all inside area 1, they leap out and attack the PCs from two directions. One of the goons stays in the doorway to area 4 and hurls stingchucks at the PCs.

**During Combat** The goons work together to flank single PCs and bring them down one at a time. If brought down to 10 hit points or less, they drink their potion and try to get back into the action. Keep in mind that in this tier the goons' sneak attack damage also causes bleed.

**Morale** The goons fight until two of them are down—then the other two attempt to flee.

#### STATISTICS

**Str** 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8  
**Base Atk** +3; **CMB** +6; **CMD** 18  
**Feats** Fleet, Improved Initiative, Step Up, Toughness, Weapon Focus (cestus)  
**Skills** Acrobatics +8, Bluff +7, Climb +9, Disguise +7, Escape Artist +8, Intimidate +7, Knowledge (local) +9, Linguistics +9, Perception +8, Stealth +8  
**Languages** Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orc  
**SQ** rogue talents (bleeding attack +3, combat trick), trapfinding +2  
**Combat Gear** *potion of cure moderate wounds*; **Other Gear** chain shirt, +1 cestus, daggers (3), stingchucks (3, only one of the goons has these)

**Development:** Assuming the PCs manage to capture one of the goons or talk them down before they're all slain, the goons reveal that a man named Besel Ardoc hired them. If the PCs act as though the name "Ardoc" means nothing, the goons are surprised and explain that the Ardocs are one of the most powerful families in Kaer Maga—they control the Kiln, a golem factory, and own a lot of the city. Between the Ardocs and the Commerce League, they make up the majority of the city's power base. If asked why Besel Ardoc wanted the PCs dead, the goons shrug. "You killed Collgardie, and Besel was a friend of Collgardie's. I'd kill you too, if you killed a friend of mine." If the PCs express incredulity at the notion they killed the merchant and explain that they just arrived in the city and were sent to find Collgardie, the goons continue to seem nonplussed. "Well, if that's true," they say, "You'll probably want to tell Ardoc that." If the PCs ask the goons how to find Ardoc, they shrug. "That's for you to figure out, isn't it?"

If the PCs either kill all of the goons or all of the goons escape, they find a note from Besel Ardoc (see the **Player**

## PLAYER HANDOUT

Boys,  
 Someone killed my friend Horis Collgardie. They left his body to rot inside his own house. Go there and wait. Don't touch anything. If anyone comes back looking to toss the place or take the body and that person's not an Ardoc, it's most likely his killer. Kill anyone who shows up there that isn't a member of my family—I mean anyone. You'll be paid well.

Besel Ardoc

**Handout.** Either way, Besel is the PCs' only lead and they'll need to ask around to find him (see Act 3).

As for the body of Collgardie, it's up to the PCs as to what they wish to do. If Collgardie's house stands empty for too long, the locals will snap it up and either take over the merchant's cloth business, squat in the house, or tear it down and haul away the building materials for their own structures. The PCs can deliver Collgardie's body to any number of temples for burial (for a few gold coins), or they can take him outside the walls and bury him. Additionally, if they want, they can easily take over Collgardie's house and live there while in Kaer Maga—they find the keys to his house on his body. Whoever killed the merchant wasn't interested in ransacking his place or stealing anything, and pretty much left it just the way the old merchant liked it—neat and orderly.

**Treasure:** If the PCs kill the goons, they gain the reward below by taking their stuff. If the PCs don't kill the goons, they find a locked chest containing the same amount of gold. Both options leave open the possibility that the PCs may leave this encounter without gaining any rewards.

**Mission Notes:** Andoran faction PCs need to find and hide Collgardie's ledger. It takes a DC 15 Perception check to find the ledger—hiding it is just a matter of an Andoran faction PC finding a good place to put the ledger where it won't be disturbed while the PCs are in Kaer Maga. Qadira faction PCs will need to take a full inventory of Collgardie's house—this takes 1d4 hours, and during the inventory, Qadira faction PCs find only cloth.

**Rewards:** If the PCs kill the goons or find the money, reward each tier thusly:

**Tier 1–2:**

Give each player 64 gp.

**Tier 3–4:**

Give each player 98 gp.

**Tier 6–7:**

Give each player 914 gp.

## ACT 3: LOOKING FOR ARDOC

During this act, the PCs wander Kaer Maga asking about Besel Ardoc. Though Besel is a prominent member of the Ardoc family and thus a prominent citizen of Kaer Maga, the Ardoc family is not known for making their whereabouts public knowledge. They have enemies, more than most, and prefer to keep their day-to-day activities a secret. The PCs might start by approaching the Kiln, but the guards there refuse to answer the PCs' questions, and get gruff and threatening (backed by a handful of hulking golems) if the PCs get too pushy. The PCs will need to do some old-fashioned information gathering if they're going to track down Besel Ardoc.

Throughout this section, it's possible the PCs may talk to several different people. A few key citizens are detailed below for you to use in facilitating these encounters. Have the PCs roll a series of either Knowledge (local) or Diplomacy (gather information) checks. They need to collect a total of five successful DC 20 checks or leads (or some combination thereof) in order to track down the secluded Besel Ardoc. Each check takes 1d6 hours of walking the city and talking to various folks. By the time the PCs find Besel, several days may have passed.

Each of the five successes gives the PCs a portion of the total information. Any of the citizens detailed below can be encountered to deliver one portion through an RP encounter. For groups that are hungry for roleplaying experiences, this series of encounters can be a great opportunity to flesh out the city of Kaer Maga and bring it to life. For groups who just want to roll their checks and be done with it, feel free to keep the RP to a minimum and focus more on the stats.

### The Five Successes

Each time the PCs have a successful encounter, they learn a new piece of information about Besel Ardoc and his possible whereabouts. Below are the five pieces of information they can learn—give them to PCs in the order in which they are listed.

**Besel Ardoc likes to drink.** “I hear that Besel can’t make it through a day without a pint or six of whatever grog the pub he’s in is selling. I don’t know what those Ardocs are involved in, and I don’t even want to—whenever someone tells me what they’re up to, I realize again that I’d probably drink myself stupid three times a day if I were one of them.”

**Besel Ardoc doesn’t travel anywhere without his golem bodyguards—all six of them.** “Those Ardocs aren’t stupid. They run the best golem-making factory since Thassilon, and when you run something like that, you have an obvious source of guards. I ain’t never seen Besel without at least six of those iron things stomping around behind him. If you’re trying to find him and put a hurt on him, you best change your mind, friend.”

**Besel Ardoc works long hours at the Kiln and is sometimes seen drinking at a pub in nearby Downmarket.** “Oh yeah, I seen Besel drinkin’ in Downmarket a bunch—had a few pints with him m’self. It’s probably because of those pints that I can’t recall the name of the pub where I last saw him.”

**Besel Ardoc was just seen this morning drinking at a pub in Downmarket called The Augur’s Entrails.** “Down by that disgusting troll Augur temple—called Augur’s Entrails, I think. There’s a troll on the sign pullin’ his own damn entrails out on the sign. You won’t catch me drinking there, but I saw Besel and his iron monsters there this morning.”

