

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-17

Levels 3-6

**LOST MAID OF
ANACTORIA**

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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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LOST MAID OF ANACTORIA

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Bestiary 2*

Maps: *Pathfinder Flip-Mat Classics: Swamp* and *Pathfinder Flip-Mat Classics: Woodlands*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.

SUMMARY

The PCs travel to the small village of Anactoria in the misty, remote countryside of Ustalav to investigate the sudden presence of agents of the Aspis Consortium, an unscrupulous rival organization. Anactoria is famous for the "Maid of Anactoria," a naturally mummified body pulled from the nearby peat bogs. When the PCs arrive, the Maid has recently been stolen, and they must track down those responsible. After examining the crime scene and interviewing various witnesses, the PCs head into the nearby peat bogs to track down the Aspis agents at their camp.

In the bogs, the PCs are attacked by skeletons from the nearby Garden of Lead. They work together with Aspis agents to fight off the undead. The agents turn out to be mere scapegoats, so the PCs return to town. Here, they learn that the thief intends to smuggle the Maid out of the village on an inbound stagecoach, which has yet to arrive. Heading down the trail, the PCs find the coach under attack, besieged by flaming peat monsters near an abandoned farmhouse. In the farmhouse, the PCs uncover the true mastermind behind the theft, and must contend with dangerous creatures drawn to the Maid's power—and her tears of blood.

LOST MAID OF ANACTORIA

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ADVENTURE BACKGROUND

From a young age, Evgeni Tarsolu knew the world was full of mystery. While most people in his homeland of Ustalav, a mist-shrouded land of shadows and terror, had their superstitions, Evgeni witnessed strange manifestations and unexplainable events firsthand. Living in the village of Anactoria, he grew up accepting that the past holds power. His own ancestor had pulled Anactoria's prized treasure out of the nearby bog: a naturally mummified corpse now known as the Maid of Anactoria.

Over the years, the tales of the Maid of Anactoria grew in the telling, as such legends do. The Maid was said to shed healing tears when those of true heart beseeched her for aid. It was also said that the Maid sometimes responded to questions with mysterious sighing that could foretell the future if interpreted properly. After a few years, Evgeni's ancestor was able to stop the back-breaking work of digging peat and support his family on revenues from showing the Maid. The family was so well-off that when Evgeni announced his desire to attend the prestigious Lepidstadt University, cost was no barrier.

Evgeni studied under Professor Benson Emeretti, a lifelong academic with little interest in or understanding of the people of Ustalav. Under Emeretti's tutelage, young Evgeni came to believe that the quest for knowledge was more important than the lives of individuals or communities—even his own family.

In the spring of 4721 AR, Evgeni returned to Anactoria with degrees in Science and Applied Folklore. Although he claimed to be on a simple family visit before taking a prestigious academic position in Caliphas, his true motive was at the behest of his professor: obtain the Maid of Anactoria and bring it to Lepidstadt for further study. With access to his childhood home and his parents' trust, all Evgeni needed was a scapegoat, and his former colleague, now employed by the Aspis Consortium, was the perfect target. The unscrupulous trade organization was quick to send a team to Anactoria after hearing rumors of additional bog bodies with miraculous powers. Shortly after the Aspis team began searching the swamps and snooping around town, Mother Belchescu,

WHERE ON GOLARION?

Lost Maid of Anactoria takes place in Anactoria, a village in southern Ustalav, a dangerous land of isolated settlements where unspeakable horror lurks in every shadow. For more information on Ustalav, see page 45 of the *Pathfinder Lost Omens World Guide*.



a Pharasmin penitent and prominent villager, contacted the Pathfinder Society asking for aid to protect the village from this unwelcome intrusion. Evgeni felt the pressure mounting and hastened his plan, secreting the Maid of Anactoria to an abandoned farmhouse to await transportation to the university. Now, as undead shadows once again grow across Ustalav, three competing interests are set to collide in the bogs and cottages of Anactoria.

GETTING STARTED

The scenario begins in Ustalav's capital city of Caliphas, at the Pathfinder Society's Vodavani Lodge (formerly known as the Havenguard Asylum). Venture-Captain Evni Zongnoss of the now-destroyed Lastwall Lodge has been running Vodavani Lodge recently, but is away on business, so the PCs meet with the lodge's former venture-captain, **Beaurigmand Trice** (NG male human doctor). Dr. Trice recently stepped back from his Lodge duties to concentrate on treating psychological wounds from the Whispering Tyrant's brief but bloody return,

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but he returns to his venture-captain duties to meet with the PCs. Read or paraphrase the following once the PCs are settled.

The conference room in the Vodavani Lodge bespeaks its earlier incarnation as Havenguard Asylum: small and utilitarian, yet comforting, with paintings bearing abstract images in soft colors hung on the warm, wood-paneled walls. Seated at the head of the table is a disheveled man who seems more than a little relieved at the arrival of help.

"Ah yes, agents, come in. Sit down. How are you all feeling? I'm glad you are here—and seemingly in good health? Very well, I'll come to the point. We've received a letter from a friend of the Society, Mother Belchescu, a Pharasma priestess from the peat farming village of Anactoria. They're famous for the 'Maid of Anactoria.' It's a bog body, the corpse of a human female, preserved in the bog for hundreds of years. It's quite fascinating! The anaerobic conditions in the bogs north of town prevent decay, resulting in a natural mummification—ah, sorry. To the point. Right." The doctor rifles through the mess of documents on his desk, producing a folded letter.

"The uneducated locals believe the Maid has mystical powers: healing tears, whispers of portents, the usual. All rubbish! But they rely on the Maid to draw tourists, so it's rather important to them. Mother Belchescu has asked for our help in protecting it—the Aspis Consortium has been snooping around, and she believes they mean to steal it. Alas, so many patients need my help here these days. So, the mission is yours! Investigate the Aspis agents' motives and ensure the Maid's safety. Any questions?"

Trice gives **Handout #1** (page 27) to the PCs and answers any of their questions. Likely questions, and his responses, include the following.

What can you tell us about Anactoria? "It's a small village on the banks of the Droa River. Only about two hundred souls. The

river borders the Albria Woods, with large peat bogs along the edges. The villagers cut the peat and sell it as cheap fuel across the region. Not much else there—a shrine to Pharasma, a single inn, a general store, and the villagers' homes."

What powers does this Maid have? "In reality, none. The corpse is completely nonmagical, and none of these so-called miracles have ever been properly authenticated. It's all confirmation bias and wishful thinking on the part of superstitious farmers."

What is the Aspis Consortium? Dr. Trice raises an eyebrow. "The Aspis Consortium is an amoral business organization, interested in knowledge and history only if they can make a profit from it. Their agents wear a metal badge that shows a snake eating its own tail. Bronze for the rank and file, silver for the ones who coordinate and assign missions, and gold for the most influential leaders—short of the Patrons who run the organization."

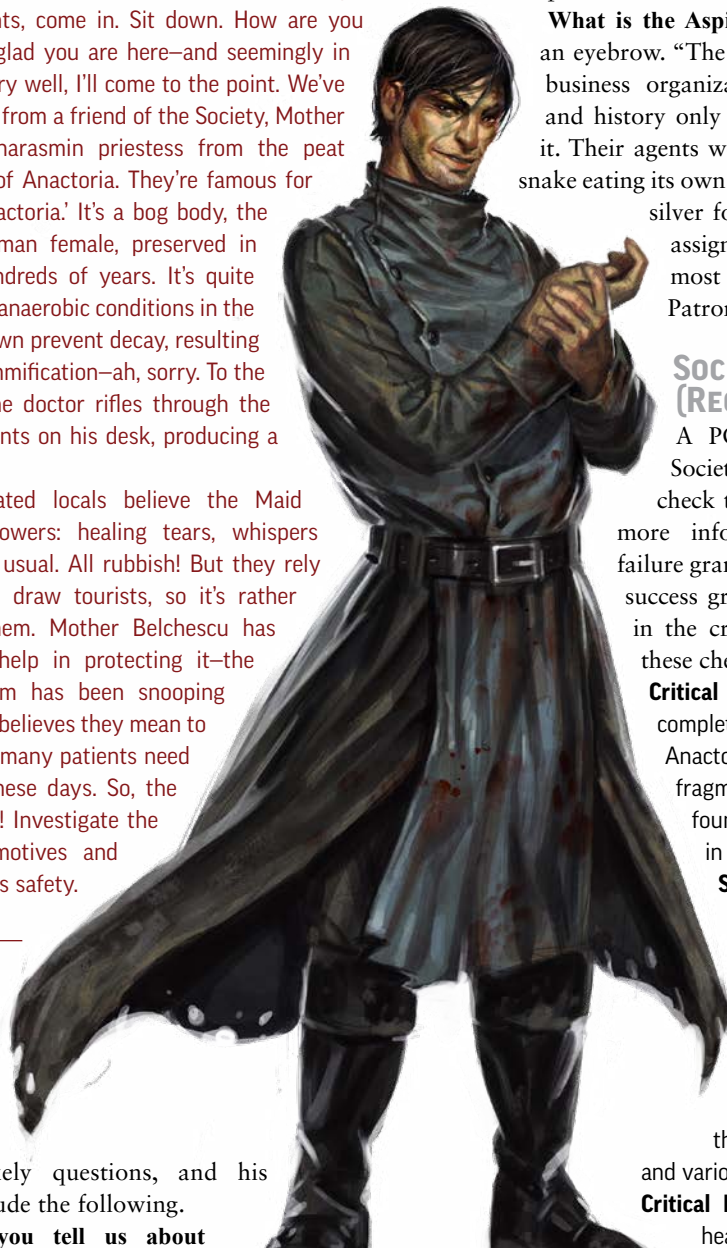
SOCIETY OR USTALAV LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check or a DC 18 Ustalav Lore check to Recall Knowledge remembers more information about Anactoria. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember, these checks should be rolled secretly.

Critical Success The Maid is the only complete bog body to be found near Anactoria, and the most famous. Several fragments of other corpses have been found which hint at undiscovered finds in the bogs north of town.

Success The Maid of Anactoria is housed in a glass display case in the cottage of the Tarsolu family, the peat farmers who first discovered her about 60 years ago. Many collectors have offered to purchase the Maid, including the Blakros Museum in Absalom, the Sincomakti School of Sciences, and various private collectors.

Critical Failure The Maid's powers have healed too many people for them to be just an urban legend. Stories tell of her curing diseases, repairing broken limbs, and foretelling tragic events.



BEAURIGMAND TRICE

LOST MAID OF ANACTORIA

HERO POINTS

As the PCs begin their journey, remind the players that they each have 1 Hero Point available.

JOURNEY TO ANACTORIA

Dr. Trice charts two coaches to take the PCs to Anactoria. The coaches arrive in Anactoria in the afternoon of the second day of travel, stopping in front of the Weeping Willow, Anactoria's sole public house.

WELCOMING COMMITTEE

The arrival of two coaches in town attracts attention from inside the pub. As the PCs disembark and a driver hands down their luggage from the coach's roof, a dozen dour villagers filter out of the pub and gather around. One or two carry cudgels or staves, and the tavern keeper stands in front of his doorway with a heavy crossbow cradled in his arms.

As the PCs take stock of the situation, one of the villagers addresses them.

"So, you Snakes have returned to carry off your prize?" the woman intones in a thick Ustalav accent, a large cudgel resting casually on her shoulder. She shakes her head solemnly. "I do not think so. You had best turn that carriage around and head back to your Aspis masters. You will not steal the Maid of Anactoria!" The villagers behind her mutter in agreement.

To defuse tensions, the PCs need to convince the villagers that they are not members of the Aspis Consortium, which requires a DC 18 Diplomacy check (DC 20 for Levels 5–6), a Deception check against the same DC to concoct a plausible story, or an Intimidation check against the same DC to make the villagers back down. Each PC can attempt a single check. If any PCs carry a *wayfinder* or other signs of membership in the Pathfinder Society, all of the PCs gain a +2 circumstance bonus on their checks.

If the PCs do not calm the villagers themselves, a shout echoes across the green, freezing the villagers in their tracks. **Mother Belchescu** (N female human priestess) arrives with Constable **Doryn Fieru** (LN female human sheriff). The priestess cows the crowd with a withering glare as the constable orders them to stand down.

Rewards: If the PCs handle the crowd before Mother Belchescu arrives, her confidence in them increases. She gives them a moderate cognitive mutagen and moderate silvertongue mutagen to aid in their investigation.

Development: If the PCs did not defuse the situation through their own actions, attempted an Intimidation check, or critically failed a Deception check, the people of Anactoria remain suspicious of them. The PCs each take a –1 circumstance penalty to Charisma-based skill checks when interacting with people in the village for the duration of their investigation.



MOTHER BELCHESCU

THE LOST MAID

As the crowd disperses, Mother Belchescu introduces herself and

Constable Fieru to the PCs and asks them to accompany her. She invites them to stow any belongings at the Weeping Willow inn if they wish, explaining that she has arranged rooms for them.

Mother Belchescu informs the PCs that there has been an urgent development since she sent her request to the Society for aid: the Maid of Anactoria has disappeared. Mother Belchescu asks the PCs to recover the Maid as quickly as possible, before the town's greatest treasure is lost forever.

As the PCs follow clues, they may approach people and events in an order other than that which is presented in this section. The "Key NPCs" sidebar and the "What Really Happened" section on page 6 are tools to aid the GM in keeping track of important information related to the investigation.

The PCs can investigate and search for the Maid in three main ways: they can investigate the Tarsolu family home, where the Maid of Anactoria has been on display all these years; interview any witnesses they encounter; and gather information in the village. The PCs may also wish to investigate the Aspis agents, but they are unlikely to successfully locate the camp until they learn its location by investigating in and around Anactoria.

Investigate the Crime Scene: When the PCs ask to investigate the crime scene, Constable Fieru escorts the PCs there and introduces them to the Tarsolu family. See "The Crime Scene" on page 7.

Interview Witnesses: The PCs can speak with witnesses as they learn of them. See "The Witnesses" on page 7.

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KEY NPCs

Below are the key NPCs involved in the adventure.

Evgeni Tarsolu: The eldest son of the Tarsolu family, recently returned from Lepidstadt University.

Solace and Pietr Tarsolu: Evgeni's mother and father, the current stewards of the Maid of Anactoria.

Olena Tarsolu: Solace and Pietr's granddaughter, witness to the theft of the Maid.

Mother Belchescu: A priestess of Pharasma who sent the letter to the Society.

Constable Doryn Fieru: The head of Anactoria's minimal law enforcement.

Ottos Pavlik: A local ne'er-do-well hired by Evgeni as an accomplice to help steal the Maid of Anactoria.

Annika Domiri: A local shopkeeper in the pay of the Aspis Consortium.

Jahandreal: An elf scholar studying rare insects in the peat bogs.

Aspis Agents: Known to the villagers only as nameless travelers and miscreants.

Gather Information: The PCs can learn about recent events in Anactoria with a successful DC 18 Diplomacy check to Gather Information (DC 20 for Levels 5–6). Remember that this check should be rolled in secret.

Critical Success As success, and the strangers are known to be members of the Aspis Consortium.

Success Several strangers have been regular visitors to Annika Domiri, the proprietor of Domiri's Sundries (the general store in town). They come and go at night and are rarely seen in the common areas of town.

Failure Several villagers suspect the elf-witch Jahandreal, who lives in a shack out in the bog. She has asked the Tarsolus more than once for permission to cut the Maid open to see what sort of insects are inside!

Critical Failure There is a rumor that more bog bodies have been located, and some of them have powers beyond even the healing tears of the Maid of Anactoria. (This is the rumor Evgeni planted to lure the Consortium to the area.)

WHAT REALLY HAPPENED?

Evgeni Tarsolu (CN male human university student) is the mastermind behind the theft of the Maid. He lured the Aspis Consortium here with rumors that more bog bodies had been discovered, intending to frame them for his crime. He waited for the Aspis crew to come to town, and then ensured that the locals knew of the Consortium's reputation for being greedy treasure hunters. Once the Aspis agents went off into the bogs to dig for the

(nonexistent) bog bodies, he and his accomplice **Ottos Pavlik** (CN male human drunkard) stole the Maid, hid it in a coffin, and carried it to a ruined farmhouse a few miles outside Anactoria.

While waiting for a caravan to come pick up the Maid, Evgeni has taken charge of the investigation to ensure that the villagers keep their attention on the Aspis agents and other likely suspects.

TIMELINE OF THE THEFT

The events leading up to the PCs' arrival and immediately following it are summarized below.

One month ago: Evgeni Tarsolu arrives home in Anactoria and settles in at his parents' house. He begins planning the theft of the Maid and befriends Ottos Pavlik as a potential accomplice.

Three weeks ago: The Aspis agents arrive in town, staying with their contact, Annika Domiri. They offer to buy the Maid again but are rebuffed by Pietr Tarsolu.

One week ago: Mother Belchescu is concerned about the large Aspis presence in town and sends her letter to Dr. Trice.

Five days ago: The Aspis agents leave town laden with supplies and head into the bogs to begin their search for more bog bodies.

Two days ago: The PCs meet with Dr. Trice and depart Caliphas for Anactoria by chartered coach.

Yesterday: Several Aspis agents go to town for supplies, staying at Annika Domiri's warehouse overnight and returning to their bog camp in the morning.

Last night: Evgeni and Ottos steal the Maid (see "The Crime Scene" on page 7) and move it to a ruined farmhouse outside town. Olena Tarsolu sees them carrying the body away, but believes it was a dream about a family funeral. The scholar Jahandreal goes into the bog looking for fireflies, as she has on most nights over the last month.

Today, early morning: The theft is discovered, sending the village into an uproar. Constable Fieru takes charge of the crime scene to ensure nothing is moved, while Evgeni publicly takes charge of the investigation and circulates rumors that the Aspis Consortium is behind the theft.

Today, afternoon: The PCs arrive in Anactoria.

Today, after nightfall: A stagecoach is scheduled to arrive in town; Evgeni and Ottos plan to use this stagecoach to abscond with the Maid. However, the coach is not going to arrive at its destination (see area B on page 14).

THE TRUE CULPRIT

Throughout the investigation, Evgeni Tarsolu tries to throw the PCs off the trail of the true criminal: himself.

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He does not hound them and second guess their decisions, but if they get stuck, he gives helpful suggestions to lead them toward the footprint trail he left outside the crime scene (which leads to the Aspis camp), or suggests they look into Jahandreal, who is (according to him) a “suspicious” elf who lives outside the village.

Ideally, the PCs see Evgeni as a well-meaning but somewhat bumbling detective who is trying to upstage his “rivals,” the Pathfinder agents. If the PCs begin to suspect Evgeni himself, he scoffs at first, then apologizes. He claims he is jealous that outsiders have been brought in, instead of the town leaning on his intellect and education to solve the crime. Even though he is the guilty party, his jealousy is sincere: Evgeni is quite offended that his education at the University of Lepidstadt doesn’t count for more in his hometown.

If the PCs lean toward Evgeni as the primary suspect or try to turn him in, none of the villagers believe them—they love Evgeni and insist that the PCs find “whatever outsider is responsible for this heinous crime.” Without overwhelming evidence, such as catching Evgeni with the stolen Maid, the villagers do not believe he is involved.

THE CRIME SCENE

The Tarsolu family home is a two-story frame affair that seems well-maintained, in stark contrast to many other buildings in the village. From the gate in the short picket fence, a stone pathway meanders through a simple garden to the front door. A large wooden sign by the gate proclaims this is the “Home of the World-Famous Maid of Anactoria!”

The cottage’s front room is a wide open space, twenty feet to a side, with wooden pillars supporting the upper floor. Across from the front door is a curtained area, and the curtain is currently drawn aside to reveal a long glass case. The cottage’s kitchen and stairs to the second story bedrooms are through a door in the west wall.

Pietr and Solace Tarsolu (LN human villagers) are present in the main room. Their son, Evgeni, is consoling them. Pietr and Solace thank the PCs for any help they can provide and invite them to explore the home as they wish. If the PCs wish to interview Pietr, Solace, or Evgeni, refer to the appropriate entries in “The Witnesses” below.

Despite his best efforts, Evgeni left some physical clues behind at the scene of the crime. Unless otherwise noted, the DC of all skill checks to discover these clues is 18 (DC 20 for Levels 5–6). If a PC describes their search in a way that seems especially likely to reveal a specific clue, they gain a +1 circumstance bonus to their check. The information in parentheses is intended as an explanation for the GM and should not be shared with the PCs.

Doors and Windows: With a successful Perception check to Seek, a PC discovers that there are no signs of forced entry on the doors or windows, all of which have locks. (Evgeni has a key to the house. He simply entered and exited through the front door.)

Glass Case: No check is needed to see that the glass case is fitted with a complicated lock to prevent visitors from tampering with the Maid. The only key is on a cord around Pietr’s neck, which Pietr tells the PCs if they ask about the lock. (Evgeni used a *skeleton key*.)

Furthermore, a PC who succeeds at a Perception or Thievery check notices that the case’s rusty hinges were recently oiled; a character with scent gains a +2 circumstance bonus to this check. (Evgeni was familiar with the case’s workings and knew that it makes a grating squeak whenever someone opens or closes it.)

The Grounds: There is an obvious indentation outside the back window, about six feet long by two feet wide, where something heavy was placed in the soft earth. (This is from the coffin that Evgeni and Ottos put the Maid in to carry it away. Ottos climbed out the window, Evgeni passed him the Maid, and then Evgeni closed the window and left by the front door.)

Furthermore, a PC who succeeds at a DC 12 Perception check to Seek discovers the tracks of two booted humanoids of Medium size lead from the back window away from the house. (Evgeni took effort to ensure these tracks were noticeable.) A PC who succeeds at a DC 12 Survival check to Track can follow these tracks into the bog—they lead in the direction of the Aspis camp (see area A on page 10). Once in the bog, the tracks disappear in the spongy ground and can only be followed with a DC 24 Survival check (DC 26 for Levels 5–6). (Once in the bog, Evgeni and Ottos turned east and headed to the ruined cottage to stash their prize, and then Evgeni returned to his parents’ house and pretended to sleep. Ottos remained with the Maid at the cottage.)

Kitchen: Last night’s dishes have already been washed and put away, but a PC who succeeds at a DC 18 Perception or Medicine check (DC 20 for Levels 5–6), or a DC 15 Cooking Lore check, finds traces of the Tarsolu family’s dinner in the refuse pile behind the house. The pile lets off the scent of an excessive amount of saffron.

THE WITNESSES

The following NPCs have some knowledge of the theft or can provide clues to the PCs to aid in their investigation. The PCs can attempt Deception, Diplomacy, or Intimidation checks to interact with any of these NPCs. The DC of these checks, and other skill checks in this section, is 18 (or DC 20 for Levels 5–6) unless other checks or DCs are specified. After a single failure, the

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PCs can make one more attempt to speak with a given NPC, but they take a –2 circumstance penalty to their check. A critical failure results in that specific NPC refusing to speak further with the PCs.

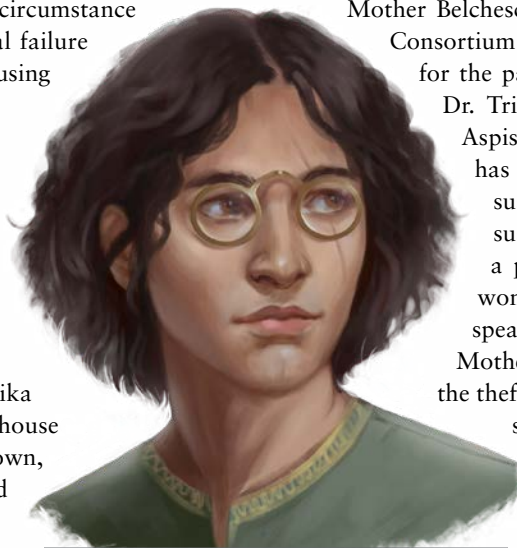
QUESTIONING ANNIKA DOMIRI

Annika Domiri (N female human shopkeeper) owns Domiri's Sundries, a general store and provisioner in Anactoria. One of the wealthier residents of the village, Annika lives in a two-story stone townhouse on the southwest edge of town, where the bog's aroma is carried away by the prevailing winds. The young widow maintains half a dozen servants to run the house and employs nearly a dozen villagers in her store and warehouse. She is a prominent member in local affairs and the villagers respect her, but she is also known to despise charity, for herself or others.

Testimony: If the PCs convince Annika to talk with a successful check, she admits that several strangers were seen leaving her warehouse the night of the theft. Annika pretends that these people must have broken in and claims that some minor items have gone missing, "stolen" by the strangers. With a successful DC 15 Perception check to Sense Motive, a PC knows that she is lying. If they confront her, Annika confesses that she has had "business associates from Caliphas" staying with her over the past few weeks, and even admits that they were members of the Aspis Consortium. She maintains (truthfully) that she knew nothing of any plans to steal the Maid. Annika also admits that she has been on the Consortium's payroll as a local informant for years, and her warehouses often shelter Aspis agents passing through the area, though she is never privy to any details about their missions. The Aspis agents stayed with Annika when they first came to town, and a few of them visited her every few nights for supplies. She last hosted them the night before the theft, when three of the agents and their leader, Tamis the Hawk, stayed in town. They purchased supplies and left before Annika woke that morning.

QUESTIONING MOTHER BELCHESCU

Mother Belchescu is a dour and grim priestess of Pharasma and adherent to the Pharasmin Penitence.



EVGENI TARSOLU

Testimony: No check is needed to question Mother Belchescu. She only knows that the Aspis Consortium has been nosing around town for the past month. She wrote the letter to Dr. Trice asking for aid, suspecting the Aspis agents were up to no good, and has concluded they are the most likely suspects in the theft. If asked for other suspects, she identifies Jahandreal as a possibility, because the mysterious woman lives in the bog and rarely speaks to the people of Anactoria. Mother Belchescu wasn't present during the theft and did not witness anything, but she suggests that the PCs investigate the crime scene and speak with the Tarsolu family if they have not done so already.

QUESTIONING PIETR AND SOLACE TARSOLU

Pietr and Solace Tarsolu (LN human villagers) have lived in Anactoria their entire lives. Pietr inherited the cottage and the Maid from his father, Stashu. All of their five children have left home, with only their granddaughter Olena still living with them after she was orphaned last year. Their eldest son, Evgeni, has recently returned from Lepidstadt University and is staying with the family for a while before heading on to a new post in Caliphas.

Testimony: The couple believes in the mystical powers of the Maid and feel it is their duty to be caretakers of the relic and to distribute its "healing tears" at irregular intervals. They are distraught over the theft and care only for the Maid's return. Unfortunately, the two are quite sluggish and addled (see **Saffron Overdose** below) and only rally enough to give their testimony if the PCs succeed at their check to speak with them.

Both adults slept soundly all night and do not remember any details of the theft. Their son, Evgeni, was home most of that day, but was called away by a visiting friend just before dinner and didn't return until later that evening. Other than that, he was home all night. (The friend was Ottos Pavlik, but the couple don't approve of Ottos's rowdy behavior and so won't volunteer this information unless specifically asked.) They suspect Jahandreal because she once asked if she could dissect the Maid to see what insects might be inside.

Saffron Overdose: Pietr and Solace are both somewhat sluggish on the day the PCs arrive in town, and their hands and faces have a slight yellow cast.

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A PC who succeeds at a DC 14 Medicine check (DC 16 for Levels 5–6) suspects they are under the effect of a mild poison. Obtaining permission to examine the Tarsolus requires a successful DC 12 Diplomacy check, although Evgeni objects to the intrusion, insisting his parents must be distressed, but no one would want to poison them. After a brief examination and a second successful Medicine check, a PC discerns that both adults have recently consumed unusually large amounts of saffron, which tends to ensure a sound sleep but can have unpleasant side effects in high doses.

The Tarsolus explain that there was saffron in the stew the family had for dinner last night. Little Olena did not eat the stew, and Evgeni, who helped make the stew with his mother, was called away before dinner.

QUESTIONING EVGENI TARSOLU

The true mastermind behind the theft, Evgeni Tarsolu has been seduced by his professor's demands to obtain the Maid of Anactoria to the point that he is willing to betray his own family to do so. See "What Really Happened" on page 6 for details of the theft.

Testimony: Evgeni was home in bed all night, which his parents confirm. Like many others in town, he suspects the Aspis Consortium stole the Maid to sell for a hefty profit. If the PCs press for more information, he implicates Jahandreal, an elf who lives outside the village. He confesses that he has always appreciated her curiosity and studiousness, even if he knows that the rest of the town sees her as meddlesome and strange.

The Truth: Of course, everything that Evgeni says is intended only to steer the PCs in the wrong direction long enough for the caravan to meet up with him at the abandoned farmhouse and take the Maid back to the university. A PC who succeeds at a DC 18 Perception check to Sense Motive believes that Evgeni means no harm but does not want the Maid to be found. With a critical success, the PC realizes that Evgeni may be actively trying to hide his own involvement. However, without proof, nobody from Anactoria believes Evgeni could have had anything to do with the theft.

QUESTIONING OLENA TARSOLU

Olena Tarsolu (LN female human child) is a shy five-year-old girl with large eyes and a soft voice. She is easily frightened by strangers, and a PC must succeed at a Diplomacy check to hold a useful conversation with her—lies and threats only cause her to withdraw.

Testimony: Olena woke last night during the theft. She looked out her window and saw "a family funeral." (In truth, she saw Evgeni and Ottos carrying the Maid away from the house in a coffin.)

Pietr and Solace explain that Olena has been having dreams of family members dying and of funerals since her parents' untimely death last year in a carriage accident. The child cannot identify any of the people she saw in her dream last night.

QUESTIONING OTTOS PAVLIK

Ottos Pavlik has lived a misanthropic life on the outskirts of Anactoria for years. When Evgeni returned to town a month ago, he cultivated a secret friendship with Ottos, enabling the man's vices as a way to ensure his loyalty. Ottos is staying with the stolen Maid at the ruined farmhouse outside town, and PCs are unlikely to be able to interview him until they find him there at the conclusion of the adventure.

Testimony: Other than a confession, there is little physical evidence that ties Ottos to the crime. Once the PCs discover Ottos at the abandoned cottage, he readily confesses and implicates Evgeni as the mastermind.

QUESTIONING JAHANDREAL

Most Anactorians assume that **Jahandreal** (N female elf entomologist), who hails from distant Kyonin, is a witch. In truth, Jahandreal is a scholar and scientist studying the various insects that make their home in the nearby bog. She has recently taken an interest in several species of fireflies that seem to communicate using their lights, and so has been spending most nights in the bog making observations. She cares little for the Maid or Anactoria.

Testimony: Jahandreal initially refuses to speak with the PCs, as she is quite busy. In addition to the typical skills, the PCs can use Nature to catch her attention by demonstrating their own knowledge about local species. If the PCs convince her to talk, she explains that she didn't even know the Maid was stolen until the PCs told her, since she has been so focused on her research. She has seen the Aspis agents' camp in the bog, and she reveals that there are nearly a dozen humans who have been digging, measuring, and drawing in the bogs. She finds them annoying because they light fires at night that interfere with the natural activities of insects.

If the PCs succeeded at a Diplomacy check to speak with Jahandreal, she offers to show them the location of the Aspis camp. Otherwise, she has no interest in helping them. She is deeply interested in her research to the exclusion of all other concerns. She can identify the effects of the saffron on the Tarsolu family if the PCs ask her about it, though this may seem to prove her guilt. Jahandreal's primary defense of herself is that she simply does not have time to steal anything. If the PCs insist on bringing her back to town, she resents them for it, but goes along without a fight.

LOST MAID OF ANACTORIA

NEXT STEPS

Once the PCs have collected some clues in Anactoria, they should have ample reason to investigate the Aspis agents in the bog—and they should have a good idea of where it is, either based on their discovery of the tracks or testimony from Annika Domiri. If the PCs fail to discover the tracks outside the Tarsolu home, Evgeni finds the PCs and tells them about his “urgent discovery.”

If the PCs fixate on Evgeni, none of the villagers accept the accusation without some proof, and they suggest that the party follow the evidence they have into the bogs. Not even magical means of ascertaining guilt can convince the villagers of Evgeni’s involvement, as they do not trust that the magic reveals what the PCs say it reveals.

As soon as the PCs leave town, Evgeni heads to the ruined farmhouse. He knows the stagecoach is scheduled to arrive late that evening. He joins Ottos at the farmhouse to guard the Maid until it can be hidden aboard the stagecoach.

A. THE BOG

Solid paths and even a rudimentary boardwalk lead through the center of the bog. Reaching the Aspis camp takes an hour if following a guide such as Jahandreal, or two hours unguided. If the PCs take an hour, the sun is still up; if they take 2 hours, the sun has set, and the full moon and stars provide dim light. During the day, the sounds of birds and frogs dominate, while at night, the birds are replaced by hundreds of fireflies forming eerie patterns in the darkness. An overwhelming scent of wet earth and the buzz and bite of mosquitoes is omnipresent.

The bogs are a wet, nasty, smelly place, full of biting insects and treacherous footing. A few dry pathways meander here and there, surrounded by a swampy fen of mud and water. Ahead, the remains of a camp are visible, with a few tents still standing among a litter of broken tables and scattered gear. Several bodies lie around the campsite, covered in swarms of incessant flies.

On the map, the clear path areas are solid ground, while those with foliage are shallow bog. The open water in the southeastern corner of the map is about two feet deep, but the bottom is soft mud. Treat these squares as a deep bog. See page 514 of the *Pathfinder Core Rulebook* for details on these terrain types.

The camp appears to have been attacked, with tents torn down and gear scattered everywhere. The excavated pit in the northwest corner of the map is about one foot deep, and it is marked off with stakes and cords dividing it into regular sections. Scattered around the place are the remains of waterlogged notebooks, which detail what

looks to have been a careful archaeological excavation by the Aspis agents over the course of several weeks. One table still has a gridded map pinned to its surface, and a few fragments of bone and ancient Kellid spear points are scattered nearby. There is also a complete human skeleton, ancient and wearing bits of once-opulent robes, sprawled in the excavated pit.

Creatures: As the PCs search the camp, they hear the unmistakable sounds of something rummaging through one of the fallen tents. A local bog fey by the name of **Rusylflick** (CN male grig hunter) has been watching the Aspis agents in “his” bog for more than a week, and he witnessed the skeleton attack that drove them away. Happy that the “bigguns” are gone, Rusylflick is busy looking for “shinies” in payment for the annoyance he has put up with. Rusylflick’s attitude toward the PCs begins at indifferent. The PCs can each attempt a DC 19 Diplomacy check to Make an Impression (DC 19 for Levels 5–6).

Read or paraphrase the following.

“More bigguns! And those other bigguns just left. They were so loud! Always talking, to each other, to the ground when it’s hard to dig, to the boss biggun when he wasn’t here. So much noise! And the stench! I’m so glad they’ve gone. They’ve been digging holes everywhere, looking for something they can’t find. They find all the things that I ever find in a hole: worms, mud, sometimes bugs. I don’t know what they wanted. But I know it wasn’t those bony bigguns! A whole bunch of them came from southeast, dressed like it was a big party, and started chasing the bigguns who were digging! They were fighting, and the bigguns ran all over while the bony bigguns chased them. Some of the bigguns fell down, but a few ran away. Some of the bony bigguns fell down, too. You can see them, over there, and some over there. I’ll show you!”

