



THE STOLEN HEIR

BY DAVID N. ROSS



THE STOLEN HEIR

Pathfinder Society Scenario #5-04

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Pathfinder Society Scenario #5-04: The Stolen Heir is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

The Stolen Heir makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Gamemastery Guide*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Ultimate Magic*. In addition to being available for purchase in bookstores and game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

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By DAVID N. ROSS



Following the recent failure of the *wardstones* that encompass the Worldwound, demons invaded Mendev and assaulted Nerosyan. The Pathfinder Society, which had already sent a large contingent of agents north to make preparations to explore a lost dwarven Sky Citadel, has joined the crusaders of Mendev in an attempt to push back the demons and keep the Abyssal encroachment from spreading further into Avistan. Despite its considerable resources when the conflict commenced, both supporting an ally in an ongoing war and preparing for a large expedition require an immense amount of capital that the Pathfinder Society can hardly provide on its own. If the society could secure the aid of a handful of wealthy patrons, it would have the necessary funds to sustain its Mendevian operations.

Tercio Andares is the mayor of Sauerton, a town in the hills of northern Andoran that specializes in wine production. In fact, the Andares family's centuries-long ownership of the vineyards dates back to long before the revolution when the noble House Andares laid claim to much of the land around Sauerton. When revolutionaries arrived in 4669 AR, the Andares's two local rivals—including the Sauer family itself—refused to abandon their noble titles and went into exile. The Andares family instead stepped down and became ordinary citizens, and in doing so they maintained a respectable portion of their wine production business. Since then, the Andares family has gobbled up its local competition and obtained not only its ancestral holdings but also those of its former rivals. Thanks to their political training, economic power, and subtle alliances with other wealthy families, over the past 44 years scions of the Andares family have dominated the mayoral elections and maintained an unofficial degree of nobility in the republic of Andoran. In turn, Tercio has supported the election and nomination of his allies to other powerful positions, gradually resuming much of the hegemonic power his family and their peers enjoyed before the revolution. Furthermore, Tercio has used his regional power as a steppingstone to national politics; he

WHERE ON GOLARION?

The Stolen Heir takes place on the northeastern plains of Andoran, in and around Sauerton, a sizeable town known—somewhat infamously—for its wine production. The adventure also features Galtan citizens, known for their revolutionary zeal. For more information on Andoran and its people as well as the people and philosophies of Galt, see *Pathfinder Player Companion: Andoran, Spirit of Liberty* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at local hobby stores or online at paizo.com.



recently joined the ranks of the consuls—20 politicians who exercise executive control over Andoran's internal security and command the army and navy.

Whereas Tercio Andares was born before the revolution and still sees himself as a blue-blooded aristocrat, his daughter Thalia believes wholeheartedly in Andoran's founding principles. When Tercio began teaching Thalia the darker ins and outs of their family's control of Sauerton, she was disgusted, and she began exploring ways to break up the shadowy confederacy of quasi-noble families into which she was born for when she inevitably inherits the family business.

When Tercio later discovered proof of Thalia's rebellious plans, he feared not only the collapse of the lifestyle that he had worked so hard to rebuild but

GM RESOURCES

The Stolen Heir makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG GameMastery Guide* (GMG), *Pathfinder RPG NPC Codex* (NPC), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). The adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

also reprisal from his network of unforgiving political allies. On one hand he knew his daughter would not abandon her beliefs, but he also could not act against her directly—both out of love and out of concern for what a scandal might do to his political career. Instead, he paid a long-time business partner named Koriana to act as an intermediary in hiring a group of Galtans to kidnap Thalia and detain her long enough to decide her fate, secretly hoping that such an event might also scare her away from her unhealthy compassion for common folk.

The Galtans were desperate for money and leaped at the chance to earn gold to bring home to their families, though they proved reluctant to cross into another country to capture a noblewoman. To sweeten the deal, Koriana falsely established Thalia as a Galtan noblewoman who had escaped justice. Believing this lie, the Galtan revolutionaries accepted the offer and seized Thalia from her home while most of the rest of the city was partaking in the Silverglazer Sunday celebration being held at the time. Since then, the Galtans have held Thalia at an abandoned vineyard near Sauerton, and as a bonus for Tercio, the local sympathy at the loss of his daughter has boosted his popularity in upcoming elections.

SUMMARY

The PCs begin in Sauerton, where they are ordered to deliver a letter announcing them to Tercio Andares and identify the kidnappers' hideout using information procured by Pathfinder WYSTORN TELFYR's earlier *screaming*. Tercio rebuffs their aid with a lie that the kidnappers demanded he not help the investigation, but his guests or a servant can provide enough information to allow the group to track the kidnappers to an old vineyard that has fallen into disuse on the outskirts of town. There the PCs might appeal to the Galtans' sense of self-preservation or fight their way to Thalia's rescue. Either by investigating the hideout or questioning the Galtans, the PCs learn that their employer is actually still in Sauerton, and Thalia urges them to investigate the crime further. On the way back to town, a pack of dogs or wolves attack the

PCs, a sign that the Andares patriarch has neglected to protect the town from local wildlife.

The PCs can then find Tercio's intermediary, a half-elven alchemist named Koriana who runs a seedy pharmacy. Koriana is not looking for a fight, and after inquiring about the Pathfinders' interests, she attempts to cut a deal: the PCs can allow the kidnapping to succeed in exchange for Tercio's full support of the Pathfinder Society, thus accomplishing their primary objective. Thalia counters with her own counteroffer, and the PCs must decide which patron to support. If the PCs side with Thalia, Koriana and her hired guards fight the PCs, hoping to eliminate any witnesses to Tercio's scheme.

GETTING STARTED

Read or paraphrase the following to the players to get the adventure underway.

Morning light streams in through the stained glass windows of the Cathedral of Aroden in Almas, where Venture-Captain Brackett sits behind a large, antique desk replete with hair-thin lines that mar its surface like nearly healed scars. He scans a handful of papers before speaking to you and the other assembled guests, among them the no-nonsense wizard WYSTORN TELFYR and Major Colson MALDRIS.

"I recently received news of a kidnapping in Sauerton, up in the northern wine country. Thalia Andares, heir to the Sauerton Red wine fortune and daughter of Consul Tercio Andares, vanished during the Silverglazer Sunday celebration and has not been seen since."

With a meaningful look, Maldris catches Brackett's attention, and the two nod in understanding as the major contributes. "Tercio Andares is powerful and widely respected; not only has he been the mayor of the large town for many years, but he is also a strong voice in the Andoren military—even for a consul. The Sauerton Red winery has made him extremely wealthy, and his financial support could be a considerable asset to the Pathfinders' important work in and around the Worldwound. He seems uninterested in foreign affairs, though, perhaps because it's politically safer to focus on domestic matters. Even so, he is known to help those who help him."

"I appreciate the summary, major," says Brackett. "I am convinced that the Andares's gratitude would do much to refill our war chest for a struggle that is unlikely to end quickly. When you track down Thalia, as I trust you will do quickly, it is important not only to the Pathfinder Society but perhaps to the whole world that you request funding for the military campaign against the Worldwound. Of course, convincing Tercio to contribute troops and military aid would be even better, but aim for finances first."

With a sigh, Major Maldris picks up his tricorne hat and prepares to depart. "I would stay longer, but I must make final preparations to travel," he states in a quiet voice. "While I hope

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that the Andares family agrees to help the society, I am also wary of this political practice of mutual backscratching. As all of you are in Sauerton—especially those who care for this fine country—remain vigilant for signs of short-sighted corruption and abandonment of Andoran's founding principles: freedom and democracy. Follow what you believe to be the best course of action, as I will not be available to advise you. Nonetheless, I would appreciate any reports of corruption after the situation is resolved." After sharing a quick handshake with Brackett and a nod of farewell to the rest of you, he departs, closing the door behind him.

Telfyr breaks the moment of silence that follows by reporting, "My scrying indicates that the young Andares is being held in a building with high ceilings and once-elegant adornments in a style popular in this nation before the People's Revolt. The structure seems to have sustained extensive fire damage which has not been repaired. Thalia is alive and unhurt, at least for now. She was reading a fresh copy of the essays of Alysande Benedict when I saw her."

Brackett begins to bring the briefing to a close by concluding, "We have transportation ready to take you to Sauerton as quickly as possible. When you arrive, present this letter to Consul Andares before you begin your investigation. It introduces you and offers the condolences and assistance of the Pathfinder Society. Not only is this proper etiquette to announce your intentions to the mayor, but Thalia vanished from the Andares manor. Someone there should be able to make sense of Telfyr's visions."

Telfyr frowns at Brackett's diction. "Scrying, Brackett, is diff—" "Alright, yes, scrying," the venture-captain concedes as he pushes a sealed letter across the table. "Introductions, rescue operation, then negotiation for funding and possible military support. Make any questions quick; you've got a boat to catch."

Allow the party to ask questions of Venture-Captain Brackett and Wystorn Telfyr, roll Knowledge checks as noted below, and make any quick purchases before transitioning to the PCs' arrival in Sauerton. Before the party reaches the boat, a plainclothes messenger intercepts the PCs and delivers a missive to any members of the Taldor faction (see player handout on page 19).

Are there any suspects in the kidnapping? "When I heard reports from the north, it seemed as though the authorities were stumped."

What do the kidnappers want? "Mr. Andares has publicly stated that he has not received any official demands yet."

Does the Andares family have any enemies? "Vivianna Talwin is the only major political rival Andares has to our knowledge. He has no obvious bad blood in the business of cheap wine."

Are there any other Andares relatives? "Tercio and Thalia Andares are each the other's only close living relatives in the area, so far as we are aware."

Don't the Andares have guards? or Did the Andares have any employees or contractors working around the house at the time of the kidnapping? "You would

have to ask around the Andares manor for more information, but I have heard the manor was empty aside from Thalia because her father, the servants, and town guards were out attending the Silverglazer Sunday celebration."

Who are the local authorities? "The captain of the guard, Merton Demrick, is a friend of the Pathfinder Society and has indicated he would appreciate the help."

Are there any specific locations you suspect the kidnappers are using? "We have not had any luck narrowing it down yet, but it is very likely to be near Sauerton, since there is was no sign of the kidnappers using magic."

Diplomacy (gather information) or Knowledge (local)

PCs may recall details about Consul Tercio Andares with a successful

Diplomacy (gather information) or Knowledge (local) check. Brackett is able to make a DC 15 Knowledge (local) check and shares that information if the PCs ask him directly.

10+ Tercio Andares is mayor of Sauerton, one of the consuls who administer Andoran's military, and owner of the extremely successful Sauerton Red winery.

15+ Andares has generally remained popular in Sauerton despite the town suffering from a rash of attacks by wild beasts from the Verduran Forest in recent years, as his winery employs much of the town directly or indirectly, and it is rare for any public figure to suggest Andares might be responsible for any problems.

20+ A few unpopular individuals around Sauerton say that the Andares family is rotten, and that anyone who makes trouble for Tercio or his kin is quickly and quietly encouraged to leave town.



Knowledge (geography) or (local)

PCs may recall details about Sauerton with a successful Knowledge (geography) or (local) check. Brackett is able to succeed at a DC 15 Knowledge (local) check and shares that information if the PCs ask him directly.

10+ Sauerton is infamous for its cheap and widely distributed wine, called Sauerton Red. It has become immortalized in an Andoren proverb that something of poor quality “must be down from Sauerton.”

15+ Sauerton is a large town located in wine country in northeast Andoran, about equally distant from the Andoshen River, which is used to ship wine to Andoran’s southern ports for export, and the Verduran Forest, which occupies much of the tense border with Taldor and Galt.

20+ Sauerton has been a site of productive vineyards for centuries, and the once-noble Andares family has been a major owner of those vineyards since long before the People’s Revolt. Although the Andares family chose to give up their noble privileges during the revolt, nearly every mayor of Sauerton in the 44 years since has been a member or close relative of the Andares family.

25+ The local captain of the guard Merton Demrick has publicly petitioned for more funds to hire additional guards, claiming the current numbers are too few, but he has not received enough support from Mayor Andares or the townspeople to implement the change.

30+ A local vineyard’s villa was burned down in a then-famous fire about the time of the People’s Revolt by a spiteful noble belonging to the Sauer family. It seems likely to fit the description given by Wystorn Telfyr.

SAUERTON

The PCs’ voyage up the Andoshen River is swift, and they enjoy good weather until the last hour, when a light rain begins to fall. The Andares’s manor is not difficult to find, being one of several dozen stately homes still standing in the town as functional reminders of a past age’s nobility. Most of Sauerton appears well maintained, and although the seasonal workers who arrived a few months earlier to help pick the grapes have since departed, several presses are still set up in the town square—the residents await the return of fairer weather so they can resume their wine production.

As the PCs navigate Sauerton, a halfling wearing light armor and a rain-spattered helmet hails them, introduces himself as Captain Merton Demrick of the nation of Andoran, and inquires as to their business in the city. Should the PCs tell him their destination or intentions, he volunteers to act as their guide for a short while, cheerfully pointing out different features of the town and remarking how nice it will be to get inside and out of the weather.

A. ANDARES MANOR

The Andares mansion stands at the edge of a beautiful green and has a facade dominated by fine marble pillars. The manor is tall and as imposing inside as out. The ground floor has a parlor, drawing room, grand dining room, water closet, and kitchen, and the upper level has half a dozen bedrooms, half of which are unused. With a DC 15 Knowledge (engineering) check, a PC can identify the architecture as old Chelish but that the many columns are a recent, largely ornamental addition.

Unless the PCs decide to sneak into the manor, the servant Dorabeth—a thin, hook-nosed woman with graying brown hair held in a tight bun—answers the door. She politely but firmly insists that the master of the house is not to be disturbed; in fact, Tercio Andares is meeting with fellow consul Sander Bryton and wishes to prevent any member of the public from snooping around the kidnapping case. Merton Demrick willingly vouches for the PCs, or a PC can convince Dorabeth that their visit is suitably important to demand Tercio’s time with a successful DC 15 Diplomacy check; either method persuades her to admit the visitors.

Dorabeth has spent the past week developing many of her own ideas of just what happened to Thalia, and having a team of investigators like the Pathfinders visit seems like the perfect occasion to share her best theories. As they wait for Tercio and Bryton to finish their conversation in the nearby drawing room, she vividly recounts her ideas while ensuring the guests are welcomed into the parlor, combining elements of truth and imaginative fiction; for example, she might claim that Kyonin elves have crossed the border and abducted Thalia to sacrifice to their forest gods (a strange take on Galtans hoping to behead a noble) or that a Chelish spy stole her away and has hidden her body in one of the wine casks.

If the PCs did not learn much about Sauerton or the Andares family through earlier Knowledge checks, they can learn “the way things are done around here” by speaking with Dorabeth and Demrick. Both try to sugarcoat any local problems, but they don’t attempt to cover up any local rumors outright. Captain Demrick also shares that the mayor has received a huge surge in popularity, turning what was going to be a rough election into what looks to be a landslide. His rivals in the People’s Council had been criticizing his failure to keep the countryside and town’s perimeter safe from wildlife dangers coming out from the Verduran Forest, but nobody is willing to entertain their criticism of a man whose daughter is missing. Demrick even observes that, “It’s funny. Anytime things seem to go badly for an Andares, there always seems to be a silver lining or convenient turn of events.” Neither of the two suspects Tercio of foul play.

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Once the PCs have had an opportunity to interact with Dorabeth and Demrick and ask any questions, Tercio Andares—a tall Taldan man who has aged gracefully with curly, graying black hair—opens the drawing room door for Sander Bryton, saying, “I thank you again for your concern, cousin Sander, but the services of the Eagle Knights are not called for here. Surely you would not risk Thalia’s safety in such a bold manner.” He pauses upon noticing the PCs, greets the captain of the guard if Demrick’s present, and with a hint of quickly suppressed exasperation asks the visitors to introduce themselves.

When he reads the letter of introduction from Venture-Captain Brackett, Tercio Andares welcomes the PCs to the town, but makes a show of refusing to help the Pathfinders—as well as the town guard and the Eagle Knights—find Thalia for her own safety; as he explains, he received a letter threatening Thalia’s life should he help investigators. Although he does not explicitly forbid the PCs from pursuing the kidnappers, he insists that he cannot help them either.

With a successful DC 20 Sense Motive check (DC 23 in Subtier 4–5), a PC can notice covert messages being passed between Bryton and Andares: Bryton is nonverbally ensuring that Andares is all right with the unusual visitors and Andares is assuring Bryton that there’s nothing to worry about. A separate Sense Motive check with the same DC allows a PC to get a hunch that Andares knows more than he lets on, although he does not state any falsehoods and indignantly rebuffs any suggestions of the sort. He remains evasive in any further discussion, granting talkative PCs a second chance to make the Sense Motive check if they failed the initial check.

Should any PC suggest Consul Bryton discuss a military alliance, he insists they talk in private. He is open to the idea, but must be convinced the risk is worth it. A PC who succeeds at a DC 28 Diplomacy check convinces Sander Bryton to send a force of Eagle Knights to assist the Mendev effort, completing the secondary success condition for this scenario. If the PCs convince him that they know foul play is at work in Thalia’s kidnapping—especially if they locate Thalia’s notes (see Development)—he attempts to defuse the situation, noting that everyone has their price (the Pathfinders included) and that he is more than happy to

pay it rather than go through the trouble of appeasing his constituents after hasty (and surely unsuccessful) accusations are made. Showing him Thalia’s notes not only allows the PCs to attempt the aforementioned Diplomacy check a second time but also grants the PCs a +4 circumstance bonus on the Diplomacy check. If they turn the notes over to him as a compromise, they gain a +12 circumstance bonus on the Diplomacy check instead. If the PCs don’t have any of this leverage, he tells them where he is staying and offers to see them when they have something to discuss.

Diplomacy (gather information) or Knowledge (local)

PCs may recall information about Sander Bryton with a successful Knowledge (local) check or may learn the information from Merton Demrick or the townsfolk or Sauerton with a successful Diplomacy check to gather information.

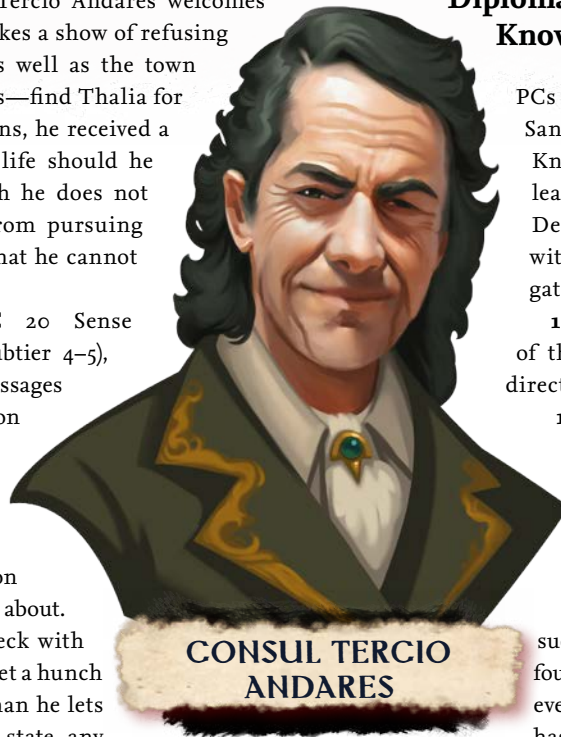
10+ Sander Bryton is a consul, one of the elected officials responsible for directing Andoran’s military.

15+ Although the consul General Reginald Cormoth is the head of the Eagle Knights, Sander Bryton often assists the general directly in deciding Eagle Knight actions and policy.

20+ The Bryton family—all successful military leaders going back four generations—has been prominent ever since the People’s Revolt. At no time has the elected national government not included a Bryton.

25+ Immediately after Tercio Andares joined the People’s Council, Sander Bryton mysteriously reversed his position on an important trade agreement, clearing the way for the Andares family’s Sauerton Red wine to become the household name it is today throughout the Inner Sea region.

Development: Following the discussion, Dorabeth takes one or more of the PCs aside and informs them that she is terribly worried about Thalia and offers to provide whatever aid she can to help. If the PCs mention the essays that Telfyr saw when he cast *scrying*, Dorabeth shares that Thalia, unlike her father, has always been very excited about books such as those attributed to Lady Liberty. In fact, Dorabeth recalls seeing a fellow with a Galtan accent purchase just such a book in town. The PCs might ask to investigate Thalia’s bedroom,



CONSUL TERCIO
ANDARES

B. The Shunned Vineyard



though Dorabeth is scandalized by the very idea and only lets them upstairs if a PC makes a successful DC 16 Diplomacy check; even then she insists that she can only sneak two of the PCs upstairs for a short time before the master of the house becomes suspicious (if asked, Tercio prohibits the PCs' snooping about the house). With a successful DC 16 Perception check (DC 19 in Subtier 4–5), any PCs investigating Thalia's bedroom uncover hidden notes indicating that her family—including her father Tercio—may have conspired with other powerful political families to form new dynasties within the ostensibly democratically elected seats of government around north and central Andoran. Even if she reads the notes, Dorabeth insistently believes that Tercio is incapable of such underhanded tactics and dismisses the notes as idle fancy. The PCs only have enough time to attempt a single Perception check before Dorabeth worriedly ushers them back downstairs.

Captain Demrick also volunteers his insights into the PCs' investigation, and so long as the PCs have shared with him what they know about Telfyr's *screaming*, the halfling can identify the abandoned villa (area **B2**) and give the PCs accurate directions to it. He asks the group not to delay any more than necessary so as to avoid letting any conspirators

know about their investigation or his involvement in it; Demrick is concerned that he might face repercussions for ignoring the mayor's orders. Once he has confirmed the PCs are on their way, he heads to a nearby guard station.

Alternatively, the PCs can make a DC 18 Diplomacy check to gather information now that they know about the villa's appearance, Thalia's reading materials, and any other clues. If they follow up on Dorabeth's mention of a Galtan purchasing a book in town, the PCs gain a +2 circumstance bonus on this check.

Soon after the PCs depart, Tercio Andares sends a messenger to his ally Koriana Verdothia to warn her of the independent investigators; however, he resists the urge to send guards or hired muscle to intervene in the PCs' investigation directly, lest he turn a salvageable situation into a scandalous debacle.

Faction Notes: Andoran faction PCs should uncover Thalia's notes, which are powerful but incomplete evidence of Tercio's corruption.

Taldor Faction PCs might attempt to convince Sander Bryton to contribute soldiers to Lady Morilla's independent Army of Exploration. The consul is willing to entertain the proposal, but requesting his support of both the Pathfinder Society and the Army of Exploration is almost

more than the consul is willing to risk; treat whichever request the PCs ask second as requesting a second favor, increasing the DC of the second Diplomacy check by 5. At this time, Tercio is unwilling to discuss military aid.

B. THE SHUNNED VINEYARD

When Lady Moxana Sauer, the last scion of the venerable Sauer family of Sauerton, chose exile over the loss of her title, she and her family performed one final act of spite before fleeing to take refuge among distant relatives in Cheliah: They set fire to her family's beautiful villa and nearby crops, then sowed the land with salt. Ever since, the area has been considered cursed and suspected of being haunted by the spirits of bitter nobles. None of the locals dare approach.

Knowing that the site is shunned, Koriana instructed the Galtans to hold Thalia in the villa and await further instructions. They have waited there since the kidnapping, watching the surrounding field in shifts. By the time the PCs arrive, the light rain has stopped.

B1. The Wasted Field (CR 3 or CR 6)

As the PCs approach the vineyard, read or paraphrase the following.

This barren stretch of land is a sharp contrast to the surrounding fields of well-tended grapevines. At the center of the waste, at the end of an ill-kept path, sits a large stone villa in the old Chelish style that has partially collapsed as the result of fires long-since extinguished. Rotted timbers and soot flank scorched bone-white walls, and collapsed piles of blackened wood are all that remain of additions to the north and south ends of the main hall. Rain-slicked bare earth extends approximately three hundred feet away from the house in all directions.

The Galtans and their leader, Almant Enderios, were pleased with this base of operations both because local superstition prevents anyone from looking for Thalia here and because it is difficult to approach the house unseen across the wasted field. The piles of rubble and fallen timbers are difficult terrain. The edges of the burnt wings of the house provide cover.

Creatures: The band of Galtans who kidnapped Thalia wait in the central room of the villa and keep one eye out the windows while they wait for word from their employer. They are glory-hounds and interested in impressing each other and getting their paycheck, making them aggressive and too foolhardy to realize their lives are in danger until it's almost too late. Once they spot the PCs, two of the Galtans string their bows, unlatch the door, and use the ajar door to hide behind (granting them cover). The others sneak out the north and south doors to hide behind

some of the heaps of rubble. Once the PCs are within 60 feet of the house and it's clear that they are headed for the crumbling manor, the Galtans attack with the goal of incapacitating and kidnapping the party to ensure they don't tell anyone where Thalia is being held. Upon first making contact with the party, they cry, "Come and get her if you dare, hounds of the upper class!" The Galtans spotted the sinkhole (see Hazard) earlier and try to avoid moving into it.

Hazard: The root cellar of the Sauer manor once extended away from the house with well-maintained beams keeping the ceiling supported. These have since collapsed, and a sinkhole is about to form. A character can notice the budding sinkhole in front of the house with a successful DC 13 Perception or Survival check. Anyone who steps in one of the hazard squares denoted on the map collapses the entire sinkhole and must succeed at a DC 20 Reflex save or slide into a 20-foot-deep pit, taking 1d6 points of damage, 1d6 points of nonlethal damage, and landing mired in soil (giving the victim the entangled condition). A character can extricate himself from the soil as a standard action and can climb out of the sinkhole with a successful DC 15 Climb check. Once the sinkhole has caved in, the 12 squares adjacent to the hazard area become slanted and are treacherous to stand near. Anyone ending his turn in one of those squares must succeed at a DC 15 Reflex save or lose his footing and fall into the sinkhole, taking damage but avoiding the entanglement.

Subtier 1–2 (CR 3)

GALTAN RUFFIANS (4)

CR 1/2

CN brigands (*Pathfinder RPG NPC Codex* 266)

hp 15 each

TACTICS

Before Combat The Galtans use Stealth to ambush interlopers.

During Combat The Galtans in the center fire arrows to lure enemies closer while the Galtans at the side either charge anyone attacking the archers in melee or fire arrows at dangerous foes farther off. After the initial engagement, so long as no ruffian has taken more than 6 points of damage, they all become emboldened and begin attempting combat maneuvers such as trip and dirty trick to show off and embarrass their foes.

Morale Any Galtan reduced to 4 or fewer hit points surrenders immediately. If two or more Galtans surrender or are defeated, the remaining Galtans surrender.

Subtier 4–5 (CR 6)

GALTAN KIDNAPPERS (4)

CR 2

CN veteran buccaneers (*Pathfinder RPG NPC Codex* 267)

hp 26 each

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER B1

To accommodate a party of four PCs, remove one Galtan from the encounter.

OFFENSE

Ranged mwk composite longbow +8 (1d8+1/x3) or throwing axe +7 (1d6+1)

TACTICS

Before Combat The Galtans use Stealth to ambush interlopers and drink their *potions of bull's strength* before attacking.

During Combat The Galtans in the center fire arrows to lure enemies closer while the Galtans at the side either charge anyone attacking the archers in melee or fire arrows at dangerous foes farther off. After the initial engagement, so long as no ruffian has taken more than 6 points of damage, they all become emboldened and begin attempting combat maneuvers such as trip and dirty trick to show off and embarrass their foes.

Morale Any Galtan reduced to 7 or fewer hit points surrenders immediately. If two or more Galtans surrender or are defeated, the remaining Galtans surrender, and Enderios intervenes to halt the bloodshed (see **B2**).

STATISTICS

Skills Acrobatics +6, Climb +7, Intimidate +6, Stealth +6

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), alchemist's fire; **Other Gear** studded leather, mwk composite longbow with 20 arrows, masterwork scimitar, throwing axe, 59 gp

Development: If any Galtans are left alive after the fight ends, they surrender and promise never to return to Andoran if they are simply allowed to escape to Galt. None of them know anything more than that they are waiting for orders from their employer, but they indicate that Enderios, their ally who remained inside to guard Thalia, knows more than they do.

If the sinkhole collapsed, the resulting hole allows access to area **B3**, though the cellar is partially filled with loose silt and clay.

Rewards: If the PCs fail to defeat or bypass the Galtans, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 130 gp.

Subtier 4–5: Reduce the gold earned by 325 gp.

B2. The Burnt Villa (CR 3 or CR 6)

This charred husk of a structure was probably once beautiful. Stone bas-reliefs depicting Aroden and Chelish military victories line the high reaches of the walls, though what little remains of a second floor is now sealed off by the collapsed roof. Despite the rest of the house's decrepit state, the floor is swept clean yet water-stained, and a stack of bedrolls and knapsacks are piled just beside the stairs.

The burnt husk of the house has settled such that all of the damaged walls have already collapsed, but the stone walls of the main hall remain sturdy. A charred oak door under the stairs—obscured by ash, dust, and lichen (DC 15 Perception check to notice)—provides access to area **B3**, the cellars underground.

Creatures: Thalia, a fair-featured human woman in her thirties with curly black hair and a fashionable sky-blue Andoren dress, sits on the lowest stairs with her hands tied before her and her captor Almant Enderios holding the other end of the 30-foot-long rope. Despite having been kept prisoner for a number of days in less-than-comfortable conditions, Thalia is in good spirits and is still healthy; even at a distance a PC can determine with a successful DC 15 Perception or DC 20 Sense Motive check that Thalia has not been mistreated. In fact, during her captivity she has impressed her captors with her study of revolutionary philosophy and used her kidnapping

as an opportunity to discuss the teachings and essays of noteworthy Andoren and Galtan philosophers. As the PCs arrive, she is reading through the essays of Alysande Benedict and Jarl Dubannich that Almant Enderios purchased at her request. It is unlikely that Thalia should be involved in combat, but should statistics for her be necessary, treat her as a neutral good princess (*Pathfinder RPG NPC Codex* 250).

Almant Enderios has spent much of his life in Woodsedge, where he has vacillated between supporting the revolutionary government and quietly disapproving of the constant bloodshed. Following recent economic difficulties in southern Galt, he and several of his neighbors were on the lookout for work when Koriana contacted him about a lucrative job. All of them are driven primarily by the money, but Enderios imagined



the prestige of dragging a noble runaway back to Galt might help to reinforce his reputation as a loyal citizen of Galt should the Gray Gardeners ever start looking for victims. That Thalia proved to be such a sympathetic and reasonable victim has weakened Enderios's resolve, and while he intends to complete the kidnapping contract, he has reconsidered turning Thalia over to the Gray Gardeners.

Enderios stands guard with his sword drawn but lowered. He is an olive-skinned young man in a long red woolen coat. When the PCs enter, Enderios is unfriendly and demands in a thick Galtan accent to know why they are attacking, providing an opportunity for the Pathfinders to convince him that they are interested primarily in rescue and are not out for blood. He explains that he is detaining an escaped fugitive from the Red Revolution at the request of his employer, who has insisted on remaining uninvolved for security reasons. If the PCs and Enderios engage in combat, Thalia attempts to intervene by shouting, "Stop! It's just a misunderstanding!" and attempting to put herself between the combatants. If there is a gap in the conversation, she demands the party tell Enderios who she is and encourages nonviolence, but her smug satisfaction with her perfect adherence to Common Rule grates on Enderios and prevents her from providing effective help without the PCs interceding on her behalf. A PC who succeeds at a DC 20 Diplomacy check convinces Enderios that he has the wrong woman and that Thalia is innocent; however, releasing her without material compensation for his efforts would place him in an even worse situation, having spent time and resources to pull off a kidnapping that now would not pay the bills. So long as the PCs either exceeded the earlier Diplomacy check by 5 (10 in Subtier 4–5), have made Enderios helpful, or agree to pay him a percentage of his contract—50 gp in Subtier 1–2 or 200 gp in Subtier 4–5—he and his comrades willingly abandon the contract and prepare to return to Galt without Thalia.

Subtier 1–2 (CR 2)

ALMANT ENDERIOS	CR 2
Male human magus 3 (<i>Pathfinder RPG Ultimate Magic</i> 9)	
N Medium humanoid (human)	
Init +5; Senses Perception +3	
DEFENSE	
AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)	
hp 20 (3d8+3)	
Fort +4, Ref +2, Will +5	
OFFENSE	
Speed 30 ft.	
Melee mwk bastard sword +5 (1d10+2/19–20) or sap +4 (1d6+2 nonlethal)	
Ranged shortbow +4 (1d6/×3)	

WORDS OF REVOLUTION

References to several works, authors, and philosophies appear in this scenario. The following summarizes these ideas to help present the Galtans, Thalia, and her disagreements with her father.

Alysande Benedict: A deceased Andoren revolutionary who wrote passionately in favor of peace, freedom, and justice. She is lovingly known throughout Andoran as Lady Liberty.

Common Rule: A philosophy that all people are intrinsically equal in importance and that no one may force his or her beliefs on another.

Darl Jubbanich: A Galtan philosopher who published a series of essays entitled *On Government* that undermined the idea of divine right and scathingly critiqued the then-ruling nation of Cheliah.

Hosetter: A half-elven philosopher who wrote *Imperial Betrayal*, urging the common folk to take up arms against to defend their shared ideals—ultimately sparking the Red Revolution.

Red Revolution: The common name of the decades-long period of paranoia, upheaval, and public executions that still grips Galt.

Special Attacks spell combat (–2 attack), spellstrike

Magus Spells Prepared (CL 3rd; concentration +5)

1st—*chill touch* (DC 13), *expeditious retreat*, *grease* (DC 13), *silent image* (DC 13)

0 (at will)—*detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *spark*^{APG}

TACTICS

Before Combat Enderios drinks a *potion of virtue* (not included in his stats) in anticipation of trouble.

During Combat Enderios casts *chill touch*, *grease*, and *silent image* to impair and confuse the PCs while attacking with his sword. He uses his arcane pool to grant his sword a +1 enhancement bonus.

Morale So long as he believes the PCs likely to spare his life, Enderios surrenders when reduced to 5 or fewer hit points. Otherwise he casts *expeditious retreat* and attempts to flee.

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative, Iron Will

Skills Climb +5, Intimidate +6, Knowledge (arcana) +7, Perception +3, Sense Motive +3, Spellcraft +8, Stealth +3

Languages Common, Elven, Gnome

SQ arcane pool (3 points, +1), magus arcana (concentrate)

Combat Gear *potions of virtue* (2), thunderstone (2); **Other Gear** mwk chain shirt, mwk bastard sword, sap, shortbow with 20 mwk arrows, *dust of tracelessness*, *elixir of truth*,

SCALING ENCOUNTER B2

To accommodate parties of four PCs, Enderios is sickened for the duration of the encounter as a result of eating spoiled rations earlier in the week.

bedroll, bullseye lantern, hourglass, ink, inkpen, flasks of oil (2), paper (5 sheets), spellbook (containing all memorized spells plus *burning hands*, *jump*, and *vanish*^{APG}), spell components pouch, trail rations (2 days), 8 pp, 83 gp

Subtier 4–5 (CR 5)

ALMANT ENDERIOS

CR 5

Male human magus 6

N Medium humanoid (human)

Init +7; **Senses** Perception +6

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 natural)

hp 45 (6d8+15)

Fort +6, **Ref** +5, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 *bastard sword* +9 (1d10+4/19–20) or
sap +7 (1d6+3 nonlethal)

Ranged longbow +8 (1d8/×3)

Special Attacks spell combat (–2 attack), spellstrike

Magus Spells Prepared (CL 6th; concentration +8)

2nd—*cat's grace*, *glitterdust* (DC 14), *minor image* (DC 14),
stone call^{APG}

1st—*chill touch* (DC 13), *color spray* (DC 13), *expeditious
retreat*, *grease* (DC 13), *shocking grasp*

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 12),
light, *spark*^{APG}

TACTICS

Before Combat Enderios drinks a *potion of barkskin* and casts *cat's grace* in anticipation of trouble.

During Combat Enderios casts spells like *glitterdust*, *grease*, and *minor image* to impair and confuse the PCs while attacking with his sword. He uses his damaging spells and pool strike to neutralize dangerous targets quickly. He uses his arcane pool to enhance his sword, granting it an additional +1 enhancement bonus and the *keen* weapon special ability.

Morale So long as he believes the PCs likely to spare his life, Enderios surrenders when reduced to 8 or fewer hit points. Otherwise he casts *expeditious retreat* and attempts to flee.

Base Stats Without *barkskin* or *cat's grace* active, Enderios's statistics are **Init** +5; **AC** 16, touch 11, flat-footed 15; **Ref** +3; **Ranged** longbow +6 (1d8/×3); **Skills** Stealth +5.

STATISTICS

Str 16, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 10

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

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative, Iron Will, Toughness, Weapon Focus (bastard sword)

Skills Climb +8, Intimidate +9, Knowledge (arcana) +9, Perception +6, Sense Motive +3, Spellcraft +11, Stealth +7

Languages Common, Elven, Gnome

SQ arcane pool (5 points, +2), magus arcane (concentrate, pool strike +3d6) spell recall

Combat Gear *potion of barkskin*, thunderstone (2); **Other**

Gear +1 *chain shirt*, +1 *bastard sword*, sap, longbow with 20 mwk arrows, *dust of tracelessness*, *elixir of truth*, bedroll, bullseye lantern, hourglass, ink, inkpen, paper (5 sheets), pints of oil (2), spellbook (containing all memorized spells plus *alter self*, *burning hands*, *jump*, *silent image*, *spider climb*, and *vanish*^{APG}), spell components pouch, trail rations (2 days), 8 pp, 220 gp

Development: Upon surrendering or agreeing to a non-violent solution, Enderios offers to tell the PCs all he knows about the kidnapping and the person who hired him so long as he (and any of his surviving comrades) is allowed to withdraw from the fight and return to Galt. Unfortunately, the alchemist Koriana took several precautions to cover her tracks when she hired Enderios, including consuming an extract of *disguise self* to look like a brown-haired Taldan man and giving a false name.

Koriana's deception was not perfect, though, and the written instructions she gave to Enderios are scribed in her hand and bear a few trace smudges of alchemical reagents. A PC can identify the nature of the stains with a successful DC 12 Craft (alchemy) or DC 18 Perception check, and with a successful DC 15 Diplomacy or Knowledge (local) check the PCs can learn the location of Koriana's shop, the only nearby shop dedicated to alchemy and tonics. If the PCs seem to lack any leads, Thalia can also identify the handwriting as that of Koriana, who sometimes corresponds with her father. The letter contains instructions on how to slip into the Andares house unnoticed and where to hide Thalia until further notice.

Thalia is amenable to accompanying the PCs wherever they go so long as they do not intend to return directly to her father's home. She is evasive about explaining why, insisting that she wants to know about who hired the kidnappers; in fact she is increasingly suspicious that her father orchestrated the act, though the PCs can only cajole her into sharing her suspicions with a successful DC 22 Diplomacy check. If so convinced, she also briefly discusses her father's suspicious relationships with other powerful families in the country, describing their political deals as un-Andoren. She does not object to the PCs' continued investigations, even if they should incriminate her family. If the PCs insist that Thalia not

C. Deadeye's Cross

1 square = 5 feet

G1

G2



accompany them, she decides to stay near the vineyard until the investigations are done.

Treasure: If Enderios is slain or surrenders, Thalia mentions that as a kidnapper, his possessions are legal plunder for anyone who frees her, thanks to a law designed to punish slavers.

Faction Notes: Thalia is an excellent witness to her father's corruption, and freeing her contributes directly to the Andoran faction's goals.

Rewards: If the PCs fail to defeat or negotiate with Almant Enderios, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 135 gp.

Subtier 4–5: Reduce the gold earned by 549 gp.

B3. The Forgotten Cellar

Damp, moldy rafters barely hold up the ceiling of this 15-foot-square cellar, and already the supports sag under the weight of the earth above. The few remaining shelves and wine racks in this room are equally decayed but still support several dozen bottles of decades-old wine of good vintage. In the event that someone triggers the sinkhole in area **B1**, the sudden rush of soil crushes the remaining supports and furniture as well as causing the surfaces of the earthen walls to crumble.

When the Sauer family fled their holdings, they accidentally left behind one cache of valuables inside a locked iron box kept in a leather bag that had been sealed in the cellar's north wall. The packed earth used to plug the wall does not quite match the surrounding stratigraphy, and a PC can find the cache with a successful DC 18 Perception check (DC 16 if the sinkhole above was collapsed). Unlocking the box requires a DC 25 Disable Device check, and unless the PC applies oil to the rusted lock, all such Disable Device checks suffer a –2 penalty. Alternatively, the PCs can smash the rusty box (hardness 7, 5 hp), though any excess damage is applied to the contents; dealing 5 or more damage to the contents shreds the papers kept inside.

Treasure: The lockbox contains several silver and gold bars stamped with the insignia of a Chelish noble house. In addition, there are three carefully folded pieces of parchment: a *scroll of blood biography* (*Pathfinder RPG Advanced Player's Guide* 206), a *scroll of seek thoughts* (*Advanced Player's Guide* 242), and a brittle contract promising aid from House Morilla of Taldor to the Sauer family in return for future favors. A PC who succeeds at a DC 20 Knowledge (history) or (nobility) check recalls that there is no record of the Morilla family ever receiving such aid, meaning the contract should still be valid.

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER C1

To accommodate a party of four PCs, reduce the number of dogs or wolves from four to three.

Faction Notes: Taldor faction PCs should recover the contract intact, securing Lady Glorianna Morilla support from the Sauer family in bolstering her Army of Exploration.

Rewards: If the PCs fail to recover the hidden wealth, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 75 gp.

Subtier 4–5: Reduce the gold earned by 250 gp.

C. DEADEYE'S CROSS

The PCs' lead, whether they learned of Koriana's shop with the help of Thalia or on their own, directs them to Deadeye's Cross, a crossroad at the edge of town where the half-elf has set up her shop. This part of the town is largely abandoned at this time, as the itinerant farmhands who helped with the recent grape harvest packed up and left a few weeks ago. As a result, Koriana's shop enjoys a degree of seasonal privacy.

C1. Before the Cross (CR 3 or CR 6)

Broad country roads lead in four directions away from a crossroad. To the north, the road to the Sauer Vineyard cuts among golden fields and lush vineyards. To the south, the road into Sauerton is flanked by sparse and apparently abandoned houses. To the west, the road to the Andares manor winds through a grove of apple trees whose leaves have begun to yellow. To the east, fields stretch among rolling hills as far as the eye can see, with long autumn wheat lolling in the wind. On the southeast corner, an empty shop sits boarded up with broken windows. On the southwest corner, a sign advertises Koriana's Exotic Tonics and Remedies and boasts of "long-forgotten delights from all across the Inner Sea."

Creatures: If the PCs approach during the day, they cross paths with an elderly farmer leading a cow into town. As the PCs approach, a small pack of rabid dogs (wolves in Subtier 4–5) emerge from fields to attack one or both of the travelers. Unless the PCs intervene, the pack tears apart the two panicked non-combatants in 4 rounds. If the PCs

approach after dark, they do not encounter the farmer; instead the canines emerge and attack the PCs directly.

Subtier 1–2 (CR 3)

RABID DOGS (4)

CR 1/2

hp 6 each (*Pathfinder RPG Bestiary* 87)

Subtier 4–5 (CR 6)

ADVANCED WOLVES (4)

CR 2

hp 17 each (*Pathfinder RPG Bestiary* 278, 294)

Development: If the PCs came here during the day and the farmer survives, he complains that ever since Tercio was elected mayor, the town guard has been more concerned with preparing his parades and doing favors for his friends than with keeping the town safe from wild threats like wolves. Thalia, sagely quoting from the works of her favorite political philosophers, remarks on how dangerous it can be for a leader to focus on politics over the needs of the people. Soon after the fight, Koriana's apprentice Barnabas emerges from the southeastern building and advertises that the shop sells healing potions. So long as no one is critically injured, he even half-jokes that the shop gets more business when trouble's nearby. If Thalia is with the PCs, Barnabas does what he can to hide his surprise.



C2. Koriana's Exotic Tonics and Remedies (CR 4 or CR 7)

This shop is spacious and lined with rack upon wooden rack of exotic herbs, spices, tonics, smoking paraphernalia, and a smattering of glass vials of brightly colored liquids. More such vials stand in display inside a glass-fronted countertop. Strange and smoky odors waft from a back room past a mostly closed door.

Koriana Verdothia's shop is somewhat of an illegal business in large part due to its merchandise, for in addition to producing medicines, salves, and elixirs, the half-elven owner also sells several black market goods such as pesh and poison. In return for handling much of Tercio's dirty work, the politician allows Koriana to legally operate this questionable business that preys on the desperate as often as it serves the community at large.

Creatures: Koriana Verdothia, a middle-aged half-elf woman with platinum blonde hair, gray-green apothecary's robes, and huge goggles, works in the back room that doubles as a small warehouse and laboratory while her apprentice Barnabas minds the shop. Koriana's bodyguards and enforcers Jyrnas and Mandas spend their time reading and arguing about politics in the back unless called upon to deal with a troublesome customer or to make life difficult for a thief—usually someone addicted to Koriana's wares but unable to pay for more.

Barnabas wastes no time in knocking on the door to call Koriana to the front room. Koriana already knows of the PCs, having been warned by a messenger that someone is investigating the crime. On sizing up the adventurers, she welcomes them and inquires what remedy or tonic they might be looking for. She uses conversation as an opportunity to discern the PCs' motives and whether they might be amenable to making a deal; allow Koriana to make a Sense Motive check to get a hunch (DC 20), and use your knowledge of the PCs to help tailor her negotiations to their interests. In Subtier 4–5, Koriana also consumes her extract of *detect thoughts* before stepping into view.

If the PCs confront Koriana about her involvement in the kidnapping, she calmly responds, "I'd rather not see this turn to uncivilized violence. Although you may think I enjoy profiting from healing injuries inflicted in this neighborhood, I consider it unprofessional for customers to get those injuries inside my own shop. Let's talk." She then offers to brew tea or serve other drinks to ease the mood. If she judges that doing so would help rather than hinder negotiations, she may also offer some of her pesh supply as a sign of good faith. If she instead believes that the PCs are likely to cause her harm or are unlikely to accept a deal without alchemical assistance, she uses Sleight of Hand to poison any of the PCs' drinks with belladonna or striped toadstool poison respectively, reserving several antitoxins to distribute in case she can seal a deal before the poison's onset period ends.

"We all have our goals," she continues. "The elder Andares did not hire you to investigate, so what is a band of Pathfinders hoping to acquire here?" So long as the PCs discuss one or more of the society's goals in saving Thalia, Koriana nods sagely and offers a compromise. If the PCs surrender Thalia, Koriana knows that she can convince Tercio to use his financial resources to back the Pathfinders' mission in Mendev. She only admits to Tercio's direct involvement in the kidnapping to dispel any misguided notions that liberating Thalia will realize the Pathfinders' goals. Trying to fight Tercio, Koriana, or both, she adds, would be a waste of lives and accomplish nothing.

If Thalia is present, she hears out Koriana's proposal before countering that she could provide the financial backing were her father, whom she perceives more and

MAKING A DEAL

Even the best multiple-NPC script is unlikely to survive contact with willful PCs, and despite the seemingly structured nature of Koriana's and Thalia's appeals to the PCs, the GM is encouraged to keep the dialogue fluid, use the two NPCs' respective arguments as a "best case scenario," and respond to the PCs' own comments and questions.

Also, don't forget that one or more PCs might have consumed pesh (*Pathfinder RPG Gamemastery Guide* 237) or poison earlier in the encounter. The effect on PCs' Wisdom scores may impact Sense Motive checks, and some players delight in incorporating Wisdom damage into their roleplaying and actions.

more as an unjust tyrant in sheep's clothing, to be convicted of corruption (equivalent to high treason in Andoran). In fact, the Andoren people might rally behind her if she reported her father's misconduct to the ombudsman's office. Even if it were to cost her her life, she claims she is willing to pay that price in the name of liberty and justice.

Koriana disapproves of Thalia's methods, noting that even if Tercio were to be convicted—not a guarantee, she adds—only he would be able to provide military aid through his consulship in addition to his family fortune, whereas Thalia could only aspire to secure the latter. She continues to say that supporting Thalia will risk the stability of the entire region, triggering a veritable witch hunt for corrupt politicians that would harm innocent leaders and (if Koriana knows of the Pathfinders' involvement in Mendev) direct attention away from the Worldwound instead of toward it. In fact, convicting Tercio could indirectly put the entire world at risk.

Despite the half-elf's desire to hold back damaging information, she becomes increasingly willing to divulge self-incriminating information to prove her sincerity, but does so only if she does not believe she's being strung along. Should she realize that the PCs will not make a deal or have refused her deal, she calls to Jyrnas and Mandas to help her take Thalia by force along with any evidence the PCs might have that would inculcate the alchemist or Tercio.

In the event of combat, Thalia attempts to take shelter in a corner or between shelves. If half of the PCs are defeated, she attempts to flee.

Below are several questions the PCs might ask and the NPCs' answers.

What will happen to Thalia if you take her? Koriana says, "She will not be hurt. Imagine, if you will, that news comes of a dashing Qadiran prince rescuing Thalia from the kidnappers as they took her to their employer in Absalom, and she chooses to marry him straightaway and live out her days in his distant homeland surrounded by

PATHFINDER SOCIETY SCENARIO

luxury. Or it turns out she was taken by slavers to Thuvia, where she was freed by an order of monks that she then decided to join. We did not orchestrate her ultimate destination before she had time to ruin everything, so this kidnapping is merely a temporary solution. Although there is no denying she will no longer be a part of the Andares family, I promise that I will do my best to ensure that no harm will come to her wherever she goes.”

Can Thalia help the Pathfinders if we help her against her father? At this, Thalia says, “Yes! When my father is convicted of kidnapping me and betraying his oath to uphold Common Rule, his property will be forfeit and pass to his next of kin—me—and I will provide all the funding that my father could.” Although Thalia’s prediction is likely, a PC can determine with a successful DC 15 Knowledge (local) or Profession (barrister) check that it does not accurately reflect Andoren law, which would see Tercio’s property confiscated by the state, not passed to an heir. Mentioning this to Thalia encourages her to extol the judicial system of Andoran and the wise judges who would certainly consider her as a valid recipient of the family’s holdings.

If Tercio were tried for his crimes, how long would the trial take? Thalia says, “With what I know, my father’s trial would be over in a few months.” Koriana then interjects, “His trial, perhaps, but the turmoil of trials for his suspected collaborators will linger for years. And before you say anything about due process or how Andoran can pay attention to Mendev at the same time, let me ask this: Have you been to Galt? Go there if you want to see the enduring and self-absorbing power of human vindictiveness, still churning after decades of revolution and punishment.”

Hazards: At least a small part of Koriana’s desire for a nonviolent resolution is that she is worried about fighting in her shop, whose shelves are laden with sundry alchemical reagents and products. Although most of the ingredients and vials contain fairly inert substances, pushing over or setting fire to a shelf has unpredictable results. Anytime an effect would damage a square containing one of the four shelves, roll 1d4 to determine the result.

d4	Effect
1	Nothing happens.
2	A cloud of noxious fumes fills the square and all adjacent squares for 1 round. Treat this effect as <i>stinking cloud</i> (DC 13), but the nausea lasts for only 1d2 rounds.
3	Two or more reagents react violently, splashing everyone in and adjacent to the square for 1d4 points of acid damage (Reflex DC 13 for half). In Subtier 4–5, increase the damage to 2d6. This damage does not adversely affect other squares with shelves.

- 4 One or more containers explode, dazzling everyone in and adjacent to the square (Fortitude DC 13 negates). This effect also disrupts shelves in the affected area, possibly starting a chain reaction.

Subtier 1–2 (CR 4)

KORIANA VERDOTHIA

CR 1

Half-elf alchemist 2 (*Pathfinder RPG Advanced Player’s Guide* 26)

N Medium humanoid (elf, human)

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

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 14 (2d8+2)

Fort +3, **Ref** +5, **Will** +1; +2 vs. enchantments, +2 vs. poison

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger (1d4–1/19–20)

Ranged bomb +4 (1d6+3 fire)

Special Attacks bomb 5/day (1d6+3 fire, DC 14)

Alchemist Extracts Prepared (CL 2nd)

1st—*cure light wounds*, *bomber’s eye*^{APG}, *targeted bomb extract*

TACTICS

Before Combat Koriana avoids drinking her mutagen before she meets the PCs, lest doing so would inhibit her negotiating skills.

During Combat Koriana endeavors to keep Jyrnas or Mandas between her and any serious melee threats. She throws bombs, using her precise bombs discovery to select out Thalia, her wares, and her allies in that order. If she has no clear target, she drinks extracts and her mutagen until she has an opportunity to strike with bombs or poison.

Morale Koriana is certain Thalia will see her imprisoned for life or exiled, but that is preferable to death. She surrenders when reduced to 4 or fewer hit points.

STATISTICS

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

Base Atk +1; **CMB** +0; **CMD** 12

Feats Brew Potion, Persuasive, Skill Focus (Sense Motive), Throw Anything

Skills Bluff +2, Craft (alchemy) +8, Diplomacy +4, Heal +5, Intimidate +3, Knowledge (arcana) +7, Knowledge (local) +4, Perception +8, Profession (druggist) +5, Sense Motive +6, Sleight of Hand +7; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Elven, Gnome, Kelish

SQ alchemy (alchemy crafting +2, identify potions), discoveries (precise bombs [3 squares]), elf blood, mutagen (+4/–2, +2 natural, 20 minutes), poison use

Combat Gear *potions of cure light wounds* (2), *wand of crafter’s fortune* (10 charges), smokestick, tanglefoot bag (2); **Other Gear** dagger, belladonna (3 doses), black adder venom (3 doses), pesh (7 doses), striped toadstool poison (5 doses), tindertwigs (5)

THE STOLEN HEIR

JYRNAS AND MANDAS WESPERTANE

CR 1

Human warrior 3

N Medium humanoid (human)

Init +3; **Senses** Perception +4

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 19 each (3d10+3)

Fort +5, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6+2/19–20) or

sap +5 (1d6+2)

Ranged throwing axe +2 (1d6+2)

TACTICS

Before Combat As soon as they are aware Koriana is in a tense negotiation, the Wespertane brothers ready to draw their weapons and come to her aid, though they do not come through the door until called so as to avoid ruining negotiations.

During Combat Jyrnas and Mandas aim to capture Thalia by incapacitating anyone near her. If someone attacks Koriana, one withdraws to help her.

Morale The brothers fight until they collectively have 10 or fewer hit points, at which point they surrender.

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Great Fortitude, Improved Initiative, Step Up

Skills Intimidate +6, Perception +4

Languages Common

Other Gear chain shirt, mwk short sword, sap, throwing axe, 61 gp

BARNABAS OGEN

CR 1/2

Apprentice jeweler (*Pathfinder RPG NPC Codex* 260)

hp 4

TACTICS

Before Combat Barnabas tries to stay out of the way when negotiations become tense.

During Combat Barnabas stays out of any fighting, but he runs *potions of cure light wounds* from the back room to Koriana, Jyrnas, and Mandas if they are badly injured. There are only three such potions easily accessible.

Morale Barnabas surrenders if he is injured or demoralized with the Intimidate skill, as well as if Koriana is defeated.

Subtier 4–5 (CR 7)

KORIANA VERDOTHA

CR 4

Half-elf alchemist 5 (*Pathfinder RPG Advanced Player's Guide* 26)

N Medium humanoid (elf, human)

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

DEFENSE

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

hp 31 (5d8+5)

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

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Ranged bomb +6 (3d6+4 fire)

Special Attacks bomb 9/day (3d6+4 fire, DC 16)

Alchemist Extracts Prepared (CL 5th)

2nd—*cure moderate wounds*, *detect thoughts* (DC 16), *invisibility*

1st—*bomber's eye*^{APG}, *cure light wounds*^{*}, *identify*, *shield*, *targeted bomb extract*^{UM}

^{*} Already consumed

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

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

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

Feats Brew Potion, Persuasive, Point-Blank Shot, Precise Shot, Skill Focus (Sense Motive), Throw Anything

Skills Bluff +5, Craft (alchemy) +12, Diplomacy +8, Heal +7, Intimidate +3, Knowledge (arcana) +10, Knowledge (local) +7, Perception +11, Profession (druggist) +6, Sense Motive +9, Sleight of Hand +9; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Elven, Gnome, Sylvan, Kelish

SQ alchemy (alchemy crafting +5, identify potions), mutagen (+4/–2, +2 natural, 50 minutes), discoveries (infusion, precise bombs [4 squares]), poison use, swift alchemy, elf blood

Combat Gear *potion of cure moderate wounds*, *wand of crafter's fortune* (10 charges), smokestick, tanglefoot bag (2); **Other Gear** mwk chain shirt, mwk dagger, *brooch of shielding* (25 charges), *seer's tea*^{UE}, *shawl of life-keeping*^{UE}, belladonna (5 doses), large scorpion venom (3 doses), pesh (7 doses), striped toadstool poison (5 doses), tindertwigs (5), 58 gp

JYRNAS AND MANDAS WESPERTANE

CR 4

N grizzled mercenaries (*Pathfinder RPG NPC Codex* 268)

hp 51 each

TACTICS

Use the tactics from Subtier 1–2.

BARNABAS OGEN

CR 1/2

hp 4 (use the stats from Subtier 1–2)

Development: If the PCs resolved the encounter nonviolently, Koriana compliments their discretion and wisdom as she writes out a letter to Tercio Andares apprising him of recent developments. She then asks Jyrnas to accompany the PCs as they leave for the Andares residence while she, Mandas, and Thalia stay in the shop.

SCALING ENCOUNTER C2

To accommodate a party of only four PCs, remove Mandas Wespertane from the encounter. He is away on an errand or is otherwise out of the shop.

She is flexible in how she concludes her deal with the PCs, should they prove suspicious that she will somehow renege on her side of the deal.

If the PCs defeated Koriana and her enforcers, they accept their defeat quietly, suspecting that any further outbursts that would not guarantee their escape would only work against them later during a trial.

Koriana has kept many of the missives that Tercio Andares sent to her in the event that he should ever think to use her as a scapegoat. These she has secreted in a small lockbox hidden beneath the floorboards under her writing desk. Collectively, the documents provide incomplete evidence that the Andares family has colluded with several other noteworthy families to rig local elections and keep each other in important offices. The documents also suggest that Sander Bryton might be involved in helping Tercio Andares to remain a consul in return for similar treatment. If Thalia hears of Bryton's possible involvement, she shares that although he is suspect, he may be able to provide the PCs with military aid. Finding the hidden stash requires a successful DC 20 Perception check.

If the PCs defeated Koriana, there is a chance that they might decide to take justice one step further and attack Tercio Andares. Thalia does what she can to discourage this, insisting that the Andoren judicial system is perfectly equipped to handle just such villains, but she is incapable of physically stopping the PCs on her own. Should the PCs fight Tercio, the local law enforcement quickly rallies to arrest them. The PCs fail at their mission, and the Pathfinder Society does everything it can to salvage its reputation in Andoran; actually securing the PCs' freedom is secondary in Brackett's mind, and each PC must spend 8 Prestige Points to secure his or her release.

Treasure: Koriana's display case contains a large number of potions, including a *potion of enlarge person*, a *potion of reduce person*, a *potion of invisibility*, and three *potions of cure light wounds*. In Subtier 4–5 there is also a *potion of displacement*, a *potion of fly*, and a *potion of tongues*.

Faction Notes: Andoran faction PCs should turn down Koriana's offer, though it is still possible to succeed at the faction mission if the PCs make a deal. Koriana's hidden collection of letters in the back room provide valuable evidence against Tercio and hint at a larger network of corrupt politicians, which Major Colson Maldris can

still use to the faction's advantage, and recovering these letters contributes directly to the faction's mission.

Taldor faction PCs have an additional opportunity to gather support if the PCs accepted Koriana's deal. Tercio Andares, relieved that he has evaded a catastrophic scandal, is willing to discuss joining Lady Glorianna Morilla's growing circle of Inner Sea nobility. If a Taldor faction PC convinces Tercio that joining or supporting Lady Morilla is in his best interests with a successful DC 15 Diplomacy check, he agrees to begin coaxing the Andoren military into helping her cause.

Rewards: If the PCs fail to defeat or negotiate with Koriana, reduce each PC's gold earned as follows. Note that beginning combat but then failing to defeat Koriana and her allies (or calling a truce to successfully conclude negotiations) counts as failure.

Subtier 1–2: Reduce the gold earned by 169 gp.

Subtier 4–5: Reduce the gold earned by 722 gp.

CONCLUSION

If the PCs accepted Koriana's deal, Tercio Andares initially scowls at the Pathfinders prying into his affairs and then profiting as a result, but he resigns himself to supporting the organization as much to build another professional alliance as to secure a peaceful resolution. Tercio also delivers a passionate speech calling Andoran to send more troops north to Mendev. If the PCs also secured the help of Sander Bryton, the consul personally convinces the General Reginald Cormoth to send Eagle Knights to the aid of Nerosyan.

If the PCs turned down Koriana's deal, Thalia contacts Captain Merton Demrick to have her father arrested. So long as the PCs secured two key witnesses or pieces of evidence (Thalia, Thalia's notes, Koriana, or Koriana's notes), the courts eventually convict him of betraying his oath of office and Common Rule, stripping him of property and position. Further investigations may eventually lead to the conviction of Sander Bryton, but he survives the Andares case practically unscathed. Thalia's unswerving adherence to Common Rule and her role in rooting out corruption cause the judge to favor her request to maintain much of the family's property with some concessions, and she donates much of the Andares fortune to the Pathfinder Society. If the PCs lack sufficient evidence, Tercio is eventually found innocent, spins the false accusations as Chelish subterfuge, and regains political office, all the while seeking the means to get his revenge against the Pathfinder Society.

If the PCs successfully exposed Tercio Andares's corruption, check box A on the reporting sheet. If the PCs accepted Koriana's deal and surrendered Thalia, check box B. If Almant Enderios survived the scenario, check box C.

THE STOLEN HEIR

Primary Success Condition

The PCs successfully complete their main mission so long as they secure the financial backing of the Andares family for the society's efforts in Mendev. They may accomplish this either by surrendering Thalia to Koriana or by freeing Thalia and ensuring Tercio's conviction.

Secondary Success Condition

The PCs successfully complete their secondary mission if they secure military aid for the Pathfinder Society. The PCs accomplish this either by accepting Koriana's deal or by independently convincing Consul Sander Bryton it's in his best interests to send the Eagle Knights north to Mendev.

Faction Notes

Members of several factions have the opportunity to learn important information and/or strengthen their overall position in this scenario.

Andoran Faction: Andoran faction PCs should turn down Koriana's deal, but should the Pathfinders choose

to accept the deal despite Andoran faction PCs' protests, the PCs can still succeed at their faction mission by securing Thalia's notes or Koriana's notes and sending them and a report of their findings to Major Colson Maldris. Fulfilling either of these conditions earns an Andoran faction PC the Uncovered Corruption boon on his Chronicle sheet.

Taldor Faction: Taldor faction PCs should secure additional military favors (beyond those that contribute to the secondary success condition) in at least one of three ways. First, the PCs can request Sander Bryton to send an additional force of soldiers to Lady Morilla's nascent army. Second, the PCs can convince Tercio to join Morilla's alliance of nobles. Third, the PCs can recover the old military contract in area **B3**. Fulfilling any of these conditions earns a Taldor faction PC the Allies from Andoran boon on her Chronicle sheet.

PLAYER HANDOUT

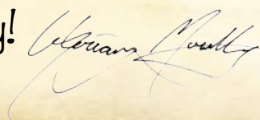
Steadfast subjects of Taldor,

Although our efforts in Absalom were pivotal in sending its forces north to Mendev, the aristocracy of Taldor remains complacently sluggish. If Taldor and the nobility that it represents are to rise again, it is clear that we will not accomplish it with the direct aid of our homeland. It shall only be through audacity and ambition that we remind the world why Taldor is the greatest empire, so I have set in motion a grand operation: a new Army of Exploration—this time bound for the Worldwound.

We must resign ourselves to leading only a few green and blue banners and instead find other allies who might join us. Seek out others who value what it means to be an aristocrat, those who command armies, or both. Countless ancestors of blue-blooded leaders owe Taldor favors, and we will call in what debts we can discover in the archives.

Do this, and when the histories chronicle the war's greatest heroes, they shall write of Taldor!

For Glory!



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #5-04: The Stolen Heir

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

Character # _____	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points		
Character Name _____			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points		
Character Name _____			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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Character Name _____			
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Character # _____	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points		
Character Name _____			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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W&P 13



Pathfinder Society Scenario #5-04: The Stolen Heir

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Allies from Andoran (Taldor faction): During your time in Andoran, you acquired one or more allies who will aid Lady Glorianna Morilla in creating a new Army of Exploration. Mustering such a force will require more time before you see it pay off, but you know that Lady Morilla remembers and rewards her allies well.

Corruption Uncovered (Andoran): Honoring the request of Major Colson Maldris, you sought out and uncovered corruption in Andoran. Discovering such immorality in the fledgling democracy has taught you to be increasingly suspicious, and once per scenario before you make a Sense Motive check, you may add a +2 bonus to the check.

All Subtiers

belladonna (100 gp, limit 3 doses)
black adder venom (120 gp, limit 3 doses)
dust of tracelessness (250 gp)
elixir of truth (500 gp)
potion of invisibility (300 gp)
scroll of blood biography (375 gp, *Pathfinder RPG Advanced Player's Guide* 206)
scroll of seek thoughts (375 gp, *Advanced Player's Guide* 242)
striped toadstool poison (180 gp, limit 3 doses)
wand of crafter's fortune (10 charges; 150 gp, limit 1)

Subtier 4-5

brooch of shielding (25 charges; 371 gp)
large scorpion venom (200 gp, limit 3 doses)
potion of barkskin (300 gp)
potion of bull's strength (300 gp)
potion of cure moderate wounds (300 gp)
potion of displacement (750 gp)
potion of fly (750 gp)
potion of tongues (750 gp)
seer's tea (550 gp, *Pathfinder RPG Ultimate Equipment* 319)
shawl of life-keeping (1,000 gp, *Ultimate Equipment* 268)

Notes

SUBTIER ☐ Slow ☐ Normal

1-2

254

509

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

589

1,178

SUBTIER ☐ Slow ☐ Normal

4-5

923

1,846

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #