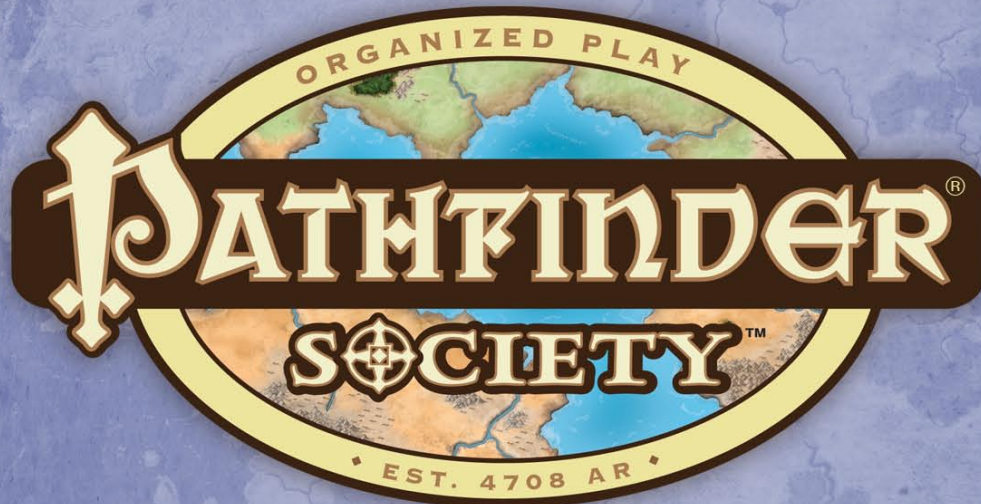


A PATHFINDER SOCIETY SCENARIO



THE HERESY OF MAN, PART V THE FIRST HERESY

By Greg A. Vaughan and Kevin Wright



THE HERESY OF MAN, PART I: THE FIRST HERESY

PATHFINDER SOCIETY SCENARIO 2–06

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Pathfinder Society Scenario 2–06: The Heresy of Man, Part I: The First Heresy is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tiers: 5–6 and 8–9). 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 Pathfinder Roleplaying Game.

The OGL can be found on page 19 of this product.

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THE HERESY OF MAN, PART I: THE FIRST HERESY

BY GREG A. VAUGHAN AND KEVIN WRIGHT



Over 2 millennia ago, the nation of Rahadoum outlawed the worship of any deity in a unique legal code called the Laws of Man that decreed, “let no man be beholden to a god.” While this has created generations of peace in what was once a land wracked by religious strife during the tumultuous Oath Wars, the trade-off has been the near-complete absence of divine magic—the sort of magic that brings healing and succor to those ravaged by disease and injury. Without these divine resources to stem the tide, outbreaks of plague and pestilence have hit the people of Rahadoum particularly hard, but the nation characteristically suffers its trials stoically and emerges stronger for its pain.

Recently a new and mysterious plague has broken out among the poor villages surrounding the Rahadoumi city of Manaket, the country’s center of learning. So far it has only afflicted the poorest citizens who dwell in outlying areas, a problem the government sees as an untidy but acceptable means of thinning out the weak and undesirable from its population. On this occasion, however, the plague threatens the assets of a secret Pathfinder research project in the village of Wadi al-Hesr. The ravages of the plague pose a genuine threat to the mission and the complete lack of clerical healing has left the Rahadoumi Pathfinders little choice but to call for assistance from their superiors at the Grand Lodge in Absalom—a plea for the Society to defy the first Law of Man. To save the lives of their field agents, and to preserve their valuable research, the Decemvirate now calls upon the PCs to commit the Rahadoumi crime of First Heresy.

SUMMARY

The PCs begin the adventure just off the benighted coast of Rahadoum, where venture-captain and Magnimarian privateer Retief VanSchuyver gives them their mission—sneak Agosa Agion, an Osirian cleric of Sarenrae, into the country and deliver him to the village of Wadi al-Hesr, where he can assist in combating the Night Plague that troubles the populace. To accommodate this passage into the country, the Pathfinders have arranged for the PCs and their clerical cargo to sneak into country through

WHERE ON GOLARION?

The *First Heresy* takes place on the northern coast of Rahadoum, near the city of Manaket. Qassabah Heb Amar stands atop a seacliff overlooking the Inner Sea, and the adventure is contained within this location. You can learn more about Rahadoum in the *Pathfinder Chronicles Campaign Setting* or the forthcoming *Pathfinder Campaign Setting: The Inner Sea World Guide*.



the secret smuggler tunnels of the Rahadoumi fortress Qassabah Heb Amar, seat of El Makkra, the local bey.

Taking a small lighter from the ship, the PCs must battle the Inner Sea’s strong current and several night-shrouded obstacles along the shore to reach the smugglers’ sea cave entrance. Within they find that their expected contact is missing and that they must venture into the fortress on their own. In the cellars they discover the missing contact and the reason for his absence: a company of the Pure Legion—Rahadoum’s elite priest-hunting military force—has invaded the castle and now searches for any religious contraband on the premises after an anonymous tip from a Shadow Lodge agent. The contact advises the PCs not to travel up through the Pure Legion-ridden fortress and to instead take the old smugglers’ tunnels to reach a rear gate through which they can escape without discovery.

The PCs’ journey through these centuries-old tunnels brings them face to face with a haunting presence that has fed rumors and legends about the castle for generations. Deeper

THE HERESY OF MAN SERIES

First Heresy is the first part of The Heresy of Man series set in and around the godless nation of Rahadom on the Inner Sea's southern coast. All three parts of The Heresy of Man series are designed for Tier 5–9 and are meant to be played in order: *First Heresy* first, followed by *Where Dark Things Sleep*, and concluding with *Beneath Forgotten Sands*. If players at your table have previously played one of the later parts of this series, ask them to keep to themselves any information which might ruin the play experience of their fellow players.

in the smuggler's passages, the PCs discover evidence that one of the bey's ancestors was a practicing heretic who hid a vile shrine to Norgorber below the castle. Unfortunately the shrine's guardian, a dark stalker skeletal champion cleric, remains and attacks the PCs when they enter the long-abandoned chamber. As the PCs emerge into the castle proper, they encounter a small group of smugglers who are themselves hiding from the Pure Legion. Finally, the PCs find the rear gate blocked by a contingent of the Pure Legion and must sneak or fight their way through these soldiers in order to make their escape into the desert night.

GETTING STARTED

Read the following to get the adventure underway:

A single, dim lantern sheds uncertain light in the cabin of Venture-Captain Retief VanSchuyver. The deck of his ship, the *Maelstrom*, sways and rocks with the gentle swells in the predawn darkness off the coast of Rahadom. The captain scratches his patchy beard as he speaks.

"I'm not sure how much you know about the nation of Rahadom. Its position on the mouth of the Inner Sea keeps it prosperous enough, I think, but the strangest thing about the nation has nothing to do with trade. You may already know this, but they're not too keen on the gods. Any of 'em. Not Desna, nor Abadar, nor Gozreh, much less the bleaker crew like Asmodeus or Lamashtu. Them Rahadomi want nothing to do with them—had a war over 'em, in fact. Even Sarenrae can't get her foot in the door!"

The captain leans back, turns, and spits tobacco juice into a brass spittoon.

"Despite all that, Rahadom is a peaceful nation, eh. Education is highly valued, and civic duty held in high esteem. At least it hasn't had to deal with any religious wars in a long time. But turnin' your back on the gods has its downside. Famine always looms on their horizon. The desert claims more and more of their farmland every year, it seems. And, worst of all, plagues wreak stark havoc among 'em. Thousands die every year from one ailment or another for want of a decent cleric. They have

no power, no divine will, to stem the tide of disease, and they struggle and they starve and they die so dreamlessly, knowin' that when they enter the Boneyard, there'll be no deity to meet 'em there with open arms, no paradise waiting on the other side.

"Just lately, things have been much worse. A new plague sprang up several weeks ago in the outlying villages around Manaket—Rahadom's center of learning. They call it the Night Plague, and it's a killer. Very few infected have recovered from it but the handful who made it across the borders or out through the ports have been easily cured by clerical magic. This Night Plague's a killer, but it doesn't have to be.

"That brings me to why we're bobbing here off Rahadom's coast in the dead of night. Despite Rahadom's current social agenda, it's an ancient, storied land. There're a lot of secrets buried in those forgotten sands. As a result, let's just say that the Pathfinders have 'assets in place' in the area not 'officially' associated with the Swordmeet Lodge in Manaket and leave it at that. But with plague striking the area, and those assets having no clerical support, they are now in jeopardy. We've got to protect our people and their research, and to do that we've got to get a handle on this plague before it becomes epidemic, or at least shield our folks before they're exposed to it."

He looks up, his eyes dark and fierce. "So we're going to give Rahadom a little help... whether they like it or not."

He gestures behind him to a shadowed figure sitting on a sea-chest.

"This is Agosa Agion, a holy hand of Sarenrae and Pathfinder field operative."

A human male rises from his seat and bows low. He wears a desert dweller's robes on his slender frame and a green turban around his angular head. His forked beard is golden-colored and dyed with henna at its tips.

Captain VanSchuyver clears his throat and continues. "Agosa normally serves as a healer in the Sothis Lodge and his expertise should serve him well as a plague doctor. I don't intend for you folk to play nursemaid to a bunch of plague victims, that's what we've got Agosa here for, but getting him into the country and to the action is where you come in.

"Your job is to sneak him into Rahadom and get him to the village of Wadi al-Hesr, avoiding the nation's priest-hunting military forces—they're called the Pure Legion—and taking care of any 'entanglements' that you may run into along the way. For all the gods' sakes, don't let them know you're even in the country! Right now, we're anchored just off Rahadom's northern coast near the Qassabah Heb Amar. As far as the Rahadomi government knows, it is the home of Bey Sarkris El Makkra, jefe of several of the local villages. The truth is, the good bey uses his stronghold as a secret smugglers' port. Tonight, you are the smugglers, and Agosa here is your contraband. Get him into the tunnels where you'll meet one of the bey's servants; he'll direct you from there.

"Don't mess this thing up. Once you get Agosa to Wadi al-Hesr—only a few miles from the bey's fortress—he'll know

where to go. Questions? If not, then get to the tunnels before the tides change. Someone from the bey's staff is surely already waiting."

The PCs likely have additional questions about reaching the castle and what to do once they arrive. Below are Captain VanSchuyver's answers to the most common inquiries.

How do we get to the castle? "Head straight for shore from the *Maelstrom* and you'll see three lights—two from the main keep towers atop the cliff and one from the lower bastion. When the three lights form a face—two eyes and a nose—you'll know you're at the right angle to row straight toward them. This will bring you into the shore at an angle hidden from the towers. Hug the cliff face and row to the west on the inside of several small rocky sea stacks and shoals until you reach a sea cave at the base of the cliff upon which Qassabah Heb Amar sits. The cave will lead them to a smuggler's haven beneath the stronghold."

What do we do once we're in the tunnels? You'll be met on a small beach in the caves by Masur the Ill-favored, one of the bey's servants. He'll guide you through the stronghold and provision you with camels for the overland journey to Wadi al-Hesr."

Can you tell us anything else about Rahadom? "Not much more than's already been said. They're a godless nation and this plague is the result. Best way to learn about the land's to see it with your own eyes, so best get to shore, eh?"

What can you tell us about Agion? "The good priest is to be kept safe at all costs. While he is a Pathfinder, he usually serves as a healer far from direct danger. Let's keep it that way, shall we? You done dawdling and ready to hit the water?"

When they are ready to depart, the party boards their lighter, a flat-bottomed boat used for off-loading freight. It can hold up to eight Medium creatures and has oarlocks for four rowers. The PCs, all their equipment, and Agosa Agion can easily fit in the craft.

ACT I: NIGHT SHOALS

The stronghold looms high upon a sheer cliff above the benighted ocean, the crash of waves against the stone edifice carrying across the water. Three lighted windows gleam above the waves, and as the lighter moves in closer to shore, the windows align as a sort of face—two at an equal height like eyes and one below and between them like a mouth or nose. Now only jagged rocks, hidden shoals, and towering cliffs lie between the lighter and the smuggler's caves beyond.

As the PCs navigate the lighter toward the shore, they must avoid several shoreline hazards. These obstacles require the

RUNNING AGION

Agosa Agion is a NG male human cleric 7 of Sarenrae of Osirian descent. He is a member of the Pathfinders that specializes in healing. PCs must get him safely through the castle in order to succeed at their mission, but he is not intended to be a drag to the pace of the game or a crutch to be used by the PCs. He is an avowed pacifist who does not carry weapons or wear armor and only memorizes healing or otherwise curative spells (Wis 17). He hangs in back of the PCs and doesn't enter a room until the PCs have cleared it. As a result, Agion is not the target of any attacks by those adversaries that the PCs encounter. Individual Acts will deal with special circumstances involving him on a case-by-case basis.

While he is not intended to be used as a crutch, feel free to have him contribute some timely healing to the party if they are in desperate straights, and he can even serve as a voice of the GM to provide any hints or ideas that the PCs may be missing in order to complete the scenario successfully, though this should be done sparingly, if at all.

PCs to make a series of skill checks to keep the boat safe and on course. If any PC has ranks in Profession (sailor), she may attempt a DC 15 Profession (sailor) check anytime a skill check is required. If successful, she gains a +5 bonus on the skill check in question regardless of who is making the affected check. If multiple PCs have ranks in Profession (sailor), then only one can make the check, but the others can aid another to help ensure that PC's success.

The lighter has seats for four rowers and a place for one person to man the tiller, as well as benches for others and space for baggage. The players will need to determine who is manning what position prior to beginning Act 1, as different skill checks must be made by different individuals in the boat. These specifications are spelled out with each obstacle. Others can make aid another attempts to help that individual, even if they are not in the correct position to make the check themselves. Under no circumstances does Agosa Agion assist in any skill checks. He quickly becomes seasick and huddles in the bottom of the boat waiting for landfall.

The seas at the base of the cliff are rough and range from 6–21 feet deep (3d6+3). If a PC goes overboard or the boat capsizes, a DC 15 Swim check is required. Each obstacle tells how many successful swim checks a PC needs to reach the sea cave or to reach the nearest rock to avoid drowning. Once a PC reaches the sea cave (area 2a), the Swim DC immediately drops to 10, due to calming surf and shallower water (4 feet). Anyone clinging to a rock in the surf must make a DC 13 Reflex save (Tier 8-9: DC 17) each round or take 1d4 points of nonlethal damage from the pounding of the waves upon their exposed position. PCs who lose consciousness or fail the requisite

Swim checks are subject to drowning (*Pathfinder RPG Core Rulebook* 445).

Agosa Agion doesn't fall out of the boat, and automatically succeeds by reaching a nearby rock where he remains until the PCs mount a rescue (he does not lose consciousness unless the PCs leave him there for more than 20 minutes). A rescue attempt succeeds if the PCs make the necessary skill checks for that obstacle a second time.

Anyone thinking to swim to shore in order to climb the cliffs should quickly see that attempts to do so would result in being battered to death by the surf on the submerged boulders at the base of the cliff.

1a. Boulders

The PCs' route takes them between a pair of massive boulders, thrusting upward from the turbulent waters. The black rock blends in with the night-shrouded backdrop of the cliffs, so they are difficult to see until the boat is nearly upon them. If any PC in the boat makes a DC 14 Perception or Survival check (Tier 8–9: DC 17), he notices the telltale froth of the water at the base of the boulder. If such a check succeeds, it provides a +5 circumstance bonus on the following Strength checks.

When the boat nears the boulders, the party must make three DC 15 Strength checks (Tier 8–9: DC 20) to keep the craft from crashing into the rocks. These Strength checks can be made by anyone in the boat other than the PC at the tiller. On a failed check, each PC must make a DC 13 Reflex save (Tier 8–9: DC 17) or be thrown from the boat. Five Swim checks are needed to reach the sea cave from here, but no such checks are required to reach a rock since they are directly at hand.

1b. Submerged Shoal

The boat next comes upon a submerged shoal hidden beneath the waves. Spotting the shoal before running aground requires a DC 18 Perception or Survival check (Tier 8–9: DC 23). If a PC notices the hazard beforehand, the PC at the tiller may make a DC 17 Strength check (Tier 8–9: DC 22) to avoid it. If no PC spots the shoal in time, the lighter runs aground and becomes stuck. Getting the boat free requires that one or more PCs climb out and onto the shoal (where the water is only a foot deep). Anyone that climbs out can attempt the DC 22 Strength check (Tier 8–9: DC 26) necessary to push the boat free. This check can be attempted once each round as a standard action. Likewise each round that the boat remains run aground, anyone standing on the shoal must make a DC 15 Strength check or be swept into the water.

From this location, it requires three Swim checks to reach the sea cave or one check to reach the nearest rock. Alternatively, a PC may swim back to the shoal with

one successful Swim check, but he must then continue making Strength checks each round to avoid being swept away again.

1c. Whirlpool

As the lighter nears the cave mouth, the swirling tides spontaneously form a whirlpool. Anyone making a DC 20 Survival check (Tier 8–9: DC 24) notices the swirl of the waters moments before the whirlpool forms and can shout a warning. If this happens, the PC at the tiller can make a DC 15 Reflex save (Tier 8–9: DC 19) and avoid the obstacle altogether. If no one notices the whirlpool beforehand, it forms just as the boat attempts to cross it. At this point, anyone rowing or at the tiller must make two consecutive DC 18 Strength checks (Tier 8–9: DC 23) to steer the boat out of the grip of the current. If any PC fails at either of these checks, the boat capsizes, throwing all aboard into the water. Fortunately, the whirlpool dissipates just as the boat capsizes, but not before the boat itself is holed and sinks to the bottom. A swimming PC must make two Swim checks to reach the sea cave from here or one check to reach the nearest rock. If the boat was capsized, those stuck on a rock cannot be rescued and need to swim for the cave or be rescued in some other way.

Mission Notes: PCs of the Andoran faction should record their route through the shoals as they attempt to map the route to and through the smugglers' tunnels.

ACT 2: QASSABAH HEB AMAR

Qassabah Heb Amar is an ancient Rahadoumi fortress that sits on 100-foot cliffs above the Inner Sea. Long the seat of the El Makkra family, it has served equally long as a smuggler's haven for those wishing to avoid the government's tariffs and smuggle illegal goods into the country. Sprawling along the cliff's edge, the fortress consists of multiple buildings connected by winding corridors and a pair of courtyards. Just beyond the complex's walls grows an orange grove—the pride and joy of the El Makkra—which serves as a concealing screen through which to move illegal goods when prying eyes may be about.

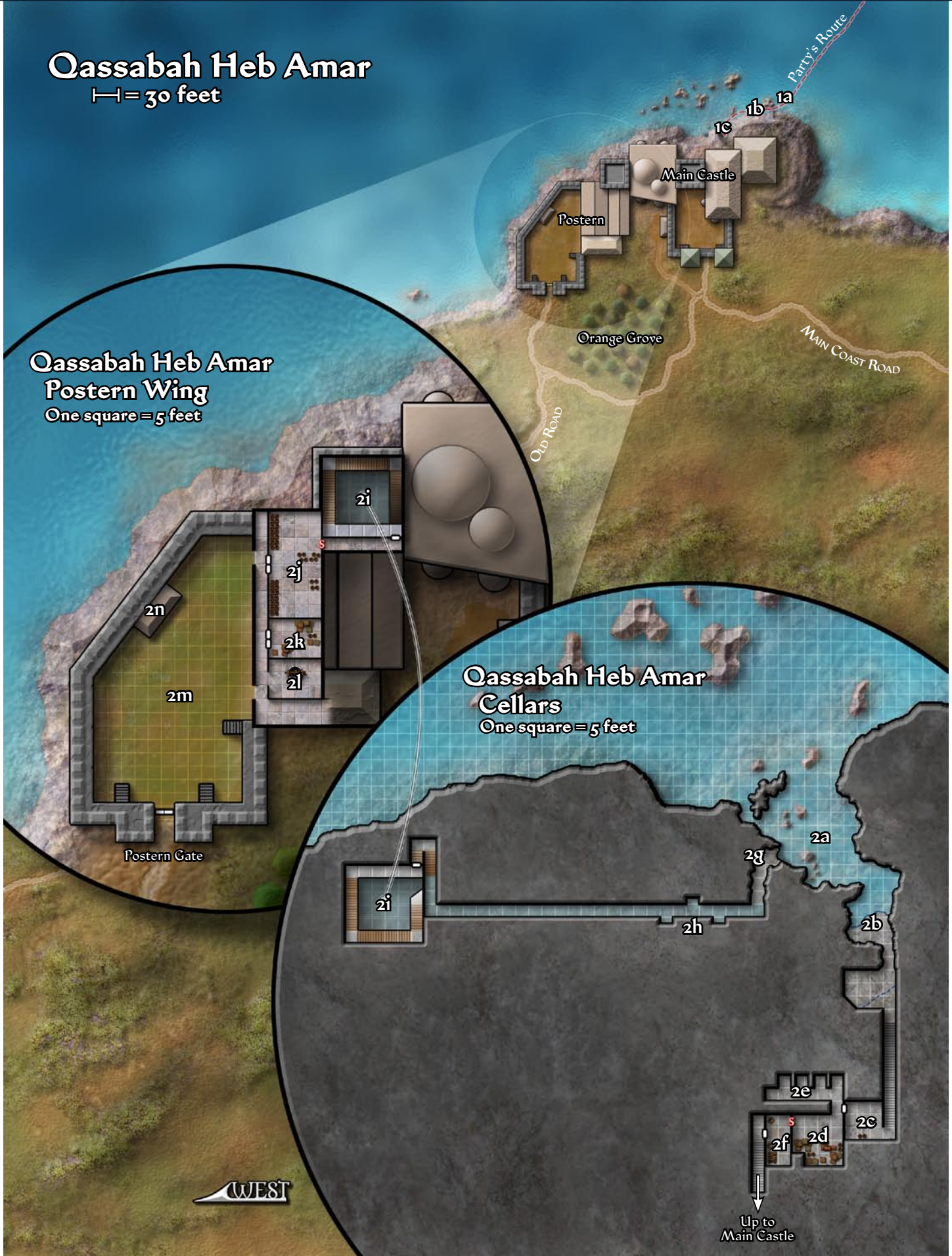
Most of the qassabah does not come into play in this scenario, though PCs will find themselves in the Postern Yard, the cellars, and the network of smuggler's tunnels connecting the castle to sea cave below.

2a. Sea Cave

The smugglers use this sea cave to import and export their myriad illicit goods. The water is shallow and the floor sandy and smooth. The passage leading to area **2b** is fairly obvious, but the entrance at **2g** is obscured

Qassabah Heb Amar

1 square = 30 feet



Qassabah Heb Amar

Postern Wing

One square = 5 feet



Qassabah Heb Amar

Cellars

One square = 5 feet



by shadows and various rock formations and requires a DC 30 Perception check to notice. The tide is rising as the PCs arrive, and at high tide, the water here reaches a depth of 10 feet.

2b. Smugglers' Landing

This sandy beach is covered with footprints and drag-marks—tracks left by the smugglers earlier in the day. At high tide, the beach and chamber beyond are covered in 3 feet of water that ends at the dotted line marked on the map. At such times, smugglers simply pull their skiffs and boats all the way up to the stairs where iron rings have been driven into the walls for moorings.

The servant the PCs were told would be awaiting them at the beach is nowhere to be found, but the stairs up into the keep lie, very obviously, ahead. The tide is coming in and the water mark is evident, so the PCs may want to tie off their boat on one of the iron rings as the beach begins to flood.

2c. Cave Stair

This lower cellar of the fortress was hollowed out from the rock of the cliff. A stair was cut through the floor that leads down to the sea cave. A pair of rotting barrels stands against one wall. One is filled with sea brine and now inhabited by small crabs and the other holds the moldering remains of a bolt of Vudrani silk smuggled here long ago and forgotten (now rotten and worthless).

2d. Smugglers' Stores

This secret cellar is hidden from the rest of the qassabah by a secret door in the west wall, though it is quite obvious from this side. Here smuggled goods are stored until they can be moved inland by camel caravan or out of the country by ship. A number of bales, barrels, and crates are stacked in the southern portion of the room. Most hold imported liquor, spices, and assorted odds and ends of a semi-valuable nature. They could be worth quite a bit if sold on the black market but are individually of fairly low value and extremely bulky.

2e. Slave Cells

Small hollows are cut into the stone of this deep storeroom and iron manacles are set into the walls. Here living contraband is stored as it is smuggled into Rahadom, destined for private slave markets and illegal blood sport. PCs who search the room find scatterings of fresh straw on the floor and crusts of bread not yet entirely consumed by rats; these cells have seen use in the last week or so and are clearly still serving their primary function.

Mission Notes: Andoran faction PCs should be interested in this chamber's purpose and recent use.

2f. Lower Storeroom (CR 5 or CR 8)

This storage cellar is low and musty, holding a number of pieces of discarded furniture stacked to the south along with four large wicker baskets that appear to hold the remains of some putrefying root vegetable. A door exits to the east where a stair ascends into the fortress, and the ceiling of that wing of the room is the underside of the stair. Tucked into the hollow beneath the stairs is a small closet. A slight gasp of air escapes from behind its wooden door.

This secondary storeroom holds only old furniture and a few baskets of rotting rutabagas. It does not see much use within the fortress by design, since it also serves as the hidden entrance to the smugglers' tunnels beneath the cliffs. A secret door in the east wall can be found with a DC 25 Perception check. Beneath the stair is a closet, and hidden in that closet is Masur the Ill-favored, servant of the Bey El Makkra in all things.

Creatures: The party does not have long to take in their surroundings, as the round after they enter the room the tread of many heavy feet thunder on the stairs outside the room. On the next round, a small Pure Legion squad enters the room. The anti-religion soldiers have come to the castle on an anonymous tip that contraband of a religious nature was being smuggled within. They are not aware of the smugglers' tunnels but are searching the fortress for anything of the like. Agosa stays out of the fight, hiding in area 2e until the conflict ends.

Tier 5–6 (CR 5)

PURE LEGION SOLDIERS (2)	CR 1
Male human fighter 2	
LN Medium humanoid (human)	
Init +2; Senses Perception +2	
DEFENSE	
AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)	
hp 22 (2d10+6)	
Fort +5, Ref +2, Will +2; +1 vs. fear	
Defensive Abilities bravery +1	
OFFENSE	
Speed 20 ft.	
Melee mwk scimitar +5 (1d6+2/18–20)	
Ranged composite shortbow +4 (1d6/x3)	
TACTICS	
Before Combat The soldiers attempt to block all exits from the room, deferring to their captain for different orders.	
During Combat The soldiers charge into melee with their scimitars.	
Morale The soldiers are bored and think the PCs nothing more than ordinary smugglers. They don't even consider the possibility of retreat until it is too late.	

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 16
Feats Combat Expertise, Godless Healing, Iron Will, Power Attack
Skills Intimidate +4, Perception +2, Ride +1, Sense Motive +2
Languages Common, Osiriani
Gear chainmail, masterwork scimitar, composite shortbow with 15 arrows, masterwork manacles

SPECIAL ABILITIES

Feat To compensate for their lack of divine healing, the people of Rahadoum have developed the Godless Healing feat, a specialized technique to ignore injury. Once per day, when a Pure Legion Soldier is at 11 hit points or fewer, he can heal 2 hit points as a move action. See *The Inner Sea World Guide* for more information.

PURE LEGION CAPTAIN **CR 3**

Male human fighter 4
LN Medium humanoid (human)
Init +1; **Senses** Perception +2

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 40 (4d10+12)
Fort +6, **Ref** +2, **Will** +1; +1 vs. fear, +1 vs. divine effects
Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.
Melee mwk falchion +9 (2d4+6/18–20) or punching dagger +7 (1d4+4/x3)
Ranged mwk heavy crossbow +6 (1d10/19–20)

TACTICS

Before Combat The captain orders his men to surround the PCs and attempts to intimidate them into surrendering. If they do not, he directs his soldiers to attack.
During Combat The captain fires at obvious spellcasters while his men charge. He then closes with his falchion for melee, trying to flank against tough-looking opponents.
Morale Something of a gloryhound, the captain doesn't think to flee or call for help until it is too late.

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12
Base Atk +4; **CMB** +6; **CMD** 17
Feats Combat Reflexes, Dazzling Display, Godless Healing, Skill Focus (Intimidate), Weapon Focus (falchion), Weapon Specialization (falchion)
Skills Intimidate +11, Linguistics +1, Perception +2, Ride +1, Sense Motive +3
Languages Common,
SQ armor training 1
Gear masterwork splint mail, masterwork falchion, masterwork heavy crossbow with 10 bolts, punching dagger, *robe of the pure legion* +1, captain's insignia (Tier 5–6 only), 40 gp

SPECIAL ABILITIES

Feat To compensate for their lack of divine healing, the people of Rahadoum have developed the Godless Healing feat, a specialized technique to ignore injury. Once per day, when a Pure Legion Captain is at 20 hit points or fewer, he can heal 4 hit points as a move action. See *The Inner Sea World Guide* for more information.

Tier 8–9 (CR 8)

PURE LEGION CAPTAINS (3) **CR 3**

hp 40 (use the stats from Tier 5–6)

TACTICS

Before Combat The captains attempt to block all exits from the room, deferring to their commander for different orders.
During Combat The captains charge into melee with their falchions.
Morale The captains are bored and think the PCs nothing more than ordinary smugglers. They don't even consider the possibility of retreat until it is too late.

PURE LEGION COMMANDER **CR 6**

Male human fighter 7
LN Medium humanoid (human)
Init +1; **Senses** Perception +3

DEFENSE

AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)
hp 67 each (7d10+21)
Fort +7, **Ref** +3, **Will** +4; +2 vs. fear
Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.
Melee +1 *halberd* +13/+8 (1d10+8/x3) or short sword +10/+5 (1d6+4/19–20)
Ranged mwk heavy crossbow +9 (1d10/19–20)
Special Attacks weapon training (pole arms +1)

TACTICS

Before Combat The commander orders his men to surround the PCs and attempts to intimidate them into surrendering. If they do not, he directs his soldiers to attack.
During Combat The commander fires at obvious spellcasters while his men charge. He then closes with his halberd for melee, trying to flank against tough-looking opponents.
Morale Something of a gloryhound, the commander doesn't think to flee or call for help until it is too late.

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12
Base Atk +7; **CMB** +10; **CMD** 22
Feats Combat Reflexes, Dazzling Display, Godless Healing, Intimidating Prowess, Iron Will, Skill Focus (Intimidate), Weapon Focus (halberd), Weapon Specialization (halberd)
Skills Intimidate +17, Linguistics +1, Perception +3, Ride +4, Sense Motive +7
Languages Common, Osiriani
SQ armor training 2

NEW MAGIC ITEM

ROBE OF THE PURE LEGION

Aura faint abjuration; **CL** 5th

Slot shoulders; **Price** 750 gp (+1), 3,000 gp (+2), 6,750 gp (+3), 12,000 gp (+4), 18,750 gp (+5); **Weight** 1 lb.

DESCRIPTION

This traditional Rahadoumi garment in the white and gold colors of the Pure Legion acts identically to a *cloak of resistance*, except its resistance bonus only applies to saving throws against spells, spell-like effects, and supernatural abilities from a divine spellcaster or a source such as an outsider that serves a deity.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the robe's bonus; **Cost** 375 gp (+1), 1,500 gp (+2), 3,375 gp (+3), 6,000 gp (+4), 9,375 gp (+5)



Gear masterwork banded mail, +1 halberd, masterwork heavy crossbow with 10 bolts, short sword, *ring of protection* +1, commander's insignia, 6 pp

SPECIAL ABILITIES

Feat To compensate for their lack of divine healing, the people of Rahadom have developed the Godless Healing feat, a specialized technique to ignore injury. Once per day, when a Pure Legion Commander is at 33 hit points or fewer, he can heal 7 hit points as a move action. See *The Inner Sea World Guide* for additional information.

Development: Whether the PCs defeat the Pure Legion soldiers or elude them completely, Masur soon leaves his hidey-hole under the stairway and finds them.

A small, ugly man approaches you obsequiously, constantly bowing and lowering his eyes. He doffs his fez and throws himself on the ground.

"Oh, effendi! A thousand blessings be upon you! And a thousand pardons for Masur the Ill-favored, your poor and humble slave. I have failed in my duty, and I beg and crave your forgiveness. I was to meet with you below on the beach, but something terrible has happened. While we were preparing for your arrival, who should arrive at our gates but an entire company of the accursed Pure Legion! May they be smitten with the mangle of a thousand jackals."

Masur fairly trembles with righteous fury and pants to catch his breath.

"Though we have longed for your esteemed presence and

have yearned to show you all the delights of Qassabah Heb Amar, the blessed Bey El Makkra sends word that you may not ascend to the rooms above. For, if you do, you will certainly be captured by the Pure Legion"—at this Masur spits on the ground—"and that would be tragedy indeed. The bey cares not for his own security, but for yours alone, I assure you. I am bidden to take you to another route, whereby you may pass through the stronghold undetected and go on your blessed way in safety."

The small man bows again and once again covers his balding head with his fez.

Masur leads the PCs back to area **2b**, which is beginning to flood with the rising tide. He explains that there is an old pathway that hasn't been used in years but assures the party that it will lead them to the southern postern gate of the stronghold. They need merely take their boat along the south wall of the sea cave until they find an old ladder leading to a small tunnel. He says he has arranged for camels to be left at the postern gate for the party's escape. Masur instructs them to take the camels and ride to the south, taking the Old Road west of the orange groves. This route will take them to their destination while avoiding the Pure Legion stationed at the main gate. If PCs have already discovered area **2g**, they should be not be surprised to find it leads deeper into the tunnel complex.

Masur will by no means go with the party through the tunnels; much has to be done above—soldiers to be schmoozed, drinks to be liberally poured, servants to be reassured, camels and gear to be prepared—to ensure that the PCs can escape the stronghold unnoticed.

Treasure: Hidden among the room's odds and ends, and apparently mistaken at one point for a dust cloth (DC 16 Perception to locate), is an old *dead man's shroud** forgotten here by a smuggler long ago.

*See page 55 of *Seekers of Secrets*.

Mission Notes: Andoran faction PCs need to map all rooms from the sea cave to area **2f** as well as the secret door's location. Osirion faction PCs may give the rare book from the Sapphire Sage to Masur, who promises to deliver it directly to his master once the Pure Legion has left. Chelixa faction PCs may find Masur the Ill-favored a likely candidate to be compromised in order to get close to El Makkra. Finally, Taldor faction PCs should be interested in the Pure Legion officer's uniform insignia. If a member of the Taldor faction asks Masur anything about the alleged haunting of Qassabah Heb Amar, he

looks perplexed and states that he knows nothing of such things (he is telling the truth).

Rewards: If the PCs defeat or elude the Pure Legion and discover the abandoned cloak, reward each tier thusly:

Tier 5–6:

Give each player 757 gp.

Tier 8–9:

Give each player 1,400 gp.

2g. Abandoned Landing

This landing is difficult to spot from the sea cave (area 2a) for those who don't know where to look. It is an alcove 10 feet above the waterline. Rusted iron handles are still embedded in the wet walls, providing a means to climb up to the alcove. The tunnel beyond quickly descends before turning to the west.

If the PCs discover this area and venture toward area 2h before meeting Masur, Agion mentions that he thought they were supposed to find one of the bey's servants near the landing and suggests the party further explore that area before traveling farther down this tunnel.

2h. Haunted Hall (CR 6 or CR 9)

The short slope descends to a dark hallway, its walls and ceiling gilded with smudged and incomprehensible mosaics and shallow alcoves opening to the sides. Wide cracks and fissures in the ancient rock allow the rising tide to infiltrate this corridor, and the floor is awash in swirling sea water. The air reeks of rot and brine.

Once a simple access to the smuggler cave in the days of a previous Bey El Makkra, this alcoved hall has not seen use for many years from any living creature larger than a rat. Its floor is covered in silt, and at high tide floods to a depth of 3 feet. It winds for some distance beneath the fortress before reaching the old wine cellar tower. Two feet of tide water currently stands on the floor, creating conditions similar to a shallow bog (counts as difficult terrain and increases all Acrobatics DCs by 2).

This is the final resting place of Sa'ad Bakir, scion of the Bakir family of Katheer and an ambitious thief. A century ago, Sa'ad sought to steal from that day's bey, Awirs El Makkra. He did not seek to purloin a rare jewel or enchanted treasure; Sa'ad sought to steal away with Ahira, the daughter of the worthy bey.

Sa'ad was ambitious and smitten, but he was also sloppy. He and his young lover didn't even make it to the courtyard before they were captured by the bey's faithful soldiers. Ahira was returned to her opulent quarters, but Sa'ad was shackled and brought to the chambers beneath the stronghold to face Awirs's displeasure.

GM TIP

Haunts are residual undead manifestations that function similarly to traps. When a haunt is triggered, it activates at initiative rank 10 in the surprise round. Any PC who notices it can act on his own initiative in the surprise round. Normally a PC can only make a notice check when a haunt manifests, but spells such as *detect chaos/evil* or *detect undead* grant a free Perception check at a –4 penalty prior to the haunt's activation. Unless the haunt is reduced to 0 hp by taking positive energy damage before acting in the surprise round, its effects occur as listed. For more information on haunts, see *GameMastery Guide* 243.

For days, Awirs and his henchmen tortured the handsome young man until finally the El Makkra showed Sa'ad a beautiful hourglass. The brutes let 30 heartbeats of sand into the glass and plunged Sa'ad's head into a basin of sea water, choking off his breath until the sand ran out, then pulled him up, allowing him to breathe once more. Then they submerged him again and yet again, each time slowly increasing the number of heartbeats, pushing Sa'ad to the utmost limits of his endurance. This game much amused the El Makkra, a secret devotee of the god of murderers, and they continued to experiment with it until poor Sa'ad thought he would go insane.

One day, the broken thief awoke upon the floor, beaten, exhausted, and half-drowned, but unbound. Hearing voices from above and fearing recapture, he pulled himself to his feet and fled deeper into the tunnels. Slogging through the brine in this very tunnel, Sa'ad finally succumbed to injury and fatigue, falling in a faint and drowning in the passageway.

Haunt: Sa'ad Bakir's pointless and painful death has caused a haunt to manifest within this hallway. When any humanoid creature enters the hallway during the high tide, the haunt manifests. Normally, its effects (*deep slumber*) wouldn't be life-threatening, but for the 2 feet of water covering the floor... and the rats (see below). Any unconscious character is in danger of drowning (*Pathfinder RPG Core Rulebook* 445).

Agosa falls victim to the haunt's sleep effect immediately but is fortunate enough to land in a seated position slumped against the wall so that his head remains above water. No other victims are so lucky. A sleeping victim can be propped up against the wall above the water level as a standard action, but has a 35% chance of being knocked back over into the water each round that combat occurs in an adjacent square.

Creatures: To make matters worse, the haunt is not the only thing to inhabit this corridor. Dwelling in the fissures in the walls is a pack of rats. They swim out

to attack in the first round after the haunt appears but are unaffected by the sleep effect themselves. They are starving and fight to the death.

Tier 5–6 (CR 6)

THE DROWNED THIEF

CR 5

CE haunt (5-ft.-by-25-ft. hallway)

Caster Level 5th

Notice Perception DC 20 (to hear a faint splashing sound)

hp 10; **Trigger** proximity; **Reset** 1/hour

Effect When this haunt is triggered, an image of a battered and obviously tortured Keleshite man appears, soaking wet, dripping hair matted with salt, and coughing up gouts of sea water. He holds a large, ornate hourglass tightly with both hands. As he upends the glass, all humanoid creatures in the hallway are targeted by a *deep slumber* spell with no HD limit (save DC 14).

Destruction Sa'ad's body was devoured by vermin long ago, but if someone were to discover the means of his demise (including the tortures he endured in area 2i) and report it to his family, his spirit will find rest.



DIRE RATS (5)

CR 1/3

hp 5 (*Pathfinder RPG Bestiary* 232)

Tier 8–9 (CR 9)

THE DROWNED THIEF

CR 8

CE haunt (5 ft. by 30 ft. hallway)

Caster Level 8th

Notice Perception DC 25 (to hear a faint splashing sound)

hp 16; **Trigger** proximity; **Reset** 1/hour

Effect When this haunt is triggered, an image of a battered and obviously tortured Keleshite man appears, soaking wet, dripping hair matted with salt, and coughing up gouts of sea water. He holds a large, ornate hourglass tightly with both hands. As he upends the glass, all humanoid creatures in the hallway are targeted by a heightened *deep slumber* spell with no HD limit (save DC 17).

Destruction Sa'ad's body was devoured by vermin long ago, but if someone were to discover the means of his demise (including the tortures he endured in area 2i) and report it to his family, his spirit will find rest.

RAT SWARMS (2)

CR 2

hp 16 (*Pathfinder RPG Bestiary* 232)

Treasure: A thorough search of the alcoves (DC 22 Perception check) turns up a thin bracelet of fine copper links caught in a tiny crack in the floor. A small medallion on the bracelet bears the inscription “Bakiri al-Katheer” (The Bakirs of Katheer). The bracelet is of little material value but may hold sentimental value to the owner's family.

Mission Notes: Qadira faction PCs should take an interest in the haunt and the copper bracelet. If they do not piece together the identity of the drowned Keleshite man, allow them a DC 20 Knowledge (local) check to recognize him.

2i. Wine Cellar (CR 6 or CR 9)

This cellar occupies the lower reaches of the castle's western keep tower. It is cool and dark and descends into the very rock of the cliff, with a hollow interior accessed by a winding wooden stair that climbs around its inside circumference.

The door opens onto a dark, dank chamber—a great hollow space that rises into the heights of the fortress above and descends into darkness below. A narrow limestone shelf, without rail or lip, hugs the wall near the doorway, and leads to a rickety wooden stair that clings precariously to the wall and winds its way around the circumference of the chamber to a similar ledge above. The walls of the chamber, starting at the level of the limestone walk and ascending to the top of the chamber 100 feet above, are a honeycomb of small alcoves. Many of these are dusty and cobweb filled but some still hold wooden racks containing an assortment of smoked-glass bottles and dark-stained barrels—most shattered and ruined but a few still intact.

The rush of the surf can be heard from below where, 10 feet down, the bottom reaches of the chamber fill with the surging foam of high tide through what must be hidden inlets from the sea. A narrow metal ladder descends to this turbulent stew from the limestone walkway, and the rusted skeletons of several metal implements or furnishings break the surface of the roiling surf. The salty smell of the sea is strong here, mixed with an acrid taint.

Qassabah Heb Amar contains more than mere smugglers' tunnels; a century past, the El Makkra (the current El Makkra's great-grandfather) committed the ultimate heresy and led a small but devout cult dedicated to Norgorber, the Reaper of Reputation. This cult worked to further the will of the one they called Blackfingers by concocting virulent poisons from the local flora and fauna and smuggling them to assassins and murderous adherents of Norgorber throughout the Inner Sea region. The poisons were concocted in the lab and torture chamber that existed at the bottom of this subterranean tower and were then stored among the

many hundreds of barrels and bottles of wine that filled the chamber's wall niches that comprised El Makkra's vast wine cellar here—distinguishable from the harmless vintages only by an elaborate coded storage system. The cult died out and dispersed when the El Makkra fell victim to one of his own poisons due to the simple bungling of a new servant who misread a label, and knowledge of the cult faded over the years as the wine cellars were moved into the newly built eastern wing of the fortress and the secret door was forgotten.

The current bey knows only vague rumors of such a cult and secret room, but has no idea where it is in the qassabah or if, in fact, it even exists.

The wine cellar's niches are each 3 feet high, 2 feet wide, and 2 feet deep and require a DC 15 Acrobatics check for anyone larger than size Small to balance on the edge of one. Creatures that are Huge or larger cannot do so at all. The niches are separated by 5 feet on all sides and could be used as a means of scaling the walls of the room with a DC 15 Climb check. The stairs themselves are shaky but sound. They ascend at a 45-degree angle and are considered difficult terrain except at the corner landings.

The flooded lower portion of the chamber once served as the poisonmakers' lab and the cult's torture chamber, all concealed beneath an illusory floor that has long since vanished. The metal items are the rusted remains of furnishings and torture devices, ruined but still visible above the surf. The inlets were once controlled by valves and could be used to fill large vats, but have since rusted and deteriorated until they simply fill the lower portion of this room every high tide and then drain again with each low tide. At high tide, the floor is only 5 feet deep in sea water.

Creatures: While the former Bey El Makkra still led the evil cult in this chamber, he employed a dark stalker to act as temple guardian. Though the cult ceased its activities, the guardian—now long dead—remained, empowered even in death by the strength of his oath. Now a skeletal champion, the dark stalker still holds the chamber sacred from all intrusion until such time as one of the faithful should return to renew its dedication to Blackfingers. Unless the PCs are accompanied by an obvious worshiper of Norgorber, the guardian—who begins on the uppermost wooden walkway by the exit—attacks with a religious fervor once they begin to climb the stairs or otherwise ascend. Until then it hides in the shadows and watches. It does not target Agosa, saving the seemingly defenseless individual for last.

Tier 5–6 (CR 6)

DARK GUARDIAN **CR 6**

Dark stalker skeletal champion cleric of Norgorber 2 (*Pathfinder RPG Bestiary* 54, 252)

NE Medium undead

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +8

DEFENSE

AC 19, touch 15, flat-footed 14 (+2 armor, +5 Dex, +2 natural)

hp 58 (10d8+12)

Fort +6, **Ref** +7, **Will** +9; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee 2 short sword +13/+13/+8 (1d6+3/19–20 plus poison)

Special Attacks death throes, channel negative energy 4/day (DC 12, 1d6), sneak attack +3d6

Spell-Like Abilities (CL 6th; concentration +7)

At will—*deeper darkness*, *detect magic*, *fog cloud*

Domain Spell-Like Abilities (CL 2nd; concentration +2)

3/day—touch of evil (1 round)

At will—lore keeper (17)

Cleric Spells Prepared (CL 2nd; concentration +2)

1st—*inflict light wounds* (DC 11), *protection from good*^D, *shield of faith*

0 (at will)—*bleed* (DC 10), *detect poison*, *guidance*, *resistance*

D Domain spell; Domains Evil, Knowledge

TACTICS

Before Combat When the PCs enter, the guardian casts *shield of faith* and applies poison to both of his swords. When the PCs begin to climb the stairs or ascend by other means, the guardian steps onto the limestone walkway and casts *deeper darkness* to shroud the tower in darkness.

During Combat In battle, the dark guardian attempts to stay in darkness to utilize his sneak attack, channeling negative energy if he becomes surrounded by foes. If the majority of the PCs make it out of the darkness, he scales the walls and casts *deeper darkness* on the other landing as well.

Morale The dark guardian never retreats except to heal under cover of darkness in order to sneak attack again, and fights to the death to eradicate all who dare violate his sacred site. If the PCs flee, it pursues them relentlessly.

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 9, **Wis** 11, **Cha** 13

Base Atk +7; **CMB** +10; **CMD** 25

Feats Double Slice, Improved Initiative^B, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Climb +14, Knowledge (religion) +4, Linguistics +3, Perception +8, Sleight of Hand +11, Stealth +18, Swim +9;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Common, Dark Folk, Undercommon

SQ aura, poison use

Combat Gear *wand of inflict moderate wounds* (8 charges), black smear (6); **Other Gear** leather armor, 2 short swords, silver holy symbol, 40 gp

SPECIAL ABILITIES

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball*

that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC (DC 14) Reflex save halves this damage. The dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark stalkers use black smear poison on their weapons and generally carry 6 doses on them.

Black Smear—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Tier 8–9 (CR 9)

DARK GUARDIAN CR 9

Dark stalker skeletal champion cleric of Norgorber 5
(*Pathfinder RPG Bestiary* 54, 252)

NE Medium undead

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +9

DEFENSE

AC 21, touch 16, flat-footed 15 (+3 armor, +5 Dex, +1 dodge, +2 natural)

hp 78 (13d8+18)

Fort +7, **Ref** +8, **Will** +11; channel resistance +4

DR 5/bludgeoning;

Immune cold, undead traits

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee 2 short swords +15/+15/+10 (1d6+3/19–20 plus poison)

Special Attacks death throes, channel negative energy 4/day (DC 13, 3d6), sneak attack +3d6

Spell-Like Abilities (CL 6th; concentration +7)
At will—*deeper darkness*, *detect magic*, *fog cloud*

Domain Spell-Like Abilities (CL 5th; concentration +6)
4/day—*touch of evil* (2 rounds)
At will—*lore keeper* (21)

Cleric Spells Prepared (CL 5th; concentration +6)

3rd—*dispel magic*, *magic circle against good*^D
2nd—*align weapon* (evil only)^D, *death knell* (DC 13), *silence*
1st—*bane* (DC 12), *cause fear* (DC 12), *inflict light wounds* (DC 12), *protection from good*^D, *shield of faith*
o (at will)—*bleed* (DC 11), *detect poison*, *guidance*, *resistance*

D Domain spell; Domains Evil, Knowledge

TACTICS

Before Combat When the PCs enter, the guardian casts *shield of faith* and applies poison to both of his swords. When the PCs begin to climb the stairs or ascend by other means, the guardian casts *deeper darkness* to shroud the tower in darkness, then casts *silence* on himself.

During Combat In battle, the dark guardian attempts to stay in darkness to utilize his sneak attack, channeling negative energy if he becomes surrounded by foes. If the majority of the PCs make it out of the darkened portion of the room, he scales the walls and casts *deeper darkness* on the other landing as well, dismissing *silence* as needed to cast spells later in battle.

Morale The dark guardian never retreats except to heal under cover of darkness in order to sneak attack again, and fights to the death to eradicate all who dare violate his sacred site.

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 9, **Wis** 13, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 28

Feats Combat Reflexes, Dodge, Double Slice, Improved Initiative^B, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Climb +15, Knowledge (religion) +6, Linguistics +3, Perception +9, Sleight of Hand +11, Stealth +18, Swim +9; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Dark Folk, Undercommon

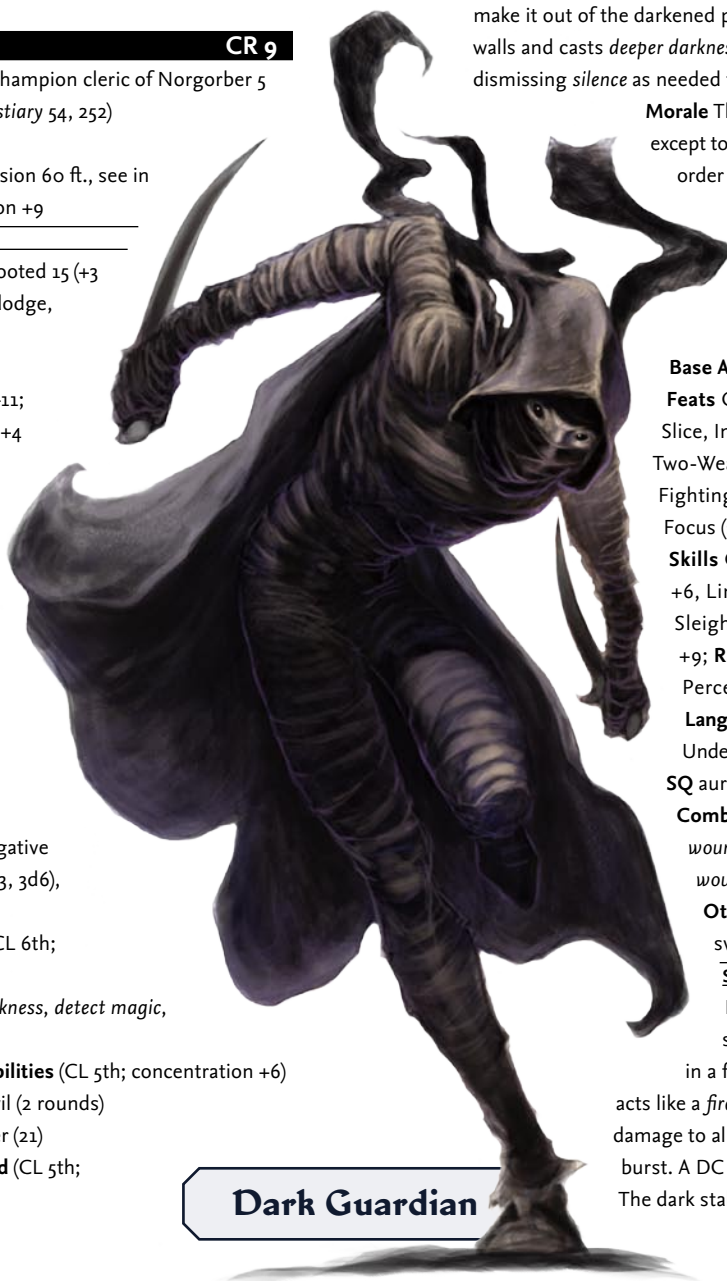
SQ aura, poison use

Combat Gear *potion of inflict serious wounds*, *wand of inflict moderate wounds* (16 charges), black smear (6);

Other Gear +1 *leather armor*, 2 short swords, silver holy symbol, 85 gp

SPECIAL ABILITIES

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 14 Reflex save halves this damage. The dark stalker's gear and treasure are



Dark Guardian

unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark stalkers use black smear poison on their weapons and generally carry 6 doses on them.

Black Smear—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Development: A search through the detritus at the bottom of the shaft (DC 17 Perception check; DC 21 for Tier 8–9) uncovers several things: the apparatus and equipment of both a torture chamber and alchemist’s lab (now completely corroded and useless), the iconography of a shrine to Norgorber (Knowledge [religion] DC 13), and the broken remains of a large, ornate hourglass (recognizable as the one carried by the haunt in area 2h) lying next to a chair set with manacles and hinged to allow its occupant to be dunked beneath the water in one of the catch basins for the sea inlets. It was here that Sa’ad Bakir was held captive and tortured, and the clues from the haunting in the hallway combined with this evidence should give the PCs a fairly clear idea of what happened to the ill-fated lover.

Treasure: A DC 23 Perception check (Tier 8–9: DC 27) while searching the wine casks and bottles turns up a bottle that holds 3 doses of a *potion of neutralize poison* and another that holds a rolled up *scroll of interposing hand*. A third bottle also contains a fine, scented powder identifiable as *incense of meditation*.

Mission Notes: Any Cheliox faction PCs that discover the shrine of Norgorber may use it as blackmail material against the current Bey El Makkra. Taldor faction PCs may now piece together the ghostly tale of the Haunting of Qassabah Heb Amar from the haunt in area 2h and the torture implements in the bottom of this chamber. These clues and a successful DC 15 Intelligence check reveal the full account of Sa’ad Bakir’s miserable fate as listed on page 11.

Rewards: If the PCs defeat the dark guardian and find the potion and scroll, reward each tier thusly:

Tier 5–6:

Give each player 760 gp.

Tier 8–9:

Give each player 986 gp.

2j. Barrel Stores

Dozens of barrels stand stacked against the far wall of this unoccupied storeroom, while many more are strewn about haphazardly on the floor. Something on the floor near the western door glints with silver.

OPTIONAL ENCOUNTER

The encounter in area 2j is optional. If there are more than 2 hours remaining for the PCs to complete the scenario, then run the smuggler fight as normal. If there are less than 2 hours remaining, then the smugglers are not present in this room. See the treasure section below on what PCs find in the room if the encounter is skipped.

Barrels used for both smuggling and more mundane storage are kept here for cleaning between uses. A secret door in the east wall can only be found with a DC 30 Perception check and has not been opened in centuries.

Creatures: A group of smugglers that sometimes work for the bey El Makkra were in the postern yard when the Pure Legion arrived surprisingly at the main gate. When a contingent came to the postern gate as well, the smugglers panicked and hid in this room hoping to remain unnoticed until the Pure Legion departed. When the PCs arrive unexpectedly through the secret door (the smugglers were unaware of its existence), there are seven smugglers hiding in the barrels in this room. Allow the PCs opposed Perception checks against the smugglers’ Stealth checks (+10 circumstance bonus due to being hidden in the barrels) to determine if the PCs catch the sound of a furtive movement or a telltale breath. The smugglers assume that the PCs are going to blow their cover and bring the Pure Legion down on them. They therefore intend to eliminate the PCs as quickly as possible.

Tier 5–6 (CR 6)

SMUGGLERS (4)

CR 2

Male human rogue 3

CN Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

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

hp 24 each (3d8+6)

Fort +2, **Ref** +5, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk club +6 (1d6+3) or

dagger +5 (1d4+4/19–20)

Ranged dagger +4 (1d4+3/19–20)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The smugglers stay hidden in their barrels as they assess who the PCs are and what they’re doing in the room.

During Combat If the PCs are unaware of the smugglers, the rogues attack from their barrels with surprise (by rising from a crouch as a free action and hurling daggers or tanglefoot

bags). If both parties are aware of one another, roll initiative normally. They do everything they can to keep the PCs from going through the west doors, flanking and sneak attacking when possible.

Morale The smugglers are terrified of the Pure Legion discovering them and fight to the death to avoid capture.

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 17

Feats Quick Draw, Skill Focus (Stealth), Toughness

Skills Appraise +4, Bluff +7, Climb +9, Disable Device +8, Disguise +7, Intimidate +7, Knowledge (local) +5, Linguistics +3, Perception +6, Stealth +11

Languages Common, Osiriani

SQ rogue talents (surprise attack), trapfinding +1

Combat Gear *potion of cure light wounds*, tanglefoot bag; **Other Gear** +1 studded leather, masterwork club, dagger (2), thieves' tools, 35 gp

Tier 8–9 (CR 9)

SMUGGLERS (6)

CR 4

Male human rogue 5

CN Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

hp 38 each (5d8+10)

Fort +3, **Ref** +8, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk club +7 (1d6+3) or dagger +6 (1d4+4/19–20)

Ranged dagger +6 (1d4+3/19–20)

Special Attacks sneak attack +3d6

TACTICS

Before Combat The smugglers stay hidden in their barrels as they assess who the PCs are and what they're doing in the room.

Two smugglers have already drunk their *potions of invisibility* and wait near the western door to make sneak attacks.

During Combat If the PCs are unaware of the smugglers, the rogues attack from their barrels with surprise (by rising from a crouch as a free action and hurling daggers or tanglefoot bags). If both parties are aware of one another, roll initiative normally. They do everything they can to keep the PCs from going through the west doors, flanking and sneak attacking when possible.

Morale The smugglers are terrified of the Pure Legion discovering them and fight to the death to avoid capture.

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 19

Feats Deceitful, Quick Draw, Skill Focus (Stealth), Toughness

Skills Appraise +6, Bluff +11, Climb +11, Disable Device +11, Disguise +11, Intimidate +9, Knowledge (local) +7, Linguistics +3, Perception +8, Stealth +14

Languages Common, Osiriani

SQ rogue talents (surprise attack), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, tanglefoot bag, smokestick; **Other Gear** +1 studded leather, masterwork buckler, masterwork club, dagger (2), *cloak of resistance* +1, masterwork thieves' tools, 30 gp

Development: The smugglers have an initial attitude of hostile, but if the PCs recognize them as fellow smugglers (DC 14 Sense Motive) and do not engage them in combat, they can cause the smugglers to stop attacking if their attitude can be changed to friendly. If so, the smugglers warn them of the Pure Legion in the postern yard and tell them the size of their force. Under no circumstances will they leave this chamber as long as the Pure Legion remains in the yard. Agosa flees back through the secret door if fighting starts and waits out the battle there.

Treasure: Lying on the floor by the door is a silver dagger (Tier 8–9: masterwork silver dagger), dropped by a smuggler who hid here when the Pure Legion arrived at the fortress. The owner of the dagger has either already fled the fortress if this encounter is being skipped, or is one of the smugglers hiding in this room. If the encounter is being skipped, the PCs also find a chest of precious gems apparently waiting to be smuggled in or out of the country, worth 559 gp (Tier 8–9: 1,662 gp).

Rewards: If the PCs defeat or successfully negotiate with the smugglers, or find the precious gems, reward each tier thusly:

Tier 5–6:

Give each player 561 gp.

Tier 8–9:

Give each player 1,763 gp.

2k. Orange Stores

A sweet, tangy smell fills this room where the produce of the El Makkra's orchard is stored. Bags of hemp netting hanging from hooks in the rafters are stuffed with overflowing with massive, succulent oranges that are a deep orange—almost red—in color.

Mission Notes: Qadira faction PCs may wish to recover an orange from here.

2l. Water Room

A well of sweet spring water occupies this cool, shaded tile room. Large clay jars and ladles are kept on hand to draw a refreshing drink.

2m. Postern Yard (CR 7 or CR 11)

A small courtyard is lined with shrubs and flowering plants. The outer walls of the fortress loom tall to the south and west. A postern gate stands in the southern wall. A warm desert breeze wafts through the air, bringing with it the scent of oranges. The gate that leads to freedom stands only a few yards away, but a group of torch-bearing, gold-robed soldiers move around it tending to a number of camels that appear to be packed for travel.

This wide yard is surrounded by a 15-foot-high battlement and commanded by two gate towers of the same height. A banded gate of palm trunks blocks exit.

Creatures: A detachment of the Pure Legion was sent to secure the Postern Gate while their companions investigated the main building for contraband. When they arrived, the soldiers found within a group of camels (equal in number to the PCs plus Agosa Agion) packed and ready for travel (left by Masur as promised). They have just begun to look into the matter and have not yet fanned out to search the yard or surrounding buildings. There are a total of six Pure Legion troops in this detachment, made up of soldiers, captains, and commanders based on tier. One soldier (or captain for Tier 8–9) is stationed atop each of the 15-foot-tall gate towers, but their attention is initially focused out over the wall. The remaining troops are engrossed in searching the camels. When they notice the PCs, they do not call for reinforcements, as they assume them to be nothing more than a few ragtag smugglers.

Tier 5–6 (CR 7)

PURE LEGION CAPTAINS (2) CR 3

hp 40 (use stats on page 9)

TACTICS

Before Combat The captains order their men to surround the PCs and attempt to intimidate them into surrendering. If they do not, they direct the soldiers to attack.

During Combat The captains fire at obvious spellcasters while their men charge. They then close with their falchions for melee, trying to flank against tough-looking opponents.

Morale Something of gloryhounds, the captains don't think to flee or call for help until it is too late.

PURE LEGION SOLDIERS (4) CR 1

hp 22 (use stats on page 8)

TACTICS

Before Combat The soldiers attempt to corral the PCs into a corner of the yard, deferring to their captains for different orders.

During Combat The soldiers charge into melee with their scimitars once attacked or ordered to do so.

Morale The soldiers are bored and think the PCs nothing more

than ordinary smugglers. They don't even consider the possibility of retreat until it is too late.

Tier 8–9 (CR 11)

PURE LEGION COMMANDERS (3) CR 6

hp 67 (use stats on page 9)

TACTICS

Before Combat The commanders order their men to surround the PCs and attempt to intimidate them into surrendering. If they do not, they direct the captains to attack.

During Combat The commanders fire at obvious spellcasters while their men charge. They then close with their halberds for melee, trying to flank against tough-looking opponents.

Morale Something of gloryhounds, the commanders don't think to flee or call for help until it is too late.

PURE LEGION CAPTAINS (3) CR 3

hp 40 (use stats on page 9)

TACTICS

Before Combat The captains attempt to corral the PCs into a corner of the yard, deferring to their commanders for different orders.

During Combat The captains charge into melee with their falchions once attacked or ordered to do so.

Morale The captains are bored and think the PCs nothing more than ordinary smugglers. They don't even consider the possibility of retreat until it is too late.

Development: For every round after the PCs first enter into the corridor outside area 2j, make a one Perception check for the Pure Legion soldiers in the courtyard (Perception +2) against the PCs' Stealth checks for as long as they have less than total concealment from the soldiers in the yard. If the PCs make no attempt to hide from the Pure Legion, they are spotted immediately. Knowing that he would face the harshest punishment of all if discovered, Agosa remains in hiding until the Pure Legion has been dealt with.

The PCs must find some way to get past the soldiers and out of the fortress through stealth or battle. However they choose to proceed, no reinforcements arrive from the main gate until the battle is over and the PCs have had a chance to escape. If the PCs wish to wait out the soldiers, after 10 minutes they finish rummaging through the camels' packs and fan out to search the postern yard and surrounding rooms. At this point, the officer and two soldiers stand blocking the gate. The remaining soldiers split into two groups and begin searching the area. If the PCs think to retreat toward the kitchens and the fortress proper, they find them crawling with soldiers and should be forced to return to the postern as the only viable escape option.

If it looks as though the PCs will succeed at avoiding combat, allow them to overhear two of the Pure Legion troops (including the one with Amenopheus's signet ring)

discussing their frustration with the whole affair at Qassaba Heb Amar, “looking for smugglers that don’t exist, all on some tip from ‘the Shadow Lodge’, whatever that is.”

Treasure: If the PCs search the troops, on one of them they find a simple note that says, “The package you seek will be coming in through the sea tunnels. Use this ring to follow the book to them. The Shadow Lodge thanks you for your efforts.” The book the letters refers to is the same one Osirion faction PCs were supposed to give to El Makkra. If there are no Osirion faction PCs in the group, Agosa Agion identifies the book as one of herbal remedies that he is carrying to give to a contact in Wadi al-Hesr. Wrapped up in the note is an Osirian signet ring—also a *major ring of spell storing*—containing the spell *locate object*. Osirion faction PCs may attempt a DC 12 Intelligence check to recognize the signet’s seal as the same one that marks their faction missions; the ring belongs to their faction leader, Amenopheus. PCs of non-Osirion factions may make a DC 20 Knowledge (nobility) or Knowledge (local) check to identify the ring’s owner.

Mission Notes: Taldor faction PCs may wish to recover a Pure Legion officer’s uniform insignia if they have not yet done so. Osirion faction PCs should realize with little prompting that the Shadow Lodge traitor among the factions is none other than their own leader, the Sapphire Sage. Andoran faction PCs can now complete their map of the route leading from area **2a** to here. Qadira faction PCs may also retrieve an orange from the orange grove outside if they did not do so in area **2k**.

Rewards: If the PCs defeat the soldiers, reward each tier thusly:

Tier 5–6:

Give each player 514 gp.

Tier 8–9:

Give each player 1,774 gp.

2n. Fodder Stores

This simple outbuilding holds fodder for the pack animals of the bey and those who visit his hold.

CONCLUSION

Once the PCs make it past the soldiers at the postern gate with Agosa in tow, they can use the camels that Masur left for them to flee the fortress before the rest of the Pure Legion company notices them. The orange grove screens their movements from any watchers at the main gate and allows the PCs to flee down the Old Road to the village of Wadi al-Hesr only a few miles away. There, Agosa easily guides them to their contact, who in turn leads the healer to the Pathfinders there.

Prisoners of the Pure Legion

If the PCs fail to defeat or elude the Pure Legion contingent at Qassabah Heb Amar and are captured, they face steep consequences—clerics especially. Any captured clerics, inquisitors, or paladins face execution at the Pure Legion’s hands. PCs of other classes can look forward to a future in slavery. In either case, a PC may buy their freedom with a bribe of 650 gp for Tier 5–6 and 1,500 for Tier 8–9. Captured PCs who fail to pay this penalty are removed from legal play as if they had died.

A Traitor in the Factions

If the PCs discover that Amenopheus is a Shadow Lodge agent and that it was he who informed the Pure Legion to their presence, the Decemvirate is very pleased. The acquisition of his signet ring provides them a strong focus for scrying and they immediately confiscate it. Osirion faction PCs should be uncertain about the future of their faction, but assure them they’ll find out in future scenarios.

It is possible that the PCs will not identify Amenopheus as the traitor among the factions during the course of this adventure. If they fail to either find the ring or identify its owner, mark the Undiscovered Traitor box on each PC’s chronicle sheet, as this knowledge will come into play later in the course of the *Heresy of Man* adventure arc.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who uncovered proof while in area **2e** that slaves are among the contraband moved through the smugglers’ tunnels at Qassabah Heb Amar earn 1 Prestige Award. If they create a complete map of the smugglers’ tunnels for use in a raid by the Gray Corsairs, they each earn 1 additional Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who identify Masur the Ill-favored as a potential candidate for magical coercion or replacement earn 1 Prestige Award. If they report the shrine of Norgorber in area **2i** as blackmail material, they each earn 1 additional Prestige Award.

Osirion Faction: PCs from the Osirion faction who give the Sapphire Sage’s book to Masur the Ill-favored for delivery to El Makkra earn 1 Prestige Award. If they discover that the treachery of the Shadow Lodge comes from within their own faction, they each earn 1 additional Prestige Award.

Qadira Faction: PCs from the Qadira faction who recover an orange from either area **2k** or the orange grove earn 1 Prestige Award. If they discover the fate of Sa’ad Bakir, they each earn 1 additional Prestige Award.

Taldor Faction: PCs from the Taldor faction who recover an insignia from the uniform of a Pure Legion officer earn 1 Prestige Award. If they are able to piece together the events that led to the haunting of Qassabah Heb Amar, they each earn 1 additional Prestige Award.

THE HERESY OF MAN—PART I: THE FIRST HERESY

**SCENARIO 2-06:
THE HERESY OF MAN, PART III: THE FIRST HERESY**

Event _____ Date _____

GM # _____ GM Name _____

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

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Andoran Faction Handout

Defender of Liberty.

While the bey El Mahhra's hold is of convenience to all who seek to enter and leave Rahadoum unseen by the watching eyes of their so-called Pure Legion—godless thugs and miscreants all—we have reason to believe that its use is not always of a benign nature. I'm speaking of slavery, of course. While Rahadoum has long been one of the Inner Sea's many slaveholding nations, there are those that wish to add to this scourge by circumventing the normal taxes and channels associated with the ownership of persons in that land. We cannot openly declare war on the Kingdom of Man and abolish their foul flesh-peddling practice, but we can strike where possible.

I charge you with discovering if Qassabah Heb Amar is used in the abominable slave trade that we so loathe. If you can find evidence of such activity, then I further charge you with scouting out the hidden courses and ways of the stronghold, and providing us with that information so that a force of our own Gray Corsairs may follow your route at a later date and eradicate one more slavehold from the Inner Sea with the sword and righteous fire of liberty.

In Freedom's Name,

Capt. Colson Maldris

Captain Colson Maldris



Cheliox Faction Handout*Delectable Toy,*

All things work to the glory of Thrune, and your work in Rahadoum is to be no exception. Her Majestrix has long sought a toy among the Rahadoumi lords—especially one as interesting as a bey who controls a major smuggling route. We are curious about what this bey may be able to do for us. While you are there, poke around a bit; find someone close to this El Makkra that may be susceptible to my many charms or can perhaps be seamlessly removed and replaced through the artifice of Her Majestrix's finest masters of infiltration and illusion. We would wish to have an ear in this bey's court that we might find profit for ourselves while bringing the influence of Asmodeus to these godless heathens.

Furthermore, while you are there, see if you can't find something that we can use as a lever against this El Makkra to bring him to heel—some bit of blackmail or secret shame that can be used against him or his family. While it is one thing to have an ear in his court, it is another thing entirely to be the voice that whispers in his ear.

Please Me and Know My Pleasure,

Paracountess Zarta Dralneen

Osirion Faction Handout*Keeper of Ages,*

This El Makkra is known to me of old when I was more prone to travel abroad. I once stayed in his qassabah and enjoyed his hospitality. My memory dims of the visit but for our discussion regarding our mutual love of the written word. He had long sought a rare book of ancient Garundi history, and as fate would have it I came across this very book but a year past. I have enclosed the book for you in this parcel. See to it that it comes into the hands of El Makkra or one of his trusted servants and have the gratitude of an old man whose memory sometimes shines more brightly than the present day.

Alas, but not all is fond reminiscence of old friends and fine yesterdays. Trouble lurks beneath the calm waters, and a treachery is afoot within the Lodge. Information has come into my hands that there is a traitor among the factions—a member of the villainous Shadow Lodge. I do not yet know who—or what—this betrayer is, but keep your eyes sharp like the desert falcon, for even the tiniest gust of wind can belie the sandstorm. Seek out this traitor, my friends, and bring me word of his or her identity. The fate of the Pathfinders relies on it.



In Wisdom and Honor,

Amenopheus

Amenopheus, The Sapphire Sage

Qadira Faction Handout

Honorable Servant of the Satrap,

Yet again you respond to the call of gentle Qadira as you go abroad among the unwashed. It has come to my attention that your travels are to carry you to the ancient Garundi stronghold of Qassabah Heb Amar. Long has that fortress been near to my thoughts, for it was there that my grandfather's uncle's uncle, Mizram Bakir, looked for the truth of the fate of his son, Sa'ad. Sa'ad lived in katheer a century gone and was said to be the greatest jewel thief of the Seven Cities. Yet the greatest jewel of all he sought from the master of old castle Heb Amar—the love of his daughter. The family tales say that Sa'ad sailed for Rahadoun to win her hand from her father or abscond with her if he could not, but he was never seen nor heard from again. I beg of you, bring peace to my cousins, the Bakiri; find if you can the fate of Sa'ad and bring news of it to me.

One other small matter I ask of you as well. The orange groves of Qassabah Heb Amar are renowned for the succulence and sweetness of their fruits. It has been many years since I have tasted of a deliciously ripe Heb Amar Red. If you have opportunity, it would be a kindness to me if you could obtain one of those legendary fruits for me, and you would find my gratitude not inconsiderable.


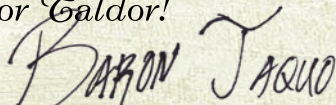
*For Qadira's Profit,
Pasha Muhlia Al-Jakri x *

Taldor Faction Handout

Glorious Agent,

The eyes of Taldor are upon Rahadoun. The country is godless and backward to our refined sensibilities, but it is not without value. For reasons whose details I cannot go into with you in depth, we are interested in creating replicas of the uniforms of certain Rahadoumi military units—most specifically their religious police, the Pure Legion. Easy enough, as expected, except for one small detail. It has come to our attention that the officers of the Pure Legion brigades headquartered in the Manaket area have some special insignia, the details of which we have been unable to discern and replicate. So while you are in and about the Manaket region, no doubt dodging the Pure Legion at every opportunity, I ask you to keep your eyes open for what manner of insignia their officers bear. Were you able to recover one for me, well, we all know how the Empire rewards her loyal servants.

Of secondary note, I have long been fascinated by children's tales and fables of curses, hauntings, and night spectres. I keep a collection of such from all over Golarion in my personal library. It just so happens that the ancient keep of Qassabah Heb Amar has a reputation as a haunted place, but I have never been able to find details of it. If, while you are there, you could learn something of its legendary haunting and the history behind it, I would be personally grateful.

*For Taldor!


Baron Jacquo Dalsine*



SCENARIO 2-06: THE HERESY OF MAN, PART I: THE FIRST HERESY

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario.

Scenario Chronicle # _____

TIER	5-6	2,592
TIER	8-9	5,923
TIER		

MAX GOLD

Items Found During This Scenario

TIER All **An Agent Uncovered:** You have uncovered a high-level traitor in the Shadow Lodge and earn the Decemvirate's favor for doing so. You gain a unique *wayfinder* stamped with the seal of the Decemvirate. When presented to another member of the Pathfinder Society, you receive a +2 bonus to any Bluff, Diplomacy, or Intimidate check. This boon may not be sold.

TIER 5-6

Dead man's shroud (6,000 gp)
Incense of meditation (4,900 gp)
Potion of neutralize poison (750 gp)
Robe of the Pure Legion +1 (750 gp; as a *cloak of resistance +1*, but only against spells, spell-like effects, and supernatural abilities from a divine spellcaster or source such an outsider that serves a deity)
Scroll of interposing hand (1,125 gp)
Wand of inflict moderate wounds (8 charges; 720 gp)

TIER 8-9

Cloak of resistance +1 (1,000 gp)
Potion of cure moderate wounds (300 gp)
Potion of inflict serious wounds (750 gp)
Potion of invisibility (300 gp)
Ring of protection +1 (2,000 gp)
Wand of inflict moderate wounds (16 charges; 1,440 gp)

EXPERIENCE

Starting XP _____

+1 XP _____

Final XP Total _____

PRESTIGE AWARD

Starting PA _____

PA Gained (GM ONLY) _____

Final PA Total _____

GOLD

Start GP _____

+ GP Gained (GM ONLY) _____

+ Items Sold _____

= Subtotal _____

- Items Bought _____

= Subtotal _____

- Gold Spent _____

= Subtotal _____

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 # _____