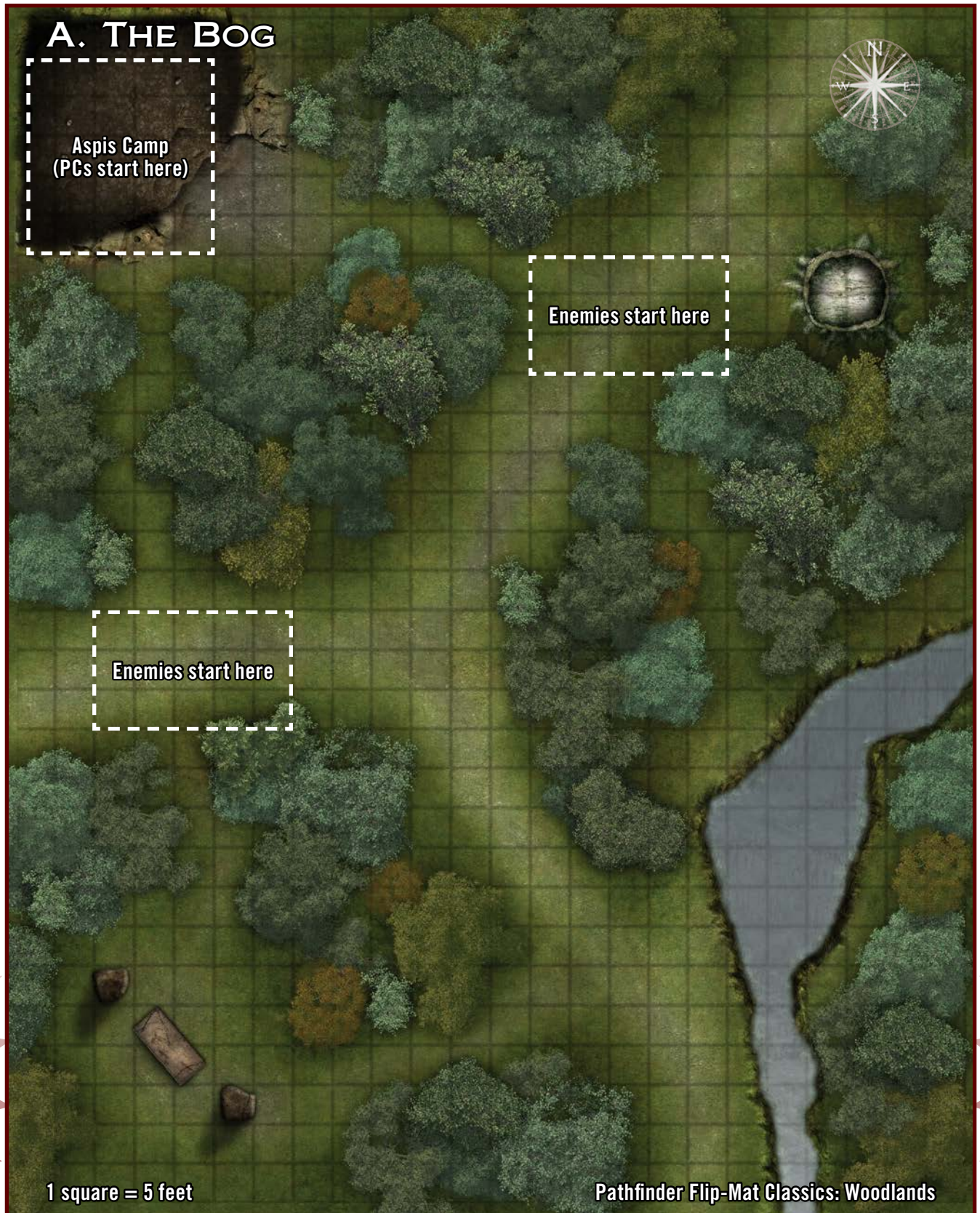
The PCs may have questions for Rusylflick. Some likely questions and their answers are listed below.

How long have the Aspis agents been here? “Oh, many sunsets. They work all day, then talk until late at night. Sometimes a few of them leave and come back the next morning with food. But they never leave any for me!”

What are they looking for? “The biggun boss, Hawk, is making them look for more of the bog people. You know, the bigguns that are in the bog, from long ago. They are all leathery and withered and stinky! I don’t know why they want them. When we find them, we throw them back in the bog—they’re creepy!”

Did they bring the Maid of Anactoria here? Rusylflick tilts his head to the side, “The what now?” If the PCs explain what the Maid is, he replies, “One of those bog people? They have NAMES? Creepy. No, I didn’t see them

LOST MAID OF ANACTORIA



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bring anything like that here. Some of the bigguns kept asking why they couldn't just go steal the Maid instead of digging in this filth—imagine, calling my bog filthy—and the Hawk man told them they weren't allowed to, because of trouble with someone called... Wispy Treant, I think it was? Didn't sound too scary to me, but they seemed scared to get into too much trouble." A PC who succeeds at a DC 15 Society or Religion check to Recall

Knowledge believes this must be a reference to the Whispering Tyrant, the legendary lich king who was imprisoned for nearly a millennium until his escape only a few years ago. Though the Tyrant was driven back to his Isle of Terror, it's likely only a matter of time before he emerges again.

Rewards: If a PC improved Rusylflick's attitude to friendly, Rusylflick also gives the PCs a *skeleton key* that he found near the edge of the swamp. He doesn't know it, but this is the key Evgeni used to open the Maid's case, which he then threw into the bog after the theft to try to dispose of the evidence.

The Bodies: True to his word, Rusylflick leads the PCs to the bodies of nine Aspis agents, as well as four more skeletons wearing scraps of ancient finery. The Aspis agents have little of value, having been attacked while working. The skeletons appear to be ancient, not armed with any weapons but wearing aristocratic clothing reminiscent of the last century. A PC who succeeds at a DC 12 Perception or Medicine check while examining the skeletons notices that they all have blobs of dull grey metal that seem to have been burned into the bones; the metal can be identified as lead with a successful DC 5 Crafting check. With a successful DC 15 Ustalav Lore or DC 17 Society check, a PC recalls that Anactoria is not far from the fabled Garden of Lead, a ghost-haunted site where hundreds of Ustalavic people were imprisoned and immolated in molten lead more than 1,500 years ago by the Skeletal Countess, an undead servant of the Whispering Tyrant.

Development: As the PCs search the bodies of the Aspis agents, proceed to **Event: Ambush**.

EVENT: AMBUSH MODERATE

Once the PCs have interviewed Rusylflick and searched the camp, they hear the clash of weapons. Use the map on page 11 for this event.

Suddenly, a shout of alarm rings out from the south. Lurching out of the bog are several humanoids, bleached white bone showing through the tears in their gowns and waistcoats. In the distance, a trio of humans stand back-to-back, with torches and blades, besieged by skeletal figures.

Creatures: Another band of undead from the Garden of Lead has wandered into the area and discovered the surviving Aspis agents and the PCs. The skeletons were Ustalavic nobles in life, but were captured and murdered by the Skeleton Countess, a servant of the lich-king Tar-Baphon. These skeletons show signs that their flesh was



SKELETAL REVELER

LOST MAID OF ANACTORIA

burned from their bones by immersion in molten metal, and some of the skeletons are completely encased in lead. The encased skeletons carry lead-coated hammers, the handles of which have melted and fused with their bones. The skeletons begin the fight split evenly between the two possible starting areas (see the map on page 11).

As the PCs battle their attackers, the Aspis agents fight their own battle. They are about three hundred feet away across the deep bog to the south. As the PCs fight, narrate the combat between the Aspis agents and the other group of skeletons—their fight fares about as well as the PCs' battle. If a PC moves to cross the bog and help the Aspis directly, Rusylflick shouts some advice from a nearby hiding place behind a stump, warning them that the skeletons are easier to handle while separated, and the “other bigguns” are too far away to reach in time.

If the PCs defeat the skeletons within eight rounds, the Aspis agents are successful in their battle as well, though they sustain heavy injuries during the fight and are in no shape for further confrontation. If the PCs take longer than eight rounds to finish the fight, the Aspis agents are all unconscious by the time the PCs reach them, though the skeletons they were fighting have wandered off into the bog. On the tenth, eleventh, and twelfth round following the beginning of combat, one of the Aspis agents dies unless the PCs stabilize them before then.

LEVELS 3–4

SKELETAL REVELERS (3)

CREATURE 0

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LEADED SKELETON

CREATURE 3

Page 19

LEVELS 5–6

TOUGH SKELETAL REVELERS (3)

CREATURE 2

Page 22, art on page 25

TOUGH LEADED SKELETON

CREATURE 5

Page 22

Rewards: The skeletons bear no weapons or armor, and their fine clothes are too badly damaged to have any value. A few of them have small items of jewelry that did not melt or become encased in lead. In total, these are worth 15 gp (or 30 gp for Levels 5–6).

Development: The surviving Aspis agents call themselves **Harp** (CN female human Aspis agent), **Arrow** (LE male human Aspis agent), and **Bear** (N female halfling Aspis

agent). Their leader, the bronze agent Tamis the Hawk, was slain in the first attack, and the survivors are unsure what to do. When the Aspis agents realize the PCs are not just there to help, and that they suspect the Aspis of a crime, the agents are quick to offer a truthful explanation of their activities—they know they stand little chance of fighting their way out of the situation, and they do not want to draw any further attention to the Consortium. In exchange for their testimony, they request an escort back to town so they can rest and resupply.

Whether or not the PCs agree, they divulge the following information: first, they show the PCs their written orders (**Handout #2: The Aspis Letter** on page 27), which they insist prove that they were not trying to steal the Maid. Second, they have archaeological equipment and notes showing they have been busy at work for quite some time, as well as the callouses that go along with such heavy work. Finally, they state that they are expecting more supplies and orders to come in on a stagecoach, which is due in town this evening. They suggest that they would not be operating so carelessly, either in town or out in the bog, if their mission was to steal the town's prized possession.

The Aspis agents are telling the truth. They had nothing to do with the theft of the Maid, and in fact don't even know that it has gone missing since they have been in the bogs for many days. While they concede it's possible that other Aspis agents made off with the Maid, they think it's more likely that someone else is using the Aspis Consortium's reputation to mask their own crime.

If the Aspis agents died before they were able to reveal this information, the PCs at least discover **Handout #2** in Harp's pocket, along with the archaeological equipment and field notes scattered around.

BACK IN TOWN

By the time the PCs arrive back in town (perhaps with some Aspis agents in tow), the sun has set. The full moon and stars provide dim light. The PCs can confirm that a stagecoach from Caliphas is expected later this evening, and that Constable Fieru already rode out to meet it on the road. The PCs can go to intercept the stagecoach or continue their investigation in town. If they go to the Tarsolu home, Pietr tells them that Evgeni was going to meet with Ottos Pavlik as part of his investigation, but he has not returned.

If the PCs investigate this lead, they find Ottos' shack abandoned (as Evgeni and Ottos have gone to the Ruins to await the stagecoach). The villagers, if informed of this fact, immediately jump to the conclusion that Ottos is the thief and has kidnapped poor Evgeni because he got too close to the truth. The family begs the PCs to rescue their “innocent” son from Ottos. Several villagers report

LOST MAID OF ANACTORIA

that Ottos and Evgeni both headed down the road to the east, in the direction that the stagecoach is supposed to come from.

If the PCs decide to wait in town, after about 30 minutes, Constable Fieru arrives on horseback, shouting for help. She informs the PCs that the stagecoach is stuck a few miles out of town. Apparently, one of the drivers went on a smaller track for a “special pickup” and got the coach stuck in the bog. Fieru encourages the PCs to ride out to meet the stage and help it out of the bog. The villagers offer to loan them horses if they don’t

have a faster means of transportation.

B. THE ROAD MODERATE

After a jostling 15-minute ride, the PCs discover the stagecoach mired off to the side of a narrow track in the bog. The coach has been nearly pulled free, and the half dozen passengers and drivers wave to the PCs for help.

Use the map on page 15 for this encounter.

Creatures: When the PCs arrive to help free the coach, a group of peat moss monsters lurches out of the swamp. Animate, vaguely humanoid amalgams of peat moss, they are driven only by their desire to burn and eat the living. During the attack, the coach passengers hide nearby, though they scatter and take off down the road to town if the stagecoach catches fire or the PCs encourage them to flee.

LEVELS 3–4

SMOLDERING MOSS MONSTERS (2) **CREATURE 3**

Page 20, art on page 26

LEVELS 5–6

FLAMING MOSS MONSTERS (2) **CREATURE 5**

Page 23, art on page 26

Development: After the PCs defeat the monsters, they can interrogate the driver about the “special pickup.” **Gribolt** (N male stagecoach driver) is grateful that the PCs saved his life. He admits that a man named Ottos hired him to pick up a special package at a nearby abandoned farm. He hasn’t been told exactly what it is. Strangely, the original plan was to pick up the package after dropping off the passengers in town, but Ottos met Gribolt on the road not more than an hour ago, insisting that he come pick up the package at once and make the passengers walk the rest of the way. He barely had time to consider the matter before Ottos ran off into the bog. Then the moss monsters attacked.

Gribolt indicates that the farm is less than half a mile down the road. If the PCs ask him to accompany them as part of a ruse, he plays along, but he plans to take the passengers quickly and safely back to town and leave the “special package” for the PCs to deal with.

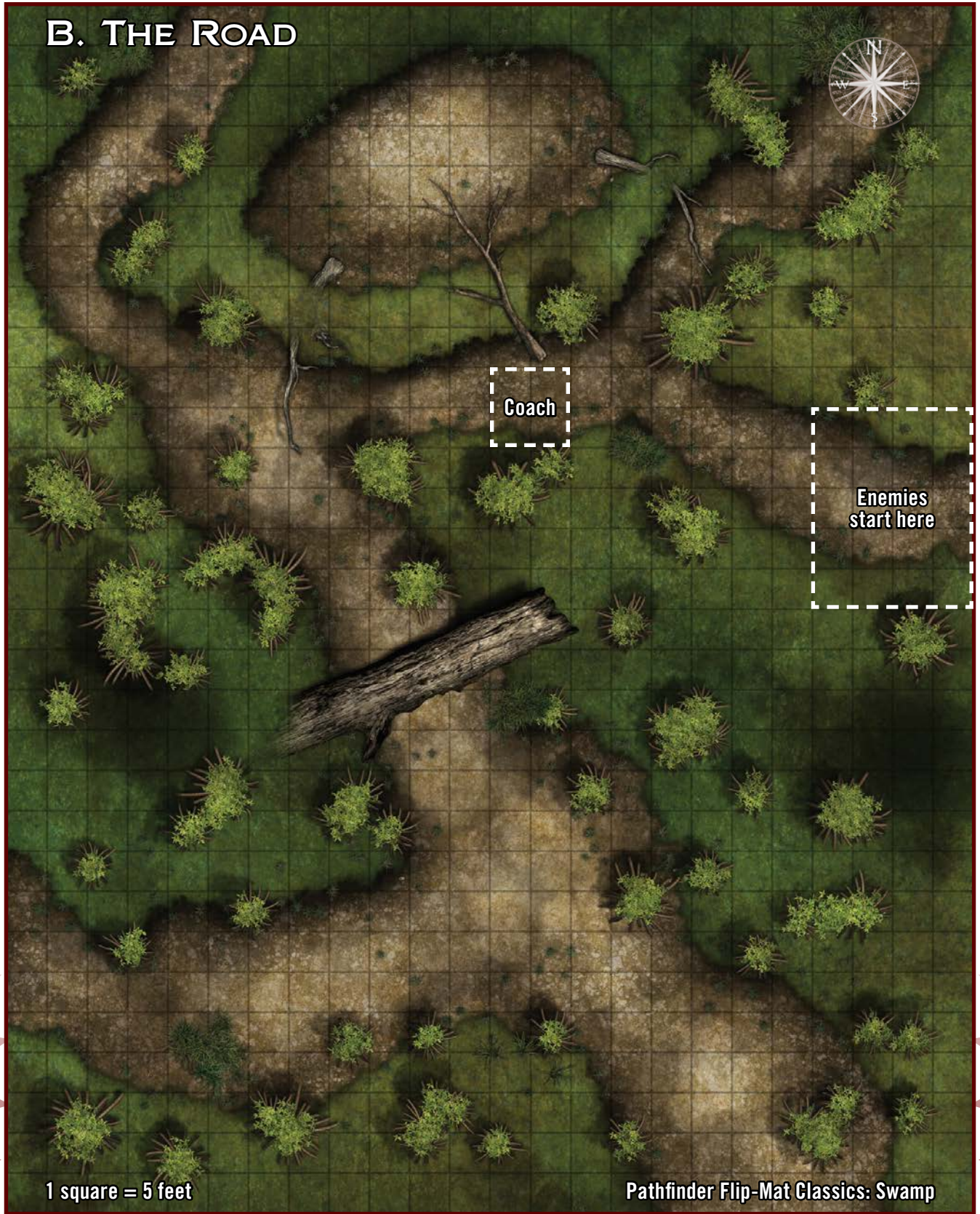
C. THE FARM SEVERE

Following Gribolt’s directions from the site of the moss monster attack, the PCs soon arrive at the



MOSS MONSTER

LOST MAID OF ANACTORIA



LOST MAID OF ANACTORIA

abandoned farm. By this time it is likely after nightfall. The full moon and stars provide dim light. Read or paraphrase the following when the PCs approach the ruined cottage.

The narrow trail ends at the stone ruins of what was once a farmhouse. Most of the walls have fallen in, and a circular outbuilding is overflowing with peat harvested from the surrounding bogs. Recent boot tracks lead down the trail and to the doorway of the only intact building in the overgrown yard.

Evgeni and Ottos wait in the intact building with the coffin containing the stolen Maid of Anactoria. The stagecoach is late, and the two thieves grow increasingly worried by the delay. Ottos wants to abandon the Maid and flee before they are beset by bog creatures or angry villagers, but Evgeni is adamant that they follow through with the plan.

If the PCs approach stealthily, they hear Evgeni and Ottos arguing inside the building. When they realize the PCs are there, the pair surrenders without a fight—neither of them is trained for battle or ready for a confrontation. Evgeni begs the PCs to let him take the Maid away from this “miserable village” to the University, insisting that it is more than it seems. The PCs can open the coffin to confirm the Maid is inside—if they don’t, Evgeni throws the lid open while in mid-speech about how much more there is to learn about the Maid’s powers.

If the PCs don’t approach stealthily, or if they arrive on horses or the stagecoach, Evgeni and Ottos hear their approach. Assuming it is the stagecoach arriving, Evgeni immediately opens the door, and he and Ottos start to carry the coffin outside. Once Evgeni realizes it’s the PCs and not the driver he expected, he stops suddenly, frozen in panic. Ottos keeps moving, stumbles, and drops the coffin. The lid falls open, revealing the Maid.

Tears of Blood: Unknown to Evgeni and Ottos, something has corrupted the Maid’s normally benign (and supposedly non-existent) mystical powers. Since she was removed from the Tarsolu home, the Maid has been weeping tears as told in the legends—but the tears are of blood. The coffin is nearly full of blood by the time the PCs arrive.

When the coffin is opened (or breaks open when dropped), the blood spills in a 5-foot radius around the Maid. The blood immediately boils and evaporates,

causing a red mist to coalesce and roil along the ground.

Immediately after the blood spills, a shrill cry rises from the bog to the west, and streams of red mist begin to drift towards the farmhouse.

The PCs begin this encounter either just inside or outside the ruined farmhouse, depending on how they approach.

Use the map on page 17 for this encounter.

Creatures: When the Maid’s blood spills out of the coffin, it attracts a number of vampiric mists (and a will-o’-wisp for Levels 5–6) that haunt the nearby bogs. The creatures have been lurking nearby, drawn by the Maid’s bleeding eyes and supernatural power. The creatures arrive in two groups, one approaching from the eastern edge of the map, the other approaching

from the western edge. They attack relentlessly, focusing on the more dangerous PCs over the cowering villagers.

LEVELS 3–4

VAMPIRIC MISTS (3)

CREATURE 3

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LEVELS 5–6

VAMPIRIC MISTS (3)

CREATURE 3

Page 24

WILL-O’-WISP

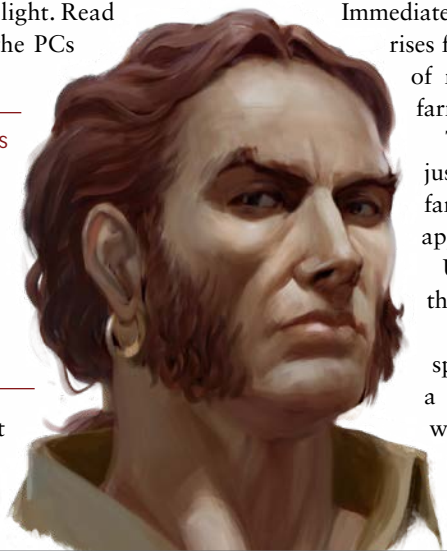
CREATURE 6

Page 24

Development: Evgeni and Ottos surrender in terror once the PCs vanquish the evil creatures. Evgeni tearfully confesses to the entire crime, providing whatever details the PCs have not yet uncovered (See “What Really Happened” on page 6). The Maid’s bloody tears stop after the battle, although bloodstains still mark the bog body’s skin and hair.

CONCLUSION

If the PCs successfully recover the maid, they can return to the village victorious. The Tarsolu family is ecstatic to see the Maid of Anactoria returned home but gutted by the betrayal of their son. They turn their backs on Evgeni once his guilt is known, and do not speak to him or



OTTOS PAVLIK

LOST MAID OF ANACTORIA

C. THE FARM



LOST MAID OF ANACTORIA

acknowledge his existence. The town militia takes Evgeni and Ottos into custody until they can be transported to Caliphas for trial.

The success elevates the reputation of the Pathfinder Society in Anactoria and throughout southern Ustalav. The villagers offer the Society a room in town any time they wish it, and also allow them exclusive access to the nearby bogs to look for more bog bodies, if it interests them—though they do not expect any such discoveries to be as unique as the treasured Maid of Anactoria.

Once in Caliphas, the PCs report to Dr. Trice. He is impressed with their work and grateful that they helped solidify the Society's reputation in Ustalav, though he still feels the Maid is a hoax concocted to fool the credulous.

Reward: Before the PCs depart Anactoria, the Tarsolu family gifts them the *pendant of the occult* that their family discovered near the Maid's body in the bog long ago (or a *verdant staff* instead for Levels 5–6).

REPORTING NOTES

If the PCs rescued all three Aspis agents, check box **A**. If they befriended Rusylflick, check box **B**.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they recover the Maid and return it to the town. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they accomplish at least three of the following tasks, each of which serves to strengthen the Society's reputation in the region: calm the crowd when they arrive in Anactoria without threatening them; rescue the Aspis agents before they are killed; provide some assistance to the Aspis agents in the form of escort, healing, or supplies; and befriend the grig Rusylflick. Doing so earns each PC 2 additional Reputation with their chosen faction.



MAID OF ANACTORIA

LOST MAID OF ANACTORIA

APPENDIX 1: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT: AMBUSH (LEVELS 3-4)

SKELETAL REVELERS (3)

CREATURE 0

UNCOMMON NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +4; darkvision

Skills Acrobatics +6, Athletics +5

Str +2, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items broken bottle (4), serving tray

AC 16; **Fort** +4, **Ref** +8, **Will** +4

HP 15, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ serving tray +6, **Damage** 1d6+2 bludgeoning

Melee ♦ claw +6 (agile), **Damage** 1d4+2 slashing

Ranged ♦ broken bottle +6 (thrown 20 feet), **Damage** 1d4+2 slashing

SCALING EVENT: AMBUSH

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Apply the elite adjustment to the skeletal revelers.

12–13 Challenge Points: Replace one skeletal reveler with one leaded skeleton and apply the elite adjustment to the two remaining revelers.

12–13 Challenge Points: Replace two of the skeletal revelers with leaded skeletons and apply the elite adjustment to the one remaining reveler.

16–18 Challenge Points (5+ players): Replace the three skeletal revelers with three additional leaded skeletons.

LEADED SKELETON

CREATURE 3

RARE NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +12; darkvision

Skills Acrobatics +9, Athletics +9

Str +3, **Dex** +4, **Con** +1, **Int** -5, **Wis** +0, **Cha** +0

AC 18; **Fort** +10, **Ref** +12, **Will** +9

HP 44, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Lead Cloud (poison) ⤵ **Trigger** The leaded skeleton is hit by a melee attack; **Effect** A cloud of lead dust is released, forming a 5-foot radius cloud of fine particles surrounding the skeleton. The cloud persists for 1 round, exposing creatures within it to an inhaled form of rapid lead poison.

Speed 15 feet

Melee ♦ leaded bone-fused hammer +10 (shove), **Damage** 2d6+3 slashing plus rapid lead poison

Melee ♦ leaded claw +10 (agile), **Damage** 1d10+3 bludgeoning plus rapid lead poison

Rapid Lead Poison (affliction, poison, necromancy) High amounts of lead can cause headache, difficulty concentrating, and joint pain. Necromantic magic has augmented the lead that infuses this skeleton, causing it to take effect far more quickly than is typical for lead poisoning.

Saving Throw DC 18 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** 1d6 poison damage, stupefied 1, and clumsy 1 (1 round); **Stage 3** 2d6 poison damage, stupefied 2, and clumsy 2 (2 rounds)

LOST MAID OF ANACTORIA

ENCOUNTER B (LEVELS 3–4)

SMOLDERING MOSS MONSTERS (2) CREATURE 3

UNCOMMON

N

MEDIUM

FIRE

PLANT

Perception +9

Skills Athletics +9

Str +4, **Dex** +1, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

AC 19; **Fort** +9, **Ref** +8, **Will** +7

HP 45; **Immunities** fire

Smoldering Stench (aura, olfactory) 5 feet. A creature entering the aura or starting its turn in the aura must attempt a DC 17 Fortitude save.

Success The creature is unaffected and is temporarily immune to Smoldering Stench for 1 minute.

Failure The creature is sickened 1.

Critical Failure The creature is sickened 2.

Speed 20 feet

Melee ♦ flaming fist +10, **Damage** 1d8+4 bludgeoning plus 1d4 persistent fire

Ranged ♦ flaming peat ball +10 (reload 1), **Damage** 3d6 bludgeoning plus 1d6 fire plus 1d4 persistent fire

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Apply the elite adjustment to one of the smoldering moss monsters.

12–13 Challenge Points: Add one smoldering moss monster to the encounter.

14–15 Challenge Points: Add one smoldering moss monster with the elite adjustment to the encounter.

16–18 Challenge Points (5+ players): Add two smoldering moss monsters to the encounter.

LOST MAID OF ANACTORIA

ENCOUNTER C (LEVELS 3–4)

VAMPIRIC MISTS (3)

CREATURE 3

NE MEDIUM ABERRATION

Perception +9; darkvision, sense blood (imprecise) 60 feet

Languages Aklo

Skills Acrobatics +10, Stealth +10

Str -5, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Misty Form A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. This enables a vampiric mist to move through spaces as narrow as 1 inch in diameter with no reduction to its Speed. However, a vampiric mist can't wear or interact with objects. It also can't enter water or other fluids, and it's treated as Tiny for the purpose of how wind affects it.

Sense Blood A vampiric mist can sense creatures that have blood within 60 feet. It can sense exposed blood within a mile.

AC 18; **Fort** +8, **Ref** +12, **Will** +9

HP 35; **Immunities** precision; **Resistances** physical 5;

Weaknesses fire 5

Speed fly 40 feet

Melee ♦ misty tendril +10 (agile, finesse), **Damage** 2d6 slashing plus 1d6 persistent bleed damage and blood siphon

Blood Siphon When a vampiric mist damages a creature with a misty tendril Strike, the creature must attempt a DC 20 Fortitude save. If the Strike was a critical hit, the outcome of the creature's save is one degree worse than the result of the saving throw. Any temporary Hit Points the vampiric mist gains from Blood Siphon fade after 1 hour.

Success The creature is unaffected.

Failure The creature is drained 1, and the vampiric mist gains 5 temporary Hit Points.

Critical Failure The creature is drained 2. The vampiric mist gains 10 temporary Hit Points and takes on an intense red until the end of its next turn. During this time, it gains a +2 status bonus to AC and saves and is quickened. It can use its extra action only to Strike.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add 15 Hit Points to each vampiric mist.

12–13 Challenge Points: Add one vampiric mist with the elite adjustment to the encounter.

14–15 Challenge Points: The PCs face two vampiric mists and two vampiric mists with the elite adjustment.

16–18 Challenge Points (5+ players): The PCs face four elite vampiric mists.

LOST MAID OF ANACTORIA

APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT: AMBUSH (LEVELS 5-6)

TOUGH SKELETAL REVELERS (3)

CREATURE 2

UNCOMMON NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +6; darkvision

Skills Acrobatics +7, Athletics +7

Str +3, **Dex** +5, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items broken bottle (4), serving tray

AC 18; **Fort** +6, **Ref** +11, **Will** +6

HP 30, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ serving tray +9, **Damage** 1d12+3 bludgeoning

Melee ♦ claw +11 (agile), **Damage** 1d10+3 slashing

Ranged ♦ broken bottle +9 (thrown 20 feet), **Damage** 1d10+3 slashing

SCALING EVENT: AMBUSH

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Apply the elite adjustment to the skeletal revelers.

23-27 Challenge Points: Replace one skeletal reveler with one leaded skeleton and apply the elite adjustment to the two remaining revelers.

28-32 Challenge Points: Replace two of the skeletal revelers with leaded skeletons and apply the elite adjustment to the one remaining reveler.

33+ Challenge Points: Replace the three skeletal revelers with three additional leaded skeletons.

TOUGH LEADED SKELETON

CREATURE 5

RARE NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +15; darkvision

Skills Acrobatics +12, Athletics +12

Str +4, **Dex** +5, **Con** +2, **Int** -5, **Wis** +1, **Cha** +1

AC 21; **Fort** +13, **Ref** +15, **Will** +12

HP 75, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Lead Cloud (poison) ⤵ **Trigger** The leaded skeleton is hit by a melee attack; **Effect** A cloud of lead dust is released, forming a 5-foot radius cloud of fine particles surrounding the skeleton. The cloud persists for 1 round, exposing creatures within it to an inhaled form of rapid lead poison.

Speed 15 feet

Melee ♦ leaded bone-fused hammer +13 (shove), **Damage** 2d6+6 bludgeoning plus rapid lead poison

Melee ♦ leaded claw +13 (agile), **Damage** 2d6+4 slashing plus rapid lead poison

Rapid Lead Poison (affliction, poison, necromancy) High amounts of lead can cause headache, difficulty concentrating, and joint pain. Necromantic magic has augmented the lead that infuses this skeleton, causing it to take effect far more quickly than is typical for lead poisoning.

Saving Throw DC 20 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage, stupefied 1, and clumsy 1 (1 round); **Stage 3** 2d6 poison damage, stupefied 2, and clumsy 2 (2 rounds)

LOST MAID OF ANACTORIA

ENCOUNTER B (LEVELS 5–6)

FLAMING MOSS MONSTERS (2)

CREATURE 5

UNCOMMON

N

MEDIUM

FIRE

PLANT

Perception +12

Skills Athletics +12

Str +5, **Dex** +2, **Con** +3, **Int** –5, **Wis** +1, **Cha** –2

AC 22; **Fort** +12, **Ref** +11, **Will** +10

HP 80; **Immunities** fire

Smoldering Stench (aura, olfactory) 5 feet. A creature entering the aura or starting its turn in the aura must attempt a DC 19 Fortitude save.

Success The creature is unaffected and is temporarily immune to Smoldering Stench for 1 minute.

Failure The creature is sickened 1.

Critical Failure The creature is sickened 2.

Speed 20 feet

Melee ♦ flaming fist +13, **Damage** 1d8+5 bludgeoning plus 2d4 persistent fire

Ranged ♦ flaming peat ball +13 (reload 1), **Damage** 4d6 bludgeoning plus 1d6 fire plus 2d4 persistent fire

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Apply the elite adjustment to one of the flaming moss monsters.

23–27 Challenge Points: Add one flaming moss monster to the encounter.

28–32 Challenge Points: Add one flaming moss monster with the elite adjustment to the encounter.

33+ Challenge Points: Add two flaming moss monsters to the encounter.

LOST MAID OF ANACTORIA

ENCOUNTER C (LEVELS 5–6)

VAMPIRIC MISTS (3)

CREATURE 3

NE MEDIUM ABERRATION

Perception +9; darkvision, sense blood (imprecise) 60 feet

Languages Aklo

Skills Acrobatics +10, Stealth +10

Str –5, **Dex** +5, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0

Misty Form A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. This enables a vampiric mist to move through spaces as narrow as 1 inch in diameter with no reduction to its Speed. However, a vampiric mist can't wear or interact with objects. It also can't enter water or other fluids, and it's treated as Tiny for the purpose of how wind affects it.

Sense Blood A vampiric mist can sense creatures that have blood within 60 feet. It can sense exposed blood within 1 mile.

AC 18; **Fort** +8, **Ref** +12, **Will** +9

HP 35; **Immunities** precision; **Resistances** physical 5; **Weaknesses** fire 5

Speed fly 40 feet

Melee ♦ misty tendril +10 (agile, finesse), **Damage** 2d6 slashing plus 1d6 persistent bleed damage and blood siphon

Blood Siphon When a vampiric mist damages a creature with a misty tendril Strike, the creature must attempt a DC 20 Fortitude save. If the Strike was a critical hit, the outcome of the creature's save is one degree worse than the result of the saving throw. Any temporary Hit Points the vampiric mist gains from Blood Siphon fade after 1 hour.

Success The creature is unaffected.

Failure The creature is drained 1, and the vampiric mist gains 5 temporary Hit Points.

Critical Failure The creature is drained 2. The vampiric mist gains 10 temporary Hit Points and takes on an intense red until the end of its next turn. During this time, it gains a +2 status bonus to AC and saves and is quickened. It can use its extra action only to Strike.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one vampiric mist with the elite adjustment to the encounter.

23–27 Challenge Points: Add one will-o'-wisp to the encounter.

28–32 Challenge Points: Apply the elite adjustment to all three vampiric mists and add one will-o'-wisp to the encounter.

33+ Challenge Points: Add two will-o'-wisps to the encounter.

WILL-O'-WISP

CREATURE 6

CE SMALL ABERRATION AIR

Perception +16; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Deception +12, Intimidation +12, Stealth +16

Str –5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 27; **Fort** +10, **Ref** +16, **Will** +14

HP 50; **Immunities** magic

Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.

Magic Immunity A will-o'-wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee ♦ shock +17 (electricity, magical), **Damage** 2d8+4 electricity

Feed on Fear ♦ (concentrate) **Requirement** An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp. **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites. A will-o'-wisp can take this action only once per round.

Go Dark ♦ (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

LOST MAID OF ANACTORIA

APPENDIX 3: GAME AIDS



BEAURIGMAND TRICE

EVGENI TARSOLU



MOTHER BELCHESCU

SKELETAL REVELER



LOST MAID OF ANACTORIA

APPENDIX 3: GAME AIDS



MOSS MONSTER



OTTOS PAVLIK

MAID OF ANACTORIA



LOST MAID OF ANACTORIA

HANDOUT #1: LETTER FROM MOTHER BELCHESCU

Dear Dr. Trice,

The grace of the Lady of Sorrow be with you until death. Please excuse this brief missive, but I write in haste so that this letter may make the outgoing stagecoach and not be delayed several days until the next.

Several members of the Aspis Consortium have been frequenting town of late, showing special interest in the Maid of Anactoria, of which I trust you have heard. I fear they will try to steal the Maid, which as you know brings many visitors to our humble village. I well recall your connections to the Pathfinder Society, and I beseech you to send some of those agents here to guard against any impropriety by their rivals.

I hope to see you before the last journey on the river of souls.

In faith,

Mother Belchescu

HANDOUT #2: ASPIS LETTER

Tamis,

You've heard of the Maid of Anactoria? It's a bog mummy they found in Ustalav, which supposedly has magical powers. I've heard rumor that there are more to be found in the bogs north of the village, and we need to know if it's true. If my source is to be believed, the others waiting to be found will be just as powerful.

Here's the thing: higher-ups have decided we're not to take the easy road and just grab the famous one. That'd draw too much attention. Learn what you can about the existing example and where it was found, and then go looking for more. You'll have a team of ten and whatever supplies you'll need. Bring us back a new bog mummy, and that silver badge is as good as yours.

Under no circumstances are you to steal or even tamper with the existing Maid of Anactoria.

Trusting in your complete understanding,

—D

LOST MAID OF ANACTORIA

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

□□ **The Crime Scene**, page 7: 2 Treasure Bundles for investigating at least three of the clues at the crime scene.

□□ **The Witnesses**, page 7: 1 Treasure Bundle for questioning at least three total witnesses, and 1 additional Treasure Bundle for questioning at least five total witnesses.

□□ **Event: Ambush**, page 12: 2 Treasure Bundles for defeating the skeletal revelers.

□□ **B. The Road**, page 14: 2 Treasure Bundles for defeating the peat monsters.

□□ **C. The Farm**, page 14: 2 Treasure Bundles for defeating the creatures attacking the farm.

LOST MAID OF ANACTORIA



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A

Character Name:		Faction:	
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy <input type="checkbox"/>

Character Name:		Faction:	
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy <input type="checkbox"/>

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Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy <input type="checkbox"/>

Character Name:		Faction:	
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Character Name:		Faction:	
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy <input type="checkbox"/>

Character Name:		Faction:	
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy <input type="checkbox"/>

LOST MAID OF ANACTORIA

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Scenario #2-17: Lost Maid of Anactoria

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
<p>You traveled to the small village of Anactoria in southern Ustalav to investigate the sudden presence of Aspis Consortium agents. When you arrived, you learned that the village's famous bog body, the Maid of Anactoria, was missing! You examined the crime scene and interviewed witnesses, then tracked down the Aspis agents—the primary suspects—in the bog.</p> <p>You fought off skeletons from the nearby Garden of Lead and learned that the Aspis agents were lured to the area by the promise of other bog bodies; they had nothing to do with the theft of the Maid. You returned to town and learned that the true thief intended to smuggle the Maid from the village on an inbound stagecoach, but it had yet to arrive. On the trail, you found the coach under attack by flaming peat monsters near an abandoned farmhouse. After defeating the monsters, you uncovered the true mastermind behind the theft, a university student who was also a member of the family of caretakers who have watched over the Maid for generations.</p>			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.		XP Gained	
Reputation Gained		GP Gained	
Items		Purchases	
skeleton key (item 5, 125 gp)		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD	
		Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #