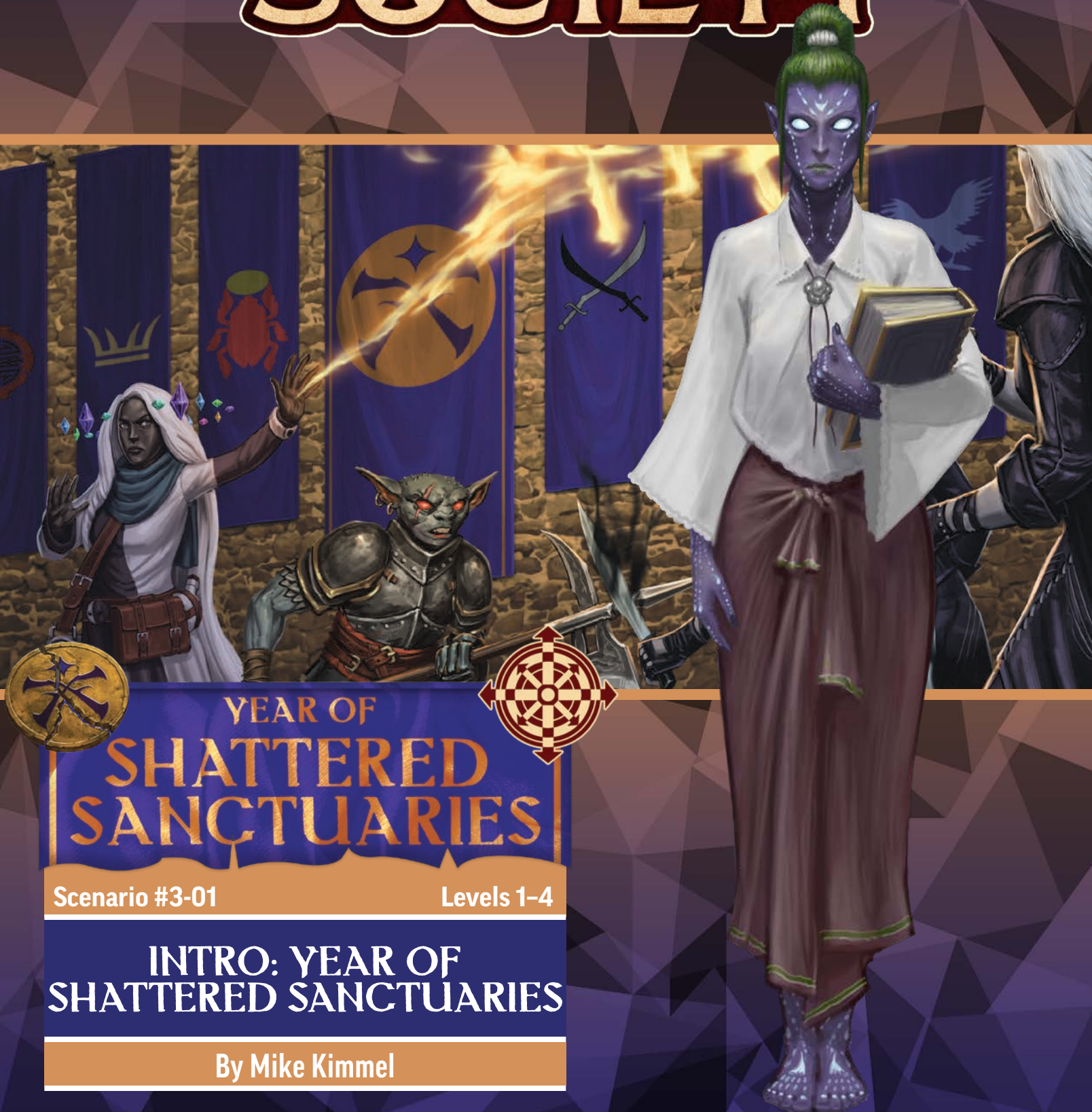


SECOND EDITION

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-01

Levels 1-4

INTRO: YEAR OF SHATTERED SANCTUARIES

By Mike Kimmel



INTRO: YEAR OF SHATTERED SANCTUARIES

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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: City Sites Multi-Pack* and *Pathfinder Flip-Mat: Tavern Multi-Pack*

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/>.



METAPLOT



REPEATABLE

SUMMARY

The PCs relax at the Grand Lodge in Absalom when ominous reports flood in from multiple Pathfinder Society lodges across the Inner Sea. Just as the PCs begin collating the incoming information, a more immediate request arrives from the Blakros Museum, and the PCs head out on an emergency mission. They learn that a shipment of relics from Iobaria destined for the Museum failed to arrive, despite the fact that the ship transporting them is docked in Absalom's harbor. When the PCs arrive at the docks to investigate, one of the ship's crew inexplicably sets off an explosion that consumes the entire vessel in flames! After the PCs fend off destructive fire elementals summoned in the blast and defend the dockhands from the living flames, a member of the crew comes forward with information: a suspicious, unfamiliar man took the relics from the ship to an abandoned tavern in the Puddles district.

While the PCs travel to the tavern, dangerous creatures set upon them and the PCs must protect themselves—and innocent bystanders—from the ambush. Arriving at the tavern, they face a series of strange traps and battle a group of individuals from the Plane of Shadow known as fetchlings who are guarding the building. What they discover in the fetchlings' hideout reveals that the incident at the docks and the threats looming at Pathfinder Society lodges across the Inner Sea are not isolated incidents, but the coordinated efforts of a sinister mastermind.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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INTRO: YEAR OF SHATTERED SANCTUARIES

By Mike Kimmel



ADVENTURE BACKGROUND

Recently, several Pathfinders—perhaps even the PCs in this adventure—assisted their fellow initiate, Rain in Cloudy Day, in completing his Confirmation and becoming a Pathfinder field agent. Rain in Cloudy Day has since returned to the Grand Lodge, where he's been personally assisting the Society's leadership by compiling incoming reports from Pathfinders across the world. With the Pathfinder Society leadership preoccupied with developments in distant Iobaria, where the Society has focused much of its recent efforts, reports from closer Inner Sea lodges have been delegated to Rain. The exuberant leshy enthusiastically compiles the information, glad to help—but he is in over his head.

While Pathfinder leaders remain in closed session for a debrief on the Iobarian situation, Rain in Cloudy Day uncovers news of a series of startling events across several important regions. Needing to confirm these findings, he quickly reaches out to some capable Pathfinders on the grounds of the Grand Lodge.

Meanwhile, Curator Adjutant Seshuun, who currently oversees the exhibits at the Blakros Museum, caught wind that a recent shipment of relics the Pathfinder Society recovered from Iobaria has arrived at Absalom's docks but has yet to reach the museum. Seshuun is well aware of the museum's recent, tumultuous history, and believes that the delay is no simple oversight. She's in the process of reaching out to the Society regarding this emergency, not wanting their bungling of the delivery to further blemish the Blakros Museum's reputation.

The truth of the missing relics is more complex than Seshuun realizes. Shortly before the shipment's expected arrival in Absalom, leaked correspondence between the Museum and the Society made its way to the Onyx Alliance—a sinister trade organization from the Shadow Plane. The Onyx Alliance and the Blakros family struck an accord hundreds of years ago, a deal which required the Blakros family to send them enslaved captives and sacrifice their daughters to the Onyx Alliance every 10 years. Thanks to assistance from the Pathfinder Society, the Blakros family was at last able to escape these terrible obligations. The last Blakros daughter to be sacrificed,

WHERE ON GOLARION?

Pathfinder Society Intro: Year of Shattered Sanctuaries takes place in Absalom, the City at the Center of the World. Beginning at the Grand Lodge in the Foreign Quarter, the PCs proceed to the Blakros Museum in the Wise Quarter. Their mission then takes them to Absalom's harbor, and finally to an abandoned tavern in the Puddles district. For more information about Absalom, see Chapter 2 of *Pathfinder Lost Omens World Guide* and *Absalom, City of Lost Omens*.



Sarnia Blakros, recently took over leadership of the Onyx Alliance, and has turned the organization against her family. Sarnia dispatched her son, Marcien Blakros, to capture the shipment of goods and bring them back to Shadow Absalom, where the Onyx Alliance is based. Marcien successfully completed his mission, approaching the vessel and using his powerful enchantment magic to walk in and out with the cargo without incident. He then had the dockhands fill the vessel with explosive magical traps, intending to thwart anyone the Blakros Museum dispatched to look for the items.

Marcien and the Onyx Alliance agents returned to the abandoned tavern that serves as their temporary hideout. Marcien then returned to Shadow Absalom to report his findings to his superiors—what he found on the ship was not quite what he expected—while the agents remained behind at the hideout, safeguarding the items and awaiting further instructions.

INTRO: YEAR OF SHATTERED SANCTUARIES

GETTING STARTED

The adventure begins in the Grand Lodge of Absalom, where Venture-Captain **Ambrus Valsin** (LN male human chamberlain) has summoned the PCs to help **Rain in Cloudy Day** (NG male fungus leshy initiate; *Lost Omens Ancestry Guide* 40) with an urgent task. When the PCs arrive in the venture-captain's office, they find Rain in a desperate state.

Read or paraphrase the following to begin the adventure.

Rain in Cloudy Day stands on a chair behind a large oak desk covered with documents. "Ah, you've arrived! What a relief! I'm a bit overwhelmed at the moment, and I could use your

help. The Pathfinder Society leadership is in a closed-door meeting right now, reviewing the latest news from Iobaria, the distant land where the Society has focused its efforts of late. I can't wait to hear more about all the interesting things our agents discovered there! But, while they're busy, I've been asked to catalog the flood of correspondence from our Inner Sea lodges. Just look at all these letters! Ambrus—that is, Venture-Captain Ambrus Valsin—asked me to sort and summarize all of it, but there's so much! And, I'm not ashamed to admit that with my relative inexperience, all of it seems urgent! I've got to put a report together, but I'm overwhelmed by all the unfamiliar names and places! Here, take these letters. See what you can make of them. I'd hate to miss something important and disappoint the venture-captain, and I think the meeting is almost over."

Rain asks the PCs to help review the documents as quickly as possible, as the closed-door meeting is almost over. He hands each of them documents at random. Distribute **Handout #1** through **Handout #6** (pages 29–30), which show some of the most critical correspondence, to the PCs, randomly and as evenly as possible. As they read through the handouts, encourage the PCs to share their findings with one another.

HERO POINTS

Once the PCs are ready to help Rain in Cloudy Day with this task, remind the players that they each have 1 Hero Point available at the adventure's start. After each hour of play, the GM should award a Hero Point to one player in recognition of compelling roleplaying or heroic actions. This adventure provides reminders at specific points when Hero Points might be appropriate to distribute.

SORTING THE MAIL

As each PC reads over a document, they can use the Analyze Valsin's Correspondence activity (page 5) to determine what they recall about the lodges and regions in question. Each handout indicates which skills the PCs can use for that document. The PCs may exchange documents on a one-for-one basis, if they wish, after reviewing the contents but before rolling their checks. Remember that these checks should be rolled secretly, and there is only time for a single check per document. The number of Correspondence Points the PCs earn determines the rewards Rain gives them for their efforts. The basic, advanced, and inaccurate information the PCs might recall using the Analyze Valsin's Correspondence activity is detailed for each handout on the following pages.



RAIN IN CLOUDY DAY

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ANALYZE VALSIN'S CORRESPONDENCE

CONCENTRATION | EXPLORATION | LINGUISTIC | SECRET

You comb through correspondence and recall key information about the people and places mentioned. Attempt a single skill check to Recall Knowledge, choosing from among the options presented for the handout below. Other Lore checks may be appropriate at the GM's discretion. Lore checks are DC 10 (DC 13 for Levels 3–4), while other checks are DC 15 (DC 18 for Levels 3–4). Based on the results of your check, you may recall some of the information detailed below.

Critical Success You recall the basic and advanced information for your handout. You earn 2 Correspondence Points for the group.

Success You recall the basic information for your handout. You earn 1 Correspondence Point for the group.

Critical Failure You recall the inaccurate information for your handout. You lose 1 Correspondence Point for the group.

HANDOUT #1: LETTER FROM ANDORAN

Skill Checks Almas Lore, Pathfinder Society Lore, Religion, or Society

Advanced Information Among numerous other amenities for Pathfinders, the Cathedral boasts an extensive library staffed by homunculi and other constructs.

Basic Information The Pathfinder lodge in Almas, capital of Andoran, is also known as the Cathedral of Aroden. The building was formerly a church to the now-deceased god of humanity. Andoran is a nation devoted to democracy and personal freedom. It was the birthplace of the old Liberty's Edge faction of the Pathfinder Society, which focused on opposing tyranny.

Inaccurate Information Venture-Captain Brackett is a priest devoted to the deceased god of humanity, Aroden.

HANDOUT #2: LETTER FROM CHELIAX

Skill Checks Egorian Lore, Occultism, Pathfinder Society Lore, or Society

Advanced Information About 10 years ago, Varian Jeggare found and returned the infamous *Lacuna Codex*—a book of powerful, evil spells—to the Decemvirate in Absalom.

Basic Information Varian Jeggare is a half-elven wizard. He is almost always accompanied by his bodyguard Radovan and his

faithful dog Arnisant. He runs a secret lodge from his manor in Cheliax, a nation known for its ties to devils and authoritarian rule where most Pathfinder activity is forbidden. The Grand Lodge's own archivist, Zarta Dralneen, was once a paracountess of Cheliax before becoming the leader of the Dark Archive, a former Pathfinder faction devoted to finding dangerous relics and occult knowledge.

Inaccurate Information The Pathfinder Society has been trying for 10 years to force Varian Jeggare to hand over a book of powerful evil spells that he keeps hidden away in his manor.

HANDOUT #3: LETTER FROM OSIRION

Skill Checks Arcana, Pathfinder Society Lore, Society, or Sothis Lore

Advanced Information The Ruby Prince restricted Pathfinder Society activity in Osirion in no small part because of a cursed relic the Society accidentally presented to him as a gift.

Basic Information The Sandswept Hall in Osirion's capital was for many years one of the most active Pathfinder Society lodges, due to being located in one of the oldest and most prosperous empires in the Inner Sea. Osirion's interests once warranted the dedication of an entire Pathfinder Society faction, a group that eventually tied itself to the Scarab Sages to pursue ancient knowledge and the artifacts known as *sage jewels*.

Inaccurate Information The Ruby Prince is still under a terrible wasting curse caused by the Society's bungled efforts to excavate an ancient ruin.

HANDOUT #4: LETTER FROM QADIRA

Skill Checks Mercantile Lore, Pathfinder Society Lore, Sedeq Lore, or Society

Advanced Information The regional headquarters of the Aspis Consortium, an unscrupulous trade organization frequently working at odds with the Pathfinder Society, is located in Sedeq.

Basic Information Qadira is the westernmost satrapy of the great Padishah Empire of Kelesh. Qadira once commanded its own faction within the Society, which it used to promote its trade interests across the



AMBRUS VALSIN

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Inner Sea. That faction eventually became the Exchange, a group more broadly dedicated to influence via commerce.

Inaccurate Information The Pathfinder Society owes Qadira's government an extraordinarily large sum of money.

HANDOUT #5: LETTER FROM TALDOR

Skill Checks Crafting, Oppara Lore, Pathfinder Society Lore, or Society

Advanced Information Lady Gloriana Morilla once led the Taldor faction of the Pathfinder Society. Under her leadership, that faction became the Sovereign Court, which sought to secretly steer politics across the Inner Sea. It is rumored that Gloriana Morilla is somehow linked to the Guild of Wonders, an illicit group of assassins, spies, and poisoners based in Absalom.

Basic Information The nation of Taldor, once a sprawling empire, has long sought to restore its former glory. Lady Gloriana Morilla is a former venture-captain who supported the rise of Taldor's new monarch, Grand Princess Eutropia. Muesello is the current venture-captain, and he spends much of his time tinkering with custom *wayfinders* for Pathfinder agents.

Inaccurate Information Muesello is a manipulative tinkerer who enchants *wayfinders* so he can spy on the Pathfinders who carry them.

HANDOUT #6: NOTICE FROM ABSALOM HARBOR

Skill Checks Absalom Lore, Nature, Pathfinder Society Lore, or Society

Advanced Information Harbormaster Hansara Molnesh is a good friend of Captain Zendrani, the veteran Pathfinder who commands the *Sixwing Drake*.

Basic Information Harbormaster Hansara Molnesh is one of the city's many harbormasters in charge of managing the cargo flowing to and from Absalom on hundreds of ships each day. She is known for her uncanny ability to predict the weather.

Inaccurate Information Harbormaster Hansara Molnesh is one of the city's newest harbormasters. She is believed to be able to control the weather, and has used this power to subtly punish ship captains who ignore the port's rules.

Rain in Cloudy Day is grateful for each piece of information the PCs share with him, accurate or otherwise, eagerly writing everything down in his notebook. As a brand-new Pathfinder agent, he is especially curious about any information pertaining to the Pathfinder Society's older factions. Rain ponders aloud whether these events might be related, but before he can ask for more details to put the finishing touches on his report, Venture-Captain Ambrus Valsin bursts into the room.

Read or paraphrase the following.

A tall man with tan skin and dark, meticulously groomed hair throws open the doors and strides into the office: Venture-Captain Ambrus Valsin clearly has something urgent on his mind. Rain in Cloudy Day jumps up to interrupt him, proclaiming that the report summarizing the correspondence is ready. The venture-captain, taken aback, accepts the journal that Rain shoves into his hands. Rain watches expectantly as Valsin skims the report.

Ambrus Valsin nods to those gathered and says in a gruff voice, "Ah, yes. Thank you Rain, agents. Let me see... this is all quite worrying! Your thoroughness is praiseworthy. Unfortunately, we cannot act on any of this right now. Another urgent matter has come up, right on our doorstep. I need agents to go to the Blakros Museum and meet with Curator Adjutant Seshuun, who is temporarily in charge. I do not have any details, but she's requested the Society's immediate presence, and she seems upset. We've worked hard to establish a working relationship with the museum, and I do not want it to fall to pieces now with everything else going on. Please help the curator with anything she may need, and if you can, try to make a good first impression.

"Rain and I will remain here and bring this report to the Society's leadership. Some of this is quite serious, and we'll take it all the way to the Decemvirate if needed!"

Ambrus has no more details about the museum's request, and if the PCs have questions, he encourages them to seek answers at the Blakros Museum itself. If any of the PCs ask about the museum's history with the Society, Ambrus expresses that he hopes this new curator is more helpful than the last, but does not elaborate.

Before they depart, Valsin takes a moment to briefly correct any of the inaccurate information in the report. He also reminds Rain to reference multiple sources before compiling official reports in the future. The novice Pathfinder hastily writes down this advice in a section of his journal labeled "How to Report."

Rewards: Rain in Cloudy Day expresses sincere gratitude for the PCs' help and gives them four *minor healing potions* (or four *lesser healing potions* for Levels 3–4). Rain has four more items, and for every 3 Correspondence Points the PCs earned (rounded down), he gives the group one of their choice: an acid flask, alchemist's fire, tanglefoot bag, or thunderstone. These are lesser items for Levels 1–2 and moderate items for Levels 3–4.

Development: Once the PCs receive their reward, if any, from Rain, they can make their way to the Blakros Museum to meet with Curator Adjutant Seshuun. If they wish, they can stop to purchase equipment in Absalom along the way.

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BLAKROS MUSEUM

The PCs' journey from the Grand Lodge in the Foreign Quarter to the Blakros Museum in the Wise Quarter is uneventful.

Read or paraphrase the following when the PCs arrive at the Blakros Museum.

Gardeners and landscapers busily haul plants and building materials through the gardens that flank the path leading to the imposing, multistory building that is the Blakros Museum. Its outer walls are crafted almost entirely from a single chunk of volcanic rock. A woman stands near the entrance, speaking with several of the workers in a calm yet commanding voice. She has deep blueish-purple skin and vibrant teal markings, denoting her ancestry as one of the aquatic azarketi.

The person speaking with the workers is **Curator Adjutant Seshuun** (LG female azarketi historian; *Pathfinder Lost Omens Ancestry Guide* 12), who is at the entrance to direct the museum's exterior renovations while she waits for the PCs to arrive. PCs who succeed at a DC 15 Nature check, as well as those who have been to Iobaria, notice that the plants—a few real, but most of them fake—are intended to make the gardens appear like a grove straight out of Iobaria. Any PCs who comment on this while speaking with the curator adjutant gain a +1 circumstance bonus to their check to impress Seshuun (see Impressing Seshuun below).

Seshuun is functioning as an interim curator, as the official curator, Nigel Aldain, is on something of an unofficial administrative leave while the Blakros family reviews his past actions. When the PCs approach, Seshuun introduces herself and asks what business they have at the museum. Once the PCs have introduced themselves, she explains the situation.

"So, you're the ones Valsin sent to fix this mess. No, not the gardens. The shipment! You know, the relics? The Iobarian relics? Surely you can explain why the shipment hasn't been delivered yet. The *Sixwing Drake* should have arrived with the relics by now, but I've heard no word. We can make the gardens look as authentic as we want, but

nobody is going to visit an empty exhibit. The recent business with the curator, Nigel Aldain, has tarnished the museum's reputation enough as it is. I can't allow the Society's delays to cause further problems. You look like you might have questions. Please tell me you can help?"

The PCs should likely realize that the shipment Seshuun is speaking of is none other than the one mentioned in the notice from Harbormaster Molnesh they reviewed earlier that day (specifically **Handout #6**). If they bring this up or seem unsure what to do next, Seshuun asks the PCs to go to the docks, find out what caused the delay, and bring the relics back to the museum.

She also answers any questions as best she can.

What relics? "Several interesting items, I'm told! I'm not sure the Society has even had time to look over all of them yet. I still need time to catalog them, so this delay is causing quite a headache."

Who is Nigel Aldain? What happened to him? "He's the curator, but he's on a temporary leave of absence. I'm afraid I can't say more."

What's your role here? "I'm a professor of azarketi history by trade, and I'm temporarily in charge of the museum's exhibits. I'd like this to become a more permanent role, so I'd appreciate if you can help make sure the exhibit goes up without further delays."

Who are the azarketi? "I'm azarketi, for starters. It means 'people of the seas.' We're descended from the humans of Ancient Azlant—with some... changes."

IMPRESSING SESHUUN

Per Ambrus Valsin's request, the PCs may wish to make a good first impression on Seshuun. The curator is eager for the PCs to be on their way, but is happy to engage in a brief conversation about interesting relics, her job at the museum, or her area of study. Each PC can attempt a DC 15 Diplomacy check (DC 18 for Levels 3–4) to Make an Impression, or a DC 12 Academia Lore, Azarketi Lore, or Iobaria Lore check (DC 15 for Levels 3–4) to Recall Knowledge. If at least two PCs succeed at this check (or three PCs for groups of five or more PCs), or if any PC critically succeeds, the group impresses Seshuun. The curator



SESHUUN

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relaxes and apologizes for being brusque with them, stating that her new job has her on edge. Like them, she is working hard to make a good first impression, and she admits that any disruptions to her careful plans and schedules quickly frustrate her. She is truly grateful for any help they can provide and hopes that the Blakros Museum can assist the Society in its efforts as well.

Rewards: If the group made a good first impression on Seshuun, she provides them an *everburning torch*, suggesting with no small hint of amusement that it may help them find the shipment. For Levels 3–4, she also gives the PCs an *onyx dog wondrous figurine*, explaining that its name is Dusty and asking them to treat it well.

Development: Whether or not they impressed the curator adjutant, she urges them to make haste to the docks. If the PCs impressed Seshuun, she shows more interest in speaking with them—but she says it must wait until they’ve retrieved the relics.

Hero Points: GMs might choose this time to award a Hero Point to a player who has displayed exceptional roleplaying, or to the player whose PC had the greatest success in impressing Seshuun.

A. ABSALOM DOCKS MODERATE

The PCs’ journey from the Blakros Museum to the docks doesn’t take long. The waterfront teems with activity and the sights and sounds of one of the Inner Sea’s largest ports. Once the PCs navigate through the crowded streets, they can approach any one of the dozens of dockworkers, who wave them toward the docks where they can find Harbormaster Hansara Molnesh and the *Sixwing Drake*.

Unknown to all involved, **Marcien Blakros** (LE male fetchling provocateur; *Ancestry Guide* 82), a prominent member of the Onyx Alliance, visited the docks shortly after the *Sixwing Drake* arrived. Using powerful enchantment magic, he and his crew talked their way past the harbormaster and dockworkers, stole the ship’s cargo, and left dozens of explosive barrels for the dockhands to load onto the *Drake* after they made off with the goods. Marcien implanted a *subconscious suggestion* in one of the more susceptible dockhands: when the worker becomes aware of other people looking to pick up the ship’s cargo, they are to board the ship and speak a seemingly innocuous phrase. This phrase is in fact the magical trigger for the explosive barrels.

Hansara Molnesh (LG female human harbormaster) is a tall, broad-shouldered Garundi woman with weathered bronze skin and graying hair. She directs a small group of dockworkers who are busy loading barrels onto a sleek, blue-sailed ship emblazoned with the name *Sixwing Drake* in faded paint. She hails the PCs and asks their business at the docks.

When the PCs address the harbormaster or approach the *Sixwing Drake*, read or paraphrase the following.

The harbormaster frowns in confusion. “Someone already came by to get the shipment. At least... I think they did? They were... hmm. To be honest, I can’t remember. Come to think of it, everything that happened this morning is all... cloudy. Wait, why are the workers loading cargo on the ship?!” She turns to the crew gathered on the docks and the *Sixwing Drake* and shouts, “Hey, listen up! The Pathfinders are here for the shipment! Let’s get to work!”

Moments later, a dockhand on the upper deck steps rigidly toward a stack of barrels and says something inaudible over the din of the harbor.

A series of massive explosions obliterates the *Sixwing Drake*, spewing flames and charred debris onto the docks.

This encounter uses the map on page 9.

Creatures: Along with explosive barrels, Marcien Blakros loaded magical summoning traps onto the docks and set them to trigger immediately following the explosions. These traps cause fire elementals to appear and immediately begin attacking anyone nearby. Obeying the magic that brought them here, the creatures use straightforward combat tactics, rather than trying to find smoke or fire to hide or heal (in the case of fire mephits, for instance). After 7 rounds, the elementals disappear.

The dozen surviving dockworkers stumble about in awe for a moment before Hansara Molnesh commands them to start putting out the mundane fires that threaten to spread to other docks. She shouts to the PCs, “We’ll take care of the fire—you handle those living flames!”

LEVELS 1–2

FIRE MEPHITS (2)

CREATURE 1

Page 17

LEVELS 3–4

CINDER RATS (2)

CREATURE 3

Page 22

Rewards: After the PCs defeat the elementals and help douse the flames (see below), the grateful harbormaster gives the party 14 gp (or 30 gp for Levels 3–4) to purchase additional equipment in Absalom.

Development: If the PCs defeat the elementals before the remaining creatures disappear at the end of 7 rounds, they have time to help the dockworkers douse the conflagration. Otherwise, they can help douse the flames after the elementals disappear, but not before the fire does

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extensive damage to the nearby docks. No checks are required to assist in putting out the fires; there are plenty of buckets and other supplies, and the harbormaster efficiently coordinates the effort.

With the fire under control, Harbormaster Molnesh approaches the PCs. She is distraught at the sudden loss of several members of her team, and at first she believes the crew of the *Sixwing Drake* perished as well—then she corrects herself, vigorously shaking her head as if to clear her mind of unpleasantness. She explains that she remembers the ship's crew seemed unfamiliar to her, which was odd, because she has known Captain Zendrani—the ship's captain and a veteran Pathfinder—for many years. The crew rapidly disembarked and vanished into the city. Before she could determine what was going on, she recalls that a pale-skinned man arrived from the city and somehow convinced her that his companions—who hid their features under dark hoods—should be allowed to take the shipment and leave several barrels behind in its place. She remembers thinking this was a perfectly normal idea, despite how foolish it sounds now, and she readily complied with the request.

One of the surviving dockhands, a young Taldan man with light skin and dirty brown hair named **Dorneliun** (NG male human dockhand), steps forward, wiping his sooty hands on a rag. He explains that he arrived just in time to help fight the fire, and Harbormaster Molnesh demands to know where he's been. He explains that he hid when the strangers came to take the shipment, avoiding whatever "foul magic" they used on the rest of the dockhands. He tried to speak with Molnesh at the time, but as she had no memory of what had occurred, he set out to follow the strangers himself. He followed them all the way to an abandoned tavern in the Puddles district and waited a while, but finding no easy way in and seeing no further activity, he returned to the docks. Dorneliun shares the tavern's precise location with Molnesh and the PCs.

After learning this, Harbormaster Molnesh goes to give her report to the port authority officials who've gathered to assess the situation. She urges the PCs to be on their way and find those responsible for the attack.

Hero Points: GMs might choose this time to award a Hero Point to a player who has displayed exceptional roleplaying, or to the player whose PC was most critical in fending off the creatures at the docks.

B. MARKET SQUARE MODERATE

The PCs' path to the abandoned tavern takes them through a crowded market square in the Puddles district. A few dozen merchants and shoppers mill about, going about their daily business.

The Onyx Alliance agents at the tavern know that anyone coming for them must pass through this market to reach their hideout. One of their agents keeps watch here, disguised as an unassuming peddler. Alerted by the sound of a massive explosion at the nearby docks, the agent is on the lookout for anyone heading in the direction of the tavern, ready to trigger an insidious ambush when they do.

Read or paraphrase the following (starting on page 12) when the PCs pass through the market square.



SHROUDED BLOODSEEKER

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Merchants hawk their wares from colorful stalls as a few dozen shoppers mill about a cramped market square, selecting goods, haggling, and making trades. The eclectic vendors here sell everything from clothing, food, and spices to alchemical items and weapons.

The dockhand's directions indicate the PCs should take the relatively empty street directly north of the market (indicated on the map on page 11), which leads toward an obviously run-down neighborhood in the distance. When the PCs begin to head down the street, they hear a strange rush of air followed by sudden shouts of alarm and an incessant buzzing.

This encounter uses the map on page 11. The area is in bright light.

Creatures: Before skulking off to the Onyx Alliance hideout, the lookout here breaks a small shard of black glass left behind by Marcién Blakros. When broken, this object creates a momentary breach between the market square and its counterpart in Shadow Absalom—an area infested with bloodseekers. The creatures emerge from the shadow of the fountain at the center of the market (as indicated on the map). For Levels 1–2, a few of the creatures that break through are ordinary bloodseekers, but the others are shrouded bloodseekers, infused with the essence of the Shadow Plane. These bloodseekers believe their nest is under attack, and they pose a significant threat to the innocent civilians gathered in the market.

Several people at the edge of the market manage to flee immediately, but numerous patrons remain in the area, trying in vain to hide under and behind the market stalls. Rather than tracking the precise location of each civilian, assume one or two hides under each stall on the map. Thus, the bloodseekers can always find a victim to drain within 10 feet of their position at the start of their turn. However, once the PCs attack them, the bloodseekers stay focused on fighting the PCs. The civilians flee to safety if all of the bloodseekers are actively attacking the PCs rather than civilians. If the PCs urge the civilians to flee before then, they must attempt a DC 17 Diplomacy, Intimidation, or Performance check (DC 20 for Levels 3–4); each such attempt takes 2 actions. If they succeed, any remaining citizens without a bloodseeker attached to them flee to safety, and the bloodseekers focus any future attacks on the PCs (except for those currently attached to a civilian). Otherwise, the civilians stay put and shout, “Only when the coast is clear!”

On their turn, each bloodseeker moves to attack a PC if there is one within 10 feet, or if a PC has attacked them. If not, the bloodseeker moves to a bystander, automatically attaches to them, and drains their blood once. The civilians

are too weak to escape the bloodseekers on their own. Once attached to a civilian, a bloodseeker only relents and attacks a PC if the PC attacks it first. If a bloodseeker is still attached to a civilian on a subsequent round, it spends all of its actions draining the civilian's blood. Each civilian has 8 Hit Points (16 Hit Points for Levels 3–4). Rather than using the full Death and Dying rules for these NPCs, a civilian falls unconscious when they reach 0 Hit Points, and if a civilian takes any damage while they are at 0 Hit Points, they die.

LEVELS 1–2

BLOODSEEKERS (2)

CREATURE -1

Page 18

SHROUDED BLOODSEEKER

CREATURE 1

Page 18, art on page 27

LEVELS 3–4

SHROUDED BLOODSEEKERS (2)

CREATURE 1

Page 23, art on page 27

ENRAGED SHROUDED BLOODSEEKER

CREATURE 3

Page 23

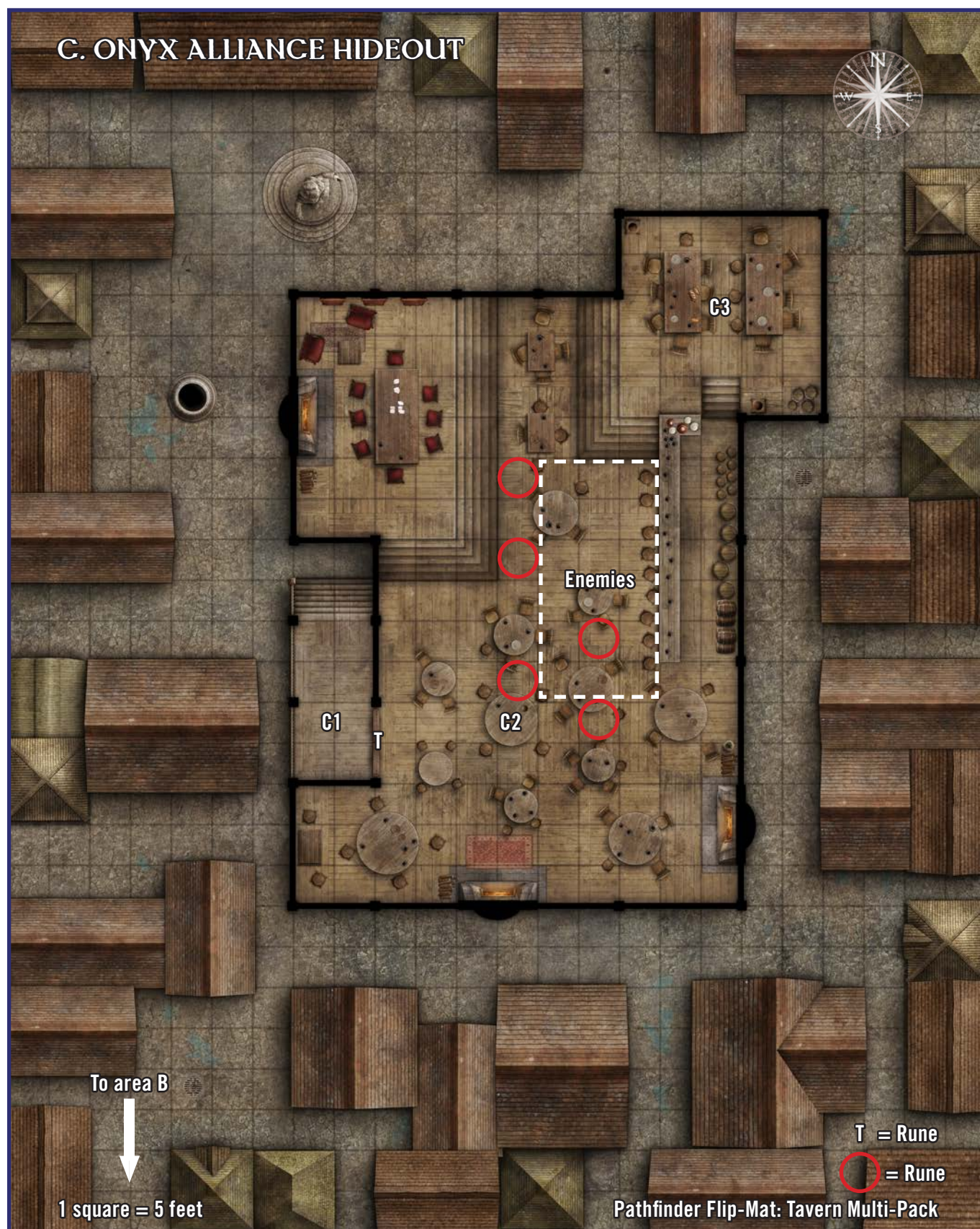
Aiding Civilians: Following the battle, the PCs can stop to lend aid to the beleaguered civilians in the market. A PC who succeeds at a DC 15 Crafting or Medicine check (DC 18 for Levels 3–4) or a DC 12 Herbalism Lore or Mercantile Lore check (DC 15 for Levels 3–4) can help the civilians with their injuries or help repair property damaged in the chaos. For each civilian who died during the attack, the DCs increase by 2, representing the more extensive chaos and damage throughout the market. A PC who expends a spell of 1st level or higher to heal Hit Points or repair an object automatically succeeds at their check to lend aid to the civilians.

If at least two PCs succeed at this check (or three PCs for groups of five or more PCs), or if any PC critically succeeds, the group provides adequate aid, mitigating any lasting harm to the survivors.

Rewards: If the PCs at least make an attempt to help the civilians following the battle, a grateful merchant gives them two *oils of potency* (and a *spellstrike arrow* [type I] for Levels 3–4). If the PCs successfully provide adequate aid as described above, another grateful merchant gives them a *bronze bull pendant* (and a *bloodseeker beak* for Levels 3–4).

Development: From here, the PCs can follow the dockhand's directions and proceed north to the

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abandoned tavern (area C). If the PCs proceed to the tavern without stopping to defeat the bloodseekers, the creatures wreak havoc on the innocent bystanders, and the PCs fail their mission.

C. ONYX ALLIANCE HIDEOUT

The Onyx Alliance agents hide in an abandoned tavern nestled in a dead-end neighborhood in the Puddles, which lies a few blocks north of the market (area B).

Encounters in this area use the map on page 13. The streets and alleys going north, east, and west away from this area all lead to dead ends, making this an ideal place for a hideout—almost no one comes this way, and the lookouts can easily spot anyone unfamiliar heading in the direction of their hideout.

After the scout spotted the PCs in area B, they fled back to the hideout to wait in ambush in case the PCs manage to bypass the traps outside. The Onyx Alliance chose this building as a hideout not only because of the few paths leading to it, but because it lacks windows and has only one entrance.

C1. HIDEOUT ENTRANCE TRIVIAL

A large, windowless, single-story tavern occupies the center of this run-down, dead-end street. Stairs lead up to a small landing on the west side. On the landing, the large wooden double doors that serve as the building's only entrance are boarded up.

Boards: The three wide boards across the front entrance are a false barrier. PCs who succeed at a DC 10 Crafting, Perception, or Thievery check can see that they rest on simple pegs on either side of the door, and can easily be lifted down. If they fail this check, the PCs automatically notice the pegs after 1 minute of examining or tampering with the boards.

Door: The doors are wood (Hardness 10, HP 40 (BT 20)) and have a poor lock (which requires two successful DC 15 Thievery checks to open, or a DC 20 Athletics check to Force Open). For Levels 3–4, they instead have a simple lock (which requires three successful DC 20 Thievery checks to open, or a DC 25 Athletics check to Force Open).

Hazards: The boards are meant to suggest that the building is abandoned, and the lock deters casual trespassers and burglars. Another obstacle remains for those who persist, marked as “T” on the map on page 13.

LEVELS 1-2

POISONED LOCK

HAZARD 1

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LEVELS 3-4

ELECTRIC LATCH RUNE

HAZARD 3

Page 24



ONYX ALLIANCE ENFORCER

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Hero Points: Game Masters might choose this time to award a Hero Point to a player who has displayed exceptional roleplaying, to a player whose PC focused their efforts on protecting civilians in Area **B**, or to a player whose PC was most successful in bypassing the hazards in this area.

C2. HIDEOUT INTERIOR SEVERE

Over a dozen tables and countless chairs crowd the interior of this tavern, all scattered about in disarray.

During the day, anywhere within 10 feet of the open doorway is in bright light and anywhere from 10–20 feet is in dim light, but the rest of the building's interior lies in darkness. The ceiling is 15 feet high, rising a few feet to accommodate the extra elevation of the rooms to the north. Most of the building is made of wood, with the exception of the brick fireplaces and chimneys.

Hazards: Marcien Blakros placed a series of magic runes on the floor to aid Onyx Alliance agents in any fights that take place here, indicated with a red circle on the map on page 13.

LEVELS 1-2

SHADOW DOUBLE RUNES (5) HAZARD -1
Page 21

LEVELS 3-4

SHADOW DOUBLE RUNES (5) HAZARD 1
Page 26

Creatures: A few Onyx Alliance scouts and enforcers remain here, watching over the items stashed in the northeast corner of the tavern (area **C3**) while they await further instructions from Marcien Blakros. The Onyx Alliance agents are watching the door, waiting to attack anyone who enters. They use Stealth for initiative. In combat, they move frequently, trying to lure opponents onto the shadow double runes. They stay in dim light and darkness whenever possible, and if the PCs have an obvious single light source, they try to attack the PC carrying it and toss it out the door or into a corner to limit its usefulness. The agents fear Marcien far more than they fear the PCs, and they fight to the death rather than abandon their posts or surrender.

If a scout manages to hide during the battle, they use their innate *illusory disguise* to take on the appearance of a human prisoner and feign cries for help, hoping to get the drop on a gullible foe.

LEVELS 1-2

ONYX ALLIANCE SCOUT CREATURE 1
Page 20

ONYX ALLIANCE ENFORCER CREATURE 2
Page 20, art on page 28

LEVELS 3-4

VETERAN ONYX ALLIANCE SCOUT CREATURE 3
Page 25

VETERAN ONYX ALLIANCE ENFORCER CREATURE 4
Page 25, art on page 28

Development: If the PCs manage to capture any of the agents alive, the agents admit that they serve the Onyx Alliance, but they are unwilling to divulge any further details about the organization, their mission, their leader, or any other details. Though these low-ranking agents are unaware of this, Marcien Blakros possesses an item with powerful enchantment magic that prevents the agents from revealing any crucial mission information—not even their own names—even under extreme duress.

C3. STASH

Numerous valuable objects and assorted documents lie in heaps on top of two large tables in this elevated room.

The items include assorted art objects such as statuettes, ceremonial weapons, and jewelry, as well as a few precious stones. Any PC who succeeds at a DC 15 Crafting or DC 10 Iobaria Lore check recognizes that most of the items are mundane, and some of them are fake objects crafted to resemble items from ancient Iobaria. A PC who succeeds at a DC 12 Arcana or Religion check discovers that a few of the items possess some sort of latent curse, though it is unclear what the curse might do or why it is not currently active.

The assorted documents include detailed tactical information on the Pathfinder Society's lodges in Andoran, Cheliax, Osirion, Qadira, and Taldor, as well as the Grand Lodge itself, such as guard rotation schedules, pass phrases, entrances and exits, room dimensions, unusual features, dossiers on the lodges' leaders, and timelines of recent events in those locales.

Development: With these items and information in hand, the PCs can report to the Blakros Museum and the Grand Lodge in any order.

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CONCLUSION

If the PCs did not discover the true nature of the relics themselves, either Seshuun or Venture-Captain Ambrus Valsin learns the truth after a few minutes spent inspecting the items.

At the Blakros Museum, Seshuun is glad the PCs uncovered what they did, but is upset the Onyx Alliance were able to get the drop on the *Sixwing Drake's* crew of Pathfinders in the first place. She expresses concern for the apparently missing crew, and hopes the Society is able to learn what happened to them—and discover how the Onyx Alliance managed to pull off their heist. She offers to help the PCs with any information she acquires in the future, but states that she'll be quite busy setting up a different exhibit for the foreseeable future. In the meantime, she also intends to speak with her superiors at the museum about the Onyx Alliance, as she knows that group has a complex history with the Blakros family.

At the Grand Lodge, Ambrus Valsin listens to the PCs' report. He believes that the Onyx Alliance learned of the shipment, stole it with the help of powerful enchantment magic to manipulate the crew and dockworkers, and then prepared to replace the goods with their cursed items in hopes of setting off some kind of disaster at the Blakros Museum. He ponders why the Onyx Alliance is suddenly lashing out at the Blakros Museum and the Society.

Whatever the cause, he suspects their attack ties in with the similar disruptive events occurring at lodges across the Inner Sea, and the presence of detailed information on the lodges is only further proof that the Onyx Alliance is coordinating these attacks. Valsin asks the PCs to steel themselves for the missions ahead, as he hopes to send them to the lodges under threat in short order!

PRIMARY OBJECTIVES

The PCs complete their primary objective by defeating the Onyx Alliance agents at the abandoned tavern and recovering the items there. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective by performing exceptionally well throughout the adventure. To do so, they must accomplish any two of the following objectives: accrue 4 or more Correspondence Points while sorting correspondences with Rain in Cloudy Day; make a good first impression on Curator Adjutant Seshuun; defeat the fire elementals at the docks within 7 rounds; or successfully provide adequate aid and prevent any civilian deaths at the market. Doing any two earns each PC 2 Reputation with their chosen faction.

INTRO: YEAR OF SHATTERED SANCTUARIES

APPENDIX 1: LEVEL 1-2 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 1st-level PCs. If your group has a different composition or size, refer to the 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).

A. ABSALOM DOCKS (LEVELS 1-2)

FIRE MEPHITS (2)

CREATURE 1

N **SMALL** **ELEMENTAL** **FIRE**

Pathfinder Bestiary 151

Perception +3; darkvision, smoke vision

Languages Ignan

Skills Acrobatics +7, Deception +7

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

Smoke Vision The fire mephit ignores the concealed condition from smoke.

AC 17; **Fort** +3, **Ref** +9, **Will** +7

HP 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire

Arcane Innate Spells DC 15; **Cantrips (1st)** *daze, light*

Breath Weapon ♦♦ (arcane, fire) The fire mephit breathes flames in a 15-foot cone that deals 2d4 fire and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The fire mephit can’t use Breath Weapon again for 1d4 rounds.

SCALING EVENT 1

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

10-11 Challenge Points: Replace one fire mephit with one vengeful ember fox.

12-13 Challenge Points: Replace both fire mephitis with vengeful ember foxes.

14-15 Challenge Points: Add one vengeful ember fox to the encounter.

16-18 Challenge Points (5+ players): The PCs face one fire mephit and two vengeful ember foxes.

VENGEFUL EMBER FOXES (0)

CREATURE 2

UNCOMMON **N** **SMALL** **ELEMENTAL** **FIRE**

N ember foxes (*Pathfinder Bestiary* 2 110)

Perception +8; darkvision

Languages Ignan (can’t speak any language)

Skills Acrobatics +8, Athletics +5, Stealth +8

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

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 35; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 5

Cloak in Embers ⤵ **Trigger** An adjacent ally is targeted by an effect that deals fire damage; **Effect** The ember fox drapes itself across its ally, granting the ally fire resistance 10 against the incoming attack.

Speed 30 feet

Melee ♦ jaws +10 (agile, finesse), **Damage** 1d4+3 piercing plus 1d4 persistent fire

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B. MARKET SQUARE (LEVELS 1-2)

BLOODSEEKERS (2)

CREATURE -1

N **TINY** **ANIMAL**

Pathfinder Bestiary 42

Perception +6; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +6, Stealth +6

Str -4, **Dex** +3, **Con** +0, **Int** -5, **Wis** +1, **Cha** -2

AC 16; **Fort** +5, **Ref** +8, **Will** +4

HP 6

Speed 10 feet, fly 30 feet

Melee ♦ barbed leg +8 (finesse), **Effect** attach

Attach When a bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the bloodseeker in other ways doesn't cause bleed damage.

Blood Drain ♦ **Requirements** The bloodseeker is attached to a creature; **Effect** The bloodseeker uses its proboscis to drain blood from the creature it's attached to. This deals 1d4 damage, and the bloodseeker gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

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: The PCs face one bloodseeker and two shrouded bloodseekers.

12-13 Challenge Points: The PCs face three shrouded bloodseekers.

14-15 Challenge Points: The PCs face one bloodseeker and three shrouded bloodseekers.

16-18 Challenge Points (5+ players): The PCs face four shrouded bloodseekers.

SHROUDED BLOODSEEKER

CREATURE 1

UNCOMMON **N** **TINY** **ANIMAL** **SHADOW**

Variant bloodseeker (*Pathfinder Bestiary* 42)

Perception +8; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +8, Stealth +8

Str -3, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** -2

AC 17; **Fort** +7, **Ref** +10, **Will** +6

HP 16

Umbral Shroud Coated in darkness, a shrouded bloodseeker is concealed in bright light as if it were in dim light, even to creatures that can see clearly in those light levels.

Speed 10 feet, fly 30 feet

Melee ♦ barbed leg +9 (finesse), **Effect** attach

Attach When an enraged bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 2 persistent bleed damage. Escaping the attach or removing the bloodseeker in other ways doesn't cause bleed damage.

Blood Drain ♦ **Requirements** The enraged bloodseeker is attached to a creature; **Effect** The bloodseeker uses its proboscis to drain blood from the creature it's attached to. This deals 1d8 damage, and the bloodseeker gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

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C1. HIDEOUT ENTRANCE (LEVELS 1-2)

POISONED LOCK

HAZARD 1

MECHANICAL TRAP

Pathfinder Core Rulebook 523

Stealth DC 17 (trained)

Description A spring-loaded, poisoned spine is hidden near the keyhole of a lock. Disabling or breaking the trap does not disable or break the lock.

Disable DC 17 Thievery (trained) on the spring mechanism

AC 15; **Fort** +8, **Ref** +4

Hardness 6; **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Spring ➤ **Trigger** A creature tries to unlock or Pick the Lock;

Effect A spine extends to attack the triggering creature.

Melee spine +13, **Damage** 1 piercing plus cladis poison

Cladis Poison (poison) **Saving Throw** DC 19 Fortitude;

Maximum Duration 4 hours; **Stage 1** 1d6 poison damage and drained 1 (1 hour); **Stage 2** 2d6 poison damage and drained 2 (1 hour); **Stage 3** 3d6 poison damage and drained 2 (1 hour)

INTRO: YEAR OF SHATTERED SANCTUARIES

C2. HIDEOUT INTERIOR (LEVELS 1-2)

ONYX ALLIANCE SCOUT

CREATURE 1

UNCOMMON NE MEDIUM FETCHLING HUMANOID SHADOW

NE fetchling scout (*Pathfinder Bestiary* 2 117)

Perception +5; darkvision

Languages Common, Shadowtongue

Skills Acrobatics +7, Athletics +4, Deception +5, Diplomacy +5, Society +3, Stealth +7, Thievery +7

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

Items chain shirt, dagger

AC 18; **Fort** +5, **Ref** +9, **Will** +5

HP 18

Shadow Blending When the Onyx Alliance scout is concealed as a result of dim light, the flat check to target them has a DC of 7, not 5.

Speed 25 feet

Melee ✎ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Ranged ✎ dagger +9 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Occult Innate Spells DC 15; **1st** *illusory disguise*

Shadow Stride ✎ (illusion, occult, shadow) **Requirements** The fetchling is in dim light; **Effect** The fetchling Strides. They have a +10-foot status bonus to their Speed during this Stride. The DC from shadow blending increases to 11 during this Stride, and the fetchling remains concealed by dim light until the end of the movement, even if they leave dim light during the Stride.

Sneak Attack The Onyx Alliance scout's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

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: Remove the Onyx Alliance enforcer. The PCs instead face three Onyx Alliance scouts with 25 Hit Points each.

12-13 Challenge Points: Add one Onyx Alliance enforcer to the encounter.

14-15 Challenge Points: The PCs instead face three Onyx Alliance scouts with 25 Hit Points each and one Onyx Alliance enforcer.

16-18 Challenge Points (5+ players): Add two Onyx Alliance enforcers to the encounter.

ONYX ALLIANCE ENFORCER

CREATURE 2

UNCOMMON NE MEDIUM FETCHLING HUMANOID SHADOW

Perception +8; darkvision

Languages Common, Shadowtongue

Skills Athletics +7, Intimidation +6, Stealth +6

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

Items hatchet (4), studded leather armor

AC 18; **Fort** +9, **Ref** +8, **Will** +6

HP 30

Shadowy Ambush When the Onyx Alliance enforcer rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

Speed 25 feet

Melee ✎ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

Ranged ✎ hatchet +8 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

Dread Striker Frightened creatures are flat-footed to the Onyx Alliance enforcer.

Shadow Swipe ✎✎ (illusion, occult, shadow) **Effect** The Onyx Alliance enforcer makes a melee Strike. If the attack hits, the enforcer Strides. If the enforcer ends this movement in dim light or darkness, they can attempt to Hide.

INTRO: YEAR OF SHATTERED SANCTUARIES

SHADOW DOUBLE RUNES (5)

HAZARD -1

UNCOMMON MAGICAL TRAP

Stealth DC 17

Description A cloud of invisible magical sensors in a 10-foot radius surrounds a shadowy 3-foot-diameter rune on the floor.

Disable DC 12 Thievery to carefully erase the rune without triggering the sensors, *dispel magic* or a spell with the Light trait (1st level; counteract DC 13) to counteract the rune

Create Shadow Double  (illusion, occult, shadow, visual)

Trigger A creature without the Shadow trait ends its turn in the cloud of magical sensors, and a member of the Onyx Alliance is within 60 feet; **Effect** This trap casts a minor version of *mirror image*: it creates a single illusory image that swirls about the nearest member of the Onyx Alliance within 60 feet, functioning in all ways as a *mirror image* cast by that creature. The image remains for 1 minute, or until it is destroyed or the trap is disabled. A creature can have up to three shadow doubles at one time; any additional doubles are instantly destroyed.

Reset The trap resets each night at dusk.

INTRO: YEAR OF SHATTERED SANCTUARIES

APPENDIX 2: 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).

A. ABSALOM DOCKS (LEVELS 3-4)

CINDER RATS (2)

CREATURE 3

N **SMALL** **ELEMENTAL** **FIRE**

Pathfinder Bestiary 148

Perception +9; darkvision, smoke vision

Skills Acrobatics +10, Stealth +10, Survival +9

Str +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +2, **Cha** +0

Smoke Vision The cinder rat ignores the concealed condition from smoke.

AC 18; **Fort** +9, **Ref** +12, **Will** +6

HP 45; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 5

Fetid Fumes (aura, fire) 5 feet. A creature that enters the aura or begins its turn there must succeed at a DC 22 Fortitude save or become sickened 1. Everything within the aura, including the cinder rat, is concealed by smoke.

Speed 40 feet

Melee ♦ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

SCALING ENCOUNTER A

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

19-22 Challenge Points: Replace one cinder rat with one filth fire.

23-27 Challenge Points: Replace both cinder rats with filth fires.

28-32 Challenge Points: Add one filth fire to the encounter.

33+ Challenge Points: The PCs face one cinder rat and two filth fires.

FILTH FIRES (0)

CREATURE 4

N **MEDIUM** **ELEMENTAL** **FIRE**

Pathfinder Bestiary 2 110

Perception +11; darkvision, smoke vision

Languages Ignan; can't speak any language

Skills Acrobatics +13, Athletics +9

Str +1, **Dex** +5, **Con** +4, **Int** -2, **Wis** +3, **Cha** +0

Smoke Vision The filth fire ignores the concealed condition from smoke.

AC 21; **Fort** +12, **Ref** +13, **Will** +9

HP 70; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 5

Speed 25 feet

Melee ♦ burning lash +13 (finesse), **Damage** 2d6+3 bludgeoning plus 1d6 persistent fire

Ranged ♦ ember ball +13 (fire, range increment 20 feet), **Damage** 1d6+3 bludgeoning plus 1d6 persistent fire

Noxious Burst ♦♦ Toxic materials and churning rubbish within the filth fire's body explode in one of three ways. The filth fire chooses the effect, but it can't make the same choice twice in a row.

- **Fiery Beam** (evocation, fire, primal) The filth fire expels a 30-foot line of flame that deals 3d6 fire damage with a DC 21 basic Reflex save.
- **Shrapnel Blast** (evocation, primal) The filth fire shoots jagged rubbish out in a 5-foot emanation that deals 2d12 piercing damage with a DC 21 basic Reflex save.
- **Toxic Fumes** (evocation, poison, primal) The filth fire belches a 15-foot cone of toxic smoke that deals 2d6 poison damage (DC 21 basic Fortitude save). A creature that fails is also sickened 1 (or sickened 2 on a critical failure).

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B. MARKET SQUARE (LEVELS 3–4)

SHROUDED BLOODSEEKER

CREATURE 1

UNCOMMON N TINY ANIMAL SHADOW

Variant bloodseeker (*Pathfinder Bestiary* 42)

Perception +8; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +8, Stealth +8

Str –3, **Dex** +4, **Con** +1, **Int** –5, **Wis** +2, **Cha** –2

AC 17; **Fort** +7, **Ref** +10, **Will** +6

HP 16

Umbral Shroud Coated in darkness, a shrouded bloodseeker is concealed in bright light as if it were in dim light, even to creatures that can see clearly in those light levels.

Speed 10 feet, fly 30 feet

Melee ✦ barbed leg +9 (finesse), **Effect** attach

Attach When an enraged bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 2 persistent bleed damage. Escaping the attach or removing the bloodseeker in other ways doesn't cause bleed damage.

Blood Drain ✦ **Requirements** The enraged bloodseeker is attached to a creature; **Effect** The bloodseeker uses its proboscis to drain blood from the creature it's attached to. This deals 1d8 damage, and the bloodseeker gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

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: The PCs face one shrouded bloodseeker and two enraged shrouded bloodseekers.

23–27 Challenge Points: The PCs face three enraged shrouded bloodseekers.

28–32 Challenge Points: The PCs face one shrouded bloodseeker and three enraged shrouded bloodseekers.

33+ Challenge Points: The PCs face four enraged shrouded bloodseekers.

ENRAGED SHROUDED BLOODSEEKER

CREATURE 3

UNCOMMON N TINY ANIMAL SHADOW

Variant bloodseeker (*Pathfinder Bestiary* 42)

Perception +10; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +11, Stealth +11

Str –3, **Dex** +4, **Con** +1, **Int** –5, **Wis** +2, **Cha** –2

AC 20; **Fort** +9, **Ref** +12, **Will** +8

HP 37

Angry Barbs ➤ **Trigger** An adjacent enemy damages the enraged shrouded bloodseeker, and the bloodseeker is not already attached to a creature; **Effect** The bloodseeker makes one barbed leg Strike against the triggering creature. If it hits and becomes attached, it uses Blood Drain.

Umbral Shroud Coated in darkness, a shrouded bloodseeker is concealed in bright light as if it were in dim light, even to creatures that can see clearly in those light levels.

Speed 10 feet, fly 30 feet

Melee ✦ barbed leg +12 (finesse), **Effect** attach

Attach When an enraged bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1d4 persistent bleed damage. Escaping the attach or removing the bloodseeker in other ways doesn't cause bleed damage.

Blood Drain ✦ **Requirements** The enraged bloodseeker is attached to a creature; **Effect** The bloodseeker uses its proboscis to drain blood from the creature it's attached to. This deals 2d8 damage, and the bloodseeker gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

INTRO: YEAR OF SHATTERED SANCTUARIES

C1. HIDEOUT ENTRANCE (LEVELS 3–4)

ELECTRIC LATCH RUNE

HAZARD 3

ELECTRICITY **EVOCATION** **MECHANICAL** **TRAP**

Pathfinder Core Rulebook 523

Stealth DC 20 (trained)

Description An invisible rune imprinted on a door latch releases a powerful electric discharge.

Disable DC 20 Thievery (expert) to scratch out the rune without allowing electricity to flow, or *dispel magic* (2nd level; counteract DC 18) to counteract the rune

Electrocution ⤵ (arcane, electricity, evocation) **Trigger** A creature grasps the door latch directly or with a tool; **Effect** The trap deals 3d12 electricity damage to the triggering creature (DC 22 basic Reflex save).

INTRO: YEAR OF SHATTERED SANCTUARIES

C2. HIDEOUT INTERIOR (LEVELS 3-4)

VETERAN ONYX ALLIANCE SCOUT

CREATURE 3

UNCOMMON NE MEDIUM FETCHLING HUMANOID SHADOW
NE variant fetchling scout (*Pathfinder Bestiary 2* 117)

Perception +7; darkvision

Languages Common, Shadowtongue

Skills Acrobatics +10, Athletics +7, Deception +8, Diplomacy +8,
Society +5, Stealth +10, Thievery +10

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

Items chain shirt, dagger

AC 21; **Fort** +7, **Ref** +11, **Will** +7

HP 39

Shadow Blending When the Onyx Alliance scout is concealed as a result of dim light, the flat check to target them has a DC of 7, not 5.

Speed 25 feet

Melee ♦ dagger +12 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

Ranged ♦ dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Innate Spells DC 18; **1st** *illusory disguise*

Shadow Stride ♦ (illusion, occult, shadow) **Requirements** The fetchling is in dim light; **Effect** The fetchling Strides. They have a +10-foot status bonus to their Speed during this Stride. The DC from shadow blending increases to 11 during this Stride, and the fetchling remains concealed by dim light until the end of the movement, even if they leave dim light during the Stride.

Sneak Attack The Onyx Alliance scout's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

SCALING ENCOUNTER C2

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

19-22 Challenge Points: Remove the veteran Onyx Alliance enforcer. The PCs instead face three veteran Onyx Alliance scouts with 45 Hit Points each.

23-27 Challenge Points: Add one veteran Onyx Alliance enforcer to the encounter.

28-32 Challenge Points: The PCs instead face three veteran Onyx Alliance scouts with 45 Hit Points each and one veteran Onyx Alliance enforcer.

33+ Challenge Points: Add two veteran Onyx Alliance enforcers to the encounter.

VETERAN ONYX ALLIANCE ENFORCER

CREATURE 4

UNCOMMON NE MEDIUM FETCHLING HUMANOID SHADOW

Perception +11; darkvision

Languages Common, Shadowtongue

Skills Athletics +10, Intimidation +9, Stealth +9

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

Items hatchet (4), studded leather armor

AC 21; **Fort** +12, **Ref** +11, **Will** +9

HP 60

Shadowy Ambush When the Onyx Alliance enforcer rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

Speed 25 feet

Melee ♦ hatchet +12 (agile, sweep), **Damage** 1d6+9 slashing

Ranged ♦ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 1d6+9 slashing

Dread Striker Frightened creatures are flat-footed to the Onyx Alliance enforcer.

Shadow Swipe ♦♦ (illusion, occult, shadow) **Effect** The Onyx Alliance enforcer makes a melee Strike. If the attack hits, the enforcer Strides. If the enforcer ends this movement in dim light or darkness, they can attempt to Hide.

INTRO: YEAR OF SHATTERED SANCTUARIES

SHADOW DOUBLE RUNES (5)

HAZARD 1

UNCOMMON MAGICAL TRAP

Stealth DC 19

Description A cloud of invisible magical sensors in a 10-foot radius surrounds a shadowy 3-foot-diameter rune on the floor.

Disable DC 14 Thievery (trained) to carefully erase the rune without triggering the sensors, *dispel magic* or a spell with the Light trait (1st level; counteract DC 15) to counteract the rune

Create Shadow Double  (illusion, occult, shadow, visual)

Trigger A creature without the Shadow trait ends its turn in the cloud of magical sensors, and a member of the Onyx Alliance is within 60 feet; **Effect** This trap casts a minor version of *mirror image*: it creates a single illusory image that swirls about the nearest member of the Onyx Alliance within 60 feet, functioning in all ways as a *mirror image* cast by that creature. The image remains for 1 minute, or until it is destroyed or the trap is disabled. A creature can have up to three shadow doubles at one time, and any additional doubles are instantly destroyed.

Reset The trap resets each night at dusk.

INTRO: YEAR OF SHATTERED SANCTUARIES

APPENDIX 3: GAME AIDS



RAIN IN CLOUDY DAY

SESHUUN



AMBRUS VALSIN

SHROUDED BLOODSEEKER



INTRO: YEAR OF SHATTERED SANCTUARIES

APPENDIX 3: GAME AIDS



ONYX ALLIANCE ENFORCER

INTRO: YEAR OF SHATTERED SANCTUARIES

HANDOUT #1: LETTER FROM ANDORAN

Ambrus, my old friend,

I must ask once more for agents to help with the strange events near the Almas Cathedral. They have grown more frequent and disturbing these past few days. Furthermore, another unpleasant development has arisen: a legal claim has been filed contesting my rights to the cathedral. This is a mere annoyance, and it should be settled soon, but I know you prefer to remain aware of such things.

Please send agents as soon as you can.

—Venture-Captain Brackett, Almas, Andoran

Analyze Valsin's Correspondence (Choose One): Almas Lore, Pathfinder Society Lore, Religion, or Society

HANDOUT #2: LETTER FROM CHELIAX

Grand Lodge Leaders,

I have dispatched this letter in accordance with the wishes of my master, Count Varian Jeggare. He instructed me to send such a notice if he were to ever fail to report in to the manor at the regularly scheduled interval. He has been missing for weeks. This is a matter to be handled with utmost discretion, as the situation in Cheliox remains delicate: Pathfinder Lodges are still banned, and Greensteeples Manor remains a safe haven for field agents. If the manor becomes compromised, we may lose our greatest asset in Cheliox. Please send agents, with haste, to help me find Master Varian.

—A humble servant of Count Varian Jeggare, Greensteeples Manor, Egorian, Cheliox

Analyze Valsin's Correspondence (Choose One): Egorian Lore, Occultism, Pathfinder Society Lore, or Society

HANDOUT #3: LETTER FROM OSIRION

My Fellow Venture-Captain:

As you know, I prefer to handle my problems with a level head and appropriate delegation to the many skilled Pathfinders at my disposal. Thus, you know I would only reach out for your help under urgent circumstances. The lower levels of our lodge are suddenly infested with undead. I have sent many agents to combat them, but the tide of living corpses is unrelenting, and they seem determined to break through to the surface. It seems impossible there could be so many.

Please send experienced agents to provide immediate assistance, and remember that the Ruby Prince has tightened restrictions on the activities of foreign-based explorers such as the Pathfinder Society. If he learns of this threat from within our own lodge, he might close the lodge permanently.

—Venture-Captain Norden Balentiir of the Sandswept Hall, Sothis, Osirion

Analyze Valsin's Correspondence (Choose One): Arcana, Pathfinder Society Lore, Society, or Sothis Lore

HANDOUT #4: LETTER FROM QADIRA

To Whom It May Concern:

The Pathfinder Society's request to complete construction of its new lodge in Sedeq is hereby formally approved. Please send new representatives to finalize the process and maintain the building. It is with much confusion that we must report that the Society's current representatives are nowhere to be found. We await the arrival of new agents at your earliest possible convenience. Without the presence of official representatives from your esteemed Society, there are many who question the legitimacy of this new edifice. A formal auction is not out of the question.

—Official Notice from the Municipal Government of Sedeq, Qadira

Analyze Valsin's Correspondence (Choose One): Mercantile Lore, Pathfinder Society Lore, Sedeq Lore, or Society

INTRO: YEAR OF SHATTERED SANCTUARIES

HANDOUT #5: LETTER FROM TALDOR

Ambrus,

I am saddened by the events that made this correspondence necessary. Multiple dissidents acting against Grand Princess Eutropia have been apprehended while using *wayfinders* to enable their illicit activities. But that is not all. These peculiar *wayfinders* possess all the hallmarks of our clever friend Muesello. You must understand my reticence to act against him, but I must always put the needs of the princess above all others.

I urge you to dispatch agents to Oppara—but do not let Muesello's agents learn we are investigating him, lest we lose the opportunity to learn the truth.

—Lady Gloriana Morilla, Oppara, Taldor

Analyze Valsin's Correspondence (Choose One): Crafting, Oppara Lore, Pathfinder Society Lore, or Society

HANDOUT #6: NOTICE FROM ABSALOM HARBOR

Venture-Captain Valsin,

As per your request, we are notifying you that the *Sixwing Drake* has been sighted and should arrive later this morning, only slightly behind schedule. The Pathfinder Society's goods should be unloaded and ready for pickup at the docks by midday.

—Harbormaster Hansara Molnesh of the Absalom Port Authority

Analyze Valsin's Correspondence (Choose One): Absalom Lore, Nature, Pathfinder Society Lore, or Society

INTRO: YEAR OF SHATTERED SANCTUARIES

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

- ☐ ☐ **Sorting the Mail**, page 4: 1 Treasure Bundle for helping Rain in Cloudy Day, and 1 additional Treasure Bundle for earning at least 3 Correspondence Points.
- ☐ **Blakros Museum**, page 7: 1 Treasure Bundle for successfully impressing Curator Adjutant Seshuun.
- ☐ ☐ **Absalom Docks**, page 8: 2 Treasure Bundles for defeating the creatures at the docks.
- ☐ ☐ **Market Square**, page 10: 2 Treasure Bundles for defeating the creatures in the market.
- ☐ ☐ ☐ **Stash**, page 15: 3 Treasure Bundles for recovering the items at the abandoned tavern.

INTRO: YEAR OF SHATTERED SANCTUARIES



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"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/>	
			<input type="checkbox"/> Slow Track	
			<input type="checkbox"/> Dead	
			<input type="checkbox"/> Infamy	

Character Name:		Faction:		
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
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			<input type="checkbox"/> Infamy	

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			<input type="checkbox"/>	
			<input type="checkbox"/> Slow Track	
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			<input type="checkbox"/> Dead	
			<input type="checkbox"/> Infamy	

Character Name:		Faction:		
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
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			<input type="checkbox"/>	
			<input type="checkbox"/> Slow Track	
			<input type="checkbox"/> Dead	
			<input type="checkbox"/> Infamy	

INTRO: YEAR OF SHATTERED SANCTUARIES

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Scenario #3-01: Intro: Year of Shattered Sanctuaries

<div></div>		<div></div>	<div>2</div>
Character Name		Organized Play #	Character #
Adventure Summary			
<p>At the Grand Lodge in Absalom, you helped the Pathfinder initiate Rain in Cloudy Day collate ominous reports flooding in from lodges across the Inner Sea. A dire request from the Blakros Museum sent you on an emergency mission to track down some missing relics from distant Iobaria. When you arrived at the docks to investigate, one of the ship's crew set off an explosion that consumed the entire vessel in flames! You fought off destructive fire elementals summoned in the blast, then learned from grateful dockhands that they had witnessed a suspicious, unfamiliar man and his crew transporting the relics from the ship to an abandoned tavern in the Puddles district. While on your way to the tavern, you were set upon by strange bloodseekers that were veiled in shadows. Arriving at the tavern, you overcame a series of shadowy traps and battled a group of fetchlings guarding the building. You discovered they were protecting several cursed objects and detailed tactical information about Pathfinder Society lodges across the Inner Sea—but the Iobarian relics were nowhere to be found.</p>			
Boons		Rewards	
<p>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.</p>		Starting XP	
		XP Gained	
		Total XP	
Reputation Gained		Starting GP	
		GP Gained	
		GP Spent	
		Total GP	
Items		Purchases	
		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 #

Chronicle Code: 50QM

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club