**Besel Ardoc has a meeting with the Entrails proprietor in the morning, just after the pub opens.** “I was in the Augur’s Entrails over in Downmarket this morning and heard Besel say he’d be back there again tomorrow morning for something. That’s probably your best bet for finding him, friend.”

## Key Kaer Maga Citizens

Below are five sample citizens the PCs might talk to in order to get the five pieces of information above.

**Sard Coalbreath, male dwarf scallywag.** Sard is gruff and drunk and seems down on his luck. PCs getting a successful Knowledge (local) or Diplomacy (gather information) check out of Sard will need to back it up with a gold piece to get the information.

**Miss Feathers, male human prostitute.** Miss Feathers, despite the name, is a hulking, muscular man with a deep, booming voice and a quick laugh. Information can be had from Miss Feathers, but it usually comes with a lot of conversation—particularly sordid stories about bad run-ins with the locals during his day-to-day work.

**Fasch, female human cutpurse.** Fasch is a little mouse of a girl, and the PCs likely encounter her trying to steal a PC’s coin purse. For a warm meal, she’ll tell the PCs everything they need to know about Kaer Maga.

**Jorda Dollobart, male human fruit merchant.** Jorda is tall and skeletally thin as a result of a wasting disease in his childhood. His face is pockmarked with scars and he speaks stiffly, as though his lips don’t fully work. He’s serious, business-like, and willing to share information once the PCs buy some of his “fresh” fruit.

**Roold, female human caravan soldier.** Roold is short, muscular, and thick, with close-cut hair and polished leather armor. She’s likely to be found in a pub and will share information with the PCs once she’s had a few drinks.

## Besel Ardoc—Found!

After the PCs figure out where to find Besel Ardoc the next morning, it’s up to them how they encounter him. Hopefully the ample warnings about Besel’s bodyguards have convinced the PCs that attacking Besel would be a bad idea. If not, seeing him in the presence of three CR 13 iron golems should (*Pathfinder RPG Bestiary* 162).

Besel is surprised to see the PCs and even more surprised to learn that they’re neither the people who killed Collgardie nor a part of the Shadow Lodge. If the PCs express confusion at the mention of the Shadow Lodge, Besel informs them that he thought it was just a code word the Pathfinders were using to set up a lodge in Kaer Maga and that when they started causing trouble, he had Collgardie send a letter to his friend at the Grand Lodge in Absalom before a bunch of Pathfinders in Kaer Maga turned up dead.

Beyond that, Besel says, he has nothing more to do with the whole situation. He only hired the goons to kill Collgardie’s assassins because Dakar, the head of the Commerce League, said he would owe Besel a favor if Besel did this. “And being owed a favor by Dakar is worth more than all the gold in your vaults in Absalom.” If the PCs ask about Dakar or how to meet Dakar, Besel laughs uncomfortably, perhaps rudely, for a long time. When he’s done he says, “Dakar is the most secretive man in Kaer Maga, and that’s saying something. If you want to talk to him, you might as well climb to the top of the walls and shout for him all day. You don’t find *him*, Pathfinders, he finds *you*.”

Once the PCs are done talking to Besel, he leaves them with this warning: “Be careful who you make deals with here, Pathfinders. Kaer Maga is a city brimming with politics—play the wrong kind and you’ll end up dead. Hell, play the right kind and you’ll end up dead. The point is, be careful who you make an enemy of here—or worse, who you end up owing a favor to.”

**Mission Notes:** During this act, several factions have ample opportunity to complete faction missions around the City of Strangers. Cheliox faction PCs and Taldor

faction PCs are both seeking the same boy—a young man named Krazel. It takes a DC 20 Knowledge (local) or DC 20 Diplomacy (gather information) check to find him and deliver the message. Qadira faction PCs need to find and make three contacts in Downmarket. This requires three successful DC 15 Knowledge (local) checks. For every 10 gold they spend on each contact, Qadira faction PCs can get a +1 to the roll. They may spend this gold before or after the results are known, though either way they must note the loss of gold on their chronicle sheet. Lastly, Osirion faction PCs can deliver Amenopheus's letter to Besel Ardor, but they must do so without being seen by non-Osirion faction PCs.

## ACT 4: AN AUDIENCE WITH DAKAR

Once the PCs leave the meeting with Besel, give them some time to wander the city asking about Dakar. Regardless of where they ask, people either shrug and say they don't know him or fiercely shake their heads, look up and down the street nervously, and then hurriedly walk away. After a few encounters like this, the PCs are themselves approached by Dakar's men. This happens as the PCs are wandering the streets either the same day they talked to Besel or the day after.

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Suddenly, where a thick crowd of people once stood are now only six burly men carrying cudgels and a seventh with his hand in a pouch at his belt. All seven sets of eyes are on you, while in the distance, the crowds suddenly turn and find another way past this street. "You've been asking about Dakar," says the man with his hand in a pouch. "He wants a word with you."

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The man who spoke refuses to give his name (the other six are either incapable of speech or refuse to speak) but he tells the PCs that in order to meet Dakar, they will have to follow his directions to the letter. If the PCs refuse the request, the men will wander off but appear around the PCs again the next time they're in the crowded streets and ask the PCs to come with them to meet with Dakar. Should the PCs attack Dakar's men, they all vanish after a quickly spoken word by the man with the pouch.

In order to visit Dakar, the PCs must agree to having black bags placed over their heads, being put in a wagon, and then being driven around the city in circles for a while. Eventually they'll meet Dakar, but they cannot know where he is. If the PCs agree, they are bagged as promised (each bag has a permanent *silence* spell cast on it), stuffed inside a small, dusty wagon, and driven in bumpy, painful circles around the city for at least an hour

before being dragged from the wagon, marched through streets or large hallways, and then stopped. Once the PCs are stopped, the bags are removed and taken from the room, and the PCs find themselves in a nice club or private residence with carpeted floors, potted plants, slaves waving fans, and a giant, backlit screen along one wall. A shape, decidedly vague in outline, can be seen behind the screen, and a voice speaks.

"You've asked for me and now you have me. What do you wish to know?"

If the PCs ask about the Shadow Lodge or Collgardie's murder, Dakar chuckles—a dry, raspy sound. "I don't give anything away for free, Pathfinders, but I will give you the information you want in exchange for a future favor." Should the PCs agree, Dakar continues. But should they not agree, the light goes off, Dakar's men return and bag the PCs, and they find themselves an hour later back on the same street they left—only to be approached by Dakar's men the next day and start the process again.

Once the PCs agree to the future favor, Dakar tells them that the Shadow Lodge, something the Society hasn't thought real for a long time, is indeed very real and that they're using Kaer Maga to start their little war against the Pathfinders. Dakar knows where one of their leaders is at this very moment—in the Naderi Theater in Bis, where he's been training and collecting his goblin minions. Should the PCs say they were attacked by goblins in the Halflight Path, Dakar chuckles again and says, "Yes, they were sent by the man in the Naderi Theater. I first began to suspect he wasn't a Pathfinder when he ordered those goblins to murder you."

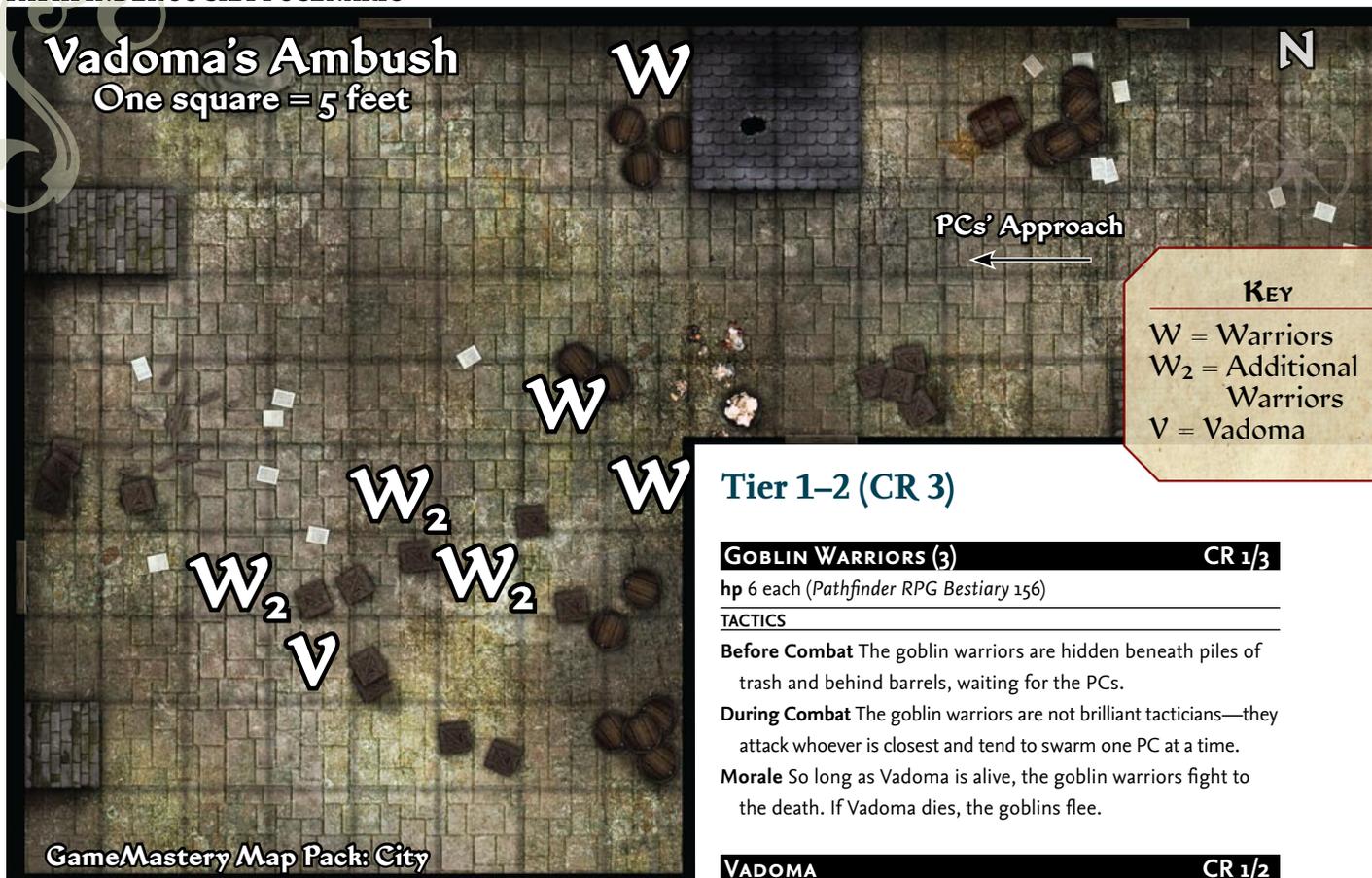
Beyond that, Dakar has no further information to share. He reminds the PCs, though, that they owe him a favor and that he intends to cash it in before they leave the city. "Try not to die, Pathfinders. I like cashing in favors that are owed to me."

On the chance that the PCs knock over the screen or otherwise look behind it, they see a dark naga who is quite surprised to see them. At this point, Dakar's men drag the PCs back and put the screen back up, and Dakar laughs. "Tell anyone what you saw," he says, "And you'll owe me more than a favor, little Pathfinders."

**Mission Notes:** Taldor faction PCs must insult Dakar enough that Dakar orders his men to beat the unruly Taldans. Once they're in the process of being beaten, they must yell, "I do this for Taldor!" at which point Dakar immediately orders his men to stop and continues as though nothing happened. The beating deals 2d6 non-lethal damage to any Taldor faction PCs who receive it.

## Vadoma's Ambush

One square = 5 feet



### KEY

W = Warriors  
 W<sub>2</sub> = Additional  
 Warriors  
 V = Vadoma

### Tier 1–2 (CR 3)

#### GOBLIN WARRIORS (3) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

#### TACTICS

**Before Combat** The goblin warriors are hidden beneath piles of trash and behind barrels, waiting for the PCs.

**During Combat** The goblin warriors are not brilliant tacticians—they attack whoever is closest and tend to swarm one PC at a time.

**Morale** So long as Vadoma is alive, the goblin warriors fight to the death. If Vadoma dies, the goblins flee.

#### VADOMA CR 1/2

Female human sorcerer 1

CN Medium humanoid (human)

Init +1; Senses Perception +0

#### DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 9 (1d6+6)

Fort +2, Ref +1, Will +2

#### OFFENSE

Speed 60 ft.

Melee quarterstaff –1 (1d6–1)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks grave touch (1 rounds, 6/day)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*cause fear* (DC 15), *ray of enfeeblement* (DC 15)

o (at will)—*bleed* (DC 14), *daze* (DC 13), *mage hand*, *touch of fatigue* (DC 14)

Bloodline Undead

#### TACTICS

**Before Combat** Vadoma saw the PCs coming and set up an ambush. She cast *mage armor* and *expeditious retreat* from scrolls (*expeditious retreat* ends 9 rounds after combat begins).

**During Combat** Vadoma stays in the back, trying to hit the goblins' targets with *ray of enfeeblement*. She holds off on *cause fear* unless a PC gets too close to her.

**Morale** Vadoma fights to the death.

**Base Statistics** AC 11, flat-footed 10; Speed 30 ft.

#### STATISTICS

## ACT 5: OPTIONAL AMBUSH (CR 3 OR CR 5 OR CR 8)

This encounter is optional and can be run at any time after the audience with Dakar but before the PCs arrive at Naderi Theater in Bis. If the players have more than 90 minutes left in which to finish the scenario, run this encounter as normal. If not, you can skip it and begin Act 6.

Vadoma and her goblin minions have spent the entire day hunting down the PCs. As the PCs head toward Naderi Theater, she finally sees them and sets up an ambush. As the PCs enter a particularly cramped street, the goblins attack first followed by Vadoma (see tactics).

**Creatures:** Vadoma is disguised as a beggar dressed in soiled and torn robes, her hair in tangles and face covered in dirt and soot. The goblins are dressed in the clothes of human children and have spent the day carrying their weapons in little backpacks—now that they're set up to ambush the PCs, though, their weapons are out and ready. Vadoma hides out of sight around the corner from the PCs approach, but several of the goblins are hidden behind barrels and beneath trash piles within eyesight. Give the PCs a DC 19 Perception check. Anyone who succeeds can act in the surprise round as the goblins leap out.

**Str** 8, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17

**Base Atk** +0; **CMB** -1; **CMD** 10

**Feats** Eschew Materials, Spell Focus (necromancy), Toughness

**Skills** Bluff +7, Intimidate +7, Knowledge (arcana) +5, Knowledge (religion) +5

**Languages** Common, Elven

**SQ** bloodline arcana

**Combat Gear** *potion of cure light wounds*, *scrolls of color spray* (2), *scrolls of expeditious retreat* (2), *scroll of mage armor*, *scrolls of sleep* (2); **Other Gear** light crossbow with 10 bolts, quarterstaff

## Tier 3–4 (CR 5)

### GOBLIN WARRIORS (5)

CR 1/2

Male goblin warrior 2

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception -1

#### DEFENSE

**AC** 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 shield, +1 size)

**hp** 15 (2d10+4)

**Fort** +4, **Ref** +2, **Will** -1

#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +3 (1d4/19–20)

**Ranged** shortbow +5 (1d4/x3)

#### TACTICS

**Before Combat** The goblin warriors are hidden beneath piles of trash and behind barrels, waiting for the PCs.

**During Combat** The goblin warriors are not brilliant tacticians—they attack whoever is closest and tend to swarm one PC at a time.

**Morale** So long as Vadoma is alive, the goblin warriors fight to the death. If Vadoma dies, the goblins flee.

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Improved Initiative

**Skills** Fly +1, Ride +7, Stealth +9, Swim +1; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, light wooden shield, shortbow with 20 arrows, short sword

### VADOMA

CR 1

Female human sorcerer 2

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +0

#### DEFENSE

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

**hp** 23 (2d6+16)

**Fort** +2, **Ref** +1, **Will** +3

#### OFFENSE

**Speed** 60 ft.

**Melee** quarterstaff +0 (1d6–1)

**Ranged** light crossbow +2 (1d8/19–20)

**Special Attacks** grave touch (1 rounds, 6/day)

**Sorcerer Spells Known** (CL 2nd; concentration +5)

1st (5/day)—*cause fear* (DC 15), *ray of enfeeblement* (DC 15)

0 (at will)—*bleed* (DC 14), *daze* (DC 13), *disrupt undead* (DC 14), *mage hand*, *touch of fatigue* (DC 14)

**Bloodline** Undead

#### TACTICS

**Before Combat** Vadoma saw the PCs coming and set up an ambush. She cast *mage armor*, *false life* (+7 hit points), and *expeditious retreat* from scrolls (*expeditious retreat* ends 9 rounds after combat begins).

**During Combat** Vadoma stays in the back, trying to hit the goblins' targets with *ray of enfeeblement*. She holds off on *cause fear* unless a PC gets too close to her.

**Morale** Vadoma fights to the death.

**Base Statistics** **AC** 11, flat-footed 10; **hp** 16; **Speed** 30 ft.

#### STATISTICS

**Str** 8, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Eschew Materials, Spell Focus (necromancy), Toughness

**Skills** Bluff +8, Intimidate +8, Knowledge (arcana) +6, Knowledge (religion) +6

**Languages** Common, Elven

**SQ** bloodline arcana

**Combat Gear** *potions of cure light wounds* (2), *scrolls of color spray* (2), *scroll of expeditious retreat*, *scroll of mage armor* (2), *scrolls of sleep* (2); **Other Gear** light crossbow with 10 bolts, quarterstaff

## Tier 6–7 (CR 8)

### GOBLIN WARRIORS (6)

CR 1

Male goblin warrior 3

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception -1

#### DEFENSE

**AC** 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 shield, +1 size)

**hp** 22 (3d10+6)

**Fort** +4, **Ref** +3, **Will** +0

#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +6 (1d4/19–20)

**Ranged** shortbow +6 (1d4/x3)

#### TACTICS

**Before Combat** The goblin warriors are hidden beneath piles of trash and behind barrels, waiting for the PCs.

**During Combat** The goblin warriors are not brilliant tacticians—they attack whoever is closest and tend to swarm one PC at a time.

**Morale** So long as Vadoma is alive, the goblin warriors fight to the death. If Vadoma dies, the goblins flee.

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Improved Initiative, Weapon Finesse  
**Skills** Fly +1, Ride +8, Stealth +10, Swim +1; **Racial Modifiers** +4 Ride, +4 Stealth  
**Languages** Goblin  
**Combat Gear** *potions of cure light wounds* (2); **Other Gear** chain shirt, light wooden shield, shortbow with 20 arrows, short sword

**VADOMA** **CR 6**

Female human sorcerer 7  
 CN Medium humanoid (human)  
**Init** +5; **Senses** Perception +0

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**DEFENSE**

**AC** 21, touch 13, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +1 dodge, +4 shield)  
**hp** 59 (7d6+35)  
**Fort** +5, **Ref** +4, **Will** +6  
**Immune** *magic missile*

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**OFFENSE**

**Speed** 60 ft.  
**Melee** quarterstaff +2 (1d6–1),  
**Ranged** light crossbow +4 (1d8/19–20)  
**Special Attacks** grave touch (3 rounds, 7/day)  
**Sorcerer Spells Known** (CL 7th; concentration +11)  
 3rd (5/day)—*ray of exhaustion* (DC 19), *slow* (DC 17), *vampiric touch*  
 2nd (7/day)—*false life*, *ghoul touch* (DC 18), *spectral hand*  
 1st (6/day)—*cause fear* (DC 17), *chill touch* (DC 17), *grease* (DC 15), *ray of enfeeblement* (DC 17), *shield* (already cast)  
 0 (at will)—*bleed* (DC 16), *daze* (DC 14), *detect magic*, *disrupt undead* (DC 16), *light*, *mage hand*, *touch of fatigue* (DC 16)  
**Bloodline** Undead

**TACTICS**

**Before Combat** Vadoma saw the PCs coming and set up an ambush. She cast *mage armor*, *false life* (+7 hit points), and *expeditious retreat* from scrolls (*expeditious retreat* ends 9 rounds after combat begins).  
**During Combat** Vadoma stays in the back, trying to hit the goblins' target with *ray of exhaustion* and *slow*. If a PC gets into melee combat with her, she uses *vampiric touch* to recover hit points and then *cause fear* to force the PC away from her.  
**Morale** Vadoma fights until reduced to fewer than 10 hit points, then uses her *scroll of gaseous form* to escape.  
**Base Statistics** **AC** 13, flat-footed 11; **hp** 52; lose immunity to *magic missile*; **Speed** 30 ft.

**STATISTICS**

**Str** 8, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18  
**Base Atk** +3; **CMB** +2; **CMD** 15  
**Feats** Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (necromancy), Improved Initiative, Spell Focus (necromancy), Toughness  
**Skills** Bluff +14, Intimidate +14, Knowledge (arcana) +11, Knowledge (religion) +11

**Languages** Common, Elven  
**SQ** bloodline arcana  
**Combat Gear** *necklace of fireballs* (type 1), *potions of cure light wounds* (2), *scrolls of color spray* (2), *scrolls of expeditious retreat* (2), *scroll of gaseous form*, *scroll of mage armor*, *scrolls of sleep* (2); **Other Gear** light crossbow with 10 bolts, *cloak of resistance* +1, *ring of protection* +1, quarterstaff

**Development:** Vadoma works for Wymund Pratt, whom the PCs will encounter in act 6. If captured alive, she admits that she's part of the Shadow Lodge and the she and the Shadow Lodge want the PCs dead. If asked why, she says, "You're meddlesome and in the way. You shouldn't even be in Kaer Maga." If the PCs ask what waits for them in the Naderi Theater, Vadoma says, "Pratt's alone, but he should have no trouble with you lot." If the PCs ask why Vadoma is working with goblins she says, "They're easy to control." If the PCs ask whether she sent the goblins that attacked them in the Halflight Path, she says yes. What the PCs choose to do with the captured Vadoma is up to them, but the Duskwardens would likely be interested in someone who sabotaged the Halflight Path and put travelers under their charge in danger.

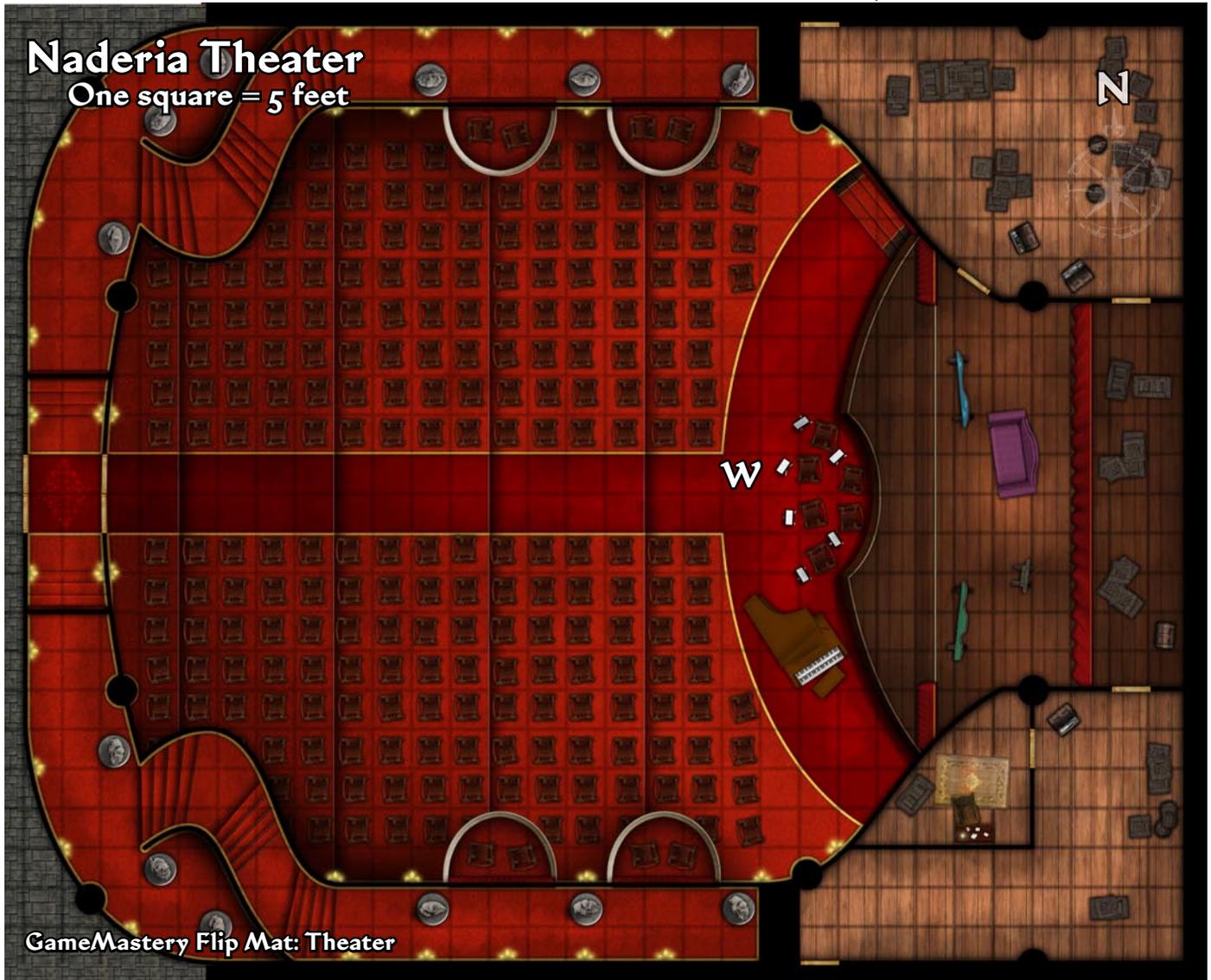
**Rewards:** If the PCs defeat Vadoma and her minions, reward each tier thusly:

- Tier 1–2:**  
Give each player 35 gp.
- Tier 3–4:**  
Give each player 107 gp.
- Tier 6–7:**  
Give each player 567 gp.

## ACT 6: SHOWDOWN AT NADERI THEATER (CR 3 OR CR 6 OR CR 9)

Before you stands a run-down, wooden facade with the words "Naderi Theater" painted across the top in faded letters. The painting of a young, pretty woman soaked to the bone with water and carrying a tiny dagger in one fist splashes across the front of the theater beneath the sign, though this mural is as faded as the lettering above. The ticket window is boarded up, the walls are covered in graffiti, and the doors are chained shut and have a sign that reads "Closed for renovation" nailed across them.

Wymund Pratt secured all of the doors into the theater except for the front door. A DC 20 Perception check or DC 15 Disable Device check reveals that the chains on the front door are fake—the doors are unlocked and when



opened, the chains open with them. Just inside the doors is a small hallway that runs east-west and leads up to the theater's dusty balconies. Another set of double doors, just across the hallway from the entrance, is unlocked and leads to the theater's seating area.

The seats are all covered in white sheets, which are covered in a fine layer of dust. Birds flap around in the rafters, and the fallen remnants of nests can be seen all about the seating area. On the stage is a covered piano and several chairs—the chairs are uncovered, their sheets cast aside, and piles of papers sit nearby around them.

**Creatures:** Wymund Pratt used a *scroll of alarm* on the front door, so he knows the PCs are here. He stands near the edge of the stage, looking expectantly toward the front doors. Next to him are his newly summoned minions. When he sees the PCs, he applauds their entrance and says, "Vadoma failed to killed you, I see. I'll have to take over."

## Tier 1–2 (CR 3)

### WYMOND PRATT

CR 3

Male human bard 4

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +0

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 30 (4d8+12)

**Fort** +3, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

#### OFFENSE

**Speed** 30 ft.

**Melee** rapier +2 (1d6–1/18–20),

**Ranged** mwk shortbow +6 (1d6/x3)

**Special Attacks** bardic performance 13 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

**Bard Spells Known** (CL 4th; concentration +9)

2nd (1/day)—*glitterdust* (DC 18), *summon monster II* (already cast)

1st (4/day)—*charm person* (DC 16), *cure light wounds*, *hideous laughter* (DC 16), *sleep* (DC 16)  
 o (at will)—*daze* (DC 15), *lullaby* (DC 15), *mage hand*, *message*, *open/close*, *summon instrument*

**TACTICS**

**Before Combat** Pratt summoned 1d3 fiendish fire beetles and used a *scroll of eagle's splendor*.

**During Combat** Pratt sends his beetles after the PCs and uses his one remaining 2nd level spell slot to hit the toughest-looking PCs with *glitterdust*. He then casts *hideous laughter* at clerics and casters and hits anyone who gets too close with *sleep*.

Should he run out of spell options, he resorts to his shortbow.

**Morale** Pratt fights to the death.

**Base Statistics** Reduce all spell DCs by 2; concentration +7; **Cha** 16; Bluff +10, Diplomacy +10, Perform (oratory) +10

**STATISTICS**

**Str** 8, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Augment Summoning, Improved Initiative, Spell Focus (conjuraton)

**Skills** Acrobatics +8, Bluff +12, Climb +5, Diplomacy +12, Disguise +10, Escape Artist +8, Perform (oratory) +12, Sense Motive +4, Sleight of Hand +6, Spellcraft +5, Stealth +5

**Languages** Common, Goblin

**SQ** bardic knowledge +2, versatile performance (oratory)

**Combat Gear** *potion of cure moderate wounds*, *scroll of invisibility*, *scroll of silence*; **Other Gear** +1 *chain shirt*, rapier, masterwork shortbow with 20 arrows

**SUMMONED FIRE BEETLES (1D3) CR —**

Fiendish fire beetle (*Pathfinder RPG Bestiary* 33, 294)

N Small vermin

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

**DEFENSE**

**AC** 12, touch 11, flat-footed 12 (+1 natural, +1 size)

**hp** 6 (1d8+2)

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

**Immune** mind-affecting effects; **Resist** cold 5, fire 5

**SR** 5

**OFFENSE**

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

**Melee** bite +3 (1d4+2)

**Special Attacks** smite good (1/day, +1 damage, persists until target is dead)

**STATISTICS**

**Str** 14, **Dex** 11, **Con** 15, **Int** —, **Wis** 10, **Cha** 7

**Base Atk** +0; **CMB** +1; **CMD** 11 (19 vs. trip)

**Skills** Fly -2

**SQ** luminescence

**SPECIAL ABILITIES**

**Luminescence (Ex)** A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

**Tier 3–4 (CR 6)**

**WYMUND PRATT CR 6**

Male human bard 7

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +0

**DEFENSE**

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 59 (7d8+28)

**Fort** +5, **Ref** +8, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic;

**OFFENSE**

**Speed** 30 ft.

**Melee** rapier +4 (1d6-1/18-20)

**Ranged** +1 *shortbow* +8 (1d6+1/x3)

**Special Attacks** bardic performance 19 rounds/day (move action, countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

**Bard Spells Known** (CL 7th; concentration +12)

3rd (1/day)—*fear* (DC 18), *summon monster III* (already cast)

2nd (4/day)—*glitterdust* (DC 18), *invisibility*, *suggestion* (DC 18), *summon monster II*

1st (5/day)—*charm person* (DC 17), *cure light wounds*, *grease* (DC 17), *hideous laughter* (DC 17), *sleep* (DC 17)

o (at will)—*daze* (DC 16), *lullaby* (DC 16), *mage hand*, *message*, *open/close*, *summon instrument*

**TACTICS**

**Before Combat** Pratt summoned 1d3 fiendish wolves and used a *scroll of eagle's splendor*.

**During Combat** Pratt sends his wolves after the PCs and uses his one remaining 3rd level spell slot to hit the toughest-looking PC with *fear*. He then casts *glitterdust* at any fighter-types not hit by *fear*, casts *hideous laughter* at clerics and casters, and hits anyone who gets too close with *sleep*. If the PCs get close, he casts *invisibility* and repositions himself. Should he run out of spell options, he resorts to his shortbow.

**Morale** Pratt fights to the death.

**Base Statistics** Reduce all spell DCs by 2; concentration +10; **Cha** 16; Bluff +12, Diplomacy +12, Perform (comedy) +13, Perform (oratory) +13

**STATISTICS**

**Str** 8, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

**Base Atk** +5; **CMB** +4; **CMD** 16

**Feats** Augment Summoning, Improved Initiative, Spell Focus (conjuraton), Spell Focus (enchantment), Toughness

**Skills** Acrobatics +10, Bluff +14, Climb +7, Diplomacy +14, Disguise +11, Escape Artist +9, Perform (comedy) +15, Perform (oratory) +15, Sense Motive +5, Sleight of Hand +7, Spellcraft +6, Stealth +6

**Languages** Common, Goblin

**SQ** bardic knowledge +3, lore master 1/day, versatile performance (oratory, comedy)

**Combat Gear** *potion of cure moderate wounds*, *scroll of dimension*

door, scroll of invisibility, scroll of silence; **Other Gear** +1 chain shirt, cloak of resistance +1, rapier, +1 shortbow

### SUMMONED WOLVES (1D3) CR —

Fiendish wolf (*Pathfinder RPG Bestiary* 278, 294)

N Medium animal

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 17 (2d8+8)

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

**Resist** cold 5, fire 5

**SR** 6

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +4 (1d6+3 plus trip)

**Special Attacks** smite good (1/day, +2 damage, persists until target is dead)

#### STATISTICS

**Str** 17, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +4; **CMD** 16 (20 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

**Racial Modifiers** +4 Survival when tracking by scent

## Tier 6–7 (CR 9)

### WYMUUND PRATT CR 9

Male human bard 10

NE Medium humanoid (human)

**Init** +7; **Senses** Perception +0

#### DEFENSE

**AC** 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)

**hp** 85 (10d8+40)

**Fort** +6, **Ref** +11, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic;

#### OFFENSE

**Speed** 30 ft.

**Melee** rapier +6/+1 (1d6–1/18–20),

**Ranged** +1 shortbow +11/+6 (1d6+1/x3)

**Special Attacks** bardic performance 25 rounds/day (move action, countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion)

**Bard Spells Known** (CL 10th; concentration +16)

4th (0/day)—*greater invisibility*, *summon monster IV* (already cast)

3rd (4/day)—*confusion* (DC 21), *cure serious wounds*, *fear* (DC 19), *summon monster III*

2nd (5/day)—*glitterdust* (DC 19), *invisibility*, *suggestion* (DC 20), *summon monster II*, *summon swarm*

1st (6/day)—*charm person* (DC 19), *cure light wounds*, *grease* (DC 18), *hideous laughter* (DC 19), *sleep* (DC 17)

o (at will)—*daze* (DC 18), *lullaby* (DC 18), *mage hand*, *message*, *open/close*, *summon instrument*

#### TACTICS

**Before Combat** Pratt summoned 1d3 fiendish wolverines and used a scroll of eagle's splendor.

**During Combat** Pratt sends his wolverines after the PCs and hits the toughest-looking PC with *confusion*. He then casts *glitterdust* at any fighter-types not hit by *confusion*, casts *hideous laughter* at clerics and casters, and hits anyone who gets too close with *fear*. If the PCs get close, he casts *invisibility* and repositions himself. Should he run out of spell options, he resorts to his shortbow.

**Morale** Pratt fights to the death.

**Base Statistics** Reduce all spell DCs by 2; concentration +14;

**Cha** 18; **Bluff** +14, **Diplomacy** +14, **Perform (act)** +17, **Perform (comedy)** +17, **Perform (oratory)** +17

#### STATISTICS

**Str** 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 22

**Base Atk** +7; **CMB** +6; **CMD** 20

**Feats** Augment Summoning, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (conjunction), Spell Focus (enchantment), Toughness

**Skills** Acrobatics +12, **Bluff** +14, **Climb** +8, **Diplomacy** +14, **Disguise** +11, **Escape Artist** +10, **Perform (act)** +17, **Perform (comedy)** +17, **Perform (oratory)** +17, **Sense Motive** +6, **Sleight of Hand** +9, **Spellcraft** +7, **Stealth** +8

**Languages** Common, Goblin

**SQ** bardic knowledge +5, jack-of-all-trades (use any skill), lore master 1/day, versatile performance (oratory, comedy, act)

**Combat Gear** *potion of cure moderate wounds*, *scrolls of dimension door* (2), *scroll of invisibility*, *scroll of silence*; **Other Gear** +1 chain shirt, +1 shortbow with 20 arrows, rapier, cloak of resistance +1, headband of alluring Charisma +2, ring of protection +1

### SUMMONED WOLVERINES (1D3) CR —

Fiendish wolverine (*Pathfinder RPG Bestiary* 279, 294)

N Medium animal

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 28 (3d8+15)

**Fort** +7, **Ref** +5, **Will** +2

**Resist** cold 5, fire 5

**SR** 7

#### OFFENSE

**Speed** 30 ft., burrow 10 ft., climb 10 ft.

**Melee** 2 claws +6 (1d6+4), bite +6 (1d4+4)

**Special Attacks** rage, smite good (1/day, +3 damage, persists until target is dead)

#### STATISTICS

**Str** 19, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +6; **CMD** 18 (22 vs. trip)

**Feats** Skill Focus (Perception), Toughness

**Skills** Climb +12, Perception +10

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**SPECIAL ABILITIES**

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**Rage (Ex)** A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

**Development:** Wymund Pratt is a well-known, up-and-coming Pathfinder. If the PCs get his name, a DC 15 Knowledge (local) check reveals that Pratt was supposed to be on an expedition to Arcadia that left months ago. While Pratt will readily admit to being a member of the Shadow Lodge, he doesn't beg for his life or complain about being defeated, but he also doesn't say anything further other than the fact that no one in the Shadow Lodge knows any beyond their own team in order to keep the order safe from prying Decemvirate members. If the PCs ask Pratt if he was the last of the Shadow Lodge in Kaer Maga, he laughs and says no without further elaboration. How the PCs choose to deal with Pratt is up to them, but at this point they cannot get an audience with Dakar. The Duskwardens are likely interested in talking to Pratt, and the Ardocs may be as well—any of these organizations will likely execute the former Pathfinder if they learn he worked with goblins to bring down the defenses of the Halflight Path.

The papers the PCs saw on the stage are supply lists and a list of code names and dates. There is also a list of cities on one sheet: Absalom, Sothis, Kaer Maga, Oppara, Whitethrone, and Almas. If asked about the names, dates, and cities, Pratt says, "We've been busy." What Pratt really knows is that there are other Shadow Lodges in those cities, though how the PCs get that information out of him is up to them and the GM. Any PCs searching Pratt who also searched the goblins in Act 1 discover that his potions bear the same etchings as the goblins' potions did.

**Treasure:** For Tier 1–2, the PCs find a chest with 1,200 gold piece in it. For Tier 3–4, it contains 2,800 gold pieces. For Tier 6–7 there is no chest.

**Mission Notes:** Andoran faction PCs need to ensure that Wymund Pratt dies—whether that's during the course of combat or from a nasty accident after is entirely up to the PCs and the GM.

**Rewards:** If the PCs defeat Wymund Pratt, reward each tier thusly:

**Tier 1–2:**

Give each player 383 gp.

**Tier 3–4:**

Give each player 958 gp.

**Tier 6–7:**

Give each player 1,050 gp.

## CONCLUSION

The end of this scenario is a bit of a cliffhanger. While the PCs now know the Shadow Lodge is real and that it is operating in Kaer Maga and possibly other Inner Sea cities, they don't know anything of real value about its organization or numbers. At the very beginning of Part II, *The Twofold Demise*, the PCs will once again meet Dakar's minions, who once again cover their heads with bags and drag them before the mysterious leader of the Commerce League. The favor he's calling in from the PCs will send them spiraling toward greater knowledge of the Pathfinder Society's dirtiest secret.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who find and hide Collgardie's ledger earn 1 Prestige Award. PCs from the Andoran faction who also ensure that Wymund Pratt dies earn 1 bonus Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who secretly map the Halflight Path earn 1 Prestige Award. PCs from the Cheliox faction who also find the Chelish spy in Kaer Maga and give him Zarta's message earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who secretly deliver Amenopheus's letter to a member of the Ardoc family earn 1 Prestige Award. PCs from the Osirion faction who also find the Duskwarden named Gahiji and convince him to return to the Ruby Prince's service earn 1 bonus Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who take a full inventory of Collgardie's business earn 1 Prestige Award. PCs from the Qadira faction who also make three contacts in the Downmarket for the Pasha earn 1 bonus Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who insult Dakar and take the beating earn 1 Prestige Award. PCs from the Taldor faction who also find the Taldan spy in Kaer Maga and give him the Baron's message earn 1 bonus Prestige Award.



## Andoran Faction Handout

### Champion of Light.

This letter will be ill company for you on your long journey to the City of Strangers, but know that your presence there will aid our cause greatly. The man you go to visit, Horis Collgardie, is a friend of Andoran and helps us smuggle goods in and out of Varisia. Should anything ill befall him, it's important you find his ledger and hide it where only you can find it. Then, when you're on your way back, bring it with you. No one from outside our faction can be permitted to see it.

I also have reason to suspect that Wymund Pratt, one of the most annoying bards I have ever met, resides in Kaer Maga. He too is a Pathfinder, but he's intolerable and he's an enemy of Andoran. Because of Pratt, the Society has nearly been thrown out of Andoran twice. If you find him, kill him. He's evil, he's a danger to the Society and Andoran, and he stands for everything we oppose.

I shall send along another letter of instructions that should reach you just after you arrive. Keep an eye out for my messenger.



*Capt. Colson Maldre*

In Service to Freedom,

Captain Colson Maldreis



## Cheliox Faction Handout

### Luscious Tart,

It's too bad you'll be on a ship for weeks and then forced to spend time in squalor with the freaks of Kaer Maga. I'm throwing such a wonderful series of parties while you're gone—do return to me whole so I can break you down at the last one.

Since you're going to be in the City of Strangers, you might as well do a few things for Cheliox and me. The denizens of Kaer Maga hide countless magical power sources beneath their city that they call "ruins." If only they knew the truth of their city's origin—ruins! Nay! Power! Since you'll likely enter the city through the Halfflight Path, secretly draw me a detailed map of your path from the Twisted Door up to the city. I'm eager to see how things have changed on the Path since I was last there.

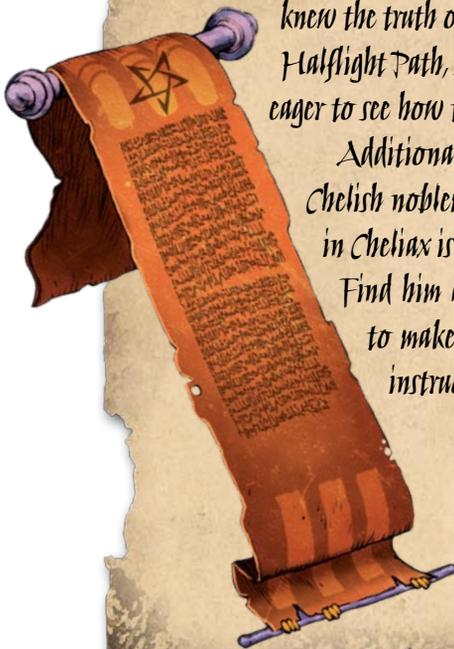
Additionally, one of my spies in Kaer Maga stopped sending regular missives. He's a young Cheliox nobleman named Krazel. He's from a minor family in Egorian, but his political position in Cheliox is solid—unfortunately, that means killing him for impertinence is out of the question.

Find him and give him the enclosed message. If that doesn't get him back to work, I'll have to make a special request for his family to have him killed. I'll send along another set of instructions from my courier in Korvosa—it should arrive soon after you do.

Achingly Yours,

*Zarta Draldeen*

Paracountess Zarta Draldeen



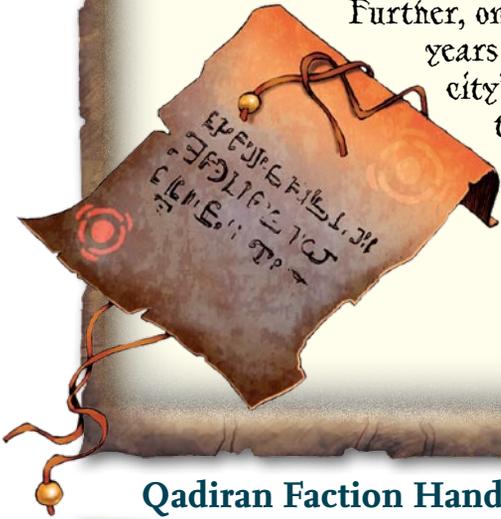
## Osirian Faction Handout

Loyal Servant of the Ruby Prince,

This letter's introduction couldn't be more truthful—you truly are one of the Ruby Prince's most trusted servants and because of that he asks you to accomplish several very important tasks while you're away in Kaer Maga.

Attached is a letter from the Ruby Prince to the golem-creating Ardoc family in the City of Strangers. It's important that only someone with the last name of "Ardoc" receives the letter—it cannot be given to a slave, servant, or employee of the family. An Ardoc must break the seal.

Further, one of the Ruby Prince's best bodyguards left his service several years ago and is believed to have traveled to Kaer Maga to join the city's prestigious Duskwardens. His name is Cahiji, and he's likely the only Garundi working for the Duskwardens. You must use your considerable charm to convince him to return to Sothis—should he do so, the Ruby Prince has agreed to make him one of the Risen Guard, an honor I hope he doesn't decline.



For the Ancestors,

*Amenophus*

Amenophus, The Sapphire Sage

## Qadiran Faction Handout

Faithful Servant of the Satrap,

Once more the Society sends you away from us—but once more the Society sends you somewhere where we can expand our business opportunities. This man Collgardie is known to us—his business in Kaer Maga is strong, but we also know he deals in much more than simply cloth. Take an inventory of his business while you're there—you'll likely need to invent a pretense under which you're doing so. I'm curious what beyond cloth you'll find.

The stories that I've heard of the place called Downmarket in Kaer Maga lead me to conclude that the city needs a stronger Qadiran influence. Use gold and your sparkling personality to make three new contacts in the Downmarket for me. Bring me their names and terms, and I'll start corresponding with them immediately on your return.

I'm looking into several other matters and will send along another message after you're underway. It should arrive after you do.

Sincerely,

Pasha Muhlia Al-Jakri x *Muhlia Al-Jakri*



## Taldor Faction Handout

*Glorious and Loyal Scion of the Emperor!*

Have I got a mission for you! When I first heard that you were being sent to distant Kaer Maga by the Society, I must admit I didn't believe it. After recovering from my initial shock, I spent hours thinking of how best to use you there, and then the answer came to me—I need you to take a beating. Not just any beating, though! I need the man called Dakar, the leader of that cleverly secretive Commerce League, to be so offended by your presence that he orders his men to stomp some sense into you. As they beat you, you must say, "I do this for Taldor!" Hopefully he gets the message, even if you don't.

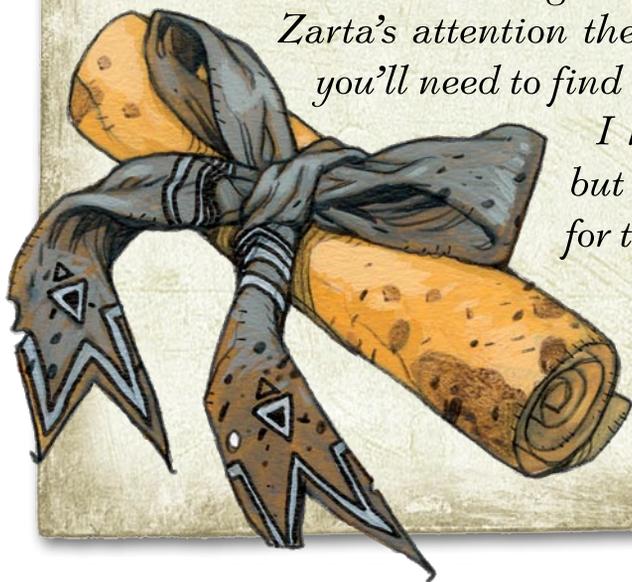
Moreover, I've long had a spy in that city named Krazel. That temptress Zarta Dralneen thinks the young boy is loyal to her, but he's in fact my paid informant. His background linking him to a prominent family in Egorian is entirely a fabrication—I want you to deliver the attached letter telling him that he's doing an excellent job keeping Zarta's attention there. Trouble is, I only know his name—you'll need to find him.

I have further instructions to send along, but they'll leave on a ship after you do. Look for them.

With Sincerest Gratitude,

*BARON JACQUO*

Baron Jacquo Dalsine



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