

Pathfinder Society Scenario #3-03



THE GHENETT MANOR GAUNTLET

By Mike Shel



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PATHFINDER SOCIETY SCENARIO #3–03

Author • Mike Shel
Contributing Artists • McLean Kendree and Tyler Walpole
Cartographer • Christopher West

Creative Director • James Jacobs
Senior Art Director • Sarah Robinson
Managing Editor • F. Wesley Schneider
Development Lead • Mark Moreland
Editing • Judy Bauer
Editorial Assistance • Jason Bulmahn,
Christopher Carey, Rob McCreary,
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Pathfinder Society Campaign Manager • Hyrum Savage

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This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, the *Pathfinder Roleplaying Game Bestiary*, the *Pathfinder Roleplaying Game Advanced Player's Guide*, and the *Pathfinder Roleplaying Game Bestiary 2*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

Pathfinder Society Scenario #3–03: The Ghenett Manor Gauntlet is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 25 of this product.

Paizo Publishing, LLC
7120 185th Ave NE Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

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THE GHENETT MANOR GAUNTLET

BY MIKE SHEL

The *Mutani Manual of Martial Mastery* is an extraordinarily rare and exhaustive compendium of the fighting styles and varied combat games of distant Tian Xia. The only copy known to exist in the Inner Sea region is owned by one Temel Passad, a wily Druman merchant renowned for his extensive holdings throughout Avistan and Garund as well as his prickly and mercurial personality. The Pathfinder agents dispatched to obtain the Manual by either purchasing it outright or securing it on loan from the proud Kalistocrat managed to go beyond mere failure—they grossly insulted Passad, whose last words to these hapless envoys were an angry challenge: “If you want to play the role of thugs, I’ll make it easy on you. The book will be hidden among my many holdings throughout the Inner Sea; you’ll have to locate it and survive my defenses to obtain your little prize. And you won’t be alone. I’ll send word to the world that this challenge has been put forth—the first to find it gets to keep it!” In addition, Passad detained the most offensive of the ham-fisted negotiators, Harmidio Besai, one of the Pathfinder Society’s foremost expert on Tian culture and a prominent member of the Lantern Lodge.

The Decemvirate sent an urgent directive to venture-captains across the Inner Sea: As a repository of priceless knowledge, Besai must be rescued and the *Mutani Manual* must be secured. Both are considered absolutely essential for Pathfinder champions to prevail at the upcoming Ruby Phoenix Tournament in far-off Goka. Researchers concluded that there are 12 possible locations for the book and kidnapped scholar. After further investigation of those 12 locations, Venture-Captain Wulessa Yuul of the Farseer Tower in Katapesh was able to use her covert contacts in the city’s market to confirm with near certainty that the book is currently being held in one of the Druman merchant’s many vacation villas, Ghenett Manor, situated west of the sprawling metropolis of Katapesh overlooking the River Scorpius.

Both Besai and the *Mutani Manual* are, in fact, currently hidden in the remote villa, but they are not unguarded. Passad has seen to the installation of lethal security to protect his lavish villa (and the rest of his holdings around the Inner Sea), and the married caretakers

WHERE ON GOLARION?

Ghenett Manor Gauntlet begins at the Farseer Tower in the teeming metropolis of Katapesh and continues about 50 miles to the west of that great city, north of the River Scorpius. This secluded but relatively fertile region of the countryside is dotted with the luxuriant vacation villas of the trading nation’s elite, as well as the winter manors of foreign merchants wishing to maintain a social presence in the vibrant mercantile free-for-all that is Katapesh. To learn more about both the city and nation of Katapesh, check out the Pathfinder Campaign Setting books, *The Inner Sea World Guide* and *Dark Markets: A Guide to Katapesh*, both available at your local bookstore or hobby store and online at paizo.com.



dutifully oversee it. The party’s mission is but one part of a highly coordinated effort of Pathfinder agents across the world. Several Pathfinder teams are being dispatched from scattered lodges this very day—it’s thought that if all recovery attempts are made simultaneously, Passad will have no opportunity to beef up his defenses further.

If all of this weren’t enough to contend with, word has just come in from the Grand Lodge in Absalom that the Pathfinder Society is not alone in its desire to obtain the *Mutani Manual*. An unnamed private collector has reportedly hired the Aspis Consortium at ruinous expense to pilfer the priceless book for his or her own purposes after hearing word of the challenge Passad

issued. All Pathfinder teams are warned to be especially vigilant for rival agents. Under no circumstances must the book fall into the hands of another faction, especially not the hated Aspis Consortium.

SUMMARY

The PCs meet with Venture-Captain Wulessa Yuul at Farseer Tower in the city of Katapesh and are dispatched by river barge to Passad's country villa. Upon the PCs' arrival, resident caretaker Gamaradim Po greets the PCs cordially at the gate. He escorts them to the drawing room, if the PCs will allow it, offering a hot cup of chai and a polite welcome to the manor. If they refuse his greeting or breach the manor walls, avoiding the gate altogether, the manor's infernal guard dogs greet them instead. After dealing with this initial threat, the PCs have the opportunity to explore the grounds, where clues that they aren't the first to arrive at the manor await discovery.

The PCs have free run of the grounds, whether they accept Po's cordial greeting or not. As they explore the one-story manor, they must overcome a number of guardians, traps, and puzzles, and likely encounter the remains of two members of the rival Aspis Consortium party who fell to Passad's intricate defenses. Besai is held in a small wine cellar beneath a locked trap door in the kitchen, and he may prove both a help and a hindrance to the party after his rescue. Various guardians and traps stand between the PCs and their other goal, and additional clues along the way indicate that someone else has been here before them. The party may suspect that this earlier group has taken the *Mutani Manual of Martial Mastery* from Passad's library, only to confront these Aspis Consortium agents as they attempt to make their escape. This serves as the climactic encounter for the scenario. Hopefully the PCs figure out that the tome the Aspis intruders have is actually a decoy before returning to Katapesh. The true book is secreted in a trapped compartment in the library.

GETTING STARTED

Read the following to get the adventure underway:

Enconced in a private meeting room at the famous Farseer Tower in exotic Katapesh, Venture-Captain Wulessa Yuul wastes no time commencing her briefing.

"This has all the makings of a magnificent embarrassment," she begins sourly. "The Grand Lodge recently sent a delegation to the mansion house of Temel Passad in Kerse. Passad is an enormously wealthy devotee of the Prophecies of Kalistrade, and he happens to possess the only known copy of the *Mutani*

Manual of Martial Mastery in the Inner Sea region. The delegates were tasked with obtaining this rare tome, by either purchasing or leasing it.

"By all accounts Passad is a difficult man, but the delegation proved... *stupendously* inadequate to the task. Not only did they fail to secure the manual, but they also managed to grossly insult the merchant. Two of the representatives were manhandled off the property and taunted by Passad that under no circumstances would he part with the *Mutani Manual* unless the Society could earn it, challenging us to take it from a hidden location among his many holdings throughout the region. The third delegate, who happens to be one of the foremost experts on all things Tian, was detained by Passad for what he termed 'an extended conversation on the finer points of ambassadorial etiquette.' He's invoked an obscure Druman statute involving foreign embassies, making this kidnapping perfectly legal in his government's eyes.

Yuul explains that the *Mutani Manual* holds information that is essential if the Pathfinder delegation is to prevail at the Ruby Phoenix Tournament in Goka later this year, and that naturally, Harmidio Besai must be rescued as well. The mission is complex. The Decemvirate do not know with certainty which of Passad's many scattered holdings hosts the tome, nor where he has imprisoned Besai, nor whether tome and scholar are in the same place. But among the 12 estates investigators have identified as likely locations is one very near here, a mansion called Ghenett Manor. Wulessa's contacts in the markets have talked of a lot of activity there of late, and she believes that this is the true hiding place of at least one of the two quarries. The PCs are tasked with infiltrating Ghenett Manor, about 50 miles west of here. Yuul continues.

"Do as little damage to the property as possible—we're not vandals, after all. Also, take nothing else of worth from the place. We're not common thieves. I cannot stress this strongly enough. Given our already ample embarrassment with Passad, please don't add to that dishonor by making off with the man's silverware or his grandmother's brooch, for Abadar's bloody sake. No doubt the villa is a sumptuous and tempting target, but you must keep this in the forefront of your minds: The tome and the scholar are all that matter. Everything else is a distraction. The Decemvirate will take a special interest in your conduct on this assignment.

"Lastly, we have reason to believe that others are in pursuit of the *Mutani Manual*, including agents of the Aspis Consortium. Be wary! Under no circumstances can the book fall into the hands of a rival organization. Now, do you have any questions?"

The PCs likely do have a few inquiries of Yuul before heading to the Manor. Below are answers to some of the most likely:

What is known about Ghenett Manor? “It’s a modest affair—by Druman standards at least: an ornate stone structure that overlooks the River Scorpius. It’s one or two stories tall at the most, built around a central atrium, like many Katapeshi villas. The grounds are surrounded by a wall. We don’t know the scale or nature of its security. Proceed with caution.”

What do you know about the *Mutani Manual*? “Originally written in Tien, it’s an exhaustive compendium of eastern fighting styles and combat games. It’s supposed to be copiously illustrated and the cover bears an embossed representation of a Tian weapon known as a nunchaku—two rods of wood connected by a cord or chain.”

Is there anything we should know about this Harmidio Besai? “As a source of knowledge regarding Tian Xia, he has few equals within the Pathfinder Society this side of the Crown of the World. He began his Pathfinder career as an active agent, a wizard I believe, but soon found his true calling in pure scholarship. He is known to be a cantankerous man—certainly his inclusion in the delegation was an epic error. We have no reason to believe that he has been seriously harmed, but it’s probable that Passad has made an effort to injure the man’s dignity.”

Any suggestions as to how we should proceed? “I’ve hired a westbound barge to ferry you up river tomorrow morning. It should take between 10 and 12 hours to reach the manor. There’s plenty of cover around the place, so secret yourselves until well after nightfall. There’s no reason to think that Passad’s security is especially concerned about the wellbeing of any intruders; his precautionary measures may indeed be deadly. After you have secured either the *Mutani Manual* or Besai—or, gods willing, both of them—make your way north and east to the trade spur that eventually follows the river back to Katapesh. You should be able to secure eastward transport with one of the many caravans that travel that busy highway.”

Before the PCs depart, they have access to the entire resources of the city of Katapesh, second in size only to Absalom in the Inner Sea region. Allow them to purchase any magic items, supplies, or spellcasting services they may desire before they set out, now that they know what sort of mission they have before them.

A Twelve Hour Tour

If the PCs take the hired barge to Ghenett Manor, the lazy, 12-hour trip up river is uneventful, and the laconic skipper sets the party ashore with no more than a nod as the barge continues on its way west. The PCs may also make their own arrangements to get to the Manor. Locating the Manor on their own requires a DC 15 Knowledge (geography) check and a magical or mundane means to get there.

GM TIP: A SANDBOX ADVENTURE

In many ways, *The Ghenett Manor Gauntlet* is a wide-open “sandbox” adventure that the PCs can approach in a number of ways. As such, it may seem an odd fit for an organized play campaign like Pathfinder Society Organized Play. Close examination of the encounters in this adventure will show that most of the treasure the PCs can encounter is either located in rooms they must explore to achieve the adventure’s primary objectives or on the rival Aspis Consortium agents who they will face at the scenario’s climax regardless of the order in which they progress through the manor. Be sure to familiarize yourself with the different scenarios in which the PCs can run into the Aspis agents and the agents’ tactics, which vary depending on the circumstances.

The walls of the manor can be seen through the trees from the river’s edge, capping a low, flat hill to the immediate north. The sun has set by the time they arrive if they take the barge, but allow the PCs to wait in the wooded area for a more clandestine hour if they wish; ultimately this makes no difference. Agents of the Aspis Consortium arrived well before the party and have already breached the interior, and caretaker Gamaradim Po now waits patiently by the front gate for the Pathfinders he’s sure will come eventually.

GHENETT MANOR

Ghenett Manor, but one of Temel Passad’s many holdings throughout the Inner Sea, is a spacious and luxurious pleasure retreat on the lush flood plain of the River Scorpius. Expecting the Pathfinder Society to send their best, Passad instructed his caretakers to ramp up security, and to offer a warm welcome to anyone, be they Pathfinder or not, who wishes to take up his challenge of retrieving the *Mutani Manual*. Though the challenge he has issued to the Pathfinder Society embodies Passad’s eccentricities, his disconnect from reality, and his desensitization to his own enormous wealth, it is nevertheless a very deadly game.

Po welcomes the PCs with jovial cordiality if they arrive at the manor’s wide-open gates, but the PCs may enter the compound however they wish and explore it in any order. It is entirely possible they won’t encounter Po or any number of other specific rooms in the manor, in fact. Whatever order they choose to move through the opulent manor, they find signs that at least one other party of adventurers has preceded them (with rather deadly results), and may finally face the rival Aspis Consortium party in any of three locations after they reach the library.

A1. The Wall and Gated Entrance (CR 6 or CR 9)

The 5-foot-thick walls surrounding the villa and its grounds are 15 feet high and made of a polished gray stone with artful geometric etchings covering every inch of their surface, in the style of a Qadiran palace. The wall offers little purchase and may only be climbed with a successful DC 18 Climb check or magical means. The paving stones before and beyond the wide-open, 20-foot-wide gates are uniformly octagonal and are speckled in shades of green, red, and gray. The gates themselves are 17 feet high, clearly fashioned by a gifted master of metalwork; had they color other than the black iron, one could easily mistake them for intertwined vines and sprightly fey creatures flitting through their foliage. The heavy iron rod that bars the gate is held in place by a clever lock inside the gate that is hard to reach through the bars, making opening the device particularly difficult from outside (Disable Device DC 25). Scaling the gate is much easier than climbing the walls (Climb DC 10).

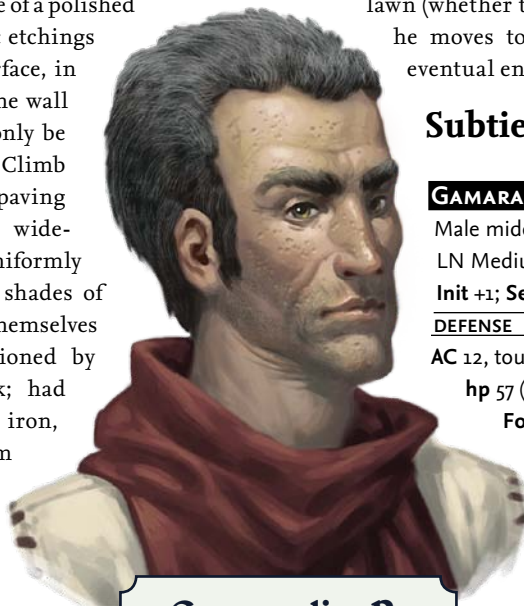
Creature: Such efforts are currently unnecessary, of course, as one of the manor's caretakers, Gamaradim Po, sits alert in a padded chair near the gates. If he spots the PCs or they approach him, he greets them jovially, and inquires if they're the Pathfinders his master said would be coming. He motions for them to follow him into the manor for a little respite before they begin their trials to find "that precious book."

Po is a muscular man in his middling years, a retired fighter who now lives a life of luxury with his wife, taking care of Ghenett Manor and keeping it pristine for the few days a year its owner visits. He knows that both the *Mutani Manual* and Besai are held within the manor house, but merely smiles and shakes his head should PCs try to get that information out of him, saying that he will answer any questions in the house over a nice cup of tea.

The caretaker doesn't instigate combat with the PCs, and genuinely just wants to start them out on the same footing as the Aspis agents he lured in for a cup of tea earlier in the day. Should the PCs become hostile toward Po, he drinks his *potion of invisibility* and attempts to reach his wife so they can barricade themselves safely in their bedchambers until the Pathfinders (or Aspis Consortium) have located the book and moved on. If

attacked, he fights as best he can to defend himself, his wife, and the manor.

If Po hears the sound of the PCs fighting the infernal guard dogs in area A3 or sees them moving about the lawn (whether they know they've been seen or not), he moves to area A6 to prepare tea for their eventual encroachment into the drawing room.



Gamaradim Po

Subtier 5–6 (CR 6)

GAMARADIM PO CR 6

Male middle-aged human fighter 7

LN Medium humanoid (human)

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

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 57 (7d10+14)

Fort +6, **Ref** +3, **Will** +1; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee unarmed strike +12/+7

(1d3+6)

Special Attacks stunning fist (1/day, DC 12), weapon training (monk +1)

TACTICS

During Combat Po prefers not to fight, as his master gave him specific orders to let the Pathfinders attempt to navigate the manor, but if the PCs attack him or his wife, Domitilla, he fights to protect himself and Domitilla. If in the manor, he uses whatever is on hand as an improvised weapon (either melee or thrown) and fights with his fists if outside. He uses Stunning Fist on any caster who he can get adjacent to.

Morale Po flees to area A10 at the first opportunity and holes up with his wife until the PCs leave.

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 11, **Wis** 9, **Cha** 14

Base Atk +7; **CMB** +10; **CMD** 22

Feats Catch Off-Guard, Dodge, Improved Unarmed Strike, Power Attack, Stunning Fist, Throw Anything, Toughness, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Diplomacy +9, Perception +6, Profession (caretaker) +9, Sense Motive +6

Languages Common, Kelish

SQ armor training 2

Subtier 8–9 (CR 9)

GAMARADIM PO CR 9

Male middle-aged human fighter 7/monk 3

LN Medium humanoid (human)

Init +6; **Senses** Perception +10

THE GHENETT MANOR GAUNTLET

Ghenett Manor

1 square = 5 feet



QUEST

BREAKING INTO THE HOUSE

This delightful villa is made of imported stone of a dusty rose hue, with rows of artful etchings on its surface, alternating every foot with rows of deeper carvings of wonderfully complex pastoral scenes from a variety of cultures. Most of the structure is about 20 feet tall, though sections of the eastern portion of the villa rise only 10 feet. A dome sporting murky, pale green glass fitted between vinelike iron ribs covers the greenhouse at the building's western end. Several arched windows filled with delicate metallic grills, their sills 10 feet off the ground, cover the north and south walls.

The carvings on the villa walls make for relatively easy climbing (DC 12 Climb). Areas **A8–A11** are only 10 feet high, and the two windows in the banquet hall (area **A7**) can be reached from the roof of areas **A8–A10**. The roof circling the atrium pool in area **A11** is a 10-foot drop from the surrounding roof and extends 15 feet past the walls. There's a further 10-foot drop to the atrium floor itself.

The beautifully wrought iron grills in the manor's windows can be removed, but the task takes some time (2d4 rounds). Only one successful DC 15 Disable Device check is required, but it is noisy work, and every round requires a DC 26 Stealth check. Failure attracts Gamaradim Po (area **A1**) to the PCs' location if they haven't already encountered him. He suggests they simply enter through the front door, as the grill they're dismantling costs more than his annual wage. He offers them tea in the drawing room if they will follow him.

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 66 (10 HD; 7d10+3d8+10)

Fort +8, **Ref** +7, **Will** +5; +2 vs. fear, +2 vs. enchantment

Defensive Abilities bravery +2, evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +14/+9 (1d6+6/19–20) or

flurry of blows +13/+13/+8 (1d6+6/19–20)

Special Attacks flurry of blows, stunning fist (4/day, DC 15), weapon training (monk +1)

TACTICS

During Combat Po prefers not to fight, as his master gave him specific orders to let the Pathfinders attempt to navigate the manor, but if the PCs attack him or his wife, Domitilla, he fights to protect himself and Domitilla. If fighting in the manor, he uses whatever is on hand as an improvised weapon (either melee or thrown) and fights with his fists if outside. He uses Stunning Fist on any caster who he can get adjacent to.

Morale Po flees to area **A10** at the first opportunity and holes up with his wife until the PCs leave.

STATISTICS

Str 16, **Dex** 14, **Con** 11, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 25

Feats Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Critical (unarmed strike), Improved Initiative, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist, Throw Anything, Toughness, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +14, Diplomacy +12, Perception +10, Profession (caretaker) +10, Sense Motive +13

Languages Common, Kelish

SQ armor training 2, fast movement, maneuver training, still mind

Development: If the PCs accept Po's offer, he leads them through areas **A2** and **A5** to the drawing room in **A6**, where he serves them tea as described in that act. He warns them not to walk on the grass, as "the guard dogs are vicious."

A2. Turnaround and Main Entryway

The paving stones continue past the gate, leading up to the villa's great double doors. There is a turnaround for carriages and other forms of conveyance to the south. The doors are made of thick teak and carved with scenes depicting principles of the Prophecies of Kalistrade, recognized with a successful DC 15 Knowledge (religion) check. A pair of fat, gold rings hangs suspended from the mouths of djinn-like heads firmly affixed to each portal—extraordinarily expensive door knockers. These cannot be removed without damaging both door and knocker, though their value is 275 gp apiece if a PC is reckless enough to do so. This is the first temptation for PCs to pillage, and the GM may give the party one last reminder of Yuul's clear admonishment not to steal or vandalize. Should the PCs bang on a knocker, caretaker Gamaradim Po arrives within 1 round if they have not yet encountered him.

The doors have no lock—they are typically barred with a stout beam of wood within, but such is not the case now. Handles of iron, wonderfully wrought to mimic blooming roses, can be used to open the doors easily.

As long as PCs remain on the paving stones in this area, the roaming guard dogs in area **A3** do not attack.

A3. Manor Grounds (CR 7 or CR 10)

As soon as the first PC sets foot on the manicured lawns of the interior (regardless of where that is), the manor's infernal hounds are alerted to the PCs' presence and come to investigate in 2d4 rounds. Once the PCs deal with this threat, the party may wander the grounds unimpeded.

Creatures: These hellish dogs split up and attack at speed from two opposite directions (hell hounds for

Subtier 5–6 in pairs; two Nessian warhound cubs in Subtier 8–9, each on its own) wherever the PCs enter the grounds or step off the paved drive in area **A2**. The dogs do not attack any creatures that remain on the cobblestone drive, believing them to be guests rather than intruders, unless such a creature damages them in combat. The beasts fight viciously to the death once they have identified an interloper.

If the PCs exit the manor after recovering the real *Mutani Manual* and have not yet encountered the Aspis Consortium party, run the Aspis Confrontation encounter here (see page 19) instead of the hell hounds encounter listed below.

Subtier 5–6 (CR 7)

HELL HOUNDS (4) **CR 3**
hp 30 each (*Pathfinder RPG Bestiary* 173)

Subtier 8–9 (CR 10)

NESSIAN WARHOUND CUBS (2) **CR 8**
Young Nessian warhound (*Pathfinder RPG Bestiary* 173, 295)
LE Medium outsider (evil, extraplanar, fire, lawful)
Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

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

hp 102 each (12d10+36)

Fort +11, **Ref** +12, **Will** +5

Immune fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee bite +19 (1d8+9/19–20 plus 2d6 fire)

Special Attacks breath weapon (30-ft. cone, 8d6 fire damage, Reflex DC 19 for half, usable every 1d4 rounds)

STATISTICS

Str 23, **Dex** 19, **Con** 17, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** +18; **CMD** 32 (36 vs. trip)

Feats Alertness, Improved Critical (bite), Improved Initiative, Skill Focus (Survival), Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +17, Perception +12, Sense Motive +3, Stealth +28, Survival +20; **Racial Modifiers** +5 Stealth

Languages Infernal

Mission Notes: The spiked iron collar that adorns one of these infernal guardians reads “Dagzunragat,” and the lock securing it in place can be picked with a successful DC 20 Disable Device check. Cheliox faction members will want to retrieve this item for their faction, earning 1 PP. Removing the collar by severing the beast’s head stains the iron with the hound’s scalding infernal blood and spoils this otherwise exquisite trophy.

A4. The Pond

The water in this decorative pond crystal clear and no more than four feet deep at any point. About three dozen fanciful fish float on the surface, their formerly colorful scales ragged. Two arrows stick in the ground on the southeastern edge of the pond and the black-feathered shafts of four other such missiles can be seen protruding above the surface of the pond. The ground at the edge of the pond is soaked with moisture. No other traces remain of what appears to have been some strange act of vandalism.

Closer inspection of the floating fish carcasses reveals that they have essentially been baked, and though the pond water seems unnaturally warm, the temperature is not sufficient to have caused the deaths of these ornamental fish. Infiltrators from the Aspis Consortium had a run-in with the resident water elementals here earlier, successfully dispatching the elementals with a few well-placed fireballs that also cooked the decorative fish. A DC 15 Knowledge (nature) check identifies the fish as mankaea, completely harmless but monstrously expensive show fish that are often bred by the idle rich in Taldor.



A5. Entry Hall

This opulent entry hall was once a proudly appointed place, with detailed and realistic murals of a marketplace on the walls, carved mahogany benches, ancient statues of red stone—each bearing distinctly Tian features—and a pair of huge fur rugs assembled from the pelts of unusual and exotic animals. Clear signs of violence now mar the room: four of the benches are overturned and one to the southwest is charred, a statue has been reduced to rubble, and both rugs are torn and ragged as if hacked at with knives.

The Aspis party triggered a complex illusion in this chamber and overreacted rather theatrically, expending considerable energy before recognizing the ruse and moving on. If caretaker Po (area A1) accompanies the party through this room, he makes no comment regarding the disarray. If asked what occurred he responds simply, “Some unpleasantness. My wife and I haven’t had a proper opportunity yet to tidy up. I do apologize.” Asked if others have been here he states that the PCs are not the only people with interest in their “item of pursuit,” but says no more. Po asks that the party accompany him to the drawing room and proceeds there, whether or not they follow him.

Mission Notes: Lantern Lodge faction members will wish to examine the remaining statues in the hall. With a successful DC 20 Appraise or Knowledge (history) check, the PCs recognize them as terra-cotta sculptures from long before the fall of Lung Wa, most likely originating from the province of Lingshen, information which may be passed on to their faction for 1 PP.

A6. The Drawing Room (CR 6 or 9)

A rich green rug of Qadiran manufacture with dizzying geometric patterns filling its thick pile runs down the middle of this charming room. To the north and south are finely carved mahogany benches, before which sit exquisite tables hewn from the same wood. The stone walls are painted in subtly shifting shades of green, so that the color grows lighter the further up the surface it proceeds—clearly the work of an artisan of considerable talent.

If Gamaradim Po accompanies the PCs, he leads the party to this room, or he greets them here if they entered the manor without meeting him at the gate. His wife, Domitilla (see area A10), stands by with a platinum tray that holds a steaming porcelain teapot of delicate manufacture, a number of matching cups equal to members of the party, and linen napkins with the initials TP embroidered on them in fancy lettering. Po asks them to be seated and offers them all a fine spiced tea.

Domitilla serves all who respond affirmatively, and Po proceeds with his introductory remarks:

“I bid you welcome to Ghenett Manor. I have been instructed by my employer to extend this courtesy—I assume that you represent the world-renowned Pathfinder organization? I would ask that you make an effort to respect the property,” he states, casting a quick frown in the direction of the room to the east. “I will answer what questions I can.”

What is the layout of the villa? “It is but a single story, built around a central atrium. The main entryway is to the east and the banquet hall directly to the west, along with guest rooms, the master’s suite and such.”

What is the nature of the security? “Please understand that I can hardly be specific about it. I’m afraid some of it may prove lethal, but the master did ask that your retrieval of the book not be easy.”

Do you know where we can find the *Mutani Manual*? “One would assume it would be in the library, with the other books, also to the west of here.”

Is Harmidio Besai being held here? “The guest rooms are currently vacant. I was instructed to house the person of whom you speak where his endless expertise would be most appreciated.”

Who else has been here? “Other mercenaries such as yourselves, albeit a less cordial grouping. More than this my master forbids me to say on the subject.”

Why are you being so friendly? “Though your organization greatly offended my master, he nevertheless wishes to extend all the courtesy as is customary for guests in his home. My hospitality ends here, though, and you’ll be on your own to survive the challenges he’s placed before you and leave with what you came for.”

Let the PCs ask whatever other questions they wish. Po answers the rest in a polite, frustratingly generic manner, always dodging the most pointed inquiries. After a short while, Po asks that the PCs go about their business while he and his wife see to other duties. Domitilla doesn’t respond to any entreaties from PCs here, keeping her eyes demurely averted.

Creatures: Gamaradim and Domitilla Po are simply following the orders of their master and have no personal quarrel with or animosity toward the PCs. They see their attempt to administer a sleeping draught to the PCs via the tea as nothing more than delivering a message from Passad, and if challenged or threatened, they drop their efforts to do so and instead attempt to convince the PCs to go about their business of finding the hidden book and Pathfinder while the caretakers tend to the needs of the manor. In the event of combat, use Gamaradim Po’s stats and tactics as listed on page 6. Domitilla lacks the martial training of her husband and knows that she is

not cut out for a fight; she flees to area **A10** if fighting breaks out.

Development: The tea served by Gamaradim and Domitilla Po is laced with a rare and powerful Tian sleeping draught called *desu mi-cha* (DC 33 Fortitude save or sleep for 30 minutes; victim is dazed for 2d4 rounds on a successful save). If any members of the party are foolish enough to imbibe even a sip of the tea, they begin feeling a bit woozy after questioning Po, and collapse into a slumber unless they make their saves. If all members of the party have sipped at the tea and fail their saves, Po takes one random item from each snoozing PC (a scroll, a single boot or glove, a potion, or a ring—do not succumb to the temptation to take a major item like a primary weapon). Po locks these items in the safe in area **A13** and PCs missing items that are not immediately obvious (as a single boot would be) notice the absence with a successful DC 15 Perception check upon waking. Should any PC decline the proffered beverage or report that she is not drinking it, Po says the following to her after her colleagues lose consciousness: “Fear not; they will wake in but half an hour. My master asks me to tell you that he looks forward to reading about their heroic nap in the next edition of the *Pathfinder Chronicles*.” He then departs, heading back to the gate to greet any other hopeful adventurers who may have heard of his master’s challenge. Domitilla takes her leave and departs to area **A9**.

A7. The Banquet Hall (CR 7 or CR 10)

The ceiling of this grand hall soars twenty feet overhead. An enormous, fifty-foot-long banquet table surrounded by twenty-eight beautifully carved, high-backed chairs dominates the room. Eight full suits of ornate plate armor line the east and west walls, each holding an elaborate if unwieldy halberd. Intricately grilled windows high up on the north and south walls allow ambient light from outside to permeate the large chamber. Two enormous oil paintings in fanciful gilded frames flank the double doors on the west wall, their subjects presiding regally over the hall. On the right is an obese man in voluminous white robes and gloves, with a long black beard of oiled ringlets, and the fingers of both hands bedecked with gems—the quintessential portrait of a Druman Kalistocrat. The portrait on the left depicts a beautiful olive-skinned woman with large dark eyes and raven hair, also clad in white robes and gloves; her hair is held in place by a jeweled circlet, and a veil of coins covers her lower face.

Seated in every fourth chair (seven in total) is a most unusual diner—a bipedal form clad in expensive black formal wear, with a grotesque, fish-like head, though it

otherwise seems human enough. Most of these things are aspects of an intricate illusion, which becomes apparent soon enough (see below). Each PC who succeeds at a DC 20 Will save to disbelieve can identify the false illusory forms at any time.

Creatures: These bizarre creatures are flesh golems, comprised like all such constructs of various humanoid parts. A successful DC 18 Knowledge (nature) check identifies the heads as those of locathah, though this may ultimately mislead the party as to the monsters’ true nature. When the party enters, the real and illusory golems stand up from the table and move menacingly toward the PCs, but don’t attack until they are first assaulted. Should the party simply walk past them, they do nothing. After the first round of combat the false golems vanish. The real golems fight until destroyed.

Subtier 5–6 (CR 7)

FLESH GOLEM	CR 7
hp 79 (<i>Pathfinder RPG Bestiary</i> 160)	

Subtier 8–9 (CR 10)

FLESH GOLEMS (3)	CR 7
hp 79 each (<i>Pathfinder RPG Bestiary</i> 160)	

Treasure: There are 28 fancy place settings here, each worth 25 gp (including plates, goblet, silverware, and linens). Closer inspection of the suits of armor and halberds reveals they are ornamental and of no practical use. The huge portraits (each is 7 feet tall and 4 feet wide) depict Temel Passad and his wife, Umeda, and are worth 5,000 gp each. Should a PC take any of these items, make note of their theft, as the violation of Venture-Captain Yuul’s admonition will come into play at the scenario’s conclusion.

A8. Kitchen and Wine Cellar (CR 4)

A quick perusal of this space reveals it to be an elaborate kitchen outfitted for the preparation of sumptuous gourmet meals. Stone countertops and oak cupboards line the walls, and three iron stoves run down the center of the room. The place is thoroughly stocked with pots and pans, cutlery of the finest quality, and implements whose purpose can only be guessed at by those without vast culinary experience. Various barrels, jars, and other containers around the expansive workspace hold foodstuffs, though not in great abundance, as Passad does not expect to entertain here for several months.

A large trap door in the southeast corner of the kitchen leads to a 10-foot-by-10-foot wine cellar. A sturdy padlock (Disable Device DC 18) secures the door, and opening the

door triggers a stinking cloud trap intended primarily to further shame the wine cellar's occupant.

Creatures: Blindfolded, gagged, and tied to a wooden chair in the middle of the wine cellar is Harmidio Besai, clad in a fine silk kimono of a decidedly feminine cut, patterned with lilies. He was unable to employ any of the spells he memorized the morning of the ill-fated negotiations, so they are still committed to his memory. His arcane bonded ring is in the safe at area **A13**, along with his regular clothing. The scholar is a dyspeptic man devoid of patience, whose bald pate is fringed with disheveled brown hair. He is slight of build, and sports an odd mustache. He is naked but for the kimono. Passad's wife was wearing this same kimono in honor of the negotiators' visit, and Besai commented that it reminded him of the robe of a prostitute he once patronized in eastern Minkai. As he had essentially just compared the Kalistocrat's wife to a whore, the negotiations went downhill from there.

All Subtiers

HARMIDIO BESAI	CR 4
Male middle-aged human expert 3/wizard 2 LN Medium humanoid (human)	
Init +1; Senses Perception +4	
DEFENSE	
AC 11, touch 11, flat-footed 10 (+1 Dex)	
hp 27 (5 HD; 2d6+3d8++5)	
Fort +2, Ref +2, Will +10	
OFFENSE	
Speed 30 ft.	
Melee unarmed strike +2 (1d3–1)	
Special Attacks hand of the apprentice (7/day)	
Wizard Spells Prepared (CL 2nd; concentration +6)	
1st— <i>burning hands</i> (DC 15), <i>comprehend languages</i> , <i>expeditious retreat</i> , <i>identify</i>	
0 (at will)— <i>acid splash</i> , <i>detect magic</i> , <i>flare</i> (DC 14), <i>read magic</i> , <i>resistance</i>	
TACTICS	
During Combat If Besai has recovered his arcane bonded ring, spellbook, and spell component pouch, he assists the PCs as best he can in combat, but knows he's a scholar and academic more than a combatant. He uses his arcane bond to cast mage armor from his spellbook unprepared, and expeditious retreat to escape direct confrontation if he should be engaged in melee.	
Morale Besai is uninterested in dying in Passad's mansion and attempts to flee as soon as he takes damage.	
STATISTICS	
Str 9, Dex 12, Con 12, Int 18, Wis 15, Cha 9	
Base Atk +3; CMB +2; CMD 13	
Feats Alertness, Iron Will, Scribe Scroll, Skill Focus (Linguistics), Skill Focus (Knowledge [nobility])	

Skills Appraise +12, Diplomacy +4, Intimidate +4, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nobility) +15, Linguistics +15, Perception +4, Profession (scribe) +10, Sense Motive +12, Spellcraft +12

Languages Azlanti, Common, Draconic, Dwarven, Elven, Goblin, Kelish, Osiriani, Skald, Tien

SQ arcane bond (ring)

Gear (currently in the safe in area **A13**) dagger, *ring of protection* +1 (bonded item), spell component pouch, spellbook (contains all 0-level spells, prepared 1st-level spells, and *charm person*, *erase*, *mage armor*, and *unseen servant*), *wayfinder*.

Trap: When the trap door to the wine cellar is opened, it activates a stinking cloud trap centered on the center of the trap door, affecting both the cellar and much of the kitchen.

STINKING CLOUD TRAP	CR 4
Type magic; Perception DC 28; Disable Device DC 28	
EFFECTS	
Trigger touch (opening the trap door); Reset none	
Effect spell effect (<i>stinking cloud</i> , creature is nauseated while in cloud plus 1d4+1 rounds; Fortitude save DC 15 negates; duration 5 rounds); multiple targets (all creatures in a 20 ft. radius of the trap door, including any creatures in the cellar)	

Development: If the PCs trigger the trap and Besai fails his save, they find him spitting mad and sputtering invective when they un-gag him, cursing them for their "inability to disarm even the simplest of traps." Even without this annoyance, Besai doesn't verbalize much gratitude for his rescue; instead he complains about the time it took Absalom to send aid. Besai asks if the party has secured the *Mutani Manual*. If they ask if it's even here, he responds: "Of course it's here, you dolts! The fat bastard waved the thing in front of my face before they blindfolded and gagged me!" While Besai aids the party as well as he can in recovering the *Mutani Manual* (if they haven't already done so), his assistance comes at the price of the party needing to keep the scholar unharmed and endure his acidic verbal abuse. Note that Besai's arcane bonded ring is currently in the safe in area **A13** and until he retrieves it, he must make concentration checks to cast any of his prepared spells.

Mission Notes: Shadow Lodge faction members likely want to ask Besai to translate the note they were given, but they need to succeed at a DC 20 Diplomacy check before the irritable scholar agrees to do so. The translation reads: "If the white swan swims alone, who will praise its beauty?" Successfully translating the message and returning it to Grandmaster Torch earns Shadow Lodge Pathfinders 1 PP.

A9. Linens and Storage

The walls of this storage room are lined with shelving that holds bedding and table linens, a few spare high backed chairs, small tables and a long dresser, cleaning supplies, and other standby items. A pair of extra curtains in need of repair hang on the west wall in the north quadrant of the room, one hiding a locked door (Disable Device DC 15) that leads to the caretakers' bedchamber (area A10).

A10. The Caretakers' Quarters

This neatly appointed bedchamber has a ten-foot ceiling. A comfortable but modest four-poster bed, two large dressers of oak, and a bearskin rug decorate the otherwise austere room of cool stone. In one corner, a thick velvet curtain partially hides an ornate tub for bathing and a marble toilet.

This is the bedchamber of Gamaradim and Domitilla Po. All of their worldly belongings are here, consisting mostly of clothing and various keepsakes, as well as a small locked chest (Disable Device DC 13) underneath the bed that contains their life savings of 207 gp. Should the PCs make any noise entering, Domitilla, who is appears to be working on the household accounts, lets out a startled cry and hastily covers the ledger.

Creatures: Gamaradim Po's wife and fellow caretaker **Domitilla Po** (NG female human commoner 3), a sandy blond-haired woman of 28 years, is altering the household accounts ledger to hide the money she has diverted to an anti-slavery league, assuming herself secure behind the locked door to her private quarters. If the PCs came to blows with her husband or attacked her in area A7, she is instead cowering here for safety, and has moved the heaviest pieces of furniture in front of the door.

Mission Notes: Andoran faction members may find this awkward situation the only opportunity to approach Domitilla Po at their faction's behest. If they make a successful DC 20 Diplomacy check, she accepts the note provided by their Major Maldris, earning Andoran faction members 1 PP.

A11. The Atrium (CR 7 or CR 10)

Light dances on the water of the reflecting pool in this large atrium, the ten-foot-high roof above the pool open to the desert sky. A decorative coral formation sits at the pool's center, its rocky branches reaching out in all directions, moving slowly to create a mesmerizing animated abstract sculpture. On the western wall, three painted statues stand as vigilant guards, each holding two broad blades. In addition to the double doors to the east, eight sturdy doors of oak open into the skylit chamber from rooms along the north and south walls of the atrium. The marble walkway around the

shallow pool features a meandering pattern created by inlaid multicolored stone chips.

Touching or crossing the inlaid chips of semiprecious stones that cover the promenade without first speaking the name "Umeda" (Passad's wife's name) animates the guardian in this chamber, the creature disguised as a coral formation at the center of the pool. If the PCs enter from the opening in the roof above, the guardian is animated as soon as the first PC touches the floor within the inlaid stone chips. Also note the difficulty of not landing in the water of the pool if entering from the roof.

A successful DC 18 Knowledge (history or nobility) check identifies the three statues on the western wall as ancient Taldan warrior sentinels, which are typically found in royal tombs. Those to north and south have an oval-cut blue sapphire in their foreheads, worth 1,000 gp each, that cannot be removed without damaging the statues (as evidenced by the central one, which is missing its gem and has broken stone from its scarred forehead scattered at its feet). One of the Aspis agents took this jewel as they made their way through the chamber under the effects of *spider climb* before the team's leader hissed a command to abstain from further thievery.

Creatures: The chaos beast enslaved to protect this portion of Passad's manor has disguised itself as a mundane coral sculpture, but can be identified with a successful DC 22 Knowledge (planes) check. The creature ceases its slow and graceful movement and attacks the party ferociously, fighting aggressively and to the death, once they activate it by stepping on the semiprecious stone chips on the floor. The creature tries to keep itself between the PCs and the door to Passad's study (area A13). This may not be obvious to the PCs at first, but those making a DC 22 Sense Motive check recognize its odd movements as an effort to block the party from the atrium's southwest corner.

Subtier 5–6 (CR 7)

CORAL GUARDIAN

CR 7

Chaos beast (*Pathfinder RPG Bestiary* 2 54)

CN Medium outsider (chaotic, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 85 (9d10+36)

Fort +9, **Ref** +8, **Will** +4

Defensive Abilities amorphous, resistant to transformation;

SR 18

OFFENSE

Speed 20 ft.

Melee 4 claws +13 (1d6+3 plus corporeal instability)

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +12; **CMD** 25 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

Skills Acrobatics +14 (+10 jump), Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

SPECIAL ABILITIES

Corporeal Instability (Su) Claw—contact (curse); *save* Fort DC 17; *effect* amorphous body and 1 Wisdom drain per round (see below); *cure* 3 consecutive saves. The save DC is Con-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell), and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Resistant to Transformation (Ex) Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

Subtier 8–9 (CR 10)

CORAL GUARDIAN

CR 10

Advanced chaos beast (*Pathfinder RPG Bestiary* 2 54)

CN Large outsider (chaotic, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 11, flat-footed 18 (+1 Dex, +1 dodge, +9 natural, –1 size)

hp 138 (12d10+72)

Fort +13, **Ref** +9, **Will** +7

Defensive Abilities amorphous, resistant to transformation; **SR** 21

OFFENSE

Speed 20 ft.

Melee 4 claw +19 (1d8+7 plus corporeal instability)

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

Special Attacks corporeal instability (DC 21)

STATISTICS

Str 25, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +12; **CMB** +20; **CMD** 32 (can't be tripped)

Feats Dodge, Improved Initiative, Iron Will, Mobility, Toughness, Weapon Focus (claw)

Skills Acrobatics +16 (+12 jump), Climb +22, Escape Artist +16, Perception +16, Stealth +12, Swim +22

SPECIAL ABILITIES

See Subtier 5–6

Treasure: Should the PCs take either of the two 1,000 gp sapphires in the statues' foreheads here, make note of who steals them, as doing so violates Wulessa Yuul's instructions. The semiprecious stone chips are firmly fixed in the walkway and are of negligible value if removed. At the center of the pool is a bag dropped by an earlier intruder, a Katapeshi burglar who thought the villa vacant and easy pickings. Po missed the bag when he "tidied up," and it contains 117 pp, six red spinels (worth 50 gp each), a yellow topaz (worth 500 gp), and a fire opal (worth 500 gp).

Mission Notes: Osirion faction members should want to locate and extract the chaos beast's bile duct, which requires a successful DC 20 Heal check to accomplish without damaging the organ, to transport back to their faction for 1 PP.

Rewards: If the PCs slay the beast and recover the bag left by the unfortunate burglar, give PCs in either subtier 412 gp.

A12. Guest Rooms

The ceiling of this luxuriously appointed bedchamber is twenty feet high. The room is furnished with a four-poster bed, two large wardrobes of ebony inlaid with rosewood and camphor, a silk upholstered chaise longue, and two leather chairs with a carved table before them. A great rug, the pelt of some exotic beast, lies at the center of the cool stone floor. In one corner, an opaque silk curtain partially hides an ornate tub for bathing and a marble chamber pot.

The generous Temel Passad offers this room to his honored guests when they visit him at his Katapeshi retreat. Nothing of interest lies in the bedchambers, but PCs may recuperate and scheme here without fear of any traps or guardians pursuing them.

A13. Passad's Study (CR 6 or CR 9)

A thick rug with interlocking geometric designs covers the marble floor of this lushly appointed office. Two fatly stuffed leather sofas, an enormous desk of red-tinged wood carved with ancient Osirian motifs, and a large high backed chair fitted with colorful silk cushions dominate the northern half of the room. The focus of the southern half is a tall iron safe, black and imposing, angular runic designs painted in gold about its heavy surface. Four statues of roughly worked marble—winged dwarven forms holding lanterns—flank the safe, two to a side. A wood panel at the center of the western wall stands strangely askew, and a whiff of sulphur lingers in the air.

Various keepsakes and tokens are scattered across Passad's desk: a marble figurine of a mounted knight fighting a dragon (valued at 175 gp), a crystal globe within which floats a single blue-green feather (130 gp), and a stylized gold letter opener encrusted with semiprecious gems (380 gp), along with various business papers. The statues are of dwarven origin, sentinels traditionally used to decorate the approaches to important buildings in the Five Kings Mountains (DC 18 Knowledge [history]; a result of 25 or better, or a successful DC 20 Appraise check also reveals that all but the statue in the southeast corner are only passable reproductions).

Examination of the wooden panel reveals that it is a secret door, apparently left open.

The 6-foot-tall safe of dwarven design has two heavy locking mechanisms on its gilded door (Disable Device DC 22 and 25, respectively). Inside the heavy, double-locked iron door is a delicate mesh door of stylized interwoven brass filigree. Opening the interior grate requires no check, but this door is trapped, as detailed below.

Traps: A PC can easily open the safe's interior brass gate by pulling the frail-looking brass handle, but doing so triggers a pit trap. It is this brass door that must be checked for traps, not the heavy outer door; a successful DC 20 Knowledge (engineering) check or DC 15 Profession (locksmith) check reveals that this delicate second door is not typical of dwarven design. If the PCs trigger the trap, all standing within the 20-foot-square area indicated on the map must make Reflex saves to avoid falling, sustaining injury both from the fall and the three statues and safe that fall on top of them. If the safe falls, its contents spill out and can be found on the floor of the pit.

Subtier 5–6 (CR 6)

TRAPPED SAFE PIT

CR 6

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage) plus 2d6 damage from falling safe and statues; DC 21 Reflex save avoids; multiple targets (all targets in a 20-ft.-square area)

Subtier 8–9 (CR 9)

TRAPPED SAFE PIT

CR 9

Type mechanical; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage) plus 2d6 damage from falling safe and statues; DC 26 Reflex save avoids; multiple targets (all targets in a 20-ft.-square area)



Treasure: The contents of the safe include any belongings taken from PCs by Po in area A7, Besai's arcane bonded ring and regular clothing, three fat volumes of business transactions of the past 3 years, and a pair of iron lock boxes. Inside the first iron lockbox (Disable Device DC 18) are three small bars of platinum (worth 1,500 gp each) and four withdrawal slips, each made out for 2,000 gp, which is currently deposited at the Embellada Bank in Katapesh. Anyone who succeeds at a DC 15 Knowledge (local) check knows that these slips may be taken to the bank and exchanged for cash (should a PC make a DC 28 or better on this check, she further understands that these drafts are coded so that only the depositor can legally withdraw the funds—see Development below). The content of the second box is described in Mission Notes below. Note that Pathfinders are prohibited from taking both the art objects in the room and the contents of Passad's safe, and any PC who does so should be noted as violating Yuul's decree for reference at the scenario's conclusion.

Mission Notes: Qadira faction PCs should be interested in the contents of the second lock box (Disable Device DC 20)—a thin volume bound in purple-dyed leather contains the details of clandestine business dealings. Under the entry for 20 Abadius of this year are the name Besar ibn Matarit and the sum of 2,700 gp for "consulting fees, services rendered." Passing this information on to the Qadira faction garners Qadira faction PCs 1 PP.

A14. The Safe Room

This once lush room looks as though it served as the lounge of a wealthy man, with long couches and comfortable chairs. The west wall is lined by a large cupboard and bookcase, and a lavish green rug covers most of the floor. The source of the sulphur stench wafting through the manor is lying on the floor: a battered, vaguely humanoid figure of gears and metal, with malodorous yellow-gray fumes seeping from cracks in its motionless form. West of this thing lies a body, bruised and battered. A large hole about eight feet in diameter mars the north wall, as though something exploded out into the room. Sharp bits of metal are embedded in the walls and furniture. The bookcase has also been rummaged through roughly, and a dozen books lie scattered on the floor.

This room was the villa's safe room, where Passad and his wife might hide in the event of intruders. The cupboard is filled with all manner of stored food and drink and radiates a strong aura of abjuration and transmutation magic; anything placed within it is permanently preserved from rotting or spoiling. The bookcases are lined with distracting novels, illustrated art books, and other entertaining works. Aspis agents ransacked the shelves looking in vain for the *Mutani Manual*.

The Aspis Consortium infiltrators also had the misfortune of triggering the room's guardian, a clockwork golem, which burst out of its hidden chamber to the north, killing one of the agents before being destroyed.

Treasure: The fallen Aspis agent, a blond-haired human thief named Corlis Maubry, still wears his +2 *studded leather* armor. A broken, now worthless scimitar and a shortbow and quiver containing 20 black-feathered arrows that match those found by the pond at area A4 lie beside him. His comrades apparently forgot about the 1,000 gp blue sapphire he had stolen earlier. It can be found in a hidden pocket inside the hem of his shirt with a successful DC 22 Perception check and is technically not restricted by Yuul's prohibition since the PCs did not originally take it. With it are three black pearls (500 gp each) and 6 bloodstones (25 gp each).

Development: Should the PCs employ *speak with dead* on the corpse, his answers to questions are as brief and cryptic as possible, but they should be able to wrest from him his organization, the number in his party (six including himself at the time of his violent death), and their ultimate goal: retrieving the *Mutani Manual* for an anonymous party. At the time of his death, he and his companions had not yet found the decoy *Mutani Manual* in area A17.

Rewards: If the PCs recover the items from Maubry's corpse, give PCs of either subtier 605 gp.

A15. Master Bedroom

This opulent bedroom is fit for a king. The bed is enormous, covered in red and gold satin. Armoires and a dresser of the rarest wood line the north and east walls, and a great rug made of the pelts of several rare beasts covers the marble floor of the chamber's northern half. Oil paintings in gilded frames hang on the west and south walls, portraits of various Druman notables painted by masters of the art. Comfortable chairs and a table of carved jade sit in the southwest corner. A thin door with a delicate woven screen occupies the center of the west wall, and to its right, a curtain of filmy red silk covers another doorway.

This is the palatial bedchamber of Passad and his wife. The dresser and armoires are stuffed with extravagantly expensive items of clothing, linens, and other personal belongings. The velvet curtain hides a large bathroom dominated by an octagonal bath built into the marble floor. The screened door leads to Umeda's boudoir.

A16. Umeda's Boudoir

This large dressing room is no doubt the province of a staggeringly wealthy woman. A magnificent rug, similar in

design to the thick fur rug in the master bedroom, covers most of the marble floor of this room, and the walls are lined with twelve slender marble mannequins, each attired in luxurious clothing. To the south, a padded chair lined with white satin sits before a vanity table of carob wood. Atop the vanity are a number of glass bottles and vials, and a small gilded wooden chest with a key in the lock. An enormous mirror is mounted on the south wall.

The mannequins in Umeda's boudoir display her most elegant and expensive outfits, including ornate hats, scarves, and other accessories. The glass vials, 13 in all, are sealed with wax stoppers and contain expensive perfumes. The chest can be unlocked using the key resting in its lock, and contains a queen's ransom worth of cosmetics.

Treasure: Lady Passad always takes her jewelry with her when she departs Ghenett Manor, so none of it is here at the villa. It goes without saying that pilfering her rich clothing (the outfit on each mannequin is worth anywhere between 125–450 gp), perfumes (worth 50–175 gp per vial), or cosmetics (475 gp for the full chest) is a violation of Yuul's directive and should be noted for the scenario's conclusion.

Mission Notes: Taldor faction PCs are likely interested in the selection of perfumes on the vanity. A successful DC 20 Appraise, Craft (alchemy), or Knowledge (nature) check identifies the bottle in which Lady Morilla is interested (they are not labeled), and Taldor faction PCs who deliver it to her at the scenario's end earn 1 PP. Only this single perfume bottle is permitted to be taken from the premises without incurring penalties at the scenario's end.

A17. The Library (CR 6 or CR 9)

This serene library features three great bookcases eight feet tall running the length of the room, stuffed chairs and a sofa, thick-piled carpets with a subtle design, and three elaborately sculpted marble lecterns in an eastern alcove. Heavy double doors occupy the west wall, crafted from darkly stained oak with gold fixtures. A huge crystal chandelier hangs from the ceiling twenty feet above and glows with magical light.

The center and southernmost lecterns both display fat, open tomes, entitled *Geography and Wildlife of the Mwangi Expanse* by Thaddeus the Wanderer and *The Sonnets of D'Laedalis the Bard*. Both volumes are exquisitely bound and richly illuminated. The northernmost lectern is empty, though the dusty outline of the ghost of an opened volume is plainly visible—Besai, if he is with the party, comments that the *Mutani Manual* Passad waved at him matched the outline's dimensions exactly. The intent here is to lead the PCs to believe that someone has taken the *Mutani Manual*; what the Aspis Consortium party

found here is, however, a decoy. The real tome lies hidden in a secret compartment below the lectern. A PC can notice that the floor at the lectern's base is slightly scuffed with a DC 30 Perception check. Moving the lectern aside (DC 20 Strength check) uncovers a locked metal door, 2 feet square and marked with strange sigils. A successful DC 20 Knowledge (arcana) or Spellcraft check reveals the symbols are ancient Azlanti glyphs traditionally placed on the sarcophagi of royals, warning of "cacophonous moral denunciation" for those who disturb the burial; armed with this knowledge, a trap finder can identify and disarm the trap with a +1 circumstance bonus.

Traps: Moving the lectern reveals a locked, sigil-covered door in the floor (hardness 5, hp 20, Break DC 20, Disable Device DC 22). Opening the door triggers a sonic blast (affecting all in the room) unless disarmed, and also shatters the chandelier overhead, causing a rain of razor-sharp shards to cascade down on all those standing between the northernmost and southernmost bookcases. Note that casting a *silence* spell around the trap before it is triggered negates its effects.

Subtier 5–6 (CR 6)

SONIC BLAST TRAP	CR 6
Type magic; Perception DC 30; Disable Device DC 30	
EFFECTS	
Trigger location; Reset none	
Effect spell effect (<i>heightened shout</i> , 5d6 sonic damage, deafened 2d6 rounds, Fortitude DC 17 for half damage) plus 3d6 damage from falling shards of razor-sharp crystal from the shattered chandelier (DC 19 Reflex save for half damage); multiple targets (sonic: all creatures in the room; falling glass: all creatures between the northernmost and southernmost bookcases)	

Subtier 8–9 (CR 9)

SONIC BLAST TRAP	CR 9
Type magic; Perception DC 33; Disable Device DC 33	
EFFECTS	
Trigger location; Reset none	
Effect spell effect (<i>greater shout</i> , 10d6 sonic damage, stunned for 1 round, deafened 2d6 rounds, Fortitude DC 22 negates stunning and halves both damage and duration of deafness) plus 3d6 damage from falling shards of razor-sharp crystal from the chandelier (DC 24 Reflex save for half damage); multiple targets (sonic: all creatures in the room; falling glass: all creatures between the northernmost and southernmost bookcases)	

Treasure: The *Mutani Manual of Martial Mastery*, located in the hidden compartment beneath the trapdoor,

is 14 inches tall, 10 inches wide, and 4 inches thick, bound in red-tinted leather, and features an embossed pair of nunchaku on the cover. The book's contents are written in an archaic dialect of Tien script that requires a DC 30 Linguistics check to translate, but the beautiful illustrations leave no doubt as to its pedigree. The locked chest beneath the *Mutani Manual* should be of interest to Grand Lodge faction members.

The books on the lecterns are worth 1,000 gp apiece. The 350 other books in the library cover myriad subjects and are worth between 25 gp and 225 gp apiece. Taking any of these volumes violates Yuul's prohibition and should be noted for the scenario's conclusion.

Development: If Besai is with the party when they recover the true *Mutani Manual*, he deems it authentic and arrogantly insists on carrying it himself. Of course, there is little the scholar can do to prevent the PCs from holding on to it, though they will have to tolerate his strident harangues if they refuse him. However, if the PCs have not yet encountered the Aspis agents, Besai's loud insistence that he keep the manual himself may be overheard by the rivals if they are in the adjacent greenhouse (see area A18), and they consequently barge into the library and fight for possession of the real tome (see the description of the Aspis confrontation on page 19).

If the Aspis Consortium party is in the adjacent greenhouse (area A18) and they overhear the PCs, Besai, or the sonic blast trap, they take precautions and bar the door with a gardening implement. The barred door requires a DC 20 Strength check to break open. If the Aspis agents are not in the greenhouse or the PCs manage to keep quiet enough that the rival party doesn't know of them, the door is closed, but not locked or barred.

Mission Notes: The locked chest (Disable Device DC 20) beneath the *Mutani Manual* contains an unmarked volume bound in ragged and weathered leather with two faded words scrawled on the spine: *The Lost Fifth*. It is further bound with heavy twine. Should the PCs disobey Venture-Captain Valsin's instruction and peek at the contents (which requires cutting off the twine), they see that it is a personal account of the contents of the mysterious fifth volume of the *Pathfinder Chronicles* by an anonymous writer claiming to have read it before it disappeared without a trace from his collection; many of the claims are spurious at best, though without anything to compare the contents against, there is no way for the PCs to verify the account. Grand Lodge faction members who return this volume to Ambrus Valsin without reading it earn 1 PP.

A18. Greenhouse (CR 8 or CR 11)

This humid, half-domed chamber is filled with greenery and flowering plants of every description. Murky, pale green glass

runs between a network of thin, vinelike iron ribs. Large planters throughout the room hold verdant trees that reach nearly to the ceiling more than twenty feet above, and potted flowers burst forth from beautifully glazed ceramic vessels in a riotous explosion of vivid color. The shiny, gray metal doors to the west are smooth and polished, free of the sigils found on the manor's other exterior doors, but six gems, each of a different color, grace the right door's otherwise smooth surface in a seemingly random pattern.

The glass of the greenhouse is specially ensorcelled for strength to protect it against the harsh winds of Katapesh's seasonal windstorms (and against intruders attempting to break in, of course). Each glass panel is about 3 feet tall and 2 feet wide, and has hardness 10, 30 hp, and Break DC 25).

The six gems molded into the door to area A19 serve as a puzzle to open the otherwise handleless portal. The locking mechanism, augmented by an *arcane lock* spell, is located completely within the solid metal doors, making it extremely difficult to open without using the gem-keys (Disable Device DC 30 in Subtier 5–6; DC 35 in Subtier 8–9). The gem-keys are agate (blue), amethyst (purple), beryl (red), citrine (yellow), garnet (orange), and jade (green). Pressing any two primary-colored stones simultaneously followed by the stone corresponding to the combination of their colors (red and blue followed by purple, red and yellow followed by orange, or blue and yellow followed by green) unlocks the door for 10 minutes. Entering a combination is a move action that provokes attacks of opportunity.

Lying at the foot of the heavy shrub near the center of the greenhouse is the headless corpse of a priestess of Asmodeus, judging by her vestments. The bloodied long neck of a strange serpentine beast extends from the shrub's thick growth and lies lifeless on the floor as well. A forked tongue spills from its fanged mouth along with a gush of red-black ichor, and closer inspection reveals it is an actual part of the shrub, some bizarre carnivorous plant, slain after it decapitated the cleric. If the PCs investigate the corpse, they can locate an incongruous symbol of Iomedae hidden under her exterior vestments. She is wearing a suit of damaged leather armor (with the broken condition); any other items of worth have been removed by her erstwhile comrades.

Creatures: If the PCs enter this room first, either by breaking the glass or opening the door from outside (since the gem-keys are only located on the inside surface), they find the room devoid of living creatures other than the non-threatening plants that fill the greenhouse.

If, however, the PCs have already progressed through the manor and come into the greenhouse from the library (area A17), they finally catch up to the four surviving

Aspis Consortium agents who absconded with the decoy *Mutani Manual*. Leading the troop is Livilla Cosmopoli, a starsoul sorcerer. She is assisted by half-elf alchemist Lorenzo Boshe and twin fighters Shem and Pothés Albiadi. Combat statistics for all four members of the party can be found in the Aspis Confrontation encounter, which begins below. If the PCs encounter the Aspis agents here, two situations influence how the combat starts.

The Aspis party is aware of the PCs: If the PCs triggered the sonic blast trap in area **A17** or made enough noise that the Aspis agents know they were in the adjacent room, fighters Shem and Pothés place a heavy wooden hoe through the handles of the doors to the library and flank those doors, waiting for the PCs to break through. Lorenzo the alchemist kneels on one knee at the gem-keys attempting to crack the code. Livilla hides behind plants so the PCs, entering from the library doorway, cannot see her. Lorenzo's first action is to press the jade stone and open the doors (having just decoded the mechanism); he then heads out into the hedge garden in area **A19**. He and Livilla both use the manicured hedge "columns" as shelter from which to attack the PCs. Once they are out of the greenhouse, the twins fight as rear guard, moving outside as well.

The Aspis party is unaware of the PCs: Shem and Pothés stand with their backs to the library doors (which are unlocked and unbarred), examining the slain carnivorous plant more closely. Lorenzo works to open the door to the garden and Livilla watches his actions closely. Their actions are identical to those noted above, though they cannot act on the surprise round.

The Aspis party overhears Besai demanding the Mutani Manual: The Aspis agents realize they may have grabbed the wrong book, and twin fighters Shem and Pothés storm through the library doors, attacking the nearest PCs. Livilla casts *mage armor* on herself, then she and Lorenzo stand side by side in the doorway, casting spells and hurling alchemical attacks from there. The agents' goal is obtaining the *Mutani Manual*, and they focus their efforts on removing obstacles between them and the tome before assaulting whoever possesses it. As soon as one of them has it, he gives it to Livilla, who then employs *blink*, making her way out into the hedge garden after pressing a correct combination of stones on the greenhouse door (with a 50% chance of success for each try, as she doesn't know the combination).

Mission Notes: Silver Crusade faction PCs will want to investigate the corpse of the Asmodean priest—this is unfortunately the body of undercover agent Thaemis, and she has a scroll tube secreted on her person containing a report for her superiors. Silver Crusade faction PCs earn 1 PP for locating this message (Perception DC 20) and passing it on as requested.

A19. Garden and Fountains

A paved patio of octagonal stones of dusky purple and pink abuts the doors, two slabs of shiny gray metal whose surfaces are etched with strange designs. The portal lacks a handle or obvious means of opening it. The large flower beds are planted with exotic and colorful flora; their brick edges are a foot high, and the flowers themselves are a further foot and a half tall. Flanking the flower beds to the north and south are sculpted hedges that surround two ornate marble fountains.

Should the PCs attempt to enter Ghenett Manor by breaking into the greenhouse here, you can find the stats for the glass and the door in area **A18**.

Creatures: If the PCs scale the wall at the west end of the manor and explore the manicured garden before entering the house itself, the hell hounds from area **A3** instead attack them here, using the same tactics. Should the encounter with the Aspis party in area **A18** spill out into this area, Livilla and Lorenzo employ the tall center hedges of the garden as shelter from which to hurl spells and alchemical compounds while Shem and Pothés engage the party more directly.

Mission Notes: A DC 20 Perception check reveals a scroll tube secreted in the center flower bed, which should be of interest to members of the Sczarni faction. The scroll within is covered with a long series of numbers; the coded message is indecipherable. Returning this to the Sczarni in Absalom earns faction members 1 PP.

Aspis Confrontation (CR 8 or CR 11)

Regardless of where the PCs encounter the rival Aspis Consortium party—whether in the greenhouse in area **A18** or on the manor's grounds as the Pathfinders attempt to make their escape—the final encounter of the scenario should be the confrontation between the rival groups. If the Aspis agents are attempting their escape from the manor in area **A18** while the PCs are in the library, use the tactics listed in that encounter for running the four surviving Aspis members. If, however, the PCs encounter the rival party elsewhere in the manor grounds, use the tactics listed below.

Creatures: Of the six Aspis Consortium agents sent to Ghenett Manor to retrieve the *Mutani Manual*, only four have survived to encounter the PCs. The group's leader is Livilla Cosmopoli, a starsoul sorcerer from Nisroch. She is assisted by half-elf alchemist Lorenzo Boshe of Ostenso and twin fighters Shem and Pothés Albiadi from Sedeq. Unless they have reason to think otherwise (such as overhearing Besai speak of the Pathfinders' discovery of the real *Mutani Manual*), the Aspis agents believe the volume in their possession to be the genuine article, and they fight to defend it. If, however, they suspect their

tome to be a fake, they attack the Pathfinders in order to obtain the real *Mutani Manual*.

Subtier 5–6 (CR 8)

SHEM AND POTHES ALBIADI (2) CR 3

Male human fighter 4

NE Medium humanoid (human)

Init +5; **Senses** Perception +0

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +1 Dex, +1 dodge, +1 shield)

hp 42 each (4d10+16)

Fort +7, **Ref** +3, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk warhammer +10 (1d8+6/x3)* or
mwk longsword +10 (1d8+6/19–20)**

Ranged shortbow +5 (1d6/x3)

TACTICS

During Combat Shem and Poths know their place as front-line combatants and have no fear of wading into melee combat while the rest of their party supports them from a safe distance.

Morale Each Albiadi brother attempts to flee when reduced to 10 hit points or if the other brother falls.

STATISTICS

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

Base Atk +4; **CMB** +8; **CMD** 20

Feats Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (warhammer* or longsword**), Weapon Specialization (warhammer* or longsword**)

Skills Intimidate +8, Survival +7

Languages Common, Kelish

SQ armor training 1

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, *potion of delay poison*, *potion of endure elements*, *potion of hide from undead*; **Other Gear** breastplate, light steel shield, masterwork longsword**, shortbow with 20 arrows, masterwork warhammer*, *cloak of resistance* +1, 48 gp

* Indicates statistics exclusive to Shem.

** Indicates statistics exclusive to Poths.

LORENZO BOSHE CR 3

Male half-elf alchemist 4 (*Pathfinder RPG Advanced Player's Guide* 26)

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 25 (4d8+4)

Fort +5, **Ref** +6, **Will** +0; +2 vs. enchantments, +2 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk short sword +6 (1d6+2/19–20 plus poison)

Ranged bomb +6 (2d6+3 fire)

Special Attacks bomb 7/day (2d6+3 fire, DC 15)

Alchemist Extracts Known (CL 4th)

2nd—*cure moderate wounds*, *lesser restoration*

1st—*comprehend languages*, *cure light wounds*, *detect secret doors*, *true strike*

TACTICS

Before Combat If Lorenzo is aware of the PCs and isn't occupied with another task, he drinks his daily mutagen, increasing his Constitution. He always coats his short sword with a dose of greenblood oil at the start of the day, and has thus far avoided using it in the party's previous encounters.

During Combat Lorenzo tries to stay behind the heavily armored brothers, preferring to throw bombs from range.

Morale Lorenzo fights to the death, completely dedicated to the task at hand, even if it costs him his life. That is, after all, what he signed on for.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 18

Feats Brew Potion, Dodge, Point Blank Shot, Skill Focus (Disable Device), Throw Anything

Skills Appraise +10, Craft (alchemy) +10, Disable Device +12, Heal +6, Knowledge (arcana) +10, Perception +8, Spellcraft +10, Use Magic Device +7; **Racial Modifiers** +2 Perception

Languages Common, Elven, Infernal

SQ alchemy (alchemy crafting +4, identify potions), discoveries (extend potion 3/day, infusion), elf blood, mutagen (+4/–2, +2 natural armor, 40 minutes), poison use, swift alchemy

Combat Gear *potions of cure light wounds* (3), greenblood oil (2 doses); **Other Gear** +1 *leather armor*, masterwork short sword, 4 chrysoberyls (100 gp each, 30 gp, 20 pp)

LIVILLA COSMOPOLI CR 6

Female human sorcerer 7

LE Medium humanoid (human)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 41 (7d6+14)

Fort +4, **Ref** +5, **Will** +10

Resist cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Ranged light crossbow +4 (1d8/19–20)

Bloodline Spell-Like Abilities (CL 7th; concentration +11)

7/day—minute meteors (1d4+3 fire, Reflex DC 17 negates)

Sorcerer Spells Known (CL 7th; concentration +11)

3rd (5/day)—*blink*, *haste*, *lightning bolt* (DC 19)
 2nd (7/day)—*ghoul touch* (DC 16), *glitterdust* (DC 16), *mirror image*, *scorching ray*
 1st (7/day)—*burning hands* (DC 17), *color spray* (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *unseen servant*
 o (at will)—*acid splash*, *detect magic*, *flare* (DC 16), *ghost sound*, *ray of frost*, *read magic*, *resistance*

Bloodline Starsoul*

TACTICS

Before Combat Livilla cast *mage armor* on herself at the start of the day and the effects have not yet worn off (included in her stats). If she is aware of the PCs, she casts *blink* and *mirror image* if she has time.

During Combat Livilla casts *haste* to give her allies a leg up on the PCs, and to give herself more mobility. She uses her increased speed to avoid attackers and line up to get as many targets as she can in her *lightning bolts* and to get clear shots with *scorching ray*.

Morale As long as Livilla believes she has the true *Mutani Manual*, she fights to the death to defend it. If she knows hers is a fake, she fights to the death to retrieve the true book from the PCs.

STATISTICS

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

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

Feats Dodge, Empower Spell, Eschew Materials, Greater Spell Focus (evocation), Iron Will, Spell Focus (evocation), Toughness

Skills Appraise +9, Bluff +14, Intimidate +14, Knowledge (arcana) +12, Knowledge (nature) +8, Spellcraft +12

Languages Abyssal, Common, Shadowtongue

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *wand of vampiric touch* (5 charges); **Other Gear** light crossbow with 10 bolts, masterwork dagger, *cloak of resistance* +2, false *Mutani Manual of Martial Mastery*, violet garnet (500 gp, 50 pp)

SPECIAL ABILITIES

Bloodline Arcana (Su) Whenever Livilla casts an evocation spell, targets that fail their saves are dazzled by tiny sparkling starlights for 1 round per level of the spell.

Minute Meteors (Sp) Livilla can summon a rain of tiny meteorites as a standard action to fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors deal 1d4+3 points of fire damage. A DC 17 Reflex save negates this damage.



Livilla Cosmopoli

Voidwalker (Ex) Livilla gains low-light vision and resistance cold and fire 5 (already included in her stats).

* See the *Advanced Player's Guide*.

Subtier 8–9 (CR 11)

SHEM AND POTHES ALBIADI (2) CR 5

Male human fighter 6

NE Medium humanoid (human)

Init +5; **Senses** Perception +0

DEFENSE

AC 21, touch 12, flat-footed 19 (+7 armor, +1 Dex, +1 dodge, +2 shield)

hp 61 each (6d10+24)

Fort +8, **Ref** +4, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee mwk warhammer +13/+8

(1d8+7/x3)* or

mwk longsword +13/+8 (1d8+7/19–20)**

Ranged shortbow +7/+2 (1d6/x3)

Special Attacks weapon training (hammers +1* or heavy blades +1**)

TACTICS

During Combat Shem and Pothes

Albiadi know their place as front-line

combatants, and they don't hesitate to use their

bodies to create a barrier between their foes and their

allies. They take special effort to harry spellcasters, using

their Step Up feat to close on casters and their Disruptive

feat to increase the DC for casting defensively within

their reach.

Morale Either brother attempts to flee if reduced to 15 hit points or fewer, or if his brother falls in combat.

STATISTICS

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

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

Feats Disruptive, Dodge, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (warhammer* or longsword**), Weapon Specialization (warhammer* or longsword**)

Skills Intimidate +10, Survival +9

Languages Common, Kelish

SQ armor training 1

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, *potion of delay poison*, *potion of endure elements*, *potion of hide from undead*; **Other Gear** +1 breastplate, +1 light steel shield, masterwork longsword**, shortbow with 20 arrows, masterwork warhammer*, *cloak of resistance* +1, 48 gp

* Indicates statistics exclusive to Shem.

** Indicates statistics exclusive to Pothes.

LORENZO BOSHE

CR 6

Male half-elf alchemist 7 (*Pathfinder RPG Advanced Player's Guide* 26)

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 42 (7d8+7)

Fort +6, **Ref** +7, **Will** +3; +2 vs. enchantments+4 vs. poison

OFFENSE

Speed 30 ft.

Melee +1 short sword +8 (1d6+3/19–20 plus poison)

Ranged bomb +8 (4d6+3 fire)

Special Attacks bomb 12/day (4d6+3 fire, DC 16)

Alchemist Extracts Known (CL 7th)

3rd—*fly, heroism*

2nd—*cat's grace, cure moderate wounds, darkvision, lesser restoration*

1st—*comprehend languages, cure light wounds, detect secret doors, detect undead, true strike*

TACTICS

Before Combat If Lorenzo is aware of the PCs and isn't occupied with another task, he drinks his daily mutagen, increasing his Constitution. He always coats his short sword in two doses of large scorpion venom at the start of the day (using his concentrate poison discovery), and has thus far avoided using it in the party's previous encounters.

During Combat Lorenzo tries to stay behind the heavily armored brothers, preferring to throw bombs from range.

Morale Lorenzo fights to the death, completely dedicated to the task at hand, even if it costs him his life. That is, after all, what he signed on for.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 20

Feats Brew Potion, Dodge, Extra Bombs, Iron Will, Point

Blank Shot, Skill Focus (Disable Device)^B, Throw Anything

Skills Appraise +13, Craft (alchemy) +13, Disable Device +15, Heal +9, Knowledge (arcana) +13, Perception +11, Spellcraft +13, Use Magic Device +10; **Racial Modifiers** +2 Perception

Languages Aklo, Common, Elven, Infernal, Undercommon

SQ alchemy (alchemy crafting +7, identify potions), mutagen (+4/–2, +2 natural armor, 70 minutes), discoveries (concentrate poison, extend potion 3/day, infusion), poison use, swift alchemy, swift poisoning, elf blood

Combat Gear oil of align weapon, potion of bull's strength, potions of cure light wounds (2), potion of cure moderate wounds; **Other Gear** +1 leather armor, +1 short sword, 7 chrysoberyls (100 gp each, 45 pp)

SPECIAL ABILITIES

Concentrate Poison Because Lorenzo used his concentrate poison discovery when he applied poison to his sword, it is a stronger dose than normal large scorpion venom: *save*

Fortitude DC 19; frequency 1/round for 9 rounds; effect 1d2 Str damage; cure 1 save.

LIVILLA COSMOPOLI

CR 9

Female human sorcerer 10

LE Medium humanoid (human)

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

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 57 (10d6+20)

Fort +5, **Ref** +7, **Will** +12

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4–1/19–20)

Ranged light crossbow +7 (1d8/19–20)

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

7/day—minute meteors (1d4+5, Reflex DC 19 negates)

aurora borealis (DC 19, 10 rounds)

Sorcerer Spells Known (CL 10th; concentration +14)

5th (3/day)—*cone of cold* (DC 21)

4th (6/day)—*call lightning storm* (DC 20; dealing fire damage, damage increased outdoors at night), *crushing despair* (DC 18), *ice storm*

3rd (7/day)—*blink, fireball* (DC 19), *haste, lightning bolt* (DC 19)

2nd (7/day)—*false life, ghoul touch* (DC 16), *glitterdust* (DC 16), *mirror image, scorching ray*

1st (7/day)—*burning hands* (DC 17), *color spray* (DC 15), *mage armor, magic missile, ray of enfeeblement* (DC 15), *unseen servant*

0 (at will)—*arcane mark, acid splash, detect magic, flare* (DC 16), *ghost sound, mage hand, ray of frost, read magic, resistance*

Bloodline Starsoul*

TACTICS

Before Combat Livilla has already cast *mage armor* on herself (included in her stats), and if she knows combat is coming, she prepares for battle by casting *false life, blink*, and *mirror image*.

During Combat Livilla opens combat with *haste*, using her enhanced speed to avoid attackers and position herself to best assault her enemies with ranged evocation spells. If her foes position themselves such that she has no opportunity to use *cone of cold* against them, she uses her 5th-level slots to cast quickened *magic missiles* and *rays of enfeeblement* each round until she has expended all her 5th-level spell slots.

Morale As long as Livilla believes she has the true *Mutani Manual*, she fights to the death to defend it. If she suspects hers is a fake, she fights to the death to retrieve the true book from the PCs.

STATISTICS

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

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

Feats Dodge, Empower Spell, Eschew Materials, Greater Spell Focus (evocation), Iron Will, Quicken Spell, Spell Focus (evocation), Toughness

Skills Appraise +9, Bluff +17, Intimidate +17, Knowledge (arcana) +15, Knowledge (nature) +11, Spellcraft +15

Languages Abyssal, Common, Shadowtongue

SQ Voidwalker

Combat Gear *potion of cure serious wounds, potion of fly, potion of invisibility, wand of vampiric touch* (7 charges); **Other Gear** light crossbow with 10 bolts, masterwork dagger, *amulet of natural armor +1, cloak of resistance +2, ring of protection +1, false Mutani Manual of Martial Mastery*, 3 violet garnets (500 gp each), 50 pp

SPECIAL ABILITIES

Aurora Borealis (Sp) Livilla can create a sheet of cascading colors that acts as a *wall of fire*, but that deals cold damage and does not radiate heat. One side of the aurora designated by her fascinates creatures within 10 feet, up to a maximum of 20 HD of creatures. A DC 19 Will save negates this fascinate effect. She may use this ability for 10 rounds per day. These rounds do not need to be consecutive.

Bloodline Arcana (Su) Whenever Livilla casts an evocation spell, targets that fail their saves are dazzled by tiny sparkling starlights for 1 round per level of the spell.

Minute Meteors (Sp) Livilla can summon a rain of tiny meteorites as a standard action to fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors deal 1d4+6 points of fire damage. A DC 19 Reflex save negates this damage.

Voidwalker (Ex) Livilla gains low-light vision and resistance cold and fire 5 (already included in her stats), and she does not need to breathe, as if wearing a *necklace of adaptation*.

* See the *Advanced Player's Guide*.

Treasure: The false *Mutani Manual of Martial Mastery* in Livilla's possession has an outer appearance identical to that of the real *Mutani Manual*. However, the text is written in a western script, though it appears to be in an unknown language. Those who are not fluent in Tien may be fooled, but a successful DC 25 Linguistics check reveals that the book is written not a real language and is undoubtedly a decoy; anyone who speaks Tien receives a +5 bonus on this check. Use of *comprehend languages* fails to decipher the book, as it isn't written in a real language, but allows a DC 20 Sense Motive check to determine that this is likely a decoy. If the PCs allow Besai to verify the book when they take it from the Aspis agents, he quickly recognizes that it's a fake, but he has no idea where they might find the true book.

Rewards: If the PCs defeat Livilla and her Aspis cohorts, reward each subtier thusly:

Subtier 5–6:

Give each player 1,378 gp.

Subtier 8–9:

Give each player 2,698 gp.

CONCLUSION

The PCs should have no trouble hitching a ride with an eastbound caravan on its way to Katapesh after securing both the *Mutani Manual* and cantankerous scholar. If they encounter the caretakers (assuming they didn't come to blows earlier in the adventure), Po congratulates them and tells them, cryptically, that his master will be very pleased. Of course, if the PCs bring the false tome to Farseer Tower, because the PCs did not uncover the true *Mutani Manual* and didn't allow Besai to inspect it, Venture-Captain Yuul's resident experts quickly discover the error and the venture-captain informs the PCs of their embarrassing failure.

The Pathfinders are closely questioned during their debriefing to ascertain whether they took any forbidden items from Ghenett Manor (note that items related to faction missions are excluded). If they admit their guilt and hand over the items, they are sternly reprimanded, but are still awarded 1 PP provided they have met the rest of the success conditions. If anyone has stolen items and does not admit it, Yuul's truthseekers uncover the facts using a manifest of the manor's contents obtained from an insurance broker in Katapesh and liberal use of *locate object* as well as other divinations. Any stolen items are confiscated, and the offending Pathfinder receives a severe dressing down for disobedience, forfeiting the Prestige Point for the overall mission.

The only stolen items that can't be detected are the deposit slips drawing on the Embelliada Bank (from the safe at area A13). These go unnoticed if the PCs fail to declare them, as their existence in the manor was not documented. If and when the PCs indicate they are headed to the Embelliada Bank, they are arrested and the Pathfinder Society has to bail them out. Such PCs forfeit their Prestige Point for successfully completing the mission and earn a disparaging nickname throughout the Society: "Embezzler of Embelliada."

The PCs receive no gratitude from Besai, who has nothing but petty and caustic criticism for the Pathfinders' skills and conduct no matter how delicately they treated him. Yuul, however, reveals to the PCs that an "unnamed benefactor" had offered a reward for Besai's safe return. This benefactor was none other than Temel Passad, though even Venture-Captain Yuul isn't aware of this; similarly, the Aspis Consortium doesn't know that Passad was the anonymous client that hired them to steal the book from his manor. What strange game the Kalistocrat is playing is beyond the scope of this adventure. In Subtier 5–6, the total reward for Besai's

emancipation is 1,500 gp, while in Subtier 8–9, the reward is a staggering 10,728 gp.

Rewards: If the PCs returned Besai to Farseer Tower in one piece, reward each subtier thusly:

Subtier 5–6:

Give each player 250 gp.

Subtier 8–9:

Give each player 1,788 gp.

Success Conditions

In order to satisfy the Decemvirate and Venture-Captain Yuul, the PCs must return a living, breathing Harmidio Besai to Farseer Tower in Katapesh along with the real *Mutani Manual*. Doing so earns all PCs 1 PP except in one situation: any PC who stole from the manor is admonished by the Society and foregoes his Prestige Point for the scenario, regardless of the party's success or failure at the primary mission.

Faction Missions

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

Andoran Faction: Andoran faction PCs who successfully deliver the letter to Domitilla Po in area **A10** earn 1 PP.

Cheliox Faction: Cheliox faction PCs who recover the iron collar from the infernal guardian on the manor grounds (area **A3**) unsullied by the beast's blood earn 1 PP.

Grand Lodge Faction: Grand Lodge faction PCs who return the ragged leather book from beneath the *Mutani Manual* in area **A17** unopened earn 1 PP.

Lantern Lodge Faction: Lantern Lodge faction PCs who ascertain the pedigree of the statues in area **A5** earn 1 PP.

Osirion Faction: Osirion faction PCs who successfully recover the bile duct of the chaos beast in area **A11** earn 1 PP.

Qadira Faction: Qadira faction PCs who note the information contained in the second locked box in the iron safe in Passad's study (area **A13**) earn 1 PP.

Sczarni Faction: Sczarni faction PCs who recover the scroll tube from the center flower bed in area **A19** earn 1 PP.

Shadow Lodge Faction: Shadow Lodge faction PCs who convince Besai to translate the Tien note earn 1 PP.

Silver Crusade Faction: Silver Crusade faction PCs who obtain the hidden report from the corpse of Thaemis in the greenhouse (area **A18**) earn 1 PP.

Taldor Faction: Taldor faction PCs who obtain the correct bottle of perfume from Umeda's boudoir (area **A16**) earn 1 PP.

THE GHENETT MANOR GAUNTLET

PATHFINDER SOCIETY SCENARIO #3-03: THE GHENETT MANOR GAUNTLET

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

Character #

Character Name

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Lantern Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Shadow Lodge ☐ Silver Crusade ☐ Taldor

Prestige Points

Character #

Character Name

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Lantern Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Shadow Lodge ☐ Silver Crusade ☐ Taldor

Prestige Points

Character #

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☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Lantern Lodge ☐ Osirion
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Prestige Points

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Prestige Points

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☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Lantern Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Shadow Lodge ☐ Silver Crusade ☐ Taldor

Prestige Points

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PATHFINDER SOCIETY SCENARIO

Argdoran



Agent of Liberty,

It is my understanding that you journey to a property owned by Temel Passad in Katapesh. Enclosed with this note is a letter intended only for the eyes of a clandestine contact in the nascent underground anti-slavery league in Katapesh who also happens to be the wife of that property's caretaker. Her husband has no idea that she is involved and would disapprove of this activity—do not attempt to pass it to her in her husband's presence. She is understandably guarded, and you will no doubt need to employ some measure of finesse to persuade her to accept this missive from a stranger. Please exercise care.

For Freedom!

Colson Maldris

Major Colson Maldris

Chelax



Sweetest of My Slaves,

It has come to my attention that you depart for a villa belonging to the Kalistocrat Temel Passad. I rarely make personal requests of this nature, but a pet of the merchant once belonged to an associate of mine, and it would be most appreciated if you would retrieve its collar. I understand that the pet's name is Dagzun'ragat, and you may find this on the collar. If the animal needs to be, for lack of a better phrase, put down, please let there be no sign of this on the collar you return, as my acquaintance is quite sentimental and would be most upset. And this is someone I would rather not see upset.

With Ravenous Anticipation,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,

I have a delicate assignment for you that illustrates my perfect confidence in your absolute loyalty to the Society. Your journey to Temel Passad's Katapeshi villa offers a priceless opportunity to obtain another book he is rumored to possess. It is an old tome bound in leather with only three words on its spine: "The Lost Fifth." Locate this book and bring it back to me—unopened. I realize that I am asking a great deal of you with this cryptic proscription, but by returning with the tome and obeying my request you will earn much esteem in my eyes and those of our comrades.

Success!

Ambrus Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Representative,

We know that Temel Passad has been clandestinely purchasing Tian items of antiquity and selling them in Avistan and Garund for outrageous profits. While the loss of any such archeological treasures is regrettable, we must ascertain whether he has stolen any items that may affect the work our Lodge is doing to solve a few primeval puzzles. We are most interested in statuary—should you find any statues that have the appearance of Tian sculpture, please examine these works closely and determine their pedigree—what nation and era might they have come from? Such information would be most helpful in furthering the work of the Lodge, though I may say no more at this time.

May Your Luck Exceed Your Need of it,

Amara Li

Venture-Captain Amara Li

THE GHENETT MANOR GAUNTLET

Osirion



Loyal Seeker of Knowledge,

It is our understanding that the Kalistocrat Temel Passad has employed various skilled summoners to secure guardians for his properties. Should you come upon any especially unusual or rare creature from the outer planes serving as a warden, in all likelihood you will be forced to slay it. Please use this opportunity to extract from this creature its bile duct and seal the organ in the container I have provided. This would be most helpful in furthering an ongoing research project we have undertaken in order to expand our knowledge of the Great Beyond's more chaotic corners.

In the Name of Our Ancestors,
Amenopheus, the Sapphire Sage

Qadira

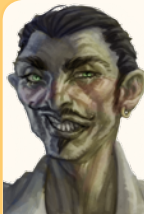


Servant of the Satrap,

Your latest exploit takes you to the Katapeshi villa of Temel Passad, a most challenging rival of the Satrap's business interests. We have suspected for some time that our mercantile delegation to the Kalistocracy of Druma has been compromised and that Passad is the traitor's paymaster. Seek out a book bound in purple leather and check the entry for 20 Abadius of this year. Note any names, activities, and amounts exchanged and bring that information back to us.

Warmest Regards,
Trade Prince Aaqir al'Hakam

SCZARNI



Friend,

I'm sure that you understand that with the complexities of our tangled relationships we are sometimes forced to play both ends against the middle. With this in mind, I'm sure you won't be surprised to discover that we have on occasion found dealing with the Aspis Consortium mutually profitable. I must ask you to pick up a coded message in a scroll tube that an Aspis agent will secret somewhere within the manor grounds of this Temel Passad whom you are paying a visit. I have been told this agent will try to place it somewhere close to flowering plants.

Best Luck Be Yours,
Guaril Karela

SHADOW LODGE



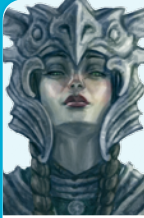
Intrepid Comrade,

As we act to further our cause it is important that we establish reliable Pathfinder contacts in the far east. A possible agent has sent us a message in a script we have been unable to translate, but it is assumed that it is an archaic form of Tien writing. I understand that you may be coming into contact with Harmidio Besai, an expert in such matters. Persuade him to translate the short note and pass on the exact wording to us. Exercise care—this Besai has a reputation for being a rather unpleasant fellow.

Solidarity!
Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade

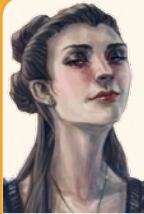


Champion of Light,

We have managed to infiltrate the Aspis Consortium with one of our agents. Her name is Thaemis Renald and she is posing as a priest of Asmodeus, though she is actually a devoted servant of Iomedae. She has been unable to pass on a report to us for some time. It is our understanding that Thaemis is being dispatched to one of Temel Passad's properties, as are you. Though the probability is low that the two of you should meet, if by the grace of all good gods you do, see to it that you find a way to obtain her report to pass on to us.

Ollysta Zadrian May Right Prevail,
Ollysta Zadrian

TALDOR



Agent of the Empire,

I am told you journey to a villa owned by Temel Passad in Katapesh. I require you to secure a bottle of a perfume worn by Passad's wife—an exceptionally enchanting and frustratingly rare perfume called Desna's Tears. I am told it has a very subtle floral bouquet, with a touch of cinnamon. I do understand that some of the assignments given you by my unfortunate predecessor were... it is difficult to be polite... frivolous in nature. Despite its superficial appearance, this task is anything but. Having this scent is crucial for a rather complex plot being hatched against this vexing merchant by agents of the throne in Oppara. The details are unimportant to you at this time. I value both your efforts and discretion.

For the Everlasting Glory of the Empire,
Gloriana Morilla Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-03: THE GHENETT MANOR GAUNTLET

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	1,322	2,645
5-6		
SUBTIER	2,751	5,503
8-9		

MAX GOLD

This Chronicle Certifies That

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

EXPERIENCE

Starting XP

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

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige

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

Prestige Gained (GM ONLY)

-

Prestige Spent

--	--

Final Fame Current Prestige

GOLD

Start GP

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

GP Gained (GM ONLY)

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

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
ALL

- ☐ **Embezzler of Embeliada:** You were caught attempting to cash in stolen letters of credit at a Katapeshi bank run by clerics of Abadar. Word of your crime spreads after the Pathfinder Society has to bail you out of the city's jail. You suffer a permanent -2 penalty on all Diplomacy checks against faithful of Abadar and city officials in Katapesh.

- ☐ **Mutani Manual of Martial Mastery:** You retrieved the *Mutani Manual of Martial Mastery* from Temel Passad's Ghenett Manor in Katapesh and had a chance to look through it briefly as it was being translated in Farseer Tower. The sections you read were brief, but they nevertheless left an impression. Choose one combat maneuver and note it below; you receive a +1 dodge bonus to CMD against this maneuver. Your GM should initial this selection after you have made your selection.

Combat Maneuver: _____ GM Initials: _____

SUBTIER
5-6

- +2 studded leather (4,175 gp)
Cloak of resistance +1 (1,000 gp)
Cloak of resistance +2 (4,000 gp)
Greenblood oil (100 gp)
Potion of cure moderate wounds (300 gp)
Potion of delay poison (300 gp)
Potion of invisibility (300 gp)
Wand of vampiric touch (CL 5th, 5 charges; 1,175 gp)

SUBTIER
8-9

- Amulet of natural armor +1 (2,000 gp)
Oil of align weapon (300 gp)
Potion of bull's strength (300 gp)
Potion of cure serious wounds (750 gp)
Ring of protection +1 (2,000 gp)
Wand of vampiric touch (CL 5th, 7 charges; 1,575 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #