

PATHFINDER SOCIETY®

SEASON OF THE TEN



THE DAUGHTERS' DUE

By Thurston Hillman



Author • Thurston Hillman
Development Lead • Linda Zayas-Palmer
Contributing Artists • Alexander Forssberg, Leonardo Santana, and Jesper Ejsing
Cartographer • Robert Lazzaretti
Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, Chris S. Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • Amiral Attar Olyae, James Case, Leo Glass, Avi Kool, Lyz Liddell, Adrian Ng, Lacy Pellazar, and Jason Tondro
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Production Artist • Tony Barnett
Franchise Manager • Mark Moreland
Project Manager • Gabriel Waluconis
Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Chief Financial Officer • John Parrish
Chief Technical Officer • Vic Wertz
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Vice President of Marketing & Licensing • Jim Butler
Marketing Manager • Dan Tharp
Licensing Manager • Glenn Elliott
Public Relations Manager • Aaron Shanks
Organized Play Manager • Tonya Woldridge
Human Resources Generalist • Angi Hodgson
Accountant • Christopher Caldwell
Data Entry Clerk • B. Scott Keim
Director of Technology • Raimi Kong
Web Production Manager • Chris Lambertz
Senior Software Developer • Gary Teter

Customer Service Team • Katina Davis, Virginia Jordan, Sara Marie, Samantha Phelan, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White



Table of Contents

The Daughters' Due	3
Handouts	25
Appendix	27
Maps	29
Chronicle Sheet	31

GM RESOURCES

The Daughters' Due makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Ultimate Wilderness* (UW), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Bestiary 5*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the statistics from the Bestiary volumes are reprinted in the Appendix for the GM's convenience.

HOW TO PLAY

Pathfinder Society Scenario #10-18: The Daughters' Due is an adventure designed for 5th- through 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous open game content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Society Scenario #10-18: The Daughters' Due © 2019, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.

THE DAUGHTERS' DUE

By Thurston Hillman



The Blakros family is among Absalom's most influential families, having secured considerable riches by smuggling goods between Qadira and Taldor during the centuries-long war between these nations—a war that ended only a few generations ago. The secrets of their success were twofold. First, the Blakroses married off their daughters in exchange for exorbitant bride price payments, growing the family's wealth and establishing these daughters in positions of influence. Anyone marrying a Blakros daughter was expected to take the Blakros name, further securing the family's prominence. Second, the Blakros family established a millennium-long contract known as the Penumbral Accords, which granted the family untouchable trade routes through the Shadow Plane. In exchange, the family provided their fetchling partners in the Onyx Alliance, a sinister organization based in Shadow Absalom, with yearly shipments of slaves. Once each decade, the family was also required to surrender the eldest Blakros daughter to the Alliance. Were the family ever to break the deal, the fetchlings promised that every other Blakros daughter would die.

For more than 500 years, the extensive family has paid this price. But in 4710 AR, the family matriarch, Hamaria Blakros, decided that the cost was too great. Rather than lose her twin daughters, she hired the Pathfinder Society to intercept the Onyx Alliance and disable the device they used to travel between the planes.

Although the Pathfinders successfully disrupted the Penumbral Accords, the Onyx Alliance did not forget the slight (see *Pathfinder Society Scenario #2-11: The Penumbral Accords* for more information on these events). These Shadow Plane denizens have skirmished with the Society and the Blakros family several other times in the past—enough to warrant senior Venture-Captain Drandle Dreng's periodic surveillance. However, Hamaria sees the lack of further retaliation as evidence that the Blakroses have successfully weathered that storm.

In fact, the Onyx Alliance isn't complacent so much as it is under new management. Most of the sacrificed Blakros daughters met unfortunate fates, yet Sarnia Blakros, the daughter surrendered in 4700 AR, was eventually able to

Where in the Multiverse?

The scenario begins in Absalom before quickly moving to Shadow Absalom, a twisted mirrored version of Absalom that exists in the Shadow Plane. For more information on the Shadow Plane, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Roleplaying Game: Planar Adventures*. For more information on Shadow Absalom, see *Pathfinder Campaign Setting: Distant Realms*. These books are available in bookstores and hobby stores everywhere and online at paizo.com.

shift the Alliance in her favor. She spent almost 15 years cultivating contacts and building her influence in secret before overthrowing the Alliance's leaders in a sudden coup, quietly establishing herself as the leader of a reinvented Onyx Alliance. After releasing the Alliance's slaves, Sarnia set to strengthening the organization to pursue justice—specifically recompense for the Blakros family's callous sacrifice of more than 50 of its own children. To this end, she's helped equip her fetchling subordinates with smuggled and stolen gear, always prioritizing treasures' usefulness and power over their historical value. Indeed, the Onyx Alliance has secretly stolen from the Blakros Museum on numerous occasions, most often in the chaos surrounding the many incidents in which the museum came under attack by other forces.

Only recently has the Blakros family learned of these disappearances upon finding artifacts presumed lost in the hands of fetchling operatives. Nigel Aldain had reported the treasures as destroyed in some of the museum's many catastrophic incidents over the years. Now that the supposedly destroyed treasures are appearing in enemy hands, Nigel's loyalties seem suspect—though his incorrect reports could have just been an honest mistake. The Blakroses remain unaware that their relative Sarnia still lives, much less the role she's played in siphoning the Blakros Museum's stored antiquities.

PATHFINDER SOCIETY SCENARIO

SUMMARY

The adventure begins with the PCs receiving a personalized letter from a member of the Decemvirate. The letter informs the PCs about a recent report from Venture-Captain Drandle Dreng. Dreng has been staking out Shadow Absalom, a version of Absalom that exists within the Shadow Plane. Dreng's report points to an increase in recruitment and smuggling by the Onyx Alliance, an organization that has opposed both the Blakros family and Pathfinder Society in recent years. The Decemvirate letter also informs the PCs that the Blakros family is looking for a group of Pathfinders to assist with cataloguing some missing items.

Travelling to the Blakros Museum, the PCs receive a briefing from Hamaria Blakros and the museum's curator, Nigel Aldain, regarding the family's concerns over missing items. Hamaria insists that Nigel is overworked, and she asks the PCs to investigate the status of several missing items within the museum's catalog. Nigel reports that these items were destroyed in previous incidents within the museum, while Hamaria secretly believes that Aldain may not be telling the full truth. The PCs investigate the items, eventually coming to the conclusion that the listed goods have been stolen and taken to the Shadow Plane.

Hamaria demands that the items be returned, leveraging the Blakros family's association with the Pathfinder Society to send the PCs as investigators into Shadow Absalom. The Blakros matriarch makes use of a prized relic to send the PCs to the Shadow Plane in search of the goods. Luckily for the PCs, their letter from the Decemvirate gives them a vital clue on who to meet in Shadow Absalom, and the PCs can get a head start by finding Venture-Captain Drandle Dreng.

The PCs meet up with Drandle Dreng just as the venture-captain is taking part in a covert mission. The PCs' presence can potentially disrupt the encounter, leading to a combat against a group of Onyx Alliance intermediaries. Luckily for the PCs, these Onyx Alliance intermediaries were in the process of handing over one of Hamaria's marked items. Following this potentially deadly encounter, Dreng provides the PCs with information on the assumed locations of the three remaining items.

The second item, a now-sentient wax golem, is on sale in the Soul Stalls district beyond Shadow Absalom's walls. The PCs must contend with an enterprising night hag who intends to sell the golem to an interested buyer. Only by stepping in and forcibly taking the golem back from its current owner or coming up with some suitable counteroffer can the PCs recover this unique construct.

The remaining two items reside within an Onyx Alliance storage site: the recently repurposed Wightir House. Within the structure, the PCs encounter a shadowy representation of Sarnia Blakros who chides the PCs for siding with the Blakros family before ordering a dilapidated construct to attack. Deeper within the structure, the PCs come across a

roaming otyugh in possession of one of the missing items. This eccentric otyugh may be an ally or a hindrance to the PCs. Finally, the PCs come face to face with a Pathfinder defector who, along with some construct guardians, defends the remaining object from the PCs in a final showdown!

GETTING STARTED

The adventure begins with Venture-Captain Ambrus Valsin personally delivering a letter to each of the PCs (**Handout #1: Letter from One of the Ten**, see page 25). Valsin doesn't know the contents of the letter, only that it comes from one of the Decemvirate. While Valsin would like to help the PCs further with their mission, he has little to offer beyond pointing the PCs to the Blakros Museum, where the PCs can meet with Hamaria Blakros and the museum's curator, Nigel Aldain.

He can, however, tell the PCs a bit about the history of the Pathfinder Society's dealings with the Blakros Museum. He explains that the Pathfinder Society's alliance with the Blakros family has been beneficial, if challenging. Society agents have frequently been called out to the Blakros Museum to solve a string of crises. A PC who succeeds at a DC 20 Sense Motive check notices that Valsin is somewhat annoyed about how frequently he has had to send agents to fix another problem at the Blakros Museum. These problems have stemmed from the museum's ties to both the Shadow Plane and the terrible void between the stars known as the Dark Tapestry. As if that weren't enough, before the museum recently decided to allow Dark Archive faction leader Zarta Dralneen to assist with their cataloguing and containment procedures, they were notorious for mishaps involving unforeseen magical powers in the artifacts on display. If any PCs have Chronicle sheets from any of the following Pathfinder Society Scenarios, he thanks them for their part in keeping the Blakros museum stable and the alliance thriving, and he asks them if they have any more details they wish to share with their fellow Pathfinders.

- #3: *Mists of Mwangi*
- #35: *Voice in the Void*
- #2–11: *The Penumbral Accords*
- #3–07: *Echoes of the Overwatched*
- *Grand Convocation 4712 AR* (PaizoCon 2012 special event)
- #4–09: *Blakros Matrimony*
- #5–03: *The Hellknight's Feast*
- #5–14: *Day of the Demon* (previously numbered #4–EX)
- #5–23: *Cairn of Shadows*
- #6–02: *The Silver Mount Collection*
- #7–09: *The Blakros Connection*
- #8–99: *The Solstice Scar* (any version)
- #9–05: *Call of the Copper Gate*
- #9–17: *Oath of the Overwatched*

Once the PCs have finished speaking with the venture-captain, they can follow his directions to the Blakros Museum. When they arrive, a clerk attends to them

THE DAUGHTERS' DUE

and directs them to a private office space where Hamaria Blakros and Nigel Aldain wait.

Read or paraphrase the following to begin the adventure.

Hamaria Blakros, matriarch and head of the Blakros family, gently rests the tips of her fingers on the wooden desk in front of her, the sound like the firing of a crossbow bolt in the silence. "Ah good, you've finally arrived. I see the Pathfinder Society remains eager to continue our ongoing association, and while I dearly wish this were a matter of import, I'm afraid this request borders on the... pedantic."

Nigel Aldain, the elven curator standing at Hamaria's side, twinges at the matriarch's comment. He gives a weak smile and a brief nod before seeing himself out of the office. Hamaria motions for a clerk on the other side of the entryway to close the private office door.

"Pedantic, but important. You see, over the past few years, it has come to my attention that several important items have gone missing from our exhibits. Nigel believes that most of these disappearances are the result of Pathfinders, specifically the destructive means agents like yourselves tend to employ when working within the museum. While Nigel has cited recent actions involving Ralzeros or, as he puts it, the 'so-called defense of our Shining Crusade exhibits from the northerners,' I find it hard to believe that a conjured *fireball* could destroy magical relics that have withstood centuries or millennia of much worse battering. I've also heard rumors that these objects may have found their way into the hands of enemies."

Hamaria gingerly walks her fingers toward a slip of parchment on the desk, pinning it in place with her two forefingers before sliding it across the table. "This is a list of items that Nigel recently catalogued as missing. I'd like for you to investigate these items and see what you can find within our records here. Our clerks can help you in whatever way you need, as should Nigel, though you may find it difficult to convince him."

With her initial statements concluded, Hamaria gives the PC some time to review the inventory of items (see **Handout #2: Blakros Inventory**). Hamaria isn't particularly interested in answering questions. Instead, she wants the PCs to conduct their own investigation on the missing items and not rely on her input or opinions before they submit a final report on their findings. If the PCs ask specifically about Ralzeros, or the "so-called defense of the Shining Crusade exhibit," she

recommends that they ask around the Grand Lodge about previous Pathfinder missions on their own time, after they have finished their investigation.

INVENTORY VERIFICATION

Based on the handout that Hamaria provided, the PCs can begin investigating the four missing items.

ITEM 1: CRUSADER'S BLADE

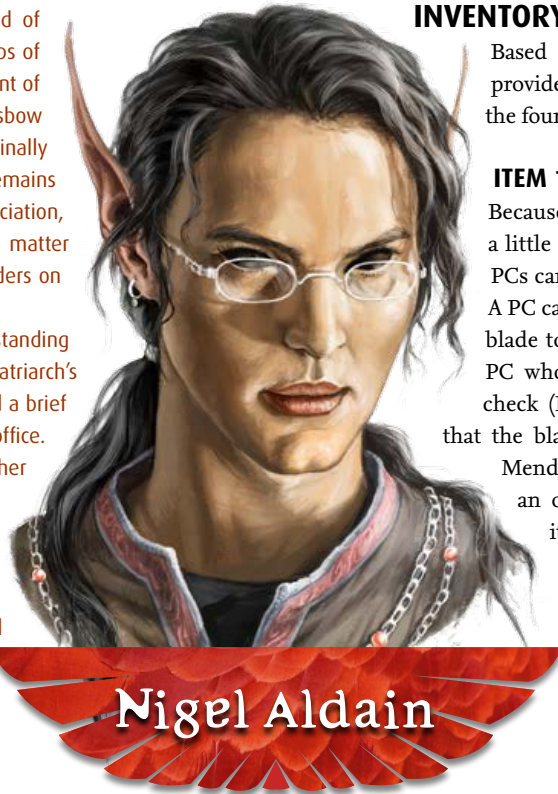
Because this blade has been missing for a little over a year, there is little that the PCs can investigate within the museum. A PC can inspect archival sketches of the blade to get a sense of its appearance. A PC who succeeds at a DC 20 Appraise check (DC 23 in Subtier 8–9) identifies that the blade had nothing to do with the Mendeian crusaders and was likely just an old family heirloom. Specifically, its style is more consistent with Taldan smithing conventions than Mendeian.

Canvassing the staff for assistance is easy enough, and a PC who succeeds at a DC 20 Diplomacy check learns that the last person to look at the blade was an interested Pathfinder agent, about a year ago. She took

the blade off its pedestal, looked at it for a while, and then returned it. The blade disappeared a few weeks later. This agent was a tall, golden-skinned woman with curly black hair, brown eyes, and a habit of humming to herself.

PCs who devote a bit more time to investigating this lead can bring the information back to the Grand Lodge records and match the Pathfinder's description with an agent named Kaliba Damazi. Kaliba was last seen fighting during the Onyx Alliance's raid on the Grand Lodge in 4712 AR. No one saw or heard from her again after that, so she was presumed to have been among the battle's numerous casualties, and after magical attempts to contact her failed, she was officially declared dead 7 years ago. She had not made provisions to be raised from the dead. If the PCs don't return to the Grand Lodge to check these records, a PC who succeeds at a DC 22 Knowledge (local) check has heard of Kaliba and her reported demise.

Dispute: If the PCs succeed at the Knowledge (local) check to recognize the missing Pathfinder as being deceased or spend 2 hours going to the Grand Lodge to investigate, they can attempt to dispute Nigel's findings that the Pathfinder Society was responsible for the theft. The truth behind the blade's disappearance is complicated, but the fact that the



Scaling Inventory Verification

For groups of four PCs, lower the DCs of all skill checks by 3 in this scene.

blade was last seen in the hands of a dead Pathfinder is enough to make the case that another group may be attempting to frame the Pathfinder Society, or to call into question the thoroughness of Nigel's investigation. PCs who succeeded at the Appraise check can also call the validity of this display into question.

The Truth: The Onyx Alliance captured the Pathfinder who supplied the blade to the Museum during their attack on the Grand Lodge in 4712 AR. After extracting all of the information they could from Kaliba, they killed her. Sarnia Blakros later took control of the Onyx Alliance, and on one of her missions, she dispatched an agent who assumed the deceased Pathfinder's visage with illusion magic to retrieve the blade.

The agent conjured an illusory copy of the blade to hide the theft. This illusory blade lasted for several weeks before disappearing, which obscured the time of the theft.

ITEM 2: FAHRSTAD WAX GOLEM

The missing wax golem seems more straightforward at first. Museum staff can direct the PCs to a cordoned off area that they simply refer to as "the waste pile," which is the result of an overeager Pathfinder hurling a *fireball* spell into a group of advancing wax golems. The PCs can examine the resultant melted wax pile without any further interference.

A PC who succeeds at a DC 20 Craft (sculptures) check (DC 23 in Subtier 8–9) or a DC 30 Perception check can spend about half an hour checking over the pile of destroyed golems and discover that the pile only accounts for three destroyed golems, instead of the four that Nigel's notes indicate. Canvassing the staff for their insights proves difficult. PCs can attempt a DC 24 Diplomacy, Bluff, or Intimidate check to learn that various staff members remember seeing the Fahrstad golem in different poses after periods of supposed inactivity. The staff are hesitant to speak of the golem because they find it unnerving, and they sometimes tell each other scary stories about it in hushed tones. Some of them express relief that the golems have been destroyed. After hearing this story, the PCs can attempt a DC 20 Knowledge (arcana) check.

On a successful check, they recall documented cases of wax golems sometimes obtaining a modicum of sentience. The staff also report finding flakes of wax around the museum in odd places, particularly in the Linnorm Kings exhibits. A PC who succeeds at a subsequent DC 24 Perception check (DC 27 in Subtier 8–9) can find flakes of wax scattered about the museum, though a distinct trail leads to a sealed vault. The vault has been magically sealed to open only for designated museum staff, museum guardians, and members of the Blakros family.

If the PCs follow the trail to the vault, a nearby museum curator asks them not to enter the room without Hamaria Blakros's permission, explaining that a powerful artifact with ties to the Shadow Plane is stored within it, called the *shadow obelisk*. She tells the PCs that the artifact is particularly dangerous because it can open a portal to the Shadow Plane. If the PCs attempt to open the vault themselves, they must succeed at a DC 35 Disable Device check. Inside, they find that the artifact is not in its storage case. Unbeknownst to the curator, Hamaria Blakros

is currently carrying the obelisk. For more information about the *shadow obelisk* and the contents of the vault, see Welcome to Shadow Absalom on page 8. If the PCs report the missing artifact to Hamaria after breaking into the vault, she is slightly annoyed with them for not consulting her before resorting to such methods, but she quickly turns the conversation around to ask the PCs about the flaws they located in the museum's security. She mentions that Zarta Dralneen has been helping Nigel improve museum security recently, but that it seems these measures have not yet gone far enough.

Dispute: If the PCs either notice that Nigel's report doesn't account for all four golems or succeed at the Perception check to find the scattered flakes of wax near the *shadow obelisk* storage site, they can dispute Nigel's findings on this item.

The Truth: The Fahrstad wax golem did gain sentience, eventually taking to wandering the museum in off hours to review exhibits. While Nigel was planning shelving for a series of Linnorm Kings related exhibits, the golem made its way into the sealed *shadow obelisk* chamber. Since the golem was one of the museum's guardians, it was able to enter the vault. Once it entered the area, it examined the medallion, accidentally triggered the device, and was transported to the Shadow Plane. Unlike the disappearances of the other three items, the disappearance of the golem was a freak happenstance, not an Onyx Alliance theft.



Hamaria Blakros

ITEM 3: NEMES OF THE CERULEAN PHARAOH

The best course of action in investigating the missing nemes—a form of Osiriani headdress—is to learn more about the Pathfinder who died during its supposed destruction. A PC who succeeds at a DC 22 Knowledge (local) check remembers that the Pathfinder in question, **Chalos Visanda** (NE female half-elf), was something of a loud-mouthed agent who always chafed at being assigned seemingly low-importance missions. A PC who succeeds at this check also remembers that Chalos was quite well versed in knowledge of magical items, so her sudden destruction of the artifact seems something of a freak accident.

PCs can speak with the museum staff about the destruction of the nemes. If they succeed at a DC 20 Bluff, Diplomacy, or Intimidate check (DC 24 in Subtier 8–9), they find a museum clerk who remembers the incident and convince him to speak of it. Though the description the staff member gives matches Nigel's report, a PC who succeeds at a subsequent DC 22 Spellcraft check recognizes that Chalos's disappearance sounds more like teleportation magic than a disintegrating effect. In a related vein, a PC who succeeds at a DC 25 Knowledge (history) check remembers that the Cerulean Pharaoh was said to have access to powerful teleportation magic, which he made regular use of to travel around his lands.

Dispute: If the PCs succeed on the Spellcraft check regarding the type of magic used or make the Knowledge (history) check to recognize the Cerulean Pharaoh's association with teleportation magic, then they can dispute Nigel's findings on this item.

The Truth: Always frustrated with her position within the Pathfinder Society, Chalos Visanda one day found herself assigned to tracking the ferrying of weapons from the surface to Absalom's sewers and into the claws of the Sewer Dragons kobold tribe. During the mission, a fetchling scout from the Onyx Alliance trailed Chalos and eventually approached her with an offer to join their organization. Chalos's initiation was to go to the Blakros Museum and activate the nemes, which is in fact a *helm of teleportation* (*Pathfinder RPG Ultimate Equipment* 244). Disappearing from the museum, Chalos transported the device back to Shadow Absalom, where she joined the recently reorganized Onyx Alliance under Sarnia Blakros.

ITEM 4: YAMADA OSA PAINTING

The last listed item is perhaps one of the most mysterious. The painting, which depicts a village in Tian Xia, has yet to be replaced. The still unrepaired stall bears several acid marks. A PC who succeeds at a DC 15 Craft (alchemy) or Spellcraft check knows that the acid burns affecting the surrounding wall are alchemical in nature. A PC who succeeds at a subsequent DC 20 Perception check notices that the acid was haphazardly applied after the painting was already removed.

PCs questioning the staff about the painting can first attempt a DC 20 Sense Motive check, with a successful roll revealing that the staff are hiding some sort of secret. A PC who succeeds at a DC 20 Diplomacy check (DC 23 in Subtier 8–9) can converse enough with the staff to learn that the painting unnerved many of the attendees and staff alike and that no one liked it. A PC who exceeds this check DC by 10 or more, or who succeeds at a DC 24 Bluff or Intimidate check (DC 27 in Subtier 8–9), learns that the staff conspired behind Nigel's back to make it look like a Pathfinder-related accident when the painting disappeared during the recent attack on the Shining Crusade exhibit.

Dispute: If the PCs uncover the forged nature of the acid marks or convince the staff to confess to the cover up, they can dispute Nigel's findings on this item.

The Truth: The Onyx Alliance used an embedded agent within the Pathfinder Society to secure the Osa Painting during the events of *Pathfinder Society #8-99: The Solstice Scar*. As one of the Alliance's more brazen thefts against the Blakros family, the Alliance expected that the Blakros Museum would conduct a thorough investigation, ultimately tracing the theft back to the Pathfinder Society and damaging the relationship between the Society and the Blakros family. What the Onyx Alliance hadn't counted on was the reaction of the museum staff. They were so terrified of the ominous painting that they worked to ensure the entire affair looked like the painting was destroyed in an accidental acid attack, for fear of the museum looking for and recovering the painting. Even though the painting's loss was still blamed on the Pathfinder Society, it appeared to be an accident rather than deliberate theft.

REPORTING IN

Following their investigation of the listed items, the PCs can return to Hamaria and provide a full report of their findings.

For each of the four items, the PCs can choose to agree with or dispute Nigel's findings. Based on the previous sections, if the PCs discover the requisite information, then they can dispute Nigel's findings. Hamaria patiently listens to the PCs findings and makes her decisions based on the evidence and arguments they present.

Development: As long as the PCs uncover discrepancies in at least three items, Hamaria believes something is amiss and requests the PCs further investigate the disappearances. She would like the PCs to travel to Shadow Absalom and do what they can to track down the missing items, which she believes may have fallen into the hands of the Onyx Alliance—she's harbored suspicions about Alliance intrusions for a while, ever since the Blakros family ended the Penumbral Accords. Should the PCs fail to dispute Nigel's findings, then Hamaria still requests their assistance in investigating other confirmed items that have disappeared from the Museum that she believes the Onyx Alliance has taken. In either case, proceed to the Welcome to Shadow Absalom section on page 7.

Before Hamaria escorts the PCs to Shadow Absalom, she makes one final request: she wants to know if the PCs think Nigel Aldain has been negligent in his duties. This is a purely personal question for the PCs that impacts the Reporting Notes for the scenario. Hamaria stresses that she knows Nigel's duties are more about curation and upkeep of objects than about launching massive investigations into missing objects, so she leaves it to the PCs judgement to decide if they believe Nigel's oversights and errors were honest mistakes, signs of incompetence, or even due to an ulterior motive.

Treasure: If the PCs find enough evidence to dispute at least three of Nigel's findings, then Hamaria rewards the PCs for the quality of their investigation with food for their journey. Not content to simply give the PCs common trail rations, Hamaria chooses a flashier solution. In Subtier 5–6, she gives them a *sustaining spoon* that is unusual in that the food it produces is far more palatable than normal, with a taste and texture akin to warm cinnamon oatmeal rather than soggy cardboard. She also gives them a *scroll of heroes' feast*. In Subtier 8–9, she instead gives the PCs a *cauldron of plenty* (*Ultimate Equipment* 287).

Rewards: If the PCs fail to find enough evidence to dispute at least three of Nigel's findings, reduce the gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 637 gp.

Out of Subtier: Reduce each PC's gold earned by 943 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,250 gp.

WELCOME TO SHADOW ABSALOM

Hamaria takes the PCs to a secure vault within the museum. The door swings open freely when she pushes it, in contrast to what may have happened if the PCs tried to break into this vault earlier (see Item 2 on page 6). Once inside, Hamaria produces a medallion shaped like a tiny obelisk, an artifact known as a *shadow obelisk*. She explains that she can use the medallion to transport the PCs into the streets of Shadow Absalom on the Shadow Plane. If the PCs worry about getting back, Hamaria informs them that returning is a relatively easy process: the PCs must simply enter the light at the heart of the city, known as the Glare, and they'll instantly return to the location they left from. In this case, PCs entering the Glare return to the Blakros Museum. From there, they can freely leave the vault, which is secured only from the outside.

If the PCs choose to confide in Hamaria about the contents of their briefing letter from the member of the Decemvirate, then the Blakros matriarch sighs while stating, "Of course, there's always an angle in our dealings, isn't there?" Regardless, the revelation only steels her conviction that the Onyx Alliance is responsible for the thefts, and she suggests that the PCs travel to the Glaresight Inn mentioned in the letter to get a lay of the land from Venture-Captain Drandle Dreng.

Once the PCs decide they're ready to depart, Hamaria activates the *shadow obelisk*. Read or paraphrase the following.

Without a word, Hamaria Blakros and the Blakros Museum disappear in a gale of muted black wind. Like a hurricane's eye, black, blue, and violet motes turn at impossible speeds before suddenly slowing. As the storm gale fades, the area beyond the pastel winds comes into focus. Buildings made of light gray stone and streets of pure obsidian materialize around you. The sky above is a gloomy collage of grays and blacks, and a pervasive dim light blankets the area. This light has no discernible source, though stronger light sources dangle from braziers attached to the sides of simple stone structures and soaring jagged towers alike.

The PCs have arrived in Shadow Absalom, in the middle of a desolate street in the Near Glare district. This district's name refers to its proximity to the Glare, which makes it brighter than the rest of the city.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (PLANES)

Based on the result of a Diplomacy check to gather information or a Knowledge (planes) check, the PCs might learn some information about the Onyx Alliance. They learn all the information with a DC equal to or less than the result of their check.

17+: Over the past four years, the Onyx Alliance has undergone a drastic shift in its policies and leadership. No one knows the full scope of the coup that took place. However, it's clear that things have changed. The Alliance is even thought to be sending envoys of peace to their longtime enemies, the Light Weavers' Guild.

22+: Since its recent changes, the Onyx Alliance has stepped up recruitment, offering new and veteran agents alike access to an impressive array of equipment. While most of these items rest within the Onyx Repository, a nearly unassailable fortress and heart of Alliance activities, a second storehouse exists within the city. The Wightir House was once used as an experimentation lab, but the Alliance's new leadership has since repurposed it. Rumors suggest that the Wightir House is now a storage site containing various relics for Onyx Alliance use.

WHERE TO GO?

When the PCs arrive in Shadow Absalom, they have some options on how to proceed. Their most likely route is contained in the letter they received at the beginning of the adventure, pointing to the Glaresight Inn as a place to find Venture-Captain Drandle Dreng (see Dreng's Sting on page 10).

Alternatively, enterprising PCs may opt to case the city's inhabitants to inquire specifically about the missing Blakros items. If the PCs ask around about the items and succeed at a DC 15 Diplomacy check to gather information, they learn that the locals have heard of someone matching the description of the Fahrstad golem.

Shadow Absalom



Shadow Absalom at a Glance

A somber reflection of its Material Plane counterpart, Shadow Absalom is a bustling hub of activity on the otherwise sparsely populated Shadow Plane. Although the city mirrors Absalom in many places, its dimensions bear odd quirks that challenge anyone using Absalom's layout as a guide. A light akin to a blazing white sun shines from the center of the city, a brilliant reflection of the Starstone Cathedral. Thousands of magically imbued lamps and conjured fires let off a sickly palette of light, dousing the walls and buildings in muted purple pastels and navy hues. Throughout the area, entire city blocks are demolished, replaced by vast termite-like mounds encrusted with glowing runes—the hives of the insectile d'ziriak. These hives extend far below the surface, expanding into a vast network of interconnected tunnels underneath the city.

The proverbial shadow of the great wyrm umbral dragon Arginyxia silently looms over the city, and while she permits some acts of minor vandalism or violence, the draconic overlord has little tolerance for disruptions to her city. The PCs' visit should be short enough that it does not merit her attention, though they may hear her name through rumors or the awe-filled words of flagellant fetchlings parading their devotion to the wyrm throughout the streets.

A waxy-faced man claiming to be a king from Golarion has been wandering Shadow Absalom and has become a bit of a local curiosity. The gullible golem has worked for a variety of people for short periods of time. PCs who succeed at this check by 10 or more learn that the golem is currently working as a guardian for a night hag in the Soul Stalls. They also learn that the Soul Stalls rarely accept payment in currency, as most vendors are night hags who deal only in souls (see area B).

Finally, the PCs may choose to follow up on the lead about Wightir House from their investigations into the Onyx Alliance. If they do, proceed directly to area C.

Once the PCs decide which of the three locations they want to visit, they have no trouble finding a citizen to point them in the right direction. Despite their somber appearance, most Shadow Absalom natives are forthcoming with information.

If the PCs travel to the Glaresight Inn, they can meet with the inn's proprietor, the talkative **Antos Raul** (N male half-elf rogue 5). Raul's clothing is mostly simple and practical, but he wears a fancy ruby earring in his left ear.

Drandle Dreng paid Raul in advance to direct Pathfinders to him, telling Raul that he can identify Pathfinder agents by the *wayfinder* they carry. Raul tells any PCs who present a *wayfinder* of Dreng's last known stakeout location: a small open area amid the otherwise crowded district known as the Quiets. He also informs the PCs that while Dreng will be in

disguise, he's picked a way to help agents identify him; the fingers of his right glove are coated in alchemical silver.

If the PCs don't have a *wayfinder* among them, Raul scoffs at the idea that they are Pathfinders. They can instead bribe Antos Raul with 1,200 gold pieces (2,400 gp in Subtier 8–9). If the PCs pay the bribe in rubies, loosening his tongue requires only 600 gp worth of his favorite gemstone (1,200 gp in Subtier 8–9). With the bribe in hand, Raul calls the PCs "Pathfinders" with a conspiratorial wink before sharing the information he knows.

Drandle Dreng is exceptionally skilled at passing without notice, and he has kept his real name secret from most people in Shadow Absalom. Finding another person who has seen or heard of Dreng's passage is exceptionally difficult, requiring the PCs to succeed at a DC 32 Diplomacy check to gather information (DC 36 in Subtier 8–9). If the PCs succeed at this check, however, they can track down the venture-captain without Raul's aid, and they learn about the distinctive glove.

A. DRENG'S STING (CR 8 OR CR 11)

The buildings in the section of Shadow Absalom where Dreng is working are densely packed. Large animals and groups can face difficulties winding their way through the narrow streets. By the time the PCs arrive, most of the buildings in this area are all unoccupied, with their residents out performing their daily routines. Each of the doors here is made of strong wood (AC 3; hardness 5; hit points 22; DC 18 Break) and locked with a simple lock (Disable Device DC 20). Due to the nature of the Shadow Plane, the light here is dim. The PCs enter the area through the gate on the south side of the map.

Creatures: Venture-Captain Drandle Dreng waits at the marked area on the map, though the PCs arrive at an inauspicious time. Dreng is just about to meet with a group of Onyx Alliance intermediaries who plan to present him with the *Crusader's Blade*. The PCs arrival threatens to reveal Dreng and ruin the entire operation, but there are several different ways the PCs can handle this situation.

If the PCs take the time to search the area for threats before approaching Dreng, they eventually hear the sounds of a soft conversation, which reveals the intermediaries' starting location. This location is marked on the map with dotted lines. Because of the numerous buildings and walls in the way, it is challenging for the PCs to hear the intermediaries without such a search—if the PCs decide to go straight over to talk to Dreng, they can attempt a DC 28 Perception check (DC 32 in Subtier 8–9) to notice the intermediaries before getting close enough to Dreng to threaten his cover. Regardless of whether the PCs succeed or fail at this check, they notice Venture-Captain Dreng and his silver-stained gloves.

After noticing the intermediaries, the PCs can investigate further. A PC can sneak up on the intermediaries with a DC 20 Stealth check (DC 24 in Subtier 8–9). Having sneaked closer to the group, the PC can hear their hushed

whispers as they discuss, and then reject, the possibility that the meeting with “Kalaster” (the fake name Dreng gave for himself) may be a trap set by their enemies. The intermediaries are armed, though their weapons are not drawn, and they are wary if the PCs approach them openly. The intermediaries have a starting attitude of unfriendly towards the PCs. If the PCs succeed at a DC 25 Diplomacy check (DC 29 in Subtier 8–9), then their attitude improves to friendly. The DC in Subtier 8–9 includes a circumstance modifier for the group's increased wariness.

However, the presence of multiple PCs approaching the group puts them visibly on edge. A PC who succeeds at a DC 15 Sense Motive check notices that the intermediaries get more anxious with each PC who approaches them. If more than two PCs participate in the Diplomacy check to influence the intermediaries, the PCs take a –2 penalty on the check for each PC (effectively negating most aid another actions). If the PCs do improve the intermediaries' attitude to friendly, then the intermediaries go to meet with Dreng and quietly leave after exchanging the blade, removing the need for combat in this area.

A PC interacting with Dreng can see that under his heavy robes, the venture-captain has applied expert makeup to disguise himself as a fetchling. Dreng reacts to the PCs as strangers to maintain his cover as the fetchling merchant Kalaster, feigning wariness of their intentions. Meanwhile, he repeatedly uses the Pathfinder hand sign for “retreat” to silently tell the PCs to leave. By that point, though, it's already too late. The intermediary group approaches, doing their best to encircle Dreng's waiting area, though their exact paths may change depending on if the PCs approached Dreng as a group or left sentries in the alleys.

Once the intermediaries spot the PCs conversing with Dreng, they know something is up, and they switch to a hostile posture. Unless the PCs have taken active means of hiding their equipment or made Disguise checks to clean up their appearance and make themselves look less foreign to the city, then the intermediaries assume that the Onyx Alliance's enemies sent the PCs. In order to keep their relationship with the Alliance intact, these intermediaries immediately attack.

Dreng removes himself from the battle, trying to move into one of the buildings in order to preserve his cover if other city agents arrive. Luckily, for Dreng and the PCs, the area isn't particularly well trodden, and the sounds of battle don't attract any other attention from Shadow Absalom's citizens.

SUBTIER 5–6 (CR 8)

ONYX ALLIANCE INTERMEDIARIES (4) **CR 4**
Fetchling fighter (mobile fighter) 5 (*Pathfinder RPG Advanced Player's Guide* 105, *Pathfinder RPG Bestiary* 2 123)
NE Medium outsider (native)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

Scaling Dreng's Sting

Make the following adjustments for a group of four PCs.

Subtier 5–6: Reduce the bribe needed to pay off Anton Raul to 800 gp, or 400 gp worth of rubies.

Subtier 8–9: Reduce the bribe needed to pay off Anton Raul to 1,600 gp, or 800 gp worth of rubies.

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +2 Dex, +1 dodge, +2 shield)

hp 47 each (5d10+15)

Fort +6, **Ref** +3, **Will** +0; +1 vs. entangled, paralysis, or slowed

Defensive Abilities agility, shadow blending; **Resist** cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee mwk light flail +11 (1d8+6) or heavy shield bash +9 (1d4+4)

Special Attacks leaping attack

Spell-Like Abilities (CL 5th; concentration +5)

1/day—*disguise self*

TACTICS

Before Combat The intermediaries quaff their *potions of bull's strength* just as they enter the alley and prepare to contact Drandle Dreng. The bonuses from this potion are included in their statistics. One of the intermediaries puts on a pair of *gauntlets of the skilled maneuver*, giving her a +2 bonus on her combat maneuver checks to disarm.

During Combat Knowing they don't have raw hitting power, the intermediaries do their best to disarm opponents, using their flails as disarming weapons to remove enemy weapons. They then employ hit and run tactics, using the alleys to their advantage and confounding foes by using Combat Expertise to keep their AC high.

Morale The intermediaries flee if reduced to 7 hit points or less. Hoping to deter the PCs from pursuing them, the intermediary with the *Crusader's Blade* drops the weapon on the ground as she runs. She believes that the most likely reason the PCs came to this meeting was to interrupt negotiations and steal the *Crusader's Blade*.

Base Statistics Without the *potions of bull's strength*, the intermediaries' statistics are **Melee** mwk light flail +9 (1d8+4) or heavy shield bash +7 (1d4+4); **Str** 15; **CMB** +7 (+9 disarm); **CMD** 20 (22 vs. disarm).

STATISTICS

Str 19, **Dex** 15, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +5; **CMB** +9 (+11 disarm); **CMD** 22 (24 vs. disarm)

Feats Combat Expertise, Dodge, Improved Disarm, Mobility, Weapon Focus (light flail), Weapon Specialization (light flail)

Skills Intimidate +8, Perception +4, Stealth +5; **Racial Modifiers** +2 Stealth

Scaling Encounter A

For a group of four PCs, remove one Onyx Alliance intermediary from the encounter, and lower the DCs of skill checks to sneak up on or interact with the intermediaries by 2.

Languages Common, D'ziriak

SQ armor training 1

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk chainmail, mwk heavy steel shield, mwk light flail, *gauntlets of the skilled maneuver*^{UE} (disarm, one intermediary only)

SUBTIER 8-9 (CR 11)

ONYX ALLIANCE VETERANS (4) CR 7

Fetchling fighter (mobile fighter) 8

(*Pathfinder RPG Advanced Player's Guide* 105, *Pathfinder RPG Bestiary* 2 123)

NE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 22, touch 13, flat-footed 19
(+6 armor, +2 Dex, +1 dodge, +3 shield)

hp 73 each (8d10+24)

Fort +8, **Ref** +4, **Will** +1; +2 vs. entangled, paralysis, or slowed

Defensive Abilities agility, shadow blending; **Resist** cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee mwk light flail +15/+10 (1d8+7/19-20) or heavy shield bash +13/+8 (1d4+5)

Special Attacks leaping attack

Spell-Like Abilities (CL 8th; concentration +8)
1/day—*disguise self*

TACTICS

Before Combat The intermediaries quaff their *potions of bull's strength* just as they enter the alley.

During Combat As Subtier 5-6.

Morale As Subtier 5-6, but they flee at 12 hit points instead of 7.

Base Statistics Without the *potion of bull's strength*, the intermediaries' statistics are Melee mwk light flail +13/+8 (1d8+5) or heavy shield bash +11/+6 (1d4+3); Str 16; CMB +11 (+17 disarm); CMD 24 (26 vs. disarm).

STATISTICS

Str 20, **Dex** 15, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +8; **CMB** +13 (+19 disarm); **CMD** 26 (28 vs. disarm)

Feats Combat Expertise, Dodge, Greater Disarm, Improved Critical (light flail), Improved Disarm, Mobility, Power Attack, Weapon Focus (light flail), Weapon Specialization (light flail)

Skills Intimidate +11, Perception +7, Stealth +9; **Racial Modifiers** +2 Stealth

Languages Common, D'ziriak

SQ armor training 2

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk chainmail, +1 heavy steel shield, mwk light flail, *gauntlets of the skilled maneuver* (disarm)^{UE}

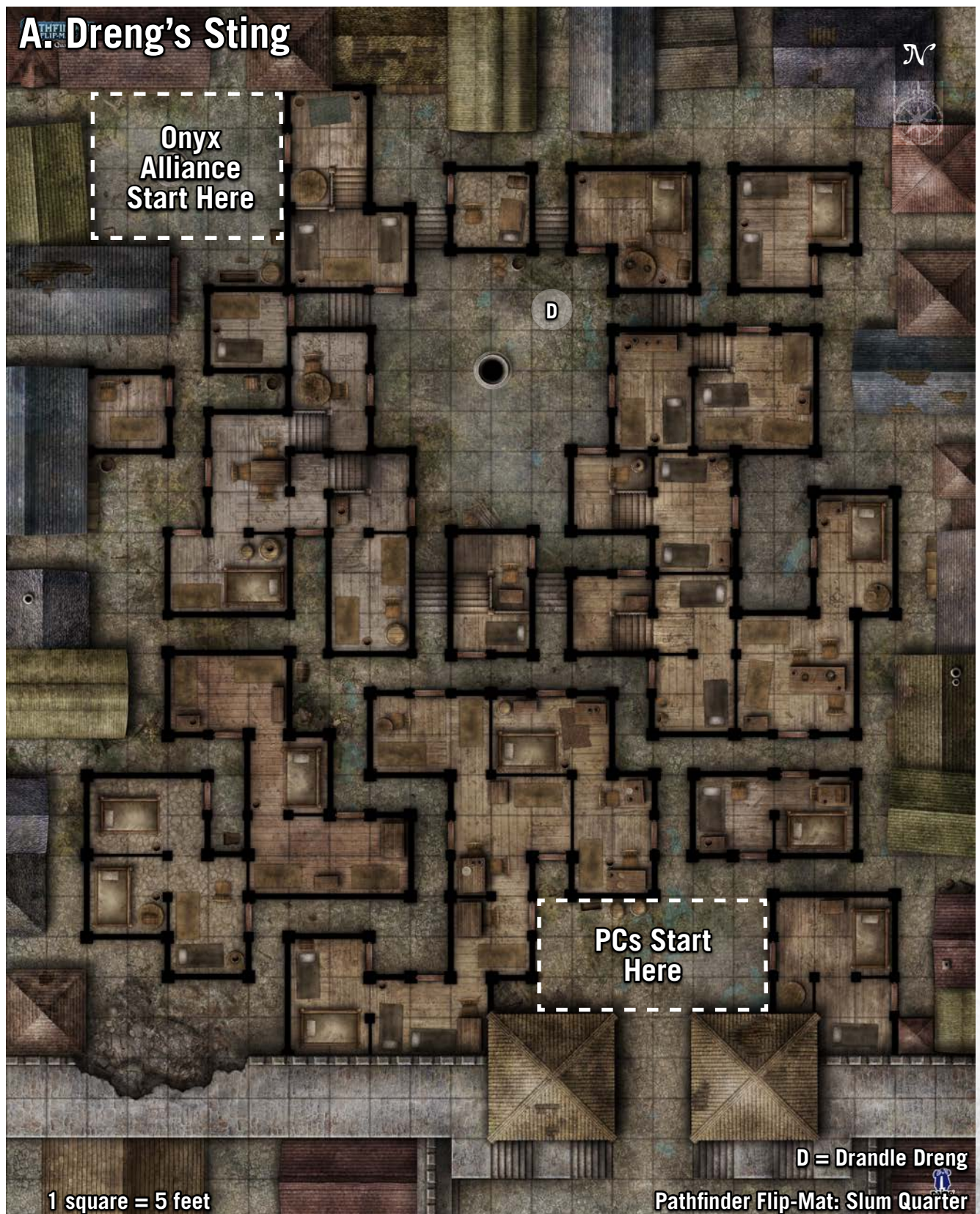
Development: Once the PCs defeat or drive off the intermediaries, Venture-Captain Dreng emerges from his hiding place. Dreng explains that his position within the city is discreet and that he can't actively contribute to battles for risk of revealing his true purpose here. If the PCs managed to successfully negotiate with the intermediaries and avoid combat, then Dreng congratulates the PCs on their diplomatic skills and on helping

to maintain his cover.

Venture-Captain Drandle Dreng listens to the PCs update on the missing museum items with vigorous nods and sometime vacuous stares. Once the PCs finish, he confirms that he knows each of the four items that the Blakros family have been missing. He starts with the *Crusader's Blade*, which he was in the process of acquiring from the intermediaries, and which the PCs have probably already looted from their recent victory, if Dreng himself didn't acquire the blade from a successful trade. He's tracked the other three items down to two remaining locations. He produces some hastily scrawled notes, reviewing them before explaining their contents to the PCs. As he reads, Drandle shakes his head and looks through his robes a second and third time before explaining that he seems to be missing one of his notes, specifically the note on the Cerulean Pharaoh's nemes. Luckily, Dreng memorized all his scrawled notes, so he can relay the information to the PCs.

The wax golem, notable for being a golem dressed as a Linnorm King, has made an appearance in the Soul Stalls just past the city's western wall. It seems that a night hag is in the process of selling it to interested parties in the market. Dreng suggests the PCs make their way there and stop the exchange.

Drandle Dreng



Dreng has also tracked the other remaining two items, the nemes and Osa painting, to a specific Onyx Alliance storehouse within the city: the recently repurposed Wightir House. He relays that the house was once the coterminous connection point between the Material Plane's Blakros Museum and the Shadow Plane. Ever since Nigel Aldain used the *shadow obelisk* to restructure the museum's layout a few years ago, the Wightir House has shared no link with the museum beyond still holding onto its former structural layout.

Rewards: If the PCs fail to either defeat the Onyx Alliance intermediaries in combat or earn their trust through Diplomacy, reduce the gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 626 gp.

Out of Subtier: Reduce each PC's gold earned by 1,042 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,459 gp.

B. SOUL STALLS (CR 8 OR CR 11)

Regardless of whether the PCs learn about the wax golem's location from Drandle Dreng or their own investigations, it shouldn't take the PCs long to find the golem once they reach the Soul Stalls. The Soul Stalls are an outlandish marketplace outside Shadow Absalom's city walls. A sizable population of night hags dwell within the area, peddling wares obtained from across the planes in exchange for interesting or powerful souls.

The stall where the wax golem resides belongs to **Valryss** (NE female night hag), a proprietor of odds and ends that she mostly acquires through her open association with the Onyx Alliance. The PCs can find a wide variety of esoteric items on display, making the Soul Stalls an excellent destination for the PCs to restock on key equipment or purchase magic items throughout the scenario. Unfortunately for the PCs, Valryss offers her goods in exchange for souls—a currency the PCs aren't likely to have on hand. However, Valryss's dealings with the newly reformed Onyx Alliance has led her to be willing to consider deals for more traditional currency. When Sarnia Blakros took over leadership of the Onyx Alliance, she ended the soul trade between the Alliance and the Soul Stalls, so Valryss knows she cannot rely on souls alone for her trading.

Along with all the objects inside Valryss's stall, a hulking Ulfen man with waxy skin, bedecked in fur pelts and brandishing a vicious greataxe, patrols the area. This is the sentient wax golem reproduction of the long-dead King Fahrstad. The golem is rather gullible. Valryss tricked the golem by claiming that if it served her as a protector, she could provide it with the location of a nearby linnorm to slay. This story is entirely fabricated, and Valryss herself is far more of a threat than the wax golem. In fact, Valryss would very much like to sell King Fahrstad, believing that the sentient golem's gruff attitude repels many potential customers.

When Valryss negotiates with the PCs, ask each player if their character has the "Acquainted with Aslynn" boon on any of their character's Chronicle sheets (this boon first appeared

in *Pathfinder Society* #5-09: *The Traitor's Lodge*). If any of the PCs possess this boon, then Valryss immediately remembers those PCs' description from her conversations with Aslynn, another night hag who sometimes visits the Soul Stalls. Valryss never particularly liked Aslynn, so the PCs gain some advantages in this encounter.

Valryss is willing to sell Fahrstad back to the PCs, though her starting price is steep: a single humanoid soul. The night hag goes on to indicate that she'll take a promissory agreement if one of the PCs wants to offer up their own soul to be claimed after they die. Should a PC choose to take this drastic step, then Valryss brings in a contract devil known to operate in the Soul Stalls to write up the agreement. That PC earns the "Soul Promise" boon on their Chronicle sheet.

In the likely event that the PCs aren't interested in offering up their immortal souls for a sentient wax golem who thinks himself a Linnorm King, then they have a few other options.

First, the PCs can attempt to convince Valryss that she should let them take the golem with them free of charge, perhaps arguing that he is too much of a burden, that buyers will be too hard to find, or that people who want the golem may hunt her down to steal it from her. This requires a series of four successful DC 24 Bluff, Diplomacy, Intimidate, Knowledge (arcana), or Profession (merchant) checks (DC 28 in Subtier 8–9), and each failure applies a –1 penalty on future skill checks to convince Valryss. If at least one PC has the Acquainted with Aslynn boon, the PCs need only three successes. If the PCs fail three or more of these checks before getting the necessary successes, then Valryss refuses to part with the golem without payment. This leaves the PCs with two remaining options: kill Valryss or offer her physical wealth as recompense. If the PCs choose to try buy the golem with money, Valryss refuses to accept anything less than 3,000 gp (5,000 gp in Subtier 8–9). Valryss is somewhat willing to haggle, offering to take any magic items the PCs possess off their hands for full value as part of the exchange. If at least one PC has the Acquainted with Aslynn boon, she charges only 1,500 gp for the golem (2,500 gp in Subtier 8–9).

Creatures: Valryss operates her stall alone, alongside her wax golem guardian. If combat occurs, Valryss orders the golem to stay out of the fighting (for fear of it becoming damaged). In Subtier 5–6 only, Valryss bears invisible scars from an old conflict with other denizens of the Soul Stalls, which somewhat weaken her abilities. In Subtier 8–9, another night hag who operates a nearby stall joins in defense of her sister from the attacking PCs.

SUBTIER 5–6 (CR 8)

VALRYSS

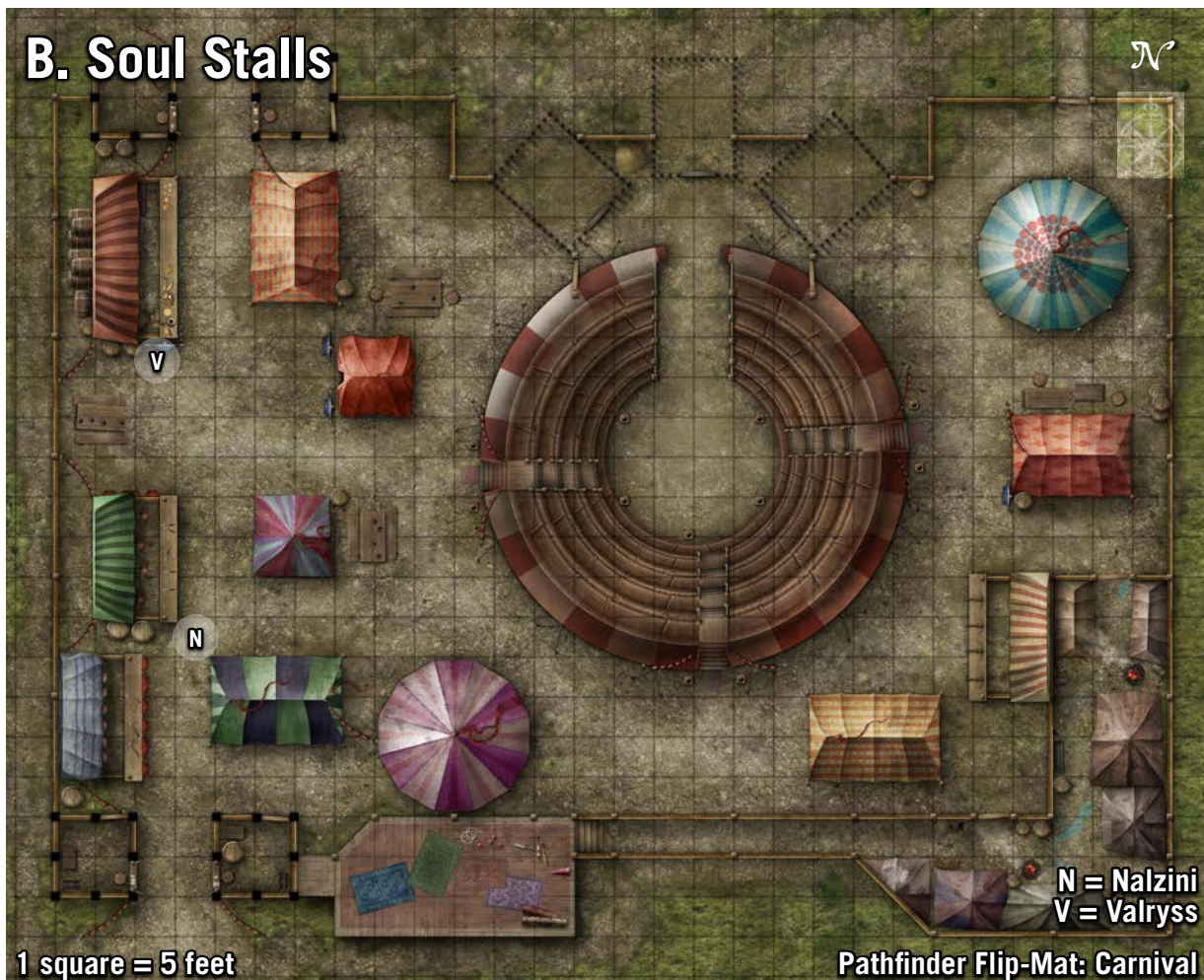
CR 8

Variant night hag (*Pathfinder RPG Bestiary* 215)

NE Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +15

B. Soul Stalls



DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)
hp 80 (7d10+42)
Fort +14, **Ref** +8, **Will** +11
DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep;
SR 22

OFFENSE

Speed 30 ft.
Melee 2 claws +12 (1d4+5), bite +12 (2d6+5 plus disease)
Special Attacks dream haunting
Spell-like Abilities (CL 7th)
 Constant—*detect chaos, detect evil, detect good, detect law, detect magic*
 At will—*deep slumber* (DC 16), *invisibility, magic missile, ray of enfeeblement* (DC 14)
 At will (with heartstone)—*etherealness, soul bind*

TACTICS

During Combat Valryss attacks in melee, relying on spell-like abilities only if denied promising melee targets.
Morale Knowing that the other night hags in the Soul Stalls would punish her horribly for showing weakness to the PCs, she fights to the death.

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17
Base Atk +7; **CMB** +12; **CMD** 26
Feats Alertness, Combat Casting, Deceitful, Mounted Combat
Skills Bluff +15, Diplomacy +10, Disguise +15, Intimidate +13, Knowledge (arcana) +10, Knowledge (planes) +14, Perception +15, Ride +14, Sense Motive +15, Spellcraft +14
Languages Abyssal, Celestial, Common, Infernal
SQ change shape (any humanoid; *alter self*), heartstone

SPECIAL ABILITIES

Disease (Su) *Demon Fever*: Bite—injury; *save* Fort DC 19; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves.
Dream Haunting (Su) A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Scaling Encounter B

To accommodate a group of four PCs, Valryss (and her accompanying hag sister in Subtier 8–9) have been over-working in order to make sales and suffer from the sickened condition. In addition, they don't see the value in the combat and attempt to flee after being reduced below 40 hit points.

Heartstone (Su) All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity; once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

SUBTIER 8–9 (CR 11)

VALRYSS AND NALZINI (2)

CR 9

Night hags (*Pathfinder RPG Bestiary* 215, see page 27)

hp 92 each

TACTICS

During Combat Valryss and Nalzini attack the PCs in melee, flanking with each other.

Morale Knowing that the other night hags in the Soul Stalls would punish them horribly for showing weakness to the PCs, they fight to the death.

Development: Once the PCs negotiate for, purchase, or take the wax golem by force, they must decide on how to handle the construct. Honestly believing himself to be a long-departed Linnorm King, the Fahrstad golem is somewhat difficult to interact with. He constantly seeks to impress others and tries to find information about a linnorm to defeat. The PCs can successfully convince the golem to return to the Glare, which leads him back to the Blakros Museum, with a successful DC 20 Diplomacy check or DC 15 Bluff check. If the PCs fail, then the golem demands it accompany the PCs on any remaining missions they have in Shadow Absalom.

Treasure: If the PCs slay Valryss, opportunistic night hags descend upon her stall to grab her possessions for their own shops. The PCs can easily grab a small gem that Valryss kept on display before the other night hags arrive. In Subtier 5–6, this gem is a *martyr's tear* (*Ultimate Equipment* 310). In Subtier 8–9, it is instead a *black soul shard* (*Ultimate Equipment* 283). The night hags won't fight each other, but if the PCs continue looting the stall, the night hags make it clear that

the PCs need to leave if they wish to keep their lives and souls intact.

Rewards: If the PCs fail to convince Valryss to part with the wax golem and fail to defeat her in combat, reduce the gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 500 gp.

Out of Subtier: Reduce each PC's gold earned by 750 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,000 gp.

C. WIGHTIR HOUSE

Wightir House is an imposing, gothic-style building. While it has served numerous purposes over the years, it is now one of the Onyx Alliance's storage facilities. It was once intrinsically connected with the Blakros Museum and shares the museum's old architecture. At certain times of the year, the two buildings drew closer, allowing people who understood their connection to pass freely from one to the other across planes. In 4710 AR, Pathfinder agents broke this gateway to hamper the Onyx Alliance's ability to threaten the Blakros family. The two locations diverged further a few years later when Nigel Aldain used the *shadow obelisk* to rearrange the museum's interior, modernizing it and creating substantially more room for exhibits.

The interior of Wightir house is dimly lit with 20-foot-tall ceilings. When the PCs arrive, its double doors are wide open.

C1. ATRIUM (CR 7 OR CR 10)

Great pillars of hewn black stone support the vaulted ceiling of this building's grand entryway, visible through its wide, double doors. Braziers mounted on the pillars cast dull blue light from their flickering flames. Two decrepit taxidermy dinosaurs stand vigil in the northern corners of the chamber, their forms tattered and broken in several places. A ten-foot-wide hall extends past the two sentinels, with two doors near this chamber and one far at the opposite end.

This entry atrium has little purpose other than to admit visitors. The open door is something of an invitation to those who would dare trifle with the Onyx Alliance's property.

Unknown to the PCs, their presence within Shadow Absalom hasn't gone unnoticed. Sarnia Blakros, the head of the Onyx Alliance, has learned of the PCs' arrival through her network of spies, both in the city and on the Material Plane. She suspects that the PCs are capable enough to find the missing objects in the old Wightir House. She has set up a means of remote magical communication, which triggers as soon as the first of the PCs passes the chamber's initial ten-foot threshold. Once the PCs trigger this effect, read or paraphrase the following.

A sheet of waist-high blue flame cuts across the chamber from east to west, sectioning the area in two. A circle of similar flame

C. Wightir House



1 square = 5 feet

a foot high rises between the two immense statues at the chamber's northern edge. Then, as though emerging from water, a raven-haired woman with skin of near-alabaster white appears. Dressed in a stylish, dark violet dress armor that shifts as though it were oily liquid, the woman looks out with glowing yellow eyes.

The woman doesn't immediately act, instead standing there judging what the PCs do next. The fire effect is entirely illusory, and if the PCs opt to take combat actions against the flames or the woman, they quickly find their efforts have no effect. If the PCs speak to the woman, she reveals herself to be Sarnia, recently appointed leader of the Onyx Alliance. Given a chance to elaborate, she provides the PCs with some context to her presence.

"I suppose this is the moment where most of your 'villains' would gloat about their plans and how you've fallen into their trap. Well, I like to think I'm not a villain, and I would ask that you review your own organization's history, not to mention that of the Blakros family. I've appeared here to let you know that, under my leadership, the Onyx Alliance has little interest in pursuing a

vendetta against the Pathfinder Society. Assuming, of course, that you break off your ties with the Blakros family.

"This of course leads into the 'why' question. So, I'll spare us all the pedantic headache and summarize: For over six hundred years, the Blakros family had an agreement with the Onyx Alliance. The Alliance provided their considerable resources to assist with the Blakros's early smuggling operations. In exchange, the Blakros family offered up a hefty number of slaves and their eldest daughters from each generation. Without recounting a whole history lesson, my name is Sarnia Blakros, and I am one of those daughters sacrificed on the altar of history and contractual obligations.

"Why would I reveal all of this? Well, because unlike the Onyx Alliance leadership who preceded me, I like to think that my opposition isn't completely inept. In fact, I fully expect you to overcome the challenges set forth in this building and return to the Material Plane with all the objects you've recently come to realize I acquired from the Blakros... from my family's museum. I even promise that beyond the walls of this building, you're safe to continue your investigations and find any items you may not have already recovered without fear of Alliance interference."

With her introduction complete, Sarnia entertains some of the PCs' questions offering, herself as a somewhat nonchalant but engaging conversationalist.

You're a Blakros? "Yes. In fact, I was one of the last Blakros daughters to be offered up to the Onyx Alliance before your Society ended their arrangement. I suppose my life is one of extreme degrees of luck and misfortune."

How did you take over the Onyx Alliance? "They say that immense pressure is what creates diamonds. In my case, immense pressure unlocked a reservoir of psychic potential that I used to my advantage in a rather well-executed coup.



Sarnia Blakros

When it came time to make my move, it was honestly very simple. Turns out, if you offer a whole caste of enslaved and mistreated servants a more noble cause to fight for... well, they tend to fight for you instead."

Can't we be friends? "I doubt that dear Hamaria would ever consider recognizing my, and my many sisters', claim to the Blakros family's fortunes. I also doubt your Decemvirate would ever risk the Pathfinder Society's association with my distant relatives. Who knows, maybe you'll surprise me when you make it back to Absalom and report in. If the Decemvirate does decide to recognize my claim, then yes, we can be friends. I'll even invite you to my stronghold for a delectable dinner!"

Where are the items in here? "That... thing took one of them to the western rooms. Don't ask me about it. It's really something you need to see and experience for yourself. The painting is in the northmost room, though I suggest you investigate the eastern and western wings before going there. You'll be better prepared if you do so."

Why don't you give us the items? "Come now, while I recognize that you'll likely triumph here, I still need to provide some challenge. Besides, if I just gave you all the items back, your superiors would assume that was my intent all along. Of course, you're going to report back that I expected you to take back the items, so they may think that anyways. What can I say; I like to keep my opposition on their toes!" Sarnia smirks.

Once the PCs finish asking questions or otherwise overly bore or antagonize Sarnia, the Onyx Alliance leader lets out a long sigh and says, "Well then, I suppose we should get this over with. Best of luck." Sarnia's image and the associated flames immediately disappear in blast of smoke. A moment later, one or more of the dinosaurs (based on Subtier) activates and begins advancing towards the PCs.

Creatures: One of the triceratops statues (or both in Subtier 8–9) in the back of the room is in fact a taxidermic creature set to animate on a remote psychic command from Sarnia. Once the taxidermic creature receives a signal, it moves to defend the chamber, pursuing targets into other areas if they try to leave the atrium. The massive dinosaur isn't well suited to navigating the narrower passages of the rest of the building, a fact that the PCs can exploit to gain an advantage in the fight. The pillars in this room are sturdy, but not sturdy enough to withstand the force of a charging triceratops. If the triceratops charges (or tramples, in Subtier 8–9), it knocks down any pillars in its way. The pillar's square and all squares adjacent to it become difficult terrain for creatures of Medium size or smaller.

SUBTIER 5–6 (CR 7)

TAXIDERMIC TRICERATOPS

CR 7

Taxidermic triceratops (*Pathfinder RPG Bestiary* 86, *Pathfinder RPG Bestiary* 5 240)

N Huge construct

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

DEFENSE

AC 10, touch 6, flat-footed 10 (-2 Dex, +4 natural, -2 size)

hp 114 (16d10+40)

Fort +5, **Ref** +3, **Will** +5

Immune construct traits

Weaknesses defect (crude stitching), vulnerable to slashing damage

OFFENSE

Speed 30 ft.

Melee gore +17 (2d10+10)

Space 15 ft; **Reach** 15 ft.

TACTICS

Before Combat The taxidermic triceratops waits until Sarnia's image fades before attacking.

During Combat The triceratops uses its gore attack against the nearest PC first, then attacks whomever last dealt it damage.

Morale The taxidermic triceratops fights until destroyed.

STATISTICS

Str 24, **Dex** 7, **Con** —, **Int** —, **Wis** 10, **Cha** 3

Base Atk +12; **CMB** +21; **CMD** 29 (33 vs. trip)

SPECIAL ABILITIES

Crude Stitching This defect is the source of the triceratops's vulnerability to slashing damage, which causes it to take 50% more damage from slashing attacks.

SUBTIER 8-9 (CR 10)

RAMPAGING TAXIDERMIC TRICERATOPS (2) CR 8

hp 114 each (see Subtier 5-6)

Special Attacks trample (1d8+10, DC 25)

TACTICS

Before Combat The taxidermic triceratops waits until Sarnia's image fades before attacking.

During Combat The triceratops tramples as many PCs as it can, using its gore if it cannot trample.

Morale The taxidermic triceratops fights until destroyed.

SPECIAL ABILITIES

Trample As a full-round action, the triceratops can attempt to overrun any creature that is at least one size category smaller than itself. This works as the overrun combat maneuver, but the trampling creature does not need to attempt a check; it merely has to move over opponents in its path. Each target of its trample take 1d8+10 damage and can make an attack of opportunity, but at a -4 penalty. If a target forgoes an attack of opportunity, it can attempt a DC 25 Reflex save to avoid the triceratops and take half damage. The triceratops can only deal its trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Development: With Sarnia's illusory image gone and the taxidermic statues destroyed, the PCs can explore

Scaling Encounter C1

To accommodate a group of four PCs, make the following changes.

Subtier 5-6: The taxidermic triceratops has defective eyes that grants it a 20% miss chance on all attacks. The dinosaur also has wooden struts that make it vulnerable to fire. Because of these struts, it counts as wood for the purposes of abilities and spells that affect wood (such as *warp wood*).

Subtier 8-9: As Subtier 5-6. Additionally, each time a triceratops tramples a PC, there's a 20% chance that it deals no damage. The PC does not need to roll a Reflex save, but she can still take an attack of opportunity.

the remainder of Wightir House without worrying about anything looming in the entrance chamber.

C2. COLD STORAGE

A few benches and empty armored training dummies are the only things of note in this spacious chamber. The chilled air here speaks to some kind of magical refrigeration, though it has little effect beyond misting breath. A door leads out to the building's arterial hallway to the east, while a partly opened wooden door leads to the north.

Once a cold storage chamber used by the Onyx Alliance, the area has been repurposed into something of a training and break area. A PC who examines the dummies can discern that they were used recently and bear marks from a variety of different slashing and piercing weapons. A PC who succeeds at a DC 18 Perception check also notes the subtle smell of raw sewage wafting in from the open door to the north.

C3. COLORING STATION (CR 5)

The pungent stench of sewage fills this dark room. Tipped over crates fill the southern end of the chamber, some leaking a rainbow of muted colors onto the floor.

Once a storage site for alchemical items, this chamber has found a new purpose thanks to its sole occupant.

Creatures: **Hats**, a peculiar ottyugh with a rare additional tentacle resides in this chamber. He made his way to the Shadow Plane after following Venture-Captain Drandle Dreng through a portal in Absalom's sewers (see more of this story in *Pathfinder #6-99: True Dragons of Absalom*). Travelling for a while with Dreng, Hats eventually pilfered a piece of parchment from the venture-captain that documented the location of the *Nemes of the Cerulean Pharaoh*. Being somewhat obsessed with the acquisition of new headwear, Hats made

his way to the Wightir House, where he triggered Sarnia's illusory projection. Following a brief conversation, Sarnia watched incredulously as Hats wandered off in search of the nemes in area C2.

Since acquiring the nemes, Hats has meandered his way into this room. Here, he's cracked open several crates of alchemical supplies. He considered the various chemicals to be little more than coloring dyes for his current array of headwear. When the PCs arrive in the room, Hats is in the process of lamenting the loss of his favorite hat, a tricorn he dubbed "Willuh," after he accidentally applied a particularly vibrant acid that he assumed was green dye.

Hats is quite distraught over the accident, but he immediately perks up when people enter the room. In a low rumbling drawl, he addresses the PCs, asking if they've come to try to take his remaining headgear. As long as the PCs don't threaten to take Hats's hats and can stand the otyugh's stench, they find that Hats is something of a well-versed conversationalist. Hats speaks about his role as guardian for the Sewer Dragons kobold tribe, which the PCs can identify as allies with the Pathfinder Society by succeeding at a DC 12 Knowledge (local) check. If the PCs decide to attack Hats, the otyugh refrains from attacking until he's taken 15 or more points of damage. If the PCs don't engage in combat but still remain hostile, Hats cowers in the corner attempting to dissuade attackers by wiggling its hat-laden tentacles at them.

BOTH SUBTIERS (CR 5)

HATS	CR 5
Male advanced variant otyugh (<i>Pathfinder RPG Bestiary</i> 223, 294) N Large aberration	
Init +2; Senses darkvision 60 ft., scent; Perception +10	
DEFENSE	
AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)	
hp 51 (6d8+24)	
Fort +5, Ref +4, Will +8	
Immune disease	
OFFENSE	
Speed 20 ft.	
Melee bite +9 (1d8+6 plus disease), 3 tentacles +5 (1d6+3 plus grab)	
Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)	
Special Attacks constrict (tentacle, 1d6+3)	
Spell-like Abilities (CL 5th)	
Constant— <i>detect magic</i> (headgear only)	
1/day— <i>identify</i> (headgear only)	
TACTICS	
During Combat If Hats takes at least 15 points of damage from the PCs, he starts combat, entering a berserk rage as per his headwear connoisseur ability.	
Morale Hats's headwear collection is his pride and joy, but he knows that he can't appreciate them if he dies here. If reduced	

to 15 hit points or fewer, he surrenders his precious collection, crying as he retreats into a corner, and apologizing to his hats for not being strong enough to protect them.

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 9, **Wis** 17, **Cha** 10

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 23 (25 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +10, Spellcraft +3, Stealth +4 (+12 in lair); **Racial**

Modifiers +8 Stealth in lair

Languages Common

Gear *Nemes of the Cerulean Pharaoh* (*helm of teleportation*^{UE})

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: bite—injury; *save* Fort DC 16; *onset*

1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and

1d3 Con damage; *cure* 2 consecutive saves. The save DC is

Constitution-based.

Headwear Connoisseur (Su) Hats always clutches some form of headwear in two of his tentacles. This habit prevents Hats from making an attack with two of his three tentacles. Every time Hats takes damage from an enemy, there is a 10% chance the attack causes him to drop one of his hats. If he drops a hat, he enters a rage (as per the barbarian class ability) for the following 5 rounds and attacks the closest creature. While in a rage, Hats's statistics are **AC** 19, touch 9, flat-footed 17; **hp** 63; **Fort** +7, **Will** +10; **Melee** bite +11 (1d8+8 plus disease), 3 tentacles +7 (1d6+4 plus grab); **Str** 26, **Con** 21; **CMB** +13 (+17 grapple); **CMD** 25 (27 vs. trip).

Mutant (Ex) Hats has a third barbed tentacle, which grants him a third tentacle attack.

Development: Convincing Hats to give up the *Nemes of the Cerulean Pharaoh* is somewhat tricky; the otyugh isn't willing to simply pass it over. A PC can attempt a DC 20 Diplomacy check, with a success allowing them to convince Hats to part with the nemes after they finish exploring this area. In the meantime, Hats insists on remaining here to protect it. If the PCs succeed at this check by 4 or more, they can instead convince Hats to accompany them on the remainder of their time in Wightir House.

Should the PCs fail the check, Hats refuses to part with the nemes unless offered another hat with magical enchantment. To accomplish this, the PCs may need to visit the nearby markets and purchase a minor magical piece of headwear to offer in trade.

If the PCs do not convince Hats to come along with them, he makes a semi-scripted appearance in area C7.

Treasure: While Hats has used some of the alchemical gear in this room, there are still hundreds of vials of various chemicals. Some of these chemicals have industrial applications, and others are useful tools for combat and adventuring. The PCs can gather up to 10 of each alchemical item from the *Core Rulebook*. In total, this cache is worth 2,400 gp (4,800 gp in Subtier 8–9).

THE DAUGHTERS' DUE

Rewards: If the PCs fail to convince Hats to accompany them or and do not defeat the cheerful otyugh in combat, reduce the gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 200 gp.

Out of Subtier: Reduce each PC's gold earned by 300 gp.

Subtier 8–9: Reduce each PC's gold earned by 400 gp.

C4. ADDITIONAL STORAGE

This larger chamber once contained a variety of goods that the Onyx Alliance had kept here since converting the house into a storage site. Sarnia had her agents clear out the room in anticipation of the PCs' arrival.

C5 AND C6. RESIDENCE QUARTERS

The Onyx Alliance converted both of these rooms into makeshift storage and quarters for visiting agents. Area C5 is little more than a meeting room with empty boxes and barrels used as makeshift tables and chairs. Area C6 contains several stalls with upright beds for agents staying here. Neither of these areas contains anything of note.

C7. PRIMARY STORAGE (CR 9 AND CR 12)

Harsh, cold blue illumination fills this space, coming from braziers hoisted up on the ceiling some thirty feet above. A cracked-wide ebony pyramid rises ten feet off the ground in the chamber's center, covered by a thick layer of dust. Small cases line the joins between wall and floor along the northern edge of the room. A series of paintings hang from the northern wall, each depicting a somber scene in muted colors.

This room houses all of the major items belonging to the Onyx Alliance in the Wightir House. Once the site of a ritual chamber, the broken pyramid in the room's center is something of a relic that Sarnia ordered left undisturbed due to the historical significance it had to the Alliance's association with the Blakros family.

Of the three pictures mounted on the wall, the Yamada Osa painting rests at the center. As Nigel Aldain's inventory list indicated, the image portrays the somber view of a Tian Xia village situated between a mountain and a forest. A PC who sees the portrait and who succeeds at a DC 25

Knowledge (Geography) check can pinpoint the village as being Baakai, the largest settlement in the dreary Tian Xia nation of Shenmen.

Creatures: A duo of golems guards the portraits and treasure stored in this chamber. In Subtier 5–6, a pair of ice golems wait to the north and south of the pyramid. In Subtier 8–9, the two paintings to either side of the Osa painting are glass recreations that are in fact glass golems, which emerge from the walls as soon as the PCs enter the area. Both sets of golems have instructions to attack intruders and move to engage as quickly as possible.

Along with the golems, the ex-Pathfinder Chalos Visanda waits invisibly behind the pyramid. Given warning of the PCs' arrival in the storehouse following Sarnia's appearance in the atrium, Chalos activates her *wand of greater invisibility* just before the PCs enter the area. Having long abandoned her old ways, Chalos is quite content with her role in the Onyx Alliance and dutifully guards this room at Sarnia's request. She

tries to observe the PCs to learn their tactics before joining the golems in combat.

SUBTIER 5–6 (CR 9)

ICE GOLEMS (2) CR 5

hp 53 each (*Pathfinder RPG Bestiary* 161; see page 27)

TACTICS

During Combat The golems use their breath weapons as often as they can. On all other rounds, they attack PCs with their slams, prioritizing PCs that threaten Chalos.

Morale The golems fight until destroyed.

CHALOS VISANDA CR 7

Female half-elf rogue 5/wizard 3

NE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 armor, +3 Dex, +1 dodge, +3 natural, +4 shield)

hp 77 (8 HD; 3d6+5d8+40)

Fort +6, **Ref** +8, **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Immune sleep



Lost My Hat

During the combat in this chamber, Hats makes an appearance if not already alongside the PCs. The otyugh emerges from his place in area **C3**, attracted by the sounds of battle or just otherwise bored. He haphazardly attempts to assist the PCs for 2 rounds, making tentacle attacks against the golems and Chalos if she's revealed. At the end of Hats's second round in combat, something goes catastrophically wrong, and he accidentally triggers the magic within the *Nemes of the Cerulean Pharaoh*. The magic buildup seems to react oddly with the nearby painting, causing both objects to temporarily glow with magical energy. A second later, Hats disappears in a flash of energy, leaving the nemes sitting in the space the otyugh once occupied.

Exactly where the freak magical accident takes Hats and the otyugh's ultimate fate are subjects beyond the scope of this adventure.

Scaling Encounter C7

To accommodate a group of four PCs, remove one of the two golems from the encounter in either subtier.

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +8 (1d6+1/19–20)

Special Attacks intense spells (+1 damage), sneak attack +3d6

Arcane School Spell-Like Abilities (CL 3rd; concentration +6)
6/day—force missile (1d4+1)

Evoker Spells Prepared (CL 3rd; concentration +6)

2nd—*scorching ray* (2), *web* (DC 15)

1st—*magic missile*, *shield*, *snowball*^{NW} (2)

0 (at will)—*acid splash*, *detect magic*, *light*, *ray of frost*

Opposition Schools Illusion, Necromancy

TACTICS

Before Combat Chalos casts *shield* when she hears the sounds of combat with the triceratops. She then waits behind the pyramid, drinking her *potion of barkskin* as the PCs make their way through the complex and activating her *wand of invisibility* as they approach the room she is in. On the first round, she watches the PCs fight the golems while drinking her *potion of bear's endurance*. Her statistics include the benefits of *shield* and both potions.

During Combat After drinking her potions, Chalos enters combat by targeting any divine casters with a full volley from her *scorching ray*. She then decides her moves based upon the situation of the combat. While her favorite strategy is to attack from range, applying sneak attack damage to her rays, she knows well that this doesn't work if she's been made visible. She also wants to protect the golems if they are still intact,

as she is afraid of fighting the PCs alone. If the golems are injured, she might cast *snowball* to heal them. While she is quite fond of her armor, it sometimes hampers her spellcasting. She incurs a 15% arcane spell failure chance on all of her spells except *light*.

Morale Something of a coward, Chalos surrenders once reduced to 10 or fewer hit points.

Base Statistics Without *barkskin*, *bear's endurance*, and *shield*, Chalos's statistics are **AC** 18, touch 14, flat-footed 14; **hp** 51; **Fort** +4, **Con** 14.

STATISTICS

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

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

Feats Dodge, Mobility, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +14, Disable Device +16, Escape Artist +14, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +10, Spellcraft +14, Stealth +17, Use Magic Device +12; **Racial Modifiers** +2 Perception

Languages Aklo, Celestial, Common, D'ziriak, Elven

SQ arcane bond (+1 *short sword*), elf blood, rogue talents (combat trick, sniper's eye^{APG}), trapfinding +2

Combat Gear *potion of barkskin* (CL 6th), *potion of bear's endurance*, *wand of greater invisibility* (2 charges); **Other**

Gear +1 *glamered studded leather*, +1 *short sword*, spellbook (contains all prepared spells)

SUBTIER 8–9 (CR 12)

CHALOS VISANDA

CR 10

Female half-elf arcane trickster 3/rogue 5/wizard 3

NE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 armor, +3 Dex, +1 dodge, +3 natural, +4 shield)

hp 99 (11 HD; 6d6+5d8+52)

Fort +7, **Ref** +10, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +9 (1d6+1/19–20)

Special Attacks intense spells (+1 damage), sneak attack +4d6

Arcane School Spell-Like Abilities (CL 6th; concentration +9)
6/day—force missile (1d4+1)

Evoker Spells Prepared (CL 6th; concentration +9)

3rd—*acid arrow* (electricity damage), *displacement*, *fireball* (DC 16)

2nd—*acid arrow*, *scorching ray* (2), *web* (DC 15)

1st—*magic missile* (2), *shield*, *snowball*^{NW} (2)

0 (at will)—*acid splash*, *detect magic*, *light*, *ray of frost*

Opposition Schools Illusion, Necromancy

THE DAUGHTERS' DUE

TACTICS

Before Combat Chalos casts *shield* when she hears the sounds of combat with the triceratopses. She then waits behind the pyramid, drinking her *potion of barkskin* as the PCs make their way through the complex and activating her *wand of invisibility* as they approach the room she is in. On the first round, she watches the PCs fight the golems while drinking her *potion of bear's endurance*. Her statistics include the benefits of *shield* and both potions.

During Combat After drinking her potions, Chalos enters combat by targeting any divine casters with a full volley from her *scorching ray*. She then decides her moves based upon the current situation. While her favorite strategy is to attack from range, applying sneak attack damage to her rays, she knows well that this doesn't work if she's been made visible. She also wants to protect the golems if they are still intact, as she is afraid of fighting the PCs alone. If the golems are injured, she might cast *fireball* to harm the PCs while healing the golems. She doesn't like feeling exposed, so if the golems fall, she is likely to cast *displacement*. While she is quite fond of her armor, it sometimes hampers her spellcasting. She incurs a 15% arcane spell failure chance on all of her spells except *displacement* and *light*.

Morale Something of a coward, Chalos surrenders once reduced to 15 or fewer hit points.

Base Statistics Without *barkskin*, *bear's endurance*, and *shield*, Chalos's statistics are **AC** 18, touch 14, flat-footed 14; **hp** 77; **Fort** +5, **Con** 14.

STATISTICS

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

Base Atk +5; **CMB** +5; **CMD** 19

Feats Combat Casting, Dodge, Elemental Spell^{APG}, Mobility, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +17, Disable Device +19, Escape Artist +17, Knowledge (arcana) +17, Knowledge (planes) +14, Perception +10, Spellcraft +17, Stealth +23, Use Magic Device +15; **Racial Modifiers** +2 Perception

Languages Aklo, Celestial, Common, D'ziriak, Elven

SQ arcane bond (+1 *short sword*), elf blood, impromptu sneak attack, ranged legerdemain, rogue talents (combat trick, sniper's eye^{APG}), trapfinding +2

Combat Gear *potion of barkskin* (CL 6th), *potion of bear's endurance*, *scroll of greater invisibility*; **Other Gear** +1 glamerer studded leather, +1 *short sword*, spellbook (contains all prepared spells)

GLASS GOLEMS (2)

CR 5

hp 95 each (*Pathfinder RPG Bestiary* 2 138; see page 27)

TACTICS

During Combat The golems attack PCs with their slams, prioritizing PCs that threaten Chalos.

Morale The golems fight until destroyed.

Development: Once the PCs defeat Chalos and the golems, they're free to claim the Osa painting from its position on the wall. While it's a bit awkward to carry, the painting only weighs 10 pounds. A PC who uses *detect magic* or similar spells on the painting notices a faint magical aura, though the deeply unsettling depiction of the distant Tian Xia landscape defies all further attempts at study.

If Chalos survives the encounter, she offers to return with the PCs to the Grand Lodge for judgment. She realizes that her failure here means she has no place within the Onyx Alliance, and she has no intention of remaining in Shadow Absalom. Chalos doesn't regret her actions, and instead takes a bit of pride in her ability to steal the *Nemes of the Cerulean Pharaoh* in the first place. She does, however, make a



Chalos Visanda

point of expressing confusion as to Hats's presence (and likely subsequent teleportation-related disappearance).

If the PCs have not yet found the crusader's blade with the Onyx Alliance intermediaries (area A) and the wax golem in the Soul Stalls (area B), they can go retrieve these items now. If they have not yet picked up these leads, see *Where to Go* on page 8.

Rewards: If the PCs fail to retrieve the Osa painting by defeating its guardians, reduce their gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 627 gp.

Out of Subtier: Reduce each PC's gold earned by 1,044 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,461 gp.

CONCLUSION

With each of the objects retrieved, the PCs can easily return to Absalom and the Blakros Museum by travelling to the Glare—the light at the center of Shadow Absalom that returns extraplanar visitors to their location immediately prior to entering the Shadow Plane. Once the PCs return to the museum, they find Hamaria Blakros eager to take the items back and hear their story.

Hamaria shows obvious concern when she hears news of Sarnia Blakros and the Onyx Alliance's recent change in leadership. The Blakros matriarch is clearly stunned by the news that some of the sacrificed daughters may still be alive, let alone the implications of Sarnia's newly fetchling-like appearance. For now, Hamaria asks that the PCs keep this information to themselves and their leaders in the Society. If the PCs press her on recognizing Sarnia's claim to a share of the Blakros family wealth or other matters of money and politics, Hamaria frowns, calling the PCs uncouth for jumping so quickly to such matters, when she has just received such momentous news. She has no interest in discussing the subject further with the PCs.

Meanwhile, Nigel Aldain takes custody of the objects. The elven curator's mood depends entirely on how the PCs reported his findings to Hamaria earlier in the scenario; if the PCs declared Nigel incompetent, then he takes the objects without a word. If the PCs said that Nigel's mistakes were honest, then the curator thanks the PCs for their recent

actions and indicates that Pathfinders of their skill are always welcome within the museum.

Following the return of the goods to the museum, the PCs can head back to the Grand Lodge and report to Venture-Captain Ambrus Valsin. Without interrupting, Valsin takes in the PCs' report and promises to deliver it back to the Decemvirate member who first tasked the PCs with this mission. Ambrus does take a moment to ponder the gravity of Sarnia Blakros's recent coup within the Onyx Alliance and whether or not her claim to the Blakros family fortune has any true validity. Though unwilling to pass judgment one way or another, Valsin inquires on the PCs' opinions about whether or not the Society should involve itself in the growing conflict between the Blakros family and the Onyx Alliance.

REPORTING CONDITIONS

If the PCs condemned Nigel Aldain as incompetent when reporting to Hamaria Blakros, check box A on the reporting sheet. If the PCs reported Aldain as making honest mistakes, check box B. If the majority of the PCs said that the Society should remain involved in the ongoing feud between the Blakros family and the Onyx Alliance, check box C. If the majority of the PCs suggested staying out of the ongoing feud, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary goal if they recover all four of the missing items and return them to the Blakros museum. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

A PC fulfills their secondary objective if they accomplished at least two of the following: found enough evidence on all four of the inventory items to dispute Nigel's assessment, avoided combat while contacting Drandle Dreng, avoided combat in the Soul Stalls, or successfully convinced Hats to accompany the PCs with the *Nemes of the Cerulean Pharaoh*. Doing so earns each PC 1 additional Prestige Point.

APPENDIX: STAT BLOCKS

The following stat blocks appear in this adventure. They are provided below for the GM's convenience.



Handout #1: Letter from One of the Ten

Valued Agents,

Know that your actions have not gone unnoticed, and because of this I task you with this most important mission.

Venture-Captain Drandle Dreng has undertaken a long-term extraplanar visit to Shadow Absalom. If you're not aware, Shadow Absalom is the version of Absalom that exists within the Shadow Plane and is a sort of dark mirrored version of our own city. Drandle's spent his time within the city investigating an organization known as the Onyx Alliance. He's been operating undercover, keeping his affiliation with the Pathfinder Society hidden from all but a trusted few.

Over the past several years, the Onyx Alliance has taken bold moves against our organization, particularly striking our longstanding allies, the Blakros Family. Venture-Captain Dreng's report indicates an upturn in recruitment and smuggling following what we thought was a long period of inactivity from the Alliance. Dreng's since indicated he'll be staying near the Glaresight Inn within Shadow Absalom and continuing his surveillance.

Meanwhile, the Blakros family matriarch, Hamaria Blakros, has requested the aid of skilled Pathfinder Society agents. Together, the timing on Dreng's report and this request from the Blakros family suggest that the Onyx Alliance may be stepping up their activities against us.

For now, go to the Blakros Museum and meet with Hamaria. Assist the Blakros matriarch in whatever way you and your fellow Pathfinders can. If it's clear that the Onyx Alliance is involved and you must travel to Shadow Absalom, then seek out Drandle Dreng at the Glaresight Inn for further guidance.

*My trust is with you,
One of the Ten*

Handout #2: Blakros Inventory

Item #1: Crusader's Blade

A weapon used in the defense of Nerosyan during the commencement of the Fifth Mendevian Crusade. The crusading blade saw use during the siege when a family member attempted to retrieve the blade and perished from asphyxiation. A Pathfinder secured it shortly after and used the weapon in the battle against the demonic attackers.

Missing. I can't prove the Pathfinders burned this one, so it's not listed as destroyed. Instead, I have strong suspicions that this weapon "disappeared" during the recent Ralzeros incident.

Item #2: Fahrstad Wax Golem

A wax recreation of Linnorm King Elgar Fahrstad produced by the Golemworks in Magnimar. Left inanimate as part of a display piece showcasing Fahrstad's saga of slaying the only known sea linnorm prior to reaching Valenhall. Activated only as a security measure in defense of the museum.

Destroyed. Fire this time. You may think I'm repeating myself, but the Pathfinders really do enjoy employing fireballs in confined spaces. This time they melted four of our golems, and I need not remind you that our gold reserves aren't limitless.

Item #3: Nemes of the Cerulean Pharaoh

Headdress retrieved from an ancient Osiriani tomb complex. Believed to have once been in the possession of the Cerulean Pharaoh, though it was entombed with one of the Pharaoh's trusted servants upon that servant's death. The Pharaoh remarked in hieroglyphic writing that "Even death should not allow this valued servant from travelling the world as this headpiece has let me."

Destroyed. This is a shame. A junior Pathfinder agent attempted to don and use the headdress during a simple cataloguing mission. They didn't realize it was magical, and it created a backlash that turned both her and the headdress to dust. We really need to stop letting the untrained examine our relics!

Item #4: Yamada Osa Painting

A painting made by the renowned spiritual historian, Yamada Osa. This painting depicts an aerial view of a Tian Xia village positioned between a sprawling forest and a rising fog-shrouded mountain. Rain permeates the image and it has been reported that those who stare too long at the image note the smearing style of art may in fact be visible rain.

Destroyed by inattentive Pathfinders during the Shining Crusade defense. Melt marks from an acidic ray around portrait stall 12 are still visible and have yet to be properly cleaned.

GOLEM, GLASS

This jagged construct of glass has a human's shape, save that one arm ends in a jagged hammer and another in a spike of glass.

GLASS GOLEM

CR 8

Pathfinder RPG Bestiary 2 138

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 96 (12d10+30)

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

Defensive Abilities reflect spells; **DR** 5/adamantine; **Immune** magic, construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+5 plus bleed)

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

Special Attacks bleed (1d8), dazzling brightness

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 27

SPECIAL ABILITIES

Dazzling Brightness (Ex) A glass golem in an area of bright light dazzles any creature within 30 feet that sees it for 1 round (Fortitude DC 16 negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

Immunity to Magic (Ex) A glass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a glass golem, as noted below.

- A shatter spell damages a glass golem as if it were a crystalline creature.
- A keen edge spell affects all of a glass golem's slam attacks as if they were slashing weapons. A magical attack that deals cold damage slows a glass golem (as the slow spell) for 3 rounds (no saving throw).
- A magical attack that deals fire damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A glass golem gets no saving throw against fire effects.

Reflect Spells (Ex) As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a *spell turning* spell.

GOLEM, ICE

This icy statue stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.

ICE GOLEM

CR 5

Pathfinder RPG Bestiary 161

N Medium construct (cold)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 53 (6d10+20)

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

DR 5/adamantine; **Immune** construct traits, cold, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d6+3 plus 1d6 cold)

Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction

STATISTICS

Str 16, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 18

SPECIAL ABILITIES

Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (Ex) When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as the slow spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An ice golem gets no saving throw against cold effects.

NIGHT HAG

Grisly fetishes and the rags of once fine clothes hang off the corpse-thin frame of this horrifying sharp-fanged crone.

NIGHT HAG

CR 9

Pathfinder RPG Bestiary 215

NE Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 92 (8d10+48)

Fort +14, **Ref** +8, **Will** +11

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep;

SR 24

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d4+5), bite +13 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-like Abilities (CL 8th)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*,
detect magic

At will—*deep slumber* (DC 16), *invisibility*, *magic missile*, *ray of*
enfeeblement (DC 14)

At will (with heartstone)—*etherealness*, *soul bind*

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

Base Atk +8; **CMB** +13; **CMD** 27

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14,
Knowledge (arcana) +12, Knowledge (planes) +15, Perception
+16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*), heartstone

SPECIAL ABILITIES

Disease (Su) *Demon Fever*: Bite—injury; *save* Fort DC 20;
onset immediate; *frequency* 1/day; *effect* 1d6 Con damage
(target must save a 2nd time or 1 point of the damage is
drain instead); *cure* 2 consecutive saves. The save DC is
Constitution-based.

Dream Haunting (Su) A night hag can visit the dreams of chaotic
or evil targets by using a special periapt known as a heartstone
to become ethereal, then hovering over the creature. Once it
does so, it rides on the victim's back until dawn. The sleeper
suffers tormenting dreams and takes 1 point of Constitution
drain upon awakening. Only another ethereal being can stop
these nocturnal intrusions by confronting and defeating the
night hag.

Heartstone (Su) All night hags carry a heartstone—a special
gemstone worth at least 1,800 gp that is worn as a periapt. A
heartstone's magic is fueled by the hag's spirit and proximity—
once separated from its owner (or upon the hag's death), a
heartstone retains its magic for only 24 hours before becoming
a nonmagical gem again. The heartstone instantly cures any
disease contracted by the holder. In addition, a heartstone
provides a +2 resistance bonus on all saving throws (this bonus
is included in the statistics above). A night hag that loses this
charm can no longer use *etherealness* or *soul bind* until it finds
a replacement gemstone.

THE DAUGHTERS' DUE



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10–18: The Daughters' Due

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Ice Golem from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Pathfinder Society Scenario #10–18: The Daughters' Due © 2019, Paizo Inc.; Author: Thurston Hillman.



Pathfinder Society Scenario #10-18: The Daughter's Due

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Family Feud [Legacy]:** You met with the new leader of the Onyx Alliance and learned about her tragic history and her connection to the Blakros Family. It's clear that the conflict between the Blakros Family and Onyx Alliance is far from over, but you witnessed a pivotal moment in this conflict when the forgotten Blakros daughter, Sarnia, chose to reveal herself as the Alliance's new guiding force. This boon may have benefits and effects for the Pathfinder Second Edition organized play campaign.

Additionally, you can check the box that precedes this boon to gain the shadow blend ability as if you were a fetchling for one scenario (*Pathfinder RPG Bestiary 2* 123). If you are already a fetchling, you can instead cast *darkness* as a spell-like ability three times during that scenario, with a caster level equal to your character level.

Soul Promise: You promised your soul to the night hag Valryss in exchange for a sentient wax golem she'd come to possess. This was likely not the wisest choice, but it certainly saved you a difficult time negotiating with the night hag. After earning this boon, if you ever die, you cannot be restored to life, and your eternal soul becomes the property of Valryss.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,277	2,553

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,019	4,037

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,760	5,520

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	
	Starting XP
	XP Gained (GM ONLY)
	Final XP Total

EXPERIENCE	
	Initial Prestige
	Initial Fame
	Prestige Gained (GM ONLY)
FAME	Prestige Spent
	Current Prestige
	Final Fame

GOLD	
	Starting GP
	GP Gained (GM ONLY)
	Day Job (GM ONLY)
GOLD	Gold Spent
	Total

Subtier 5-6

Subtier 8-9

+1 glamerred studded leather (3,875 gp)
flame tongue (20,715 gp; *Pathfinder RPG Ultimate Equipment* 155)
gauntlets of the skilled maneuver (disarm) (4,000 gp; *Ultimate Equipment* 235)
helm of teleportation (73,500 gp; *Ultimate Equipment* 244)
martyr's tear (*Ultimate Equipment* 310)
potion of barkskin (CL 6th; 600 gp; limit 1)
scroll of heroes' feast (1,650 gp)
sustaining spoon (5,400 gp; tastes like cinnamon oatmeal rather than soggy cardboard)
wand of greater invisibility (2 charges; 450 gp; limit 1)

+1 glamerred studded leather (3,875 gp)
black soul shard (12,000 gp; *Pathfinder RPG Ultimate Equipment* 283)
cauldron of plenty (15,000 gp; *Ultimate Equipment* 287)
gauntlets of the skilled maneuver (disarm) (4,000 gp; *Ultimate Equipment* 235)
helm of teleportation (73,500 gp; *Ultimate Equipment* 244)
potion of barkskin (CL 6th; 600 gp; limit 1)
sniper goggles (20,000 gp; *Ultimate Equipment* 227)
wand of greater invisibility (2 charges; 450 gp; limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #