



BLACK WATERS™

BY TIM AND EILEEN CONNORS

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PATHFINDER SOCIETY SCENARIO 06

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Pathfinder Society Scenario 06: Black Waters is a Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2, 4–5). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 14 of this product.

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BY TIM AND EILEEN CONNORS

Beldrin's Bluff was once an affluent cliff side neighborhood of Absalom, overlooking the Inner Sea's glittering surface. Nobles and wizards alike erected estates and towers there, and merchants and artists flocked to the cliffs to entertain them. Then came the great quake 10 years ago—half of Beldrin's Bluff tore from the land and fell into the sea, taking most of its citizens with it. The rest of the area was laid to ruin by the trembling earth and the surging sea. Some of Absalom's oldest families were utterly erased. Terror and hatred filled the hearts of the survivors and restless spirits of the dead rose from their watery graves and prowled the night.

Perhaps the most terrifying loss was the drowning of the Tri-Towers Yard, an elite academy for the youth of the noblest families of Beldrin's Bluff. The quake struck at noonday. The children were buried in rubble, and as the sea frothed up from below, it carried unnatural things, tormented dead long ago interred in a hidden necropolis beneath the academy. No one survived. Now the Tri-Towers Yard is known as the Drownyard, a desolate ruin filled with strange black ichors and salty brine. Within lie the secrets of an ancient necropolis, but there too dwell the spirits of its inhabitants and the angry dead of the Tri-Towers students and teachers.

SUMMARY

The PCs are sent to the Drownyard to find a lost treasure, the ruby ring of the salamander, and return it to the Society. Along the way they tangle with a madman, spirits of the past, and the powerful denizens of an ancient necropolis. Additional information to help you run Beldrin's Bluff can be found in GameMastery Module U2: *Hangman's Noose*, but everything you need to play this scenario has been included here.

GETTING STARTED

On a brisk fall evening, a Pathfinder Society venture-captain named Drandle Drenge welcomes the PCs into his modest Absalom home for an impromptu meeting. He offers chairs and drinks, wipes sweat from his brow, and dives into business. Once everyone is settled, read the following:

Venture-Captain Drandle Drenge, a stout and hardy Taldan with thin, graying hair and a thick, bushy mustache, unfurls a map on his butcher-block table and places a meaty finger on the parchment. "The abandoned district of Beldrin's Bluff was once the gem of Absalom's Precipice District—now it is but a weathered crag of broken rock at the edge of the roiling sea. When the great quake hit ten years ago, entire blocks of the Bluff sheared from the mainland. Cliffside tearooms and exclusive estates fell into the waves and carried hundreds of nobles to a watery grave. An elite academy, called the Tri-Towers Yard, remained on the mainland, but sank wholesale into the earth. Children unfortunate enough to survive the quake lay pinned under debris as sewer water slowly rose from the ground and drowned them. Nearly every student perished.

"Today, crumbled stone walls and weed-filled lots sprawl where gentlemen's clubs once filled with pipe smoke and hobnobbing lords. The Drownyard—er, that's what the ill-mannered call the school these days—lies behind a fence of black iron pikes, constructed by the families of the dead to discourage morbid trespassers.

"Even respected archaeological groups have been denied official access. Our own Society has itched to explore the site ever since the quake—that is, ever since we discovered that the school fell through the roof of a lost necropolis. Unfortunately, the emotional trauma attached to the school has remained fresh. But finally, after ten years of mourning, the politically-connected families of dead students have sanctioned our delve request."

With a toothy smile and a clap, Drenge says, "I'm pleased

to announce that I've selected your team for the delve. I want you to find a way into the necropolis, document your findings with professional detail, and recover artifacts of historical significance. The Society is interested in one artifact in particular—a two-finger ring topped with a ruby salamander.”

When the PCs prepare to depart Venture-Captain Drenge's company, read the following:

Drandle Drenge pulls an iron key from his waistcoat. “I leave you with the key to the Drownyard gate. Remember, the Drownyard is a deeply personal site for many powerful Inner Sea families. You will tread upon the graves of their children. Be sure to give the site the respect it deserves.”

Development: Drandle Drenge has the following answers to PC questions:

What can you tell us about the necropolis? “Moldering texts tell of a coastal necropolis, rich with ancient treasures. Until the Tri-Towers Yard sank, no one knew the necropolis's location.”

Why is the ruby salamander ring so important? “In ancient times, a wealthy merchant cut a ruby salamander ring from the hand of young cat burglar named Horastian. Horastian later became a renowned information broker and art collector. The Pathfinder Society hopes to magically locate the long-dead thief and his fabled hoard by using the ring as a divination focus.”

ACT 1. DINNER WITH LADY DACILANE

The PCs can learn about the history of the Tri-Towers Yard with a DC 10 Gather Information or Knowledge (local) check. The PC who rolls the highest successful Gather Information check comes to the attention of Lady Miranda Dacilane, a striking, middle-aged Chelish noblewoman who lost her daughter, Junia, at the Tri-Towers Yard. She sends a formal invitation to the PCs on delicate (but expensive) parchment hand-delivered by a household page in livery. See Handout 1.

If the PCs choose to attend the dinner before venturing into the Tri-Towers Yard, they arrive at the address on the invitation to find a sprawling estate surrounded by a tall, wrought-iron fence and overly decorated in statuary, fountains, and a carefully landscaped garden. Feel free to describe the over-the-top opulence of the Dacilane house interior, with gilded furniture, painted ceilings, gold-spun wallpaper, and valuable Chelish rugs that, if sold, could easily feed a family in the Puddles District for a year. Despite her obvious wealth, the Lady Dacilane's grief is very real, and she does her best during the dinner (a 10-course affair) to keep her composure as she receives proper introductions. Toward the end of the dinner, she

finally broaches the subject of her daughter and the Tri-Towers Yard. Read the following to the PCs:

“My daughter Junia was one of so many children lost. Hundreds of them pinned under the rubble in that sinkhole. The black water rising—the kids screaming.” She quiets for a moment. “None of us could get to them.”

Lady Dacilane tries her best to be polite, though her resentful attitude toward those of lesser status remains barely concealed. She tends to treat vagabonds, like those often found in the Pathfinder Society, with disdain bordering on disgust. However, she's desperate for any news whatsoever of her beloved Junia and attempts to be courteous in order to encourage the PCs to bring her anything they might find. If the PCs ask for a description of Junia, Lady Dacilane gestures to an enormous painting of her daughter—a rigid, sharp-featured young girl with long black hair—that looms over the entire banquet hall. Lady Dacilane knows nothing of the necropolis, but she recalls her daughter once mentioned that lesser children—not her Junia mind you—skipped class to tell ghost stories by candlelight in an abandoned corridor beneath the school.

Once the dinner is over, Lady Dacilane shows the PCs to the door herself, wishes them luck in their exploration, and impresses upon them once again how important it is that she receive any word of her daughter. If pressed for a reward, she purses her lips, narrows her eyes, and says, “A small donation to the Society would of course be in order for any services rendered” and then refuses to speak of the matter further.

Hero of the Society,

It has come to my attention that you and your cohorts were chosen by the noble Pathfinders to enter and explore what became of the Tri-Towers Yard. As my daughter, Junia, was lost there during the great quake, it seems only proper that you attend the banquet I am holding tomorrow in memory of her. You and your friends should wear your finest and arrive at the Dacilane Estate in the Ivy District at sundown. As you are probably not accustomed to the traditions of nobles, not attending this dinner would be a serious slight upon the memory of my daughter.

Sincerely,
Lady Miranda Dacilane

HANDOUT 1

Mission Note: Though it may be difficult to do at this point, acquiring Lady Dacilane's broach is possible for Cheliox faction PCs seeking to fulfill their mission.

They'll have another opportunity to acquire the broach at the end of Act 5.

Rewards: There are no rewards for Act 1.

ACT 2. THE DROWNYARD (EL 3 OR EL 5)

When the PCs arrive at Beldrin's Bluff in Absalom's Precipice District, read the following:

Beldrin's Bluff is a rotting ghost town at the edge of a hungry sea. Throughout the derelict landscape, seagulls perched on splintered timbers reflect your passage in their glassy black eyes. Overhead, dark clouds move ashore with the promise of a storm.

As the PCs approach the Drownyard (see map inset, Area A) on Beldrin's Bluff's west side, read the following:

A fence of black iron pikes surrounds a block-wide yard. Dead tree branches reach out from the fence like the arms of emaciated prisoners desperate to escape. A man is on the inside, cutting the trees down. Some of the dismembered branches remain, stuck in place by knotty elbows swollen around the iron.

Deris Marlinchen looks up from his sawing and watches the PCs approach. His thinning hair is matted and sweaty. Regardless of any PC address, he maintains his silent, suspicious staring in the hopes that the PCs will go away. Beyond Marlinchen, partially collapsed buildings and three whitewashed towers lean in a lake-filled yard.

When the PCs open the padlocked gate with the Drownyard key, Marlinchen approaches them with an abruptly friendly demeanor. He drops his gloves, smiles, and reaches out a hand to shake those of his new friends.

Deris Marlinchen is educated, charismatic, and soft-spoken. After the great quake, he nearly killed himself digging through the Drownyard rubble for his daughter Cassiel. He never found her. Though he reenters society from time to time, he always returns with absolute conviction that Cassiel will one day walk out of the Drownyard.

Here are his answers to likely PC questions:

Who are you? "Deris Marlinchen. My daughter Cassiel attends this school. You should see how she's grown. Those beautiful long braids!"

Did your daughter survive? "Oh yes. I saved her, you know. I saved many of them—teachers and students. Some still call me a hero."

Where is your daughter? "She's still here. She just... just hasn't come out yet."

What are you doing here? "I thought I'd tend the grounds while I wait for Cassiel."

Do you know how to enter the necropolis? "I don't know anything about that. Mrs. Heracks was down there the longest though. Perhaps she can help. Come on, I'll introduce you. She's in Headmistress Kiwu's old office now."

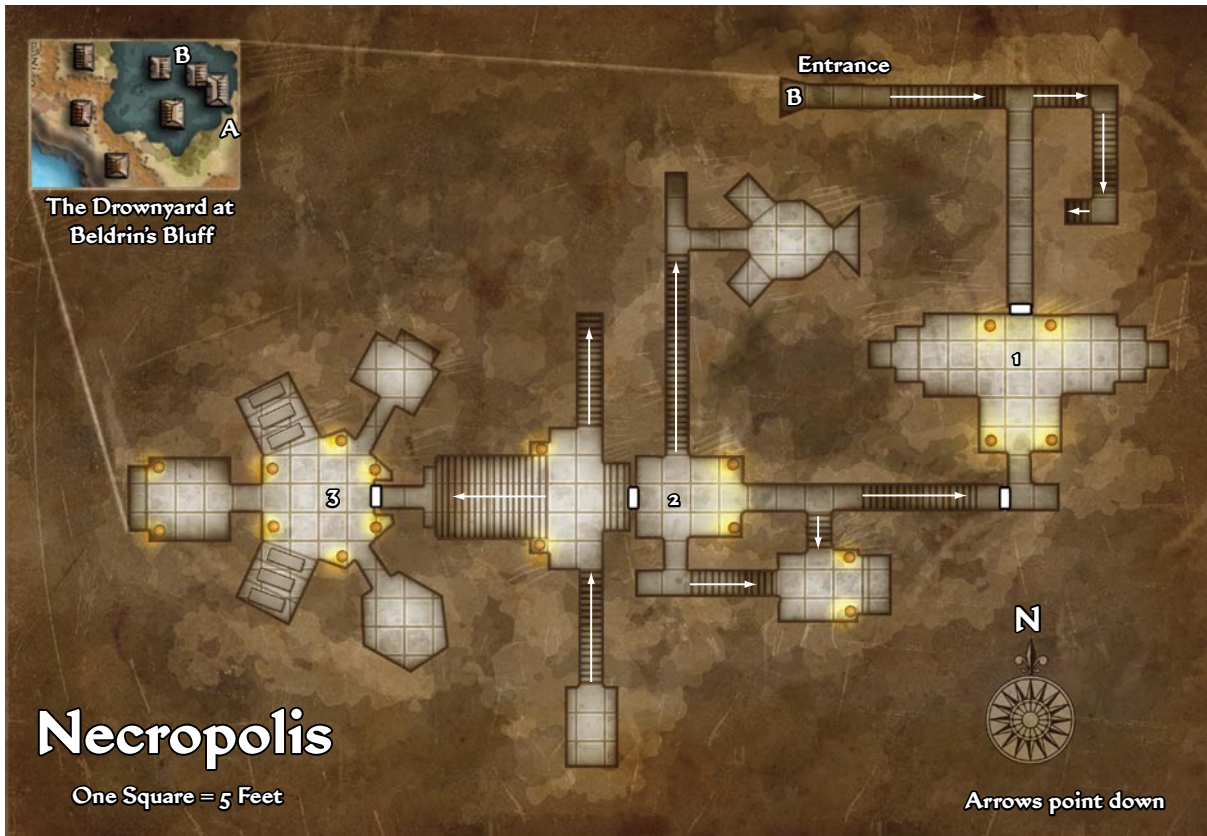
If the PCs try to skip over the encounter with Marlinchen, he'll run after them exclaiming that he might be able to help them get into the necropolis—they just have to follow him to Headmistress Kiwu's old office and talk to Mrs. Heracks. He'll then run in that direction, assuming the PCs are following, and wait patiently for them to arrive.

The ruined paths of the Tri-Towers Yard wind their way around black ponds and gray, shattered buildings. Powerful fragrances precede one roofless hall where a thin path meanders through an abundance of flower arrangements in wild bloom. These are the original funerary flowers from 10 years ago, unnaturally preserved by the magic of the necropolis and growing into a small flower garden. Just off this path is the entrance to a small classroom—this is either where Marlinchen leads the PCs or where he waits for them.

Once the PCs arrive at the classroom, read the following:

Ten students dressed in checkered uniforms sit stiffly at wooden desks, staring straight ahead. No one moves. At the front of the class, a conservatively dressed woman leans against the wall.

A DC 10 Spot check reveals that the students and the teacher are not what they seem. They are spirits—wispy, see-through haunts attached to their former classroom. They have no real effect on the world, other than Marlinchen's subconscious discovery that he can manipulate them with prestidigitation. In his madness, he unknowingly controls their movements, immediately affecting a lively classroom upon his entrance to the room. The teacher silently gestures, the students nod and silently whisper to one another—this is a creepy scene, play it up. Marlinchen is a lost soul and lives vicariously through the minor amount of control he has over the room. Nothing will convince him that the students and teacher aren't alive and his subconscious control turns the teacher into a freakishly silent pantomime that he's convinced is talking to him. During this "conversation," Marlinchen will relay to the PCs that Mrs. Heracks knows the way to the necropolis and would be happy to show it to them. If allowed, Marlinchen will lead the spirit of the teacher, who moves in short, jerking steps, to the underwater entrance to the necropolis. PCs succeeding on a DC 15 Sense Motive check immediately notice that Marlinchen is somehow "puppeteering" the spirits in the classroom.



The spirits can be turned. Treat them all as a single 3-HD creature that cannot be destroyed. If turned, they immediately disappear, sending Marlinchen into a rage that he mindlessly directs at the PCs. The spirits themselves will reappear 24 hours after they were turned, resuming their exact poses.

None of the spirits look like Lady Dacilane's daughter, Junia.

TIER 1–2 (EL 3)

DERIS MARLINCHEN

Male human sorcerer 3

CN Medium humanoid

Init +2; **Senses** Listen +1, Spot +1

DEFENSE

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 16 (3d4+6)

Fort +3, **Ref** +3, **Will** +6

OFFENSE

Spd 30 ft.

Melee dagger +0 (1d4–1)

Ranged dart +3 (1d4–1)

Spells Known (CL 3rd):

1st (6/day, 6 left)—*charm person* (DC 15), *color spray* (DC 15), *ventriloquism* (DC 15)

0 (6/day, 4 left)—*daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *open/close* (DC 14), *prestidigitation*

TACTICS

Before Combat Marlinchen isn't expecting to fight anyone—turning the spirits will send him into a rage, though.

During Combat Marlinchen casts *color spray*, trying to hit as many PCs as possible, and then attempts to charm at least one PC before resorting to his dagger. If he can, he'll cast *color spray* often to keep the PCs blinded or stunned.

Morale If enraged by the turning of the spirits, Marlinchen fights to the death.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 17, **Wis** 12, **Cha** 18

Base Atk +1; **Grp** +0

Feats Eschew Materials, Iron Will, Toughness

Skills Bluff +7, Concentration +8, Craft +6, Decipher Script +4, Diplomacy +5, Knowledge (arcana) +9, Knowledge (local) +4, Listen +1, Profession +3, Search +4, Spellcraft +9 Spot +1, Use Magic Device +5

Languages Common

Gear dagger, 4 darts, garnet ring (40 gp)

TIER 4-5 (EL 5)

Marlinchen shouts a strange command and two spider swarms flood from the walls at the front of the classroom, attacking the nearest PCs.

SPIDER SWARM (2)

CR 1

hp 9; MM 239

NOTES

Spider swarms are immune to weapon damage.

Development: It's entirely possible that this scene may be skipped. The PCs may encounter Marlinchen, find him insane, and move on, searching for (and possibly finding) the entrance to the necropolis by themselves. If so, do your best to keep Marlinchen nearby—if he waits in the classroom for too long and the PCs don't show up, have him go looking for them. He might find the PCs searching the grounds and offer again to help, or he may find the entrance to the necropolis open and climb down looking for them.

In the Headmistress's office-turned-classroom, a successful DC 15 Search check discovers a locked metal box in a desk drawer and three diaries—all in Marlinchen's handwriting—on the desks of Mrs. Heracks and two students. Mrs. Heracks's diary plots the location of the black pool of bubbling water in the school yard (Area B). The lockbox also contains several parchment missives that reveal Headmistress Kiwu as an Osirian spy and can be opened with a DC 12 Open Lock check.

Mission Notes: The missives in Kiwu's lockbox are the very same that the Osirion faction PCs have been asked to destroy.

Rewards: If the PCs do not fight Marlinchen, there are no rewards for Act 2. If the PCs defeat Marlinchen, reward each Tier thusly:

Tier 1-2

Give each player 4 gp.

Tier 4-5

Give each player 4 gp.

ACT 3. INTO THE NECROPOLIS (EL 2 OR EL 4)

If the PCs follow the map in Mrs. Heracks's diary or let Marlinchen guide Mrs. Heracks's spirit to the necropolis entrance (or if they search the grounds alone), they eventually arrive at a wide, black pool with an occasional bubble percolating up in the center (see map inset, Area B).

The gently bubbling black water is waist deep. A DC 15 Spot check of the pool reveals a fully-submerged, severed human arm jutting up from the blackened silt near the center of the pool. If the PCs fail to spot the arm,

Marlinchen spends a few moments talking silently to Mrs. Herack and gestures at the bubbles, saying, "She says the entrance is beneath that arm."

If the PCs try to pull the arm to the surface or dive below to get a closer look, it's immediately obvious that the arm is tightly gripping a metal handle and is also covered in giant, bulbous white eggs. If the PCs disturb the arm further (such as tugging on it or trying to remove an egg) the source of the eggs, a giant water bug, emerges from the silt and attacks the PC disturbing her nest. A DC 20 Spot check gains the PCs a partial action during the surprise round—otherwise, they're completely caught off guard by the bug's assault.

TIER 1-2 (EL 2)

GIANT WATER BUG

CR 2

Use stats for Giant Ant, Queen

hp 22; MM 284

Senses tremorsense

Spd 20 ft., swim 40 ft.

TACTICS

During Combat The water bug attempts to bite and then use its improved grab ability to establish a hold and drown its opponent.

TIER 4-5 (EL 4)

A second giant water bug emerges from the silt and attacks a random PC.

Development: Once the water bug is dealt with, entering the necropolis is a simple matter of tugging on the metal handle that the severed arm is attached to—PCs can make a DC 10 Knowledge (dungeoneering) or Knowledge (engineering) check to figure this out. A DC 10 Heal check reveals the arm to be from an adult human, and it appears to be recent and fresh, judging by the decay. In truth, the arm is but another remnant of the disaster that befell the Tri-Towers Yard and the fell magic of the necropolis has maintained it all these years.

A DC 15 Strength check will pry the heavy, iron plug open, providing access to Area B of the necropolis. Unfortunately, it also drains the entire pool into the dungeons below—and any PCs unable to get out of the way. Anyone standing in the pool when the plug opens must succeed on a DC 15 Balance check or be swept into the 5-foot-wide drain. Falling into the necropolis in this manner causes 1d6 falling damage, which can be mitigated by a DC 10 Tumble check. If Marlinchen is present when this happens, he'll take every opportunity he can to be swept in with the PCs, even going so far as to throw himself into the swirling torrent. Once the water drains, anyone left up top can climb down a series

of slippery handholds with a DC 5 Climb check. Area B inside the necropolis was once blocked off from the rest of the underground complex by a rock fall—the sudden cascade of water from above, though, blasts the rock fall apart, clearing the passageway from Area B to Area 1.

Mission Notes: Allow Cheliox faction PCs a few rounds to collect water here before the water bug attacks. If they fail to collect any water before the pool drains into the necropolis, they'll be unable to recover enough water to accomplish this part of the Cheliox faction mission.

Rewards: There are no rewards for Act 3.

ACT 4. THE TOMB OF GRISHAN MALDRIS (EL 2 OR EL 5)

Necropolis Features

A network of 6-foot-wide, arched tunnels connects double-vaulted ossuary chambers. The once ornate chambers are now a patchwork of brown stone walls, faded paint, and crumbling plaster. Water seeps through the walls and collects in floor cracks and ankle-deep puddles. The entire



necropolis is unlit. All of the doors are made of heavy stone and are unlocked and ajar.

Any unmarked rooms on the map are flooded and lined with alcoves filled with multitudes of ancient, skeletal remains. These rooms contain nothing of value. Several passageways end in cave-ins—evidence of the great geological violence visited upon the necropolis 10 years ago.

Once the PCs enter Area 1, read the following:

Carved pillars in the corners of this chamber hold aloft a double-vaulted ceiling of cracked frescos. On either side of the chamber, a single step leads up into a deeply recessed area that forms an arched room of its own.

When the PCs peer into the east recess, read the following:

On the floor of the east recess, the perfectly preserved body of a young boy lies in a puddle and stares silently upward.

This is the body of Grishan Maldris, the younger brother of Colson Maldris (now the head of the Andoran faction in Absalom). The anguish and pain of the children trapped on this level of the necropolis attracted the attention of an allip in the lower levels. The shadowy monster slowly made its way through the rubble and flood waters only to find most of the school children had perished (see Area 3). For Tier 1-2, the allip was only on this level long enough to attack Junia in Area 3 before wandering back down below. Recently, the remains of a bugbear warrior, now turned zombie by the fell magic of the necropolis, has taken up residence in this room. It wanders the room aimlessly, unable to find a way back out. For Tier 4-5, the allip was unable to head back below, and wanders this level of the necropolis, mumbling and beating uselessly at the bodies within. It was recently joined by a second allip, also attracted by the horrible fate of the children.

TIER 1-2 (EL 2)

BUGBEAR ZOMBIE

CR 2

hp 42; MM 263

TIER 4-5 (EL 5)

ALLIP (2)

CR 3

hp 26; MM 10

Mission Notes: Andoran faction PCs should be interested in the diary of Grishan Maldris that lies beneath his preserved body.

Treasure: A DC 15 Search check of Area 1 (or *detect magic* spell) finds a *ring of feather falling* in the rubble washed into the room from the pool draining out of Area B.

Rewards: If the PCs find the ring, reward each Tier thusly:

Tier 1-2

Give each player 183 gp.

Tier 4-5

Give each player 183 gp.

ACT 5. THE GHOUL TRAP (EL 3 OR EL 6)

Once the PCs enter Area 2, read the following:

Water drips from the double-vaulted ceiling and trickles down the walls to pool on the floor. Bone shards of a hundred skulls litter the room like shattered seashells. Wide stairs climb to the west. Narrow stairs dive to the north. On the south wall, an open doorway gapes, a carved relief depicting a massive battle filling the archway over the door. The rest of the walls are filled floor to ceiling with nooks that house ancient, but drenched, skeletal remains. In the center of the room sit twelve school children in a circle on the floor. One child seems to be silently telling a story, her arms moving rapidly as she makes scary faces.

If Marlinchen is with the PCs, he immediately recognizes the spirit telling the story as his daughter Cassiel. He says, “See! Alive! I knew it!” and points at her. Treat these spirits just like the spirits in Act 2, except that Marlinchen is unable to manipulate them (though he will still fly into a rage and attack the PCs if they are turned).

Creatures: Three ghouls converge on the chamber from the bottom of the stairs to the north as soon as they hear any commotion in Area 2. It takes them 3 rounds to reach Area 2, where they surprise the PCs and attack. Have each PC make a DC 15 Listen check each round in order to hear the ghouls approaching.

TIER 1-2 (EL 3)

GHOUL (3)

CR 1

hp 13; MM 118

TIER 4-5 (EL 6)

A ghast accompanies the ghouls.

GHAST

CR 3

hp 29; MM 119

Development: Now that he has seen his daughter, Marlinchen will continue no further, convinced she sees him and wants to leave. It takes the PCs restraining Marlinchen (and possibly fighting him in a room soon to be filled with ghouls) to get him to leave her behind—otherwise, he remains here until he succumbs to starvation.

Mission Notes: A DC 15 Search check finds the Gebbite general's corpse and his shield that PCs of the Andoran faction are seeking. A DC 15 Knowledge (history) or bardic knowledge check reveals the relief on the south wall to depict Taldor's first victory over the Chelish rebels. A rubbing of this relief fulfills one of the Taldor faction's missions.

Treasure: The bronze full plate armor worn by the Gebbite general is +1 *full plate* and is in excellent condition. For Tier 4–5, the armor is +2 *full plate*.

Rewards: If the PCs find the Gebbite general's armor, reward each Tier thusly:

Tier 1–2

Give each player 221 gp.

Tier 4–5

Give each player 471 gp.

ACT 6. JUNIA'S REMAINS (EL 4 OR EL 6)

A steep set of 100 stairs leads down from Area 2 to the west landing and solid stone door of Area 3. Though the door is closed, a DC 10 Listen check hears the sounds of the ocean beyond.

Once the PCs enter Area 3, read the following:

With the frequency of storm waves approaching the shore, salt water erupts from cracks in the floor of this large hexagonal room. Foamy, blinding spray jumps in every direction, then drains from calf-height to ankle-deep before the next wave hits. Occasionally a length of black-brown seaweed shoots in and adds one more strand to a room that already appears draped in long wet hair. In each of the chamber's six corners, a fluted pillar rises to the fifty-foot ceiling. Between each pair of pillars, an open arch connects the chamber to an attached space. Beyond the northwest and southwest arches, three tiers of recessed spaces form three massive steps. A stone sarcophagus rests on each step.

The wave action that periodically spouts into this chamber is a small annoyance outside of combat—in combat, though, it can be a hindrance. Treat the wave action as a foe with +0 on its initiative check. Each round, on its "action," the water spout shoots into the chamber and can momentarily blind anyone unable to shield their eyes from the spray. Each person in Area 3 can make a DC 12 Reflex save when the wave comes in—those that fail the save are blinded until the end of their next action (–2 AC, lose Dex bonus to AC, move 1/2 speed, 50% miss chance).

The west alcove of this room is home to a ghost, originally part of the group of undead from Area 2, who recently took over this room as his lair. This particular ghost is dressed in rotting finery, wisps of fetid, expensive cloth still dangling from its limbs. Perched atop its head is

a golden crown, resplendent with a dozen glittering gems, while its putrid fingers each bear extravagant rings made from a dozen different precious gems and metals.

TIER 1–2 (EL 4)

GHOST

hp 29; MM 119

CR 3

TIER 3–4 (EL 7)

There are three ghosts in the west alcove, though only one fits the description above.

Development: Each stone sarcophagus is stuck closed except for the front most one in the northwest alcove. PCs that succeed on a DC 10 Strength check can slide this lid aside. Opening the lids of the other sarcophagi takes a DC 18 Strength check. If the PCs open the lid to the front most one in the northwest alcove, read the following:

The sarcophagus lid slides aside with the sound of a grinding millstone. The well-preserved body of a young girl lies inside, stringy black hair obscuring the face. Her atrophied limbs are drawn up like folded sticks against her torn school uniform.

Here lies Junia, the daughter of Lady Dacilane. Anyone succeeding on a DC 15 Spot check notices that Junia is wearing the ruby ring of the salamander. A DC 15 Heal check reveals something startling: Junia is still alive.

Two weeks before the earthquake, Junia and her friends (including Cassiel and Grishan) discovered the necropolis. They kept it a secret and treated it like a clubhouse, a place to tell ghost stories and dare each other to explore by candlelight. On one such dare, Junia found a trophy—a ruby salamander ring on the finger of a crowned corpse. Unbeknownst to Junia, the ruby salamander ring functions as a *ring of sustenance*.

When the earthquake hit, Junia and her friends were already in the necropolis. When her friends began to starve, Junia did not. As her friends became weaker and less able to continue their search for a way out, Junia snuck away from them and hid in an empty sarcophagus that was unsealed by the great quake, desperately seeking an escape from the misery of her friends. Confused, increasingly frightened of the darkness beyond, and lacking hunger or thirst, Junia stayed in her hiding spot until she was found by the roaming allip. Its merciless attacks drained her wisdom to 0 and Junia laid here in a nightmare sleep, her body preserved by the magic of the necropolis, for 10 years. Only the ruby salamander ring kept her alive.

Treasure: The ruby salamander *ring of sustenance* slips easily from Junia's thin fingers. The following treasures

lie beside mummified remains within the other five sarcophagi: a set of polished silver plates each with the decorative bust of a Taldan noble rising from its center like a man from a mercury pool (1,400 gp) and a gold-plated, ceremonial longsword (300 gp).

Tier 4–5: As above but also add three torcs of braided gold and electrum (900 gp); an ornate Osirian hourglass filled with ash (600 gp); a “priceless” Qadiran stone tablet detailing the first invasion of Taldor (1,500 gp); and a giant sack of various coins from civilizations long past (2,000 gp).

Mission Notes: The crowned ghast is useful for both the Osirion faction and Qadira faction PCs. The Osirion faction PCs need to recover a physical piece of the body—a sample of flesh, hair, a limb perhaps—while the Qadira faction PCs need to recover the ghast’s gold-plated death mask which can be located in the western alcove with a DC 12 Search check. Area 3 is also important to the Osirion faction PCs as this is when Osirian agents will attempt to scry the room using the Osirion faction PCs as a focus.

Rewards: If the ghast is defeated and all of the sarcophagi are searched, reward each Tier thusly:

Tier 1–2

Give each player 142 gp.

Tier 4–5

Give each player 558 gp.

CONCLUSION

It should be a simple matter for the PCs to return the way they came in order to leave the necropolis. If Marlinchen is alive and followed the PCs into the dungeons, he stubbornly refuses to leave the spirit of his daughter (see Area 2). It’s entirely up to the PCs on how to handle this, but attempting to forcefully return him to the surface will cause him to fly into a rage and attack the PCs.

Returning the barely living body of Junia to Lady Dacilane has several repercussions: she’s naturally overwhelmed with joy and sends for the best clerics of Asmodeus at once to see to her daughter’s recovery. Lady Dacilane alters her previous reward and promises to assist the PCs in the future if they ever have any need of information about the aristocrats of Absalom—a small gesture, to be sure, but a very generous one in the mind of Lady Dacilane. The other parents, upon hearing that there was a miraculous survivor after all these years, mob the Tri-Towers Yard in an attempt to gain access to the necropolis. Absalom’s city watch is called in to quiet the disturbance and sends in a team to search for additional survivors. Of course, there are none.

When the ruby ring of the salamander is returned to the Pathfinder Society, they will be naturally pleased

at acquiring such an important artifact and Venture-Captain Drenge will personally thank the PCs for their service to the Society.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who rip out the pages of Grishan Maldris’s diary in Area 1 that reference Eagle Knight Colson Maldris earn 1 Prestige Award. Also, Andoran faction PCs who retrieve the shield of the dead Gebbite general in Area 2 earn a bonus 1 Prestige Award.

Cheliox Faction: Acquiring Lady Dacilane’s skull broach earns PCs of the Cheliox faction 1 Prestige Award. If a Cheliox faction PC gathers a sample of the bubbling black water of the necropolis in Area B, they gain a bonus 1 Prestige Award.

Osirion Faction: Retrieving or destroying the missives in Headmistress Kiwu’s lockbox (Area A) earns a PC of the Osirion faction 1 Prestige Award. Retrieving a piece of the crowned ghast in Area 3 earns a PC of the Osirion faction a bonus 1 Prestige Award.

Qadira Faction: While a PC of the Qadira faction is in Area 3, an agent of the Pasha will attempt to use that PC (or PCs) for scrying purposes. Voluntarily failing the save to allow the scrying to occur earns that PC 1 Prestige Award. Additionally, retrieving the gold-plated death mask from the crowned ghast in Area 3 earns a PC of the Qadira faction a bonus 1 Prestige Award.

Taldor Faction: Planting the false missive anywhere in the necropolis without being seen by the other Pathfinders gains a PC of the Taldor faction 1 Prestige Award. Taking a rubbing of the relief that depicts Taldor’s military victory over Chelish rebels in Area 2 earns a PC of the Taldor faction a bonus 1 Prestige Award.

Cheliox Faction Handout

Delicious One,

You've been assigned a most distasteful task by this tiresome Society you swear allegiance to. Thankfully for us all, Asmodeus finds glory in even the darkest shadows of the world. A certain loyalist to our faction, Lady Miranda Dacilane, lost her only child, her beautiful daughter Junia, to the disaster that befell the Tri-Towers Yard. We believe Lady Dacilane to be a spy for the Taldans and need an object from her person to better help our agents keep track of her movements. Without doing any harm to the Lady Dacilane and without arousing her suspicion, acquire the bejeweled skull broach that she so often shows off at Absalom dinner parties.

I've been instructed to ask you to acquire some of the putrid black liquid that it said to pool about the grounds of the the Drownyard. Particularly, there is a pool there that is said to bubble most unnaturally. Acquire a sample of this liquid and bring it to me.

Hurry now in your task—I have further pleasures to show you.

Deeply Yours,
Paracountess Zarta Dralneen

.....

Osirion Faction Handout

Wise One,

The Tri-Towers Yard was an institute of great learning for Absalom's elite—it was also a source of important intelligence offered to the Ruby Prince's cause by the Headmistress, a woman of Osirion birth named Kiwu Quadin. Kiwu was a high-ranking spy among my inner circle. It is of grave import that you collect her records, if they still exist, and not allow them to fall into Pathfinder Society hands.

Additionally, our great necromancer priests are seeking samples of a variety of undead from across Golarion. They believe you'll find what they're looking for in the necropolis beneath the Tri-Towers Yard. Find a living corpse of obvious noble birth—a king, perhaps—and bring a sample of that corpse's body to me. Doing so will give our priests great insight into the world of the dead.

Beware the restless spirits of the Tri-Towers Yard and may Pharasma's shroud shield you from their rancor.

Eternally,
Amenopheus, The Sapphire Sage

.....

Taldor Faction Handout

Servant of the Empire,

The most adroit swordsman is well skilled at turning aside a foe's attack, and the best schemer can stoke the ire of an enemy and send it surging at a rival. My mission for you this day involves sparking old enmities between our rivals. You shall find with this message a missive, properly falsified and aged. This meticulously forged letter appears to be from the last Headmistress of the Tri-Towers Yard, an Osirion named Kiwu, and is written to the Qadiran Pasha Muhlia Al-Jakri demanding complete payment for necropolis treasures that Muhlia requested and Kiwu sent. We intend this letter to implicate Osirion and Qadira in grave robbery. Plant it somewhere in the necropolis where it can easily be discovered.

Taldor possesses a mere fraction of its former glory. One of the keys to restoring the empire's sense of purpose lies in rediscovering the nation's august past. As we know the various necropolises beneath Absalom were once used to bury the honored dead of Old Taldor, we hope you might find any evidence of our glory over the Isle of Kortos or any of our enemies and bring it to light. Such evidence might help us stoke the fires of patriotism in the cold hearth of our empire.

Your service shall not be forgotten.

Honorably,
Baron Jacquo Dalsine

Andoran Faction Handout

Most Liberated Soul of Justice,

Greetings, Scion of Freedom. It is with great shame I confess my needs on this dark eve. The Tri-Towers Yard was home to my younger brother Grishan, a young student who fancied himself a spy. After feigning friendship with other students, Grishan collected incriminating information about their families and made regular reports to my predecessor. My brother engaged in shameful acts and any evidence of such must be expunged. If his misdeeds come to light, it will result not only in my family's great shame, but also my expulsion from this post.

In addition, you know our path to victory lies in finding freedom fighters and revolutionaries within the ranks of our foes. Securing communication with these dissident groups is paramount and we've reason to believe our recent encryption techniques have been broken. It's a long shot, but we also have reason to believe a famous Gebbite general was buried in the very same necropolis you've been sent to. You should recognize him from the distinct ceremonial bronze armor and shield he was buried in. The shield, in particular, is covered in Kelish scrypt. Recover the shield as we believe it holds the key to an ancient cipher we can use to thwart the spies of our enemies.

Go with haste, and preserve the fires of freedom.

Gratefully Yours,
Captain Colson Maldris

Qadira Faction Handout

Servant of the Satrap,

As you well know, we seek trade and economic advantage above all else. Collecting debts and supplying the demands of other nations' peoples is how our great empire has spanned the seas and why thrones around the world crumble to dust at our command.

Qadiran merchants seek a private location in Absalom to warehouse vast quantities of less-than-legal wares. A locked-down necropolis buried under an abandoned district of the city may be the ideal warehouse and distribution hub. When you enter the necropolis beneath the Drownyard, take detailed notes of the layout. Be aware that our agents will be watching your every move—be sure to allow them to do so.

Our agents are also seeking a particular Osirian funeral mask made of solid gold that they believe might be in this ancient necropolis. If you should find it, be certain to deliver it to me intact.

Go well, and do honor to our satrapy.

Respectfully,
Pasha Muhlia Al-Jakri

Pathfinder Society Scenario

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SCENARIO 06: BLACK WATERS

Scenario Chronicle #

TIER		
1-2		550
TIER		
4-5		1,217

MAX GOLD

This Chronicle Certifies That

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+

GM's Initial

GP Gained (GM ONLY)

+

Items Sold

=

Sub Total

-

Items Bought

=

Sub Total

-

Gold Spent

=

Sub Total

Items Found During This Scenario

TIER

1-2

Ring of feather falling (Cost: 2,200 gp)

Ring of sustenance (Cost: 2,500 gp)

TIER

4-5

+2 Full plate armor (Cost: 5,650 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #