

PATHFINDER SOCIETY



THE DISAPPEARED

By Jonathan H. Keith



THE DISAPPEARED

PATHFINDER SOCIETY SCENARIO #4-11

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Pathfinder Society Scenario #4-11: The Disappeared is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook* and the *Pathfinder RPG Bestiary*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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THE DISAPPEARED

BY JONATHAN H. KEITH



Paracountess Zarta Dralneen—the esteemed Chelish ambassador to Absalom and liaison to the Cheliox faction of the Pathfinders—has gone missing without a trace. Even more unsettling, those most intimately affiliated with the paracountess claim she never even existed in the first place. Even the Chelish embassy claims to know nothing of her, and signs seem to indicate that members of her own nation’s government may be behind her unusual disappearance. But “disappeared” can mean so many things: Maybe Cheliox wanted her in a new deep-cover assignment. Maybe she’s been shuffled off to a punishment assignment at a jungle outpost down in Garund. Or maybe something more sinister entirely is going on.

The Pathfinder Society wants to know what happened to Dralneen and, if possible, how to get her back. For one thing, she’s got a brain full of Pathfinder secrets. For another, letting any government “disappear” an important Pathfinder ally sets a very bad precedent.

It is no secret that Zarta has made many enemies in Cheliox. Her flamboyant and extravagant lifestyle no doubt aggravates the lesser privileged, and she has crossed many to advance her agenda and increase her power. Tancred Desimire is a mixture of both cases. He’s an important functionary in House Thrune dealings, in a behind-the-scenes sort of way, and he sees Zarta as a dangerous rival and possible impediment to his plans for self-aggrandizement. At the same time, he recognizes that she could be useful to him in the future. So rather than assassinate or execute her, he planted evidence in the Chelish embassy that proved she had been selling Chelish government secrets to the Pathfinders. He then used his access to the Thrune house seals to grease the skids of the bureaucracy’s internal security.

Zarta’s first clue that something was wrong came from a contact in embassy security, who warned her that she was to be arrested in mere minutes. During those minutes she managed to get a few instructions to trusted minions and plant a little bit of evidence of her own—a clue that wouldn’t be noticeable as such by her Chelish antagonists but that might lead Pathfinders in the right direction if they came looking for her. With these subtle

WHERE ON GOLARION?

The Disappeared takes place in the Ascendant Court in Absalom, the City at the Center of the World. The Ascendant Court is the centermost district within Absalom, and is the religious hub of the metropolis thanks to its proximity to the famed Starstone Cathedral. When Aroden died, his followers were eventually forced to sell their Absalom-based temple to the Chelish empire to serve as its embassy, and this building is where the majority of this scenario takes place. For more information on the Chelish embassy, see *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, available at your local hobby store and online at paizo.com.



nudges, Zarta was able to perforate Tancred’s near-perfect plan and ensure that a smart band of Pathfinders might be able to rescue her.

The PCs are dispatched by Venture-Captain Ambrus Valsin to figure out what happened to Zarta Dralneen. Since his direct overtures to the embassy have been rebuffed, he has sent the PCs in the guise of Pathfinders with important information for the Chelaxians regarding Garundi discoveries that might help Cheliox regain the colony of Sargava. This ruse will give the PCs entrance into the embassy, and the infiltration is timed to coincide with a lavish diplomatic gala being held there. Valsin hopes that the chaos and bustle surrounding the gala will allow the PCs to get out from

GM RESOURCES

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under the watchful eyes of their hosts and do some creative snooping.

SUMMARY

Venture-Captain Ambrus Valsin tasks the PCs with infiltrating the Chelish embassy in Absalom to discover the circumstances surrounding Zarta Dralneen's mysterious disappearance. Discretion is of the utmost importance: It is critical that the Chelaxians do not realize the Pathfinders have been prying. Venture-Captain Amara Li will be at the gala on other business and can offer some limited aid, but it is largely up to the PCs to get in and get out without alerting the embassy staff.

The PCs first have to talk their way into the embassy. Their cover story is that they have information for Zarta Dralneen that's of vital national interest to Cheliox. When informed that Zarta Dralneen doesn't exist, they must convince the embassy staff that they can only divulge the information to the new ambassador. The ambassador is too busy with the gala to attend to them immediately, and Amara Li can delay him further if he does decide to make them a priority. The security staff puts the PCs in the secure waiting room just to get them out from underfoot. Fortunately, the waiting area in which they've been left is slightly less secure due to the machinations of a Zarta loyalist. A door to the room is open and a set of keys has been left in the keyhole for the PCs to find. The keys include the key to Zarta's chambers as well as a key that can get the PCs into her secret study.

Once they have the keys, the PCs must make their way to Zarta's chambers across the residential wing, where the gala is in full swing. They have only 60 minutes to get the information they've come for and get back to the waiting room before the ambassador arrives to receive their information. The tight time frame may push the PCs to take risks they would rather avoid as they sneak and bluff their way through the embassy.

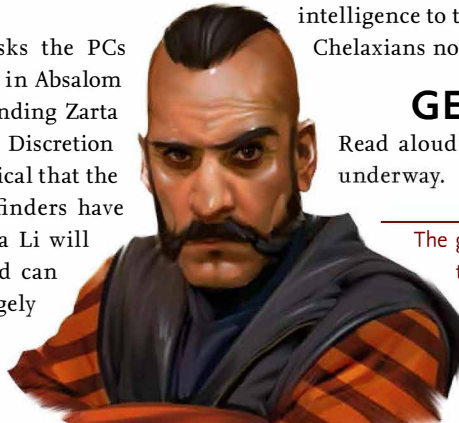
In Zarta's chambers, the PCs find the secret door to her study as well as the devils guarding it. Zarta has left a coded note in her study that can guide them through the ventilation system to the records archive. Between Zarta's

clues and the records on file in the archive, the party is able to piece together that Zarta has been taken to Citadel Vraid—the mountainous Hellknight citadel in Varisia— indefinitely. The imperial seal used to authorize the arrest can be linked to Tancred Desimire. The PCs also discover the nature of the accusations against Zarta, as well as the false evidence that was used to accuse her of passing secrets to the Pathfinders.

Once the PCs have the information and the evidence, they need to get back to the waiting room before their hour is up. Having done so, they can hand over their intelligence to the ambassador and get away with the Chelaxians none the wiser.

GETTING STARTED

Read aloud the following to get the adventure underway.



Venture-Captain
Ambrus Valsin

The gala inside the Chelish embassy appears to be in full swing, and as the faint light from the building falls upon the alleyway outside, Venture-Captain Ambrus Valsin's mission briefing is hard to forget.

"Pathfinders," Valsin boomed but hours earlier in the briefing chamber within the Grand Lodge, "Zarta Dralneen

no longer exists. She never existed. She's never worked for the Chelish embassy here in Absalom, and she's never been in charge of the Chelish Pathfinders. At least that's what I was told, repeatedly, to my face, through three layers of Chelish bureaucrats. I know those people, and they all knew Zarta. They didn't just forget about her. She's been 'disappeared.'

"I don't know where she went and I don't know who took her. What I need you to do for me is to go into the Chelish embassy and find out as much as you can by snooping around for a bit. I want to know where Zarta is, I want to know who took her, and I want to know why she was taken.

"We can't afford to offend Cheliox, so you'll have to infiltrate their embassy quietly. I've devised a cover story that should get you in the side door with orders to see the new Chelish ambassador. An ongoing diplomatic gala scheduled for the same time and a clever ruse by Venture-Captain Amara Li—who is also attending the gala—will keep the ambassador busy, but you'll have to act quickly if you want to secure the information we need before he arrives to meet you. You must get into the embassy, get what we need, and get back out of the embassy without the Chelaxians ever catching on that we've been rooting around.

"Here is a packet of information that bears on Chelish interests in Sargava. It's legitimate intelligence that we probably would have passed on to Zarta eventually anyway and that we're willing to give up for free as our ticket into the building.

“You’ll enter the embassy through the north entrance of the residential wing, where Chelish imperial security receives all of their informants. Even if you have a good cover story, you might have difficulty getting past the guards there—if necessary, you’ll have to resort to bribing your way through. Once you’re in, the guards will likely make you wait for the ambassador when you tell them you have important information for him. Don’t give it to anyone else, since once they have the information there will be no reason for them not to show you the door.

“Amara Li will keep the ambassador pinned down at the gala while you break out of the waiting room and snoop around. She will also meet you just before you enter the gala to cast a *message* spell on you, just in case you need to keep in touch during your mission. You just need to make your way to Zarta’s chambers—they’re in the southwest corner of the residential wing, but you’ll have to find a route that doesn’t intersect with the gala’s attendees or residents of the embassy. Try to get in and out in less than an hour. That’s my best estimate at how long the gala and Li can keep the ambassador preoccupied. Once you’ve got the information and made it back to the waiting area, you just have to wait for the ambassador to find time to see you.

“My informants tell me that Ailenia Hospar, one of the clerks you’ll likely run into at the embassy, is addicted to shiver. I’ve procured some of the drug for you to slip her if she initially proves less than accommodating. You may also have to deal with Anstrella Trelax, the pompous night-duty officer.

Beyond that, what you’ll face is beyond my knowledge. I’ve ordered for you to receive several tools that might help you in your mission. Good luck, Pathfinders.”

Before the scenario begins, the PCs are given two *scrolls of disguise self* as well as two *elixirs of hiding* from the Pathfinder Society.

THE CHELISH EMBASSY

The Chelish embassy to Absalom is in the Ascendant Court, a part of the city better known for temples and cathedrals than for diplomatic and government buildings. The embassy is housed in what was once a large cathedral to Aroden, but which has been repurposed incompletely. The religious decorations and iconography in the grand chambers that the Chelaxians use to entertain visitors have been taken down and replaced with imperial symbols, Egorian school architectural flourishes, and Asmodean religious statuary. Much of the rest of the building, on the other hand, is devoted to private quarters, office space, interrogation rooms, and the like, and these areas have been modified in a sometimes slapdash fashion, with the original artwork merely painted over, ceilings lowered to more human dimensions, and walls added or removed as necessary. Thus, much of the embassy has a

CHELIX FACTION MISSION

Since Cheliox faction PCs’ usual contact has gone missing during the course of this scenario, Zarta Draldeen is unable to provide these PCs with a faction mission during the course of this scenario. Instead, you should let any Cheliox faction PCs know that their faction mission is the same as their primary mission, and that they will receive 2 Prestige Points upon successful completion of the scenario.

messy, disorganized appearance, somewhat at odds with the usual Chelish stereotypes of rigid structure and order. Eventually the whole cathedral will be done over in the traditions of Asmodeus and Thrune, but for now redecorating remains low on the priority list.

All of the action in this scenario happens in the residential wing—two floors on the north side of the embassy mostly given over to quarters for the Chelish ambassador and other high-level diplomats and operatives as well as the records archive. The embassy’s well-appointed foyer and ballroom have been taken over for the gala, while the servants’ hallways and other service areas are thick with servants who keep the event running smoothly. The records archive is only accessible to the PCs through the embassy’s ventilation system—the main entrance is many locked doors away from the areas the PCs have access to. Locked doors in the embassy are in good condition and can be opened with a DC 30 Disable Device check, but the Pathfinders’ mission doesn’t require getting through any of them.

The Deadline

Everything the PCs do in the embassy takes time, and you’ll need to keep track of the number of minutes the PCs spend as they progress through the scenario. The amount of time most major actions take is noted where appropriate. Ignore incidental actions but make an estimate of minutes if the PCs take some major action that isn’t accounted for in this scenario.

Be sure to tell the PCs how long their actions are taking so that they can keep track as well, if they wish. The goal is to make the action in this scenario seem like a race against the clock, which should become even more apparent when Amara Li alerts the PCs of their time remaining or alerts them that the guards are on their way (see Amara Li at the Gala, below). If the PCs aren’t back in the waiting room within 60 minutes, the ambassador notices they’ve gone missing. If they aren’t back in 65 minutes, he calls for the guards.

Amara Li at the Gala

Venture-Captain Amara Li is a bona fide guest at the embassy gala. She has objectives of her own and isn’t



STRIKES

During several parts of the scenario, the PCs must move through populated areas of the embassy. If they are extremely careful, they can get through without anybody noticing them, and even a brief glance at some scrubby adventurers won't necessarily compel a servant to call the guards.

Rather, every time the PCs do something to draw attention to themselves, they get one or more strikes. Once they get a number of strikes equal to the number of party members, the situation deteriorates rapidly and the guards are called (see the Blown Cover section on page 15). Making it to Zarta's chambers resets the PCs' number of accrued strikes (if any) back to zero.

Generally, actions that cause strikes also help the PCs advance through the scenario quicker. Thus, PCs can either take it slow and safe, negating the risk of accruing strikes, or try to get the job done in a quick manner while risking utter failure. You may be relatively transparent about the number of strikes the PCs can accrue and inform them when they accrue strikes throughout the scenario, allowing the players to get a good feel of the consequences of the choices they're making.

excited about running interference for the Pathfinders. Before they enter the gala, Amara casts *message* from a discreet location and targets the PCs so that they can communicate with one another during the scenario.

For most of the scenario, Amara doesn't utilize the communication channel unless the PCs message her first, after which she gives as concise a reply as possible. When the PCs reach Part Three and enter the vents leading to the records archive, the various metal and stone barriers between Amara and them blocks the communication channel, making it impossible for either side to talk to the other. The exception is if the PCs trigger the wards in area **B2**, at which point the doors opened by guards on their way to the records archive allow the channel to temporarily open once again, long enough for Amara to warn the PCs of the guards' impending arrival.

Amara periodically messages the PCs to let them know how much time they have remaining. As long as they are still within range of the *message* effect, she warns them when they have 20 minutes remaining and when they have 10 minutes remaining.

PART ONE: INFILTRATION

The PCs begin the scenario just outside the side-entrance to the Chelish embassy, where they must convince the various guards obstructing the entrance to let them through.

A1. The Spy's Entrance

The so-called "spy's entrance" is a nondescript entrance in an alley that runs along the north side of the Chelish embassy. The only feature distinguishing the spy's entrance from other doors piercing the alley walls is the presence of a guard in Chelish imperial livery. The guard is a man by the name of Vanius Gestanian, and the PCs must convince him that he should let them through the door into the receiving room beyond. Vanius considers the bribes he gets from visitors to be a major component of his income. While a DC 20 Bluff, Diplomacy, or Intimidate check compels him to pass the PCs through, passing a bribe of 10 gp to Vanius decreases the DC of Diplomacy checks by 5. If the PCs fail in their checks, they can try again if they offer another bribe or switch their tactic to coercion.

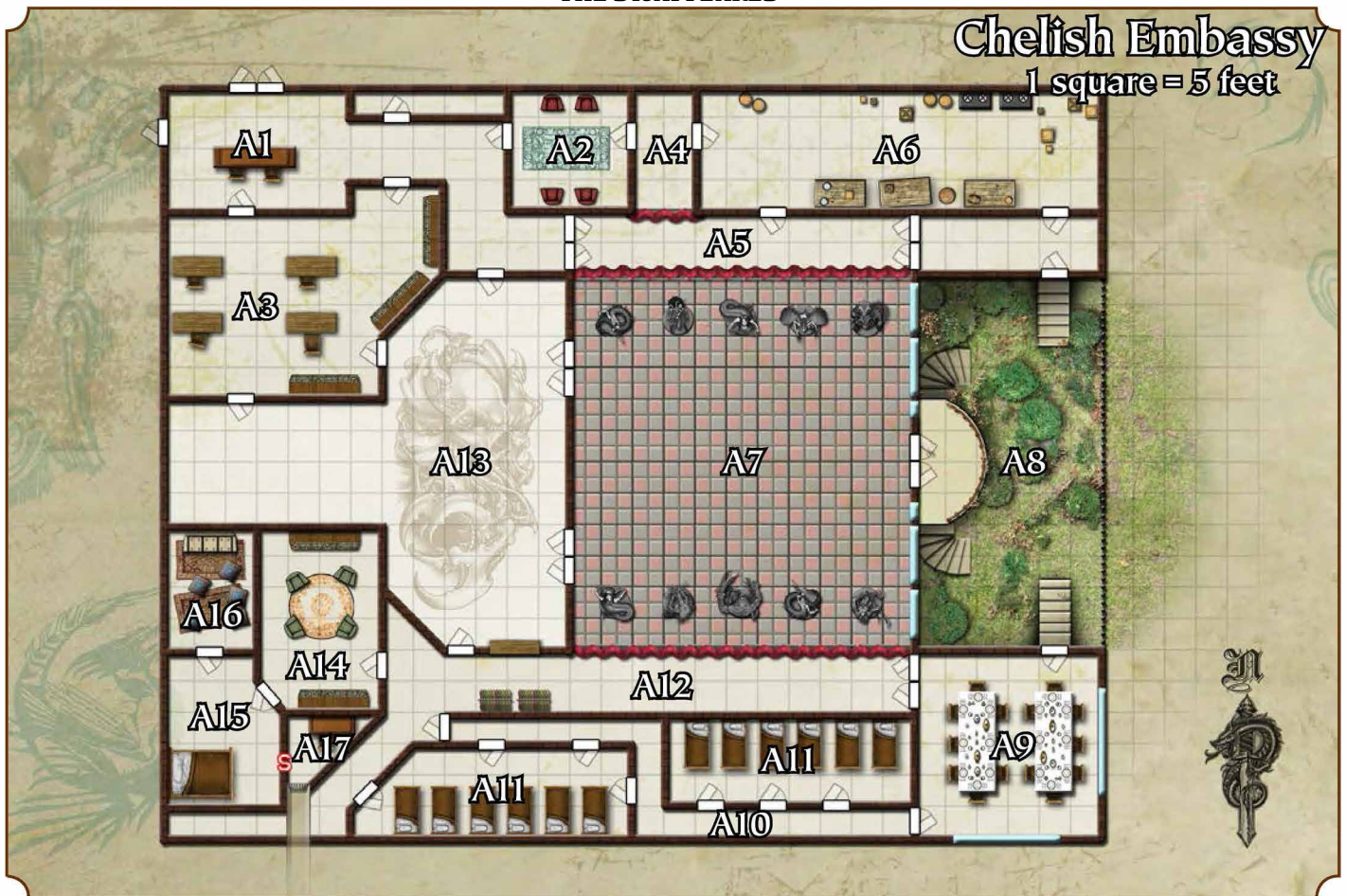
Once Vanius is satisfied, he opens the door and directs the PCs to the reception room. The red paint that covers the walls of this high-ceilinged chamber does little to hide the raised outlines of ancient religious mosaics that once decorated this former temple. Behind the chamber's large and imposing desk sits a woman in clerk's clothing. This is Ailena Hospar. She is intransigent and bureaucratic, miffed that the PCs don't have an appointment and seem to be operating outside the normal channels. If the PCs ask for Zarta, she insists there is no such person employed at the embassy, and furthermore, there never has been. Ailena instead offers to get the information to the ambassador through the normal process. She doesn't have the status to summon the ambassador, but she can be persuaded to call the duty officer with a successful DC 20 Diplomacy check or DC 25 Intimidate check. If the PCs discretely slip her the vial of shiver, the DCs of these checks are reduced by 10 as she folds under the pressure of her addiction.

Ailena summons the duty officer from an office next door. Anstrella Trelax is dressed much more finely than the lower functionaries, and wears an imperial dress uniform. She is striking in red and black and looks down her nose at the PCs, mildly berating Ailena for not dealing with them herself. Anstrella insists on taking the package from the PCs as well, but can be persuaded to allow them an audience with the ambassador with a successful DC 20 Diplomacy check. If the PCs interact with her in an obsequious manner the DC is reduced by 5. Anstrella cannot be intimidated in her domain, and rebuffs anyone who would seek to bully her.

If the PCs manage to talk Anstrella into letting them deliver their package to the ambassador personally, she informs them that he will see them, but that he is busy for the time being. She dispatches a functionary to lead the PCs to a waiting room (area **A2**) deeper in the building and then returns to her own matters.

Chelish Embassy

1 square = 5 feet



A2. Waiting Area

The room is sparsely furnished with only a few old chairs and a couch. Two doors—one to the east and another to the west—lead elsewhere within the embassy.

After being led here by the duty guard, the PCs are locked in and left alone. The only other door out of the room is locked as well, but shortly after they are placed in the room, the PCs can hear the interior door unlock and open a crack. If they investigate they see nobody in the hallway beyond, but a set of keys hangs from the keyhole. The keys include the key to the doors in this room, another regular door key to Zarta's receiving room (area A14), and an odd key that ends in the shape of an Asmodean cross. At this point they can make their way through the embassy to Zarta's chambers.

Starting from the moment they are left alone in this office, the PCs have 60 minutes to retrieve the evidence and information they need and get back to the waiting area undetected. Depending on their actions and the path they take toward Zarta's chambers, but it could take the PCs anywhere from about 15 to 30 minutes to reach their first destination. For any PC action that seems excessively cautious, add a minute or two to their

time spent. Especially bold or foolhardy actions should warrant a skill check from the PC performing the action. If she succeeds, the PCs can subtract 1 or 2 minutes from their total time spent, but if she fails, they get a strike. Specific areas of the scenario include examples of possible PC actions and how much time such actions would take.

Faction Notes: Taldor faction PCs who have possession of the keys from area A2 at the end of the scenario and escape the embassy without having them confiscated earn 1 Prestige Point.

A3. Security Offices

The security offices around the spy's entrance are actually the least populated part of the wing at the moment, and the various workstations throughout the room are completely empty. This doesn't make the security offices a viable path toward Zarta's bedroom, however, since the northern entrance to the offices is constantly monitored by Ailena Hospar in the receiving area, and both the southern and eastern doors from the offices lead to the well-populated grand foyer (area A13).

A4. Ill-Used Hallway

This short hallway doesn't appear to get much use. The only other door is locked, but the hall ends at a set of

crimson draperies hanging from the ceiling to the south. Beyond the draperies lies the north gallery (area A5). The PCs can wait in this empty hallway without fear of being seen while they figure out how to proceed through the north gallery.

A5. North Gallery

The north gallery is a hallway that runs along the north edge of the grand ballroom (area A7) and is separated from it by heavy red curtains. To the east, the hallway extends beyond the ballroom with a door to the gardens. Through a door on the north side of the hallway comes the racket of the kitchen. This is the hallway that the embassy's servants use to move food, dishes, and other supplies between the kitchens and the ballroom and foyer where the gala is in full swing. Loud discussion and music can be heard through the curtains as the guests enjoy themselves.

This hallway is bustling with servant activity, but patient PCs can time a break to either duck through the curtains from area A4 into the ballroom (DC 10 Perception check for whichever PC times the break), to the kitchens (Perception DC 15) or to make it all the way to the garden door (Perception DC 20). Only one PC can time the break, but she can attempt her Perception check as many times as she wants; each attempt causes the PCs to spend 2 minutes waiting for their chance.

The PCs may instead just stride down the hallway like they know where they're going, which requires a DC 15 Bluff check by the leader of the party that takes only 1 minute. Failing the check lands the PCs one strike, but allows them to reach the end of the hallway either way.

Faction Notes: Qadira faction PCs can attempt to bribe a servant in the north or south gallery to deliver their message to Eudom Mansarian. Picking an adequate servant to bribe in one of these areas requires a successful DC 15 Knowledge (nobility) check or DC 17 Sense Motive check.

A6. Kitchens

These kitchens are very busy right now. Fortunately, the cooks are far too busy to think in terms of embassy security, and if the PCs enter without an extremely good excuse (necessitating a DC 25 Bluff check), the cooks simply chase them back out into the hallway.

A7. Grand Ballroom

This enormous ballroom takes advantage of the building's vaulted ceilings to look even more extravagant than it

otherwise would. Fluted columns carved in the shapes of various devils soar to the ceiling on the north and south ends of the room, hard up against the elegant crimson curtains through which servants continuously pass bearing food, drink, or serving ware. Diplomats, merchants, and nobles mingle as a chamber orchestra plays near the eastern wall, into which beautiful stained-glass windows and open double doors to a balcony are set. Two sets of open double doors lead west toward a well-appointed foyer.



This ballroom is the center of the gala, and it is full of knots of the Absalom diplomatic upper crust discussing their shared business in terms subtle or frank, depending on their level of intoxication. Everyone in the room is dressed either in Chelish imperial livery or other extremely fine clothing—the PCs are immediately pegged as interlopers should they be absent some suitable ruse. PCs can get some measure of concealment by lurking near the pillars at the northern or southern edges of the room; doing so unobtrusively requires succeeding at either a DC 15 Stealth check to mix with the shadows or a DC 20 Bluff

check to blend in with the crowd, and takes a total of 10 minutes for the party to move across the ballroom (each PC who fails the skill check adds 1 additional minute to the party's spent time). If the PCs have more than 30 minutes remaining before they are to be seen by the ambassador, Amara Li can still be seen standing near the columns along the southern wall.

The PCs can cross the ballroom by adopting a suitable guise, such as by obtaining hors d'oeuvre platters from the kitchens (area A6) or the staging area (area A9) and using them as cover to cross the ballroom as servants. Such a clever scheme allows the PCs to travel from one end of the ballroom to the other in only 5 minutes. Doing so requires a successful DC 20 Bluff or Disguise check from everyone in the party; for every two PCs who fail this check, the party earns one strike.

Faction Notes: Grand Lodge faction PCs may notice the Aspis Consortium agent Muno Dans talking animatedly with a group of nobles near the columns of the northern wall. A PC who succeeds at a DC 15 Sleight of Hand check can slip the tracking bead into one of Muno Dans's pockets without him noticing. Doing so earns Grand Lodge faction PCs 1 Prestige Point.

Lantern Lodge PCs can unobtrusively get Amara's attention with a successful DC 15 Bluff check, at which point she casually approaches them to retrieve her fan, or by making a DC 17 Sleight of Hand check while walking

past Amara near the central southern column. A Lantern Lodge PC who successfully gives Amara the fan without drawing too much attention to either of them earns 1 Prestige Point.

A8. Gardens

These gardens shine in the moonlight, but dark shadows hug the lower reaches of the bushes, topiary, and trees. Two marble staircases wrap around a balcony where revelers are silhouetted against the light shining from the ballroom's stained-glass windows. A tall wrought-iron fence divides the garden from the city beyond and below. Small servant's doors enter the garden from the north and the south.

The gardens have an abundance of shrubs and other hiding places, but the open stretches are well lit from the ballroom and the balcony is amply peopled with potential observers. PCs can slip from shrub to shrub unnoticed by making successful DC 10 Stealth checks; it takes 3 minutes to traverse the garden in this manner.

Alternatively, the PCs can stride boldly across the garden holding themselves as revelers in the dubious lighting, which requires a successful DC 15 Bluff or Disguise check from every PC who promenades in this way. A PC who uses this promenade as cover can make a dash across the gardens to another area, which requires a successful DC 15 Stealth check. PCs who manage to cross the garden in this way spend only 1 minute traversing the green, but if any PC fails this attempt, the party gains one strike.

A9. Staging Area

What likely used to be a side chapel is now in use as a staging area for the gala. Magnificent stained-glass windows and vaulted ceilings look down on the racks of platters, dishes, wine bottles, and glasses stacked neatly on long wooden tables.

This area is a hive of activity. The doors to the garden and to the servants' passage aren't seeing much use but the double doors to the south gallery are constantly opening and closing as platters of hors d'oeuvres and other gala necessities are shuttled through to the garden or ballroom. PCs can stealthily take serving accoutrements from the racks with a successful DC 15 Sleight of Hand check. PCs carrying items such as platters, wine bottles, and tablecloths gain a +2 circumstance bonus on Disguise checks against guests and on Diplomacy checks against servants, but take a -2 penalty on Stealth checks.

A10. Servants' Passage

This narrow hallway grants access to the servants' quarters. The two ends of the hallway connect to the

western edge of the south gallery and to the staging area, respectively. The hallway is deserted as all hands are on deck for the gala.

A11. Servants' Quarters

Scattered servants' outfits hang over the edges of bedposts in this sparsely furnished private quarters.

A PC can easily spend 5 minutes in one of these unpopulated rooms to assemble a servants' outfit that will pass muster with the guests (providing a +10 circumstance bonus on Disguise or Bluff checks to impersonate a servant).

A12. South Gallery

The south gallery is separated from the ballroom by the same manner of curtains as the north gallery, and it stretches from the staging area past an open door to the foyer before ending at the door to Zarta's chambers and a smaller hallway that continues to the southwest. Just east of the doors to the foyer are a couple of tall racks currently being used as a cloak check.

Like the north gallery, the south gallery is extremely busy with servant traffic. There is no chance to move between the gallery and the staging area without being noticed. Succeeding at a DC 20 Intimidate check is enough to get the skittish servants to mind their own business, but failure earns the party one strike. Following this or a similar line of action takes the party 5 minutes to elbow through the crowded corridor from one side to the other.

If a PC is dressed in a servants' outfit from area A11, she can blend in with the other servants bustling through this area with ease and cross the hall in only 2 minutes. However, each PC disguised in this way and not holding anything has a 50% chance of being approached by another servant and given a platter to deliver to the grand ballroom. Getting out of this situation requires either a successful DC 15 Bluff check to make up a good excuse or a successful DC 20 Sleight of Hand check to abandon the platter in a nondescript location; otherwise, the PC must spend 5 minutes playing the part of servant in the grand ballroom before returning here. Brusquely rejecting the servant's orders earns the party an additional strike.

Loitering around the west end of the gallery is considerably less obtrusive, and moving between the servants' passage, the foyer, the cloak check, and Zarta's door can be accomplished with a successful DC 10 Perception check (to time movement so as to avoid notice), with a failed check costing the party 1 minute. Zarta's door is locked but opens with one of the keys from the key ring.

Faction Notes: Grand Lodge faction PCs who didn't place the tracking bead on Muno Dans in the grand

SCALING ENCOUNTER A15

Make the following changes to the encounter to accommodate parties with only four PCs.

Subtier 1–2: Reduce the number of imps from two to one, but the imp is under the effect of a *haste* spell (caster level 8th).

Subtier 4–5: Reduce the number of bearded devils from two to one, but the bearded devil is under the effect of a *haste* spell (caster level 8th).

ballroom can attempt a DC 20 Perception check to spot his Aspis cloak in the cloak check. Slipping the tracking bead into the cloak in passing requires a successful DC 13 Sleight of Hand check.

A13. Grand Foyer

This elegant foyer is in the throes of the gala. Various dignitaries mill around talking in small groups or promenading around the premises.

This foyer communicates with the ballroom via two large sets of wide-open double doors and has doors leading to the south gallery and the hallway adjacent to the security desk. This room has nowhere for the PCs to hide, and entering it without a clever ruse or distraction causes the PCs to immediately be noticed, earning the them one strike. After 30 minutes have passed, Amara Li can be found in this room delaying the ambassador with scintillating conversation.

PART TWO: THE SECRET STUDY

Once the PCs reach Zarta's sitting room, they are temporarily no longer in danger of being discovered by the embassy's staff and guests, but the clock is still ticking. Be sure to calculate the PCs' total time spent away from the waiting area by approximating the length of time their movements and investigations take, calculating time spent in battle, and being aware of how much time is spent taking 10 or taking 20 on skill checks.

A14. Zarta's Sitting Room

The furniture in this luxurious sitting room is covered by drop-cloths, and buckets of paint sit against walls where erotic murals are in the process of being replaced by a neutral institutional taupe. An enormously tall gilt frame leans against the wall. A door to the east leads to a hallway, while to the southwest a door is propped open by a bucket and displays the half-dissolved inscription, "Where Love Comes to Die."

This was, until recently, a lavishly appointed sitting room for Zarta Dralneen. A successful DC 10 Perception check while searching Zarta's sitting room reveals a crumpled and roughly folded canvass with a full-length artistic rendition of Zarta in scanty red apparel, along with several other pieces of art apparently considered too lascivious to remain. The open door leads to Zarta's bedchamber. The bucket holding open the door is full of a mixture of turpentine and varnish.

A15. Zarta's Bedchamber

This extravagant bedchamber is dominated by a massive four-poster bed that takes up half the room. Red-varnished wardrobes and vanities complement the black silk sheets on the bed, which appears to be in the process of being dismantled. The walls of the room have been stripped of the portraits that once hung there, faint outlines of the art pieces being all that remain. The exception to this is the eastern wall, which is occupied by an elaborate woodcutting depicting but a single nymph in a seductive pose, garbed in nothing but a necklace bearing an amulet shaped like the Asmodean star.

Zarta's bedchamber has doors leading out to her sitting room and to a side room that she used as a den of debauchery too unspeakable for her personal bedroom.

The woodcutting on the eastern wall is actually secret door that leads to Zarta's private study, and is of a noticeably tamer style than the paintings left in her sitting room. A DC 15 Perception check while examining the woodcutting reveals that the Asmodean star hanging from the nymph's neck is actually a keyhole. If the Asmodean cross key is placed and turned in the keyhole, the woodcutting swings out into the room, allowing entry into the study beyond.

Creatures: Turning the key in the keyhole of the woodcutting in this room also summons two devils that Zarta has bound to guard her secret domain, which attack the PCs immediately.

Subtier 1–2 (CR 4)**IMPS (2)****CR 2**hp 16 each (*Pathfinder RPG Bestiary* 78)

Morale The devils fight to the death. If they are brought to fewer than 0 hit points, the imps are sucked back into the woodcutting and disappear.

Subtier 4–5 (CR 7)**BEARDED DEVILS (2)****CR 5**hp 57 each (*Pathfinder RPG Bestiary* 73)

Morale The devils fight to the death. If they are brought to fewer than 0 hit points, the bearded devils are sucked back into the woodcutting and disappear.

A16. Zarta's Playroom

This room seems to be in pristine condition, with little evidence of renovations. The chamber is full of a variety of equipment suggestive of a dungeon or torture chamber. The walls appear to be thickly padded and sustain hooks holding a number of whips, bludgeons, and other instruments of pain. Spaced between large mirrors are several extremely obscene paintings.

This room was where Zarta spent the majority of her time entertaining her lovers and playthings. Among the paintings on the wall is a rather blasphemous portrait of Sarenrae in a compromising position with two succubi.

Faction Notes: Silver Crusade faction PCs who destroy the painting of Sarenrae earn 1 Prestige Point. The surest and quickest method of destruction available in the area is to splash the painting with the mixture of turpentine and varnish in area A14.

A17. Zarta's Study

In contrast to the large and lavish rooms that make up the rest of this side of the embassy, this secret study is cramped, utilitarian, and sparse. Almost all of the room is taken up by a long desk topped by a series of cubbies full of papers and curios. The desk itself is clear except for a piece of paper and a small, framed portrait of Venture-Captain Ambrus Valsin with a lipstick kiss-mark on it. The walls of the room are irregular and look as if the room was shoehorned into wasted space between other rooms. Like the rest of the personal chambers, this room is windowless, and is pierced only by the secret door and an air vent in the southern corner.

Development: The paper left out on Zarta's desk (see Player Handout #1 on page 20) includes the serial numbers of several imperial seals and (in code) the imperial functionary entrusted with the seal. The list was painstakingly compiled by Zarta so that she could tell who in the bureaucracy was responsible for any given imperial action. She left it out during her final preparations for the Pathfinders to find so that they'd have some way of cutting through the paper trail and finding out who had her kidnapped. The list includes the seal appended to Zarta's arrest order along with the name "Tancred Desimire," though the PCs likely won't be able to decode the name until they run the encrypted text through the partial cipher from Player Handout #2. Even then, they'll need to find the prisoner receipt in area

B2 to properly cross-reference the imperial seal serial numbers and figure out which one was responsible for Zarta's disappearance.

The back of Valsin's portrait contains a note from Zarta (see Player Handout #2 on page 20). Any PC who makes a successful DC 10 Perception check while examining the portrait discovers the note on the back. What looks like a fan's note about a beloved actor is actually a veiled set of directions to the records archive (area B2). Zarta wrote on the back of the portrait of Valsin thinking that it was the one thing in her study that Pathfinders would immediately take notice of but that internal security thugs might dismiss as being unimportant.

In addition to providing the discreet directions through the vent system, Zarta encrypted the first several words of her note in the cipher (see the bottom right-hand corner of Player Handout #2), which gives the PCs the means of decoding the list of seal codes on Player Handout #1. The line Zarta provided is only enough to decode 18 letters of the alphabet; a PC who succeeds at a DC 15 Linguistics check while figuring out the partial cipher can figure out one additional letter for every iteration of 5 by which his Linguistics check exceeds the DC. If the PCs seem utterly clueless as to what the garbled last line of the note is, a DC 10 Intelligence check can identify it as a code of some sort.

The clues in Zarta's note should lead the PCs to open the vent in this room. The vent can be opened with a successful DC 15 Disable Device check or pried off the wall with a successful DC 15 Strength check. The vent leads into an old system of air ducts, and the capitalized words in Zarta's note provide clues as to which way to turn at the various forks between Zarta's secret study and the records archive.

A successful DC 15 Perception check made while examining the cubbies in Zarta's study reveals a felt bag with three carved tower figurines in the Thassilonian style. There is also a list labeled "SL Operatives" among the myriad papers spilling out of the cubbies.

Treasure: Tucked behind the vent in this room is a valise containing 50 gp (Subtier 1–2) or 600 gp, four opals worth 300 gp each, a *hat of disguise*, and an *improved ring of climbing* (Subtier 4–5). Regardless of the subtier, the valise also contains a pouch of *dust of disappearance*, a *cloak of elvenkind*, and official-looking documents establishing several different false identities for Zarta Draldeen. This was Zarta's quick-getaway bag, but she didn't have enough advance warning to take advantage of it.

Faction Notes: Osirion faction PCs who successfully pocket the Thassilonian figurines and get them out of the embassy (requiring a successful DC 15 Sleight of Hand check to hide them unobtrusively on their persons) earn 1 Prestige Point.

THE CHELISH SECURITY CIPHER

Many of the bureaucratic agencies involved with internal security in Chelixa use a cipher to encode important documents. The cipher isn't very complex: each letter of the alphabet is replaced by another letter in no particular order. The cipher is simple enough that internal security agents can read and write encrypted messages without a second thought.

For those who don't know the code and don't have a key, the cipher is difficult to decode since the substitutions don't follow a particular pattern. Fortunately, Zarta knows the cipher as well (and uses it herself on occasion, such as with her seal code list). She left a partial key with her note to the Pathfinders so they can read any documents they came across.

Whenever the players take time during the game to try to decode either Zarta's note from area **A17** or her prisoner receipt in area **B2**, time the players using a clock or stopwatch to see how long it takes them to decipher the documents. Add this number of real-time minutes to the party's total time spent away from the waiting area. Let the players know you are calculating this time, since if they know this, they might choose to wait until they have found both the note and the prisoner receipt before attempting to crack the cipher.

For the sake of making the GM's job a bit easier, the complete cipher is reproduced in the following table. To use the cipher, simply find each letter from an encoded message on the Encrypted Letter column and replace it with the letter on the Unencrypted Letter column.

Encrypted Letter	Unencrypted Letter	Encrypted Letter	Unencrypted Letter
A	I	N	B
B	F	O	E
C	L	P	G
D	S	Q	H
E	O	R	K
F	C	S	N
G	M	T	Z
H	D	U	Y
I	A	V	W
J	Q	W	T
K	V	X	R
L	X	Y	U
M	J	Z	P

Shadow Lodge PCs may earn 1 Prestige Point by memorizing the list labeled "SL Operatives" (requiring a successful DC 12 Intelligence check) and destroying the list without anyone else doing the same. Available means of destruction include dipping the list in the paint

thinner in area **A14**, devouring the list (which requires a successful DC 13 Constitution check to keep the grimy sheet down), or some other creative means of destroying the paper.

Rewards: If the PCs discover the valise and take what's inside, reward them as follows.

Subtier 1–2: Give each PC 425 gp.

Subtier 4–5: Give each PC 1,700 gp.

PART THREE: THE RECORDS ARCHIVE

Once the PCs have determined that Zarta's letter of admiration is actually a clue to their next objective, they'll likely traverse the ventilation system in order to reach the records archive beyond. During this part of the scenario, the various barriers between Amara and the PCs prevent communication via her *message* spell, leaving the PCs to fend for themselves until they return to the other area of the residential wing.

B1. VENTILATION SYSTEM

This cramped vent leads to a series of old ventilation tunnels. The floor and some of the walls of the tunnels are plain stone or plaster, but in many places the walls and ceiling display pieces of crumbling mosaics, frescos, murals, and bas-relief sculptures.

These tunnels are narrow with low ceilings, and tend to be about 3 feet wide and 3 feet tall. They lead to many rooms on both floors of the residential wing. Zarta's note (see Player Handout #2 on page 20) gives clues to which direction to take at each fork. The clues, in order, are vent, lion, scales, king, and centaur.

Once in the tunnels, the PCs must crawl along on hands and knees to move through them. Occasional vents punctuate the walls and provide dim light throughout the tunnels.

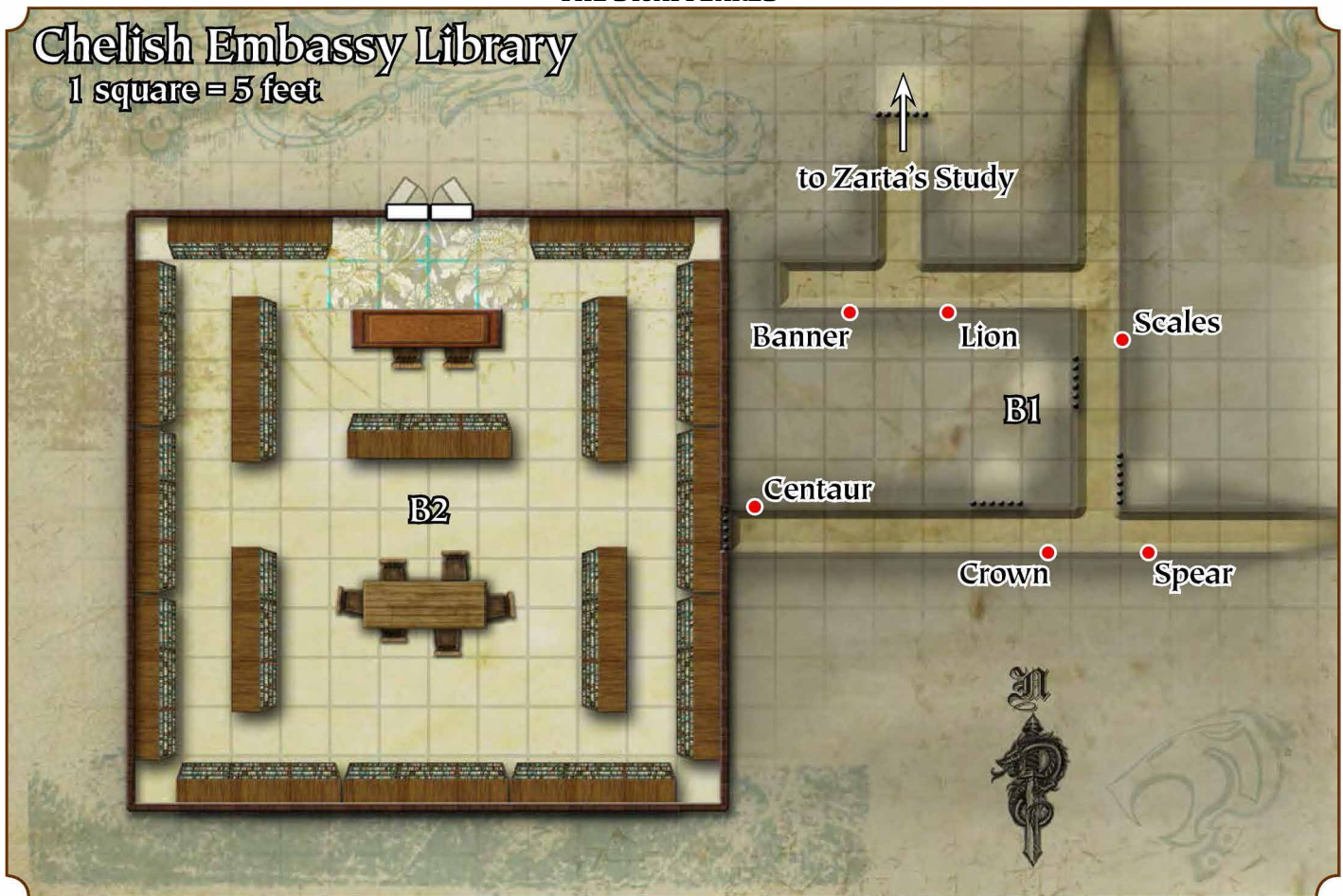
At the first junction, the wall to the left of the fork is adorned with the head of a lion, cut off from whatever mural sustained it in the room below, and the right side of the fork shows an ancient banner unfurling.

If the PCs follow the lion, the next junction they reach has the right side of the fork adorned with the scales of justice, while the left fork is plain wood.

If the PCs follow the scales, the next junction has a crown on the wall of the right branch of the fork and a depiction of a spear thrust up through the floor of the wall of the left fork. If they follow the crown, the PCs come to a dead end with a vent in it. The middle third of a centaur wielding a bow adorns a wall of the tunnel, its arrow pointing to the vent.

Chelish Embassy Library

1 square = 5 feet



The PCs can open the vent carefully with a successful DC 15 Disable Device check followed by a successful DC 15 Dexterity check. Otherwise, the vent clatters to the floor, creating a loud noise that fortunately nobody is around to hear. The vent is near the ceiling of the records archive but climbing up and down is made trivial by a cabinet standing against the wall under the vent.

Traversing the ventilation tunnels takes 5 minutes for the whole party to make it through, plus 1 minute for every wrong turn the party takes.

B2. RECORDS ARCHIVE

This room is large and square. The walls glow with a gentle blue light, and the air feels unnaturally cool and dry. Shelves line the walls and stand in ranks through the middle of the room, punctuated by a wooden table and ornate chairs. An imposing, unoccupied desk faces the main entrance to the room. On an easel in one of the aisles is a map of the room.

The records archive is among the more heavily protected rooms in the residential wing of the Chelish embassy, and with good reason, since most of the sensitive records kept by the embassy are stored there. Security in the records archive mostly involves a series

of wards and alarms at the entrance. When the records archive is open, it is attended to by clerks on duty as well. When the records archive is closed, on the other hand, animated objects are instructed to watch over the area just in case somebody manages to sneak in.

Creatures: Since they are bypassing the main entrance, the PCs don't have to worry about the protective wards there, but they still have to deal with the animate guardians, which attack as soon as the PCs approach any of the four cabinets immediately adjacent to the table nook (labeled "Internal Security: Receipts," "Internal Security: Evidence," "Imperial Security: Dossiers," or "Imperial Security: Misc.").

Subtier 1–2 (CR 3)

ANIMATED CHAIR

CR 3

 Animated object (*Pathfinder RPG Bestiary* 14)

hp 36

SQ construction points (constrict, grab)

During Combat The chair attacks with its arms, using slam attacks and its grab ability to force intruders into its seat where it attempts to constrict them until they fall unconscious, at which point it drops them and moves onto the next intruder.

SCALING ENCOUNTER B2

Make the following changes to the encounter to accommodate parties with only four PCs.

Subtier 1–2: The animated chair does not have the constrict ability.

Subtier 4–5: Reduce the number of animated chairs from three to two.

Subtier 4–5 (CR 6)**ANIMATED CHAIRS (3)****CR 3**

Animated object (*Pathfinder RPG Bestiary* 14)

hp 36 each

SQ Construction Points (constrict, grab)

During Combat The chairs attack with their arms, using slam attacks and their grab ability to force intruders into their seats, where the chairs then attempt to constrict the victim until she falls unconscious, at which point it drops her and moves onto the next intruder.

Treasure: In the wreckage of each animated chair is an exquisitely carved jade amulet worth 300 gp. The amulets were built into the backs of the chairs to help the archive staff differentiate between the animate chairs and the mundane ones.

Development: The records archive sports a map near the front desk that notes what subject each file cabinet pertains to. Zarta's prisoner receipt document is in the cabinet labeled "Internal Security: Receipts" on the map. The evidence used to indict Zarta is in the cabinet labeled "Internal Security: Evidence." Searching a cabinet requires a successful DC 15 Perception check and takes 3 minutes to either find what the PC is looking for or see that the proper evidence is not in that particular cabinet. A PC whose check result exceeds the DC by 5 or more needs only 1 minute to search a cabinet. If the PC fails his Perception check, he still finds what he's looking for (as long as there is a relevant document in the cabinet, of course) but spends a total of 5 minutes doing so.

Zarta's prisoner receipt document (see Player Handout #3 on page 21) is largely written in the internal security cipher. The PCs must decipher it to make sure it has the information they need, and the GM should determine the amount of real-world time the players spend (see the The Chelish Security Cipher sidebar on page 12).

The evidence that Tancred used to indict Zarta consists of a series of letters written in a halting hand that resembles the paracountess's. Upon closer examination, however, the letters' writing differs significantly from the note found in Zarta's study. The forged letters are addressed to a prominent House Thrune enemy, and

in them "Zarta" discusses selling privileged Chelish information supposedly meant to foment political insurrection. Zarta's personal travel logs, written in her natural hand, are also included. While the first entry—a trip to Absalom's Ivy District—does indeed match with the letters' indication of Zarta's supposed treasonous activities, the second entry proves the paracountess was away from Absalom during a time the letters claim she met with her conspirators in the Petal District. Both documents are in "Evidence Locker #A23" as described in Zarta's prisoner receipt document, and the PCs must acquire the prisoner receipt document and the evidence to meet the success conditions of the scenario.

Once the PCs have acquired the receipt and the evidence, they are free to make their way back to the waiting room in whatever manner they choose.

Faction Notes: Andoran faction PCs will be interested in finding the list of Andoren operatives, which is in the cabinet labeled "Counter-Intelligence." Memorizing the list requires a successful DC 15 Linguistics or Intelligence check. Locating, memorizing, and destroying the list earns Andoran faction PCs 1 Prestige Point.

Sczarni faction PCs will be interested in locating Reggo Firanz's dossier in the "Imperial Security: Dossiers" cabinet. Locating the dossier, pocketing it discreetly with a successful DC 15 Sleight of Hand check, and making it out of the embassy with the folder earns Sczarni faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the animated chairs, reward them as follows.

Subtier 1–2: Give each PC 50 gp.

Subtier 4–5: Give each PC 150 gp.

PART FOUR: ESCAPING THE EMBASSY

If the PCs are to succeed in their mission, they need to get back to the waiting room before the hour is up so that the ambassador doesn't know they were sneaking around. Getting back to the waiting room takes a while if they want to avoid making a scene; climbing back through the tunnels takes 5 minutes, while traveling from Zarta's study back to the waiting room takes another 15 minutes. The journey might take considerably less time if the PCs previously acquired servants' outfits from area A11 and successfully strut through the main foyer and back into the waiting room through the north gallery, or it may take longer if they encounter any of the rooms' various obstacles along the way.

When the PCs have only 20 minutes left, Amara lets them know that the ambassador is getting restless and she's going to try to distract him. When the party has only 10 minutes left, Amara Li messages them again to let

them know the ambassador has excused himself from the party and will be coming “in a matter of minutes.”

If the PCs make it back to the waiting room before 60 minutes have elapsed, they can hand the sealed envelope to the ambassador and head right out of the embassy, successfully completing their mission.

If the PCs make it to the waiting room after 60 minutes have passed but before 65 minutes have elapsed, the ambassador is waiting for them but hasn’t called the guards yet. The PCs have one chance to attempt a DC 20 Bluff check explaining why they wandered off; success means they can hand off the document and breeze out before the ambassador gets his wits about him, while failure at the check inspires the suspicious ambassador to call the guards.

If the PCs take more than 65 minutes to return to the waiting room and meet the ambassador, the guards are summoned and are waiting for the Pathfinders when they get to the waiting room. They must immediately surrender or try to fight their way out (see the Blown Cover section below).

BLOWN COVER

The PCs can garner the attention of the Chelish embassy’s guards by failing to get back to the waiting area in time or by accumulating too many strikes during their infiltration. Tripping the alarms at the main entrance to the records archive has the same effect.

If the PCs end up facing the guards, they can choose to surrender, in which case they are searched and their possessions are confiscated. They are interrogated about the real reason for their presence, and are held in the embassy until Venture-Captain Valsin can arrange to get them out. When Valsin retrieves them, they get their personal property back, but not anything they picked up while exploring the embassy (including faction mission items). Furthermore, the relationship between the Chelish embassy and the Pathfinder Society is severely strained, and word may get back to Tancred that the Pathfinders are onto him.

If, instead of surrendering, the PCs choose to fight, they face a few armed guards at first, but the number quickly escalates until the PCs are forced to flee the embassy. They can escape the building either by jumping through any window (a noisy affair that deals 1d6 points of slashing damage plus 1d6 points of falling damage to anyone jumping through) or hopping the garden fence (requiring a successful DC 15 Climb check to climb up and another successful DC 15 Climb check to safely climb down the outside). If they can make it back to the spy’s entrance, they can escape that way as well. If they fight their way out and survive, the PCs can bring the documents back to Venture-Captain Valsin and the Chelaxians won’t know what they were after in the

SCALING THE FIGHT WITH THE GUARDS

Make the following changes to the encounter to accommodate parties with only four PCs.

All Subtiers: Only one guard arrives for the first 2 rounds of combat. Two more guards arrive 2 rounds later, then three more guards 2 rounds after that, then four more guards 2 rounds after that, and so on.

embassy. However, in this case, the relationship between Cheliox and the Pathfinder Society is strained even worse than if the PCs had been captured.

Either way, should the PCs draw the attention of the guards, Valsin has serious words for the returning Pathfinders about the meaning of discretion, and they may be barred from any missions that require finesse for the foreseeable future.

Subtier 1–2 (CR 3)

CHELISH EMBASSY GUARDS (2)

CR 1

Human fighter 2

LN Medium humanoid (human)

Init +6; **Senses** Perception +3

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 21 each (2d10+6)

Fort +5, **Ref** +2, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +6 (1d6+2/19–20)

TACTICS

Before Combat The guards approach the PCs with swords drawn and demand that they throw down their weapons. If they do so, the guards accept their surrender. Otherwise, the guards attack.

During Combat The guards fight conservatively, trying to keep the PCs from escaping until reinforcements arrive.

Morale The guards are playing for time and are highly confident. If a guard is reduced to fewer than 10 hit points, she retreats long enough to drink her *potion of cure light wounds* and rejoin the fight.

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 16

Feats Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (short sword)

Skills Intimidate +4, Perception +3, Sense Motive +3

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** padded armor, masterwork short sword

Subtier 4–5 (CR 6)

CHELISH EMBASSY ELITE GUARDS (2) CR 4

Human fighter 5
LN Medium humanoid (human)

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

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 42 each (5d10+10)

Fort +6, **Ref** +4, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +11 (1d6+6/19–20)

Special Attacks weapon training (light blades +1)



TACTICS

Before Combat The guards approach the PCs with swords drawn and demand that they throw down their weapons. If they do so, the guards accept their surrender. Otherwise, the guards attack.

During Combat The guards fight conservatively, trying to keep the PCs from escaping until reinforcements arrive.

Morale The guards are playing for time and are highly confident. If a guard is reduced to fewer than 15 hit points, he retreats long enough to drink his *potion of cure light wounds* and rejoin the fight.

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 21

Feats Agile Maneuvers, Dodge, Improved Initiative, Power Attack, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Acrobatics +8, Intimidate +7, Perception +6, Sense Motive +6

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, +1 *short sword*

Development: The first two guards arrive at the PCs' location 2 rounds after the alarm is raised. Every 2 rounds thereafter, an additional set of guards comes to bolster the embassy's defenses; the first set of reinforcements consists of three guards, the second is made up of four, the third five, and so on. This continues until the PCs escape the embassy or give themselves up.

CONCLUSION

Now that the Pathfinder Society knows where Zarta has been taken and who has taken her, they can get to work on either getting her back or at least figuring out how to deal with Tancred Desimire, who is now firmly in the Society's sights. With the false evidence used by Desimire, the Pathfinder Society may be able to prove to the Chelaxians that Zarta is innocent, though how they can do so without admitting they searched the embassy is hard to see.

When the Pathfinders report back to Venture-Captain Valsin, if they successfully deduced Zarta's situation without alerting the guards, he gives each PC a token stamped with the House of Thrune's insignia. These tokens, which the Pathfinder Society previously received from Zarta as a sign of her good will, bestow a +3 circumstance bonus on Diplomacy checks intended to influence high-standing members of House Thrune, the Chelish government, or a Hellknight order in good standing. This bonus remains in effect as long as the token remains on its owner's person; a token only imparts this bonus to the individual to whom it was given.

Success Conditions

If the PCs make it out of the embassy with the Chelaxians none the wiser about their intentions and with the necessary information about Zarta's situation, they have succeeded fully and earn 1 Prestige Point each. If they gain all of the information and evidence but have to fight their way out, they have succeeded, but are reprimanded by their leaders among the Society. If they are captured and their stolen information and evidence are confiscated, the PCs have failed the mission.

Faction Notes: If the PCs retrieve the necessary information and evidence to lead them to Zarta Dralneen's whereabouts, Cheliox faction PCs earn 1 Prestige Point.

FACTION MISSIONS

Player characters of each faction who achieve their faction's listed mission may earn an additional Prestige Point as follows.

Andoran: Andoran faction PCs who memorize and destroy the list of Andoren operatives in area **B2** earn 1 Prestige Point.

Cheliox: Cheliox faction PCs do not have a faction-specific mission, and instead simply earn 1 additional Prestige Point if they meet the success conditions for the scenario.

Grand Lodge: Grand Lodge faction PCs who successfully place the tracking bead either in Muno Dans's cloak in area **A12** or on his person in area **A7** earn 1 Prestige Point.

Lantern Lodge: Lantern Lodge faction PCs who successfully pass the fan to Amara Li in area **A7** earn 1 Prestige Point.

Osirion: Osirion faction PCs who successfully acquire the Thassilonian figurines in area **A17** earn 1 Prestige Point.

Qadira: Qadira faction PCs who successfully bribe an appropriate servant in either area **A5** or **A12** to deliver the message to Eudom Mansarian earn 1 Prestige Point.

Sczarni: Sczarni faction PCs who retrieve the records archive dossier from Reggo Firanz in area **B2** earn 1 Prestige Point.

Shadow Lodge: Shadow Lodge faction PCs who memorize and destroy the list of Shadow Lodge operatives in area **A17** earn 1 Prestige Point.

Silver Crusade: Silver Crusade faction PCs who destroy the sacrilegious painting of Sarenrae in area **A16** earn 1 Prestige Point.

Taldor: Taldor faction PCs who bring all three keys from area **A2** out with them earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Andoran



Liberty's Ambassador,

Your next mission will take you inside the Chelish embassy. This is a unique opportunity to do some intelligence work. I have reason to believe the Chelaxians have been effective in uncovering many of Andoran's undercover operatives working within the Chelish government. Whatever their other faults, the Chelaxians are nothing if not organized—I'm sure they've gotten our operatives consolidated in a list, and that there's a copy of that list in their Absalom embassy. Our agents need to be warned so they can escape before the Chelaxians decide they're no longer useful to them. If you can find that list, memorize it and recite it to me later. We need to know whom we can trust, and whom we have to evacuate!



Yours in freedom,

Major Colson Maldris

GRAND LODGE



My Friend,

Muno Dans, a low-ranking but nonetheless important Aspis Consortium agent, will be at the gala tonight at the Chelish embassy, the site of your forthcoming mission. You'll recognize him by his distinctive hairstyle: he wears it in Garundi crop-rows, which is highly unusual for a Chelaxian. He also dresses quite distinctively, and frequently flaunts his bright red cloak with the triple-asp on the back. We've been trying to get some sort of surveillance to stick to him for some time, but he's quite careful. We're giving you a small tracking bead that we've prepared. If you can stick it discreetly into a pocket of his clothing, we'll be able to track his movements long enough to come up with a more permanent solution.



Good luck!

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Pathfinder,

I will be attending the gala at the Chelish embassy during your mission there. Running interference for you is but one of my purposes for being there, but the Chelaxians are watching me closely. I need a special item to fulfill my obligations, and the front gate security will surely detect it when they courteously search me at the front door. Bring this courtship fan into the embassy with you and pass it off to me, discretely, when we meet inside. I'll be near the southern edge of the ballroom while you're on your way in.



Luck of the ancestors guide you,

Venture-Captain Amara Li

Osirion



Loyal Servant of the Ruby Prince,

Our search for a cure for our Prince's ailment continues. We have spread our nets widely looking for ancient secrets and reagents that will allow us to combat the baffling curse. Word of the curse has spread somewhat, and it appears we're not the only ones looking for a cure. Zarta Dralneen has dropped hints that she has obtained a handful of Thassilonian artifacts that might be crucial in our researches. So far she hasn't been willing to give them up, instead using them as leverage in her profane power plays. Now, however, the shoe is on the other foot.

The artifacts in question are several small, carved figurines in the Thassilonian style. There should be three, each cut in the shape of a tower. Bring them out and you may help the Ruby Prince in his time of greatest need.



In shared service,

Amenopheus, the Sapphire Sage

THE DISAPPEARED

Qadira



Loyal Subject of the Padishah,

We have many allies in Varisia, but the distance and the eternal need for subtlety make getting a message to them difficult. One of our friends, Eudom Mansarian, is a prominent merchant of Korvosa and serves as an informal ambassador between Korvosan merchant interests and those of Absalom. He'll be at the Chelish embassy for their upcoming gala. And lo and behold, so will you!

Attached to this message you will find a coded message for Eudom along with one gold piece that you can use to bribe a servant to get the message to him in the middle of the gala. Make sure to pick the right servant: Too low and they will not be reliable. Too high and they may be too loyal to their masters.



Aaqir al'Hakam Toward a prosperous tomorrow,
Trade Prince Aaqir al'Hakam

SCZARNI



Fast Friend,

The Chelaxians aren't good for many things, but they can be trusted to keep extremely detailed records. Such records are extremely valuable if put to the right purposes, but they so often just sit gathering dust. The Chelish embassy brims with the records I speak of, and I'd be very pleased if you could bring one out with you. I'm sure it won't be missed!

Reggo Firanz is the name I want—he's one of our brethren operating around Korvosa, and I'd love to have some leverage I could use to make him more amenable to some of our plans. He's probably got quite a dossier, given the number of times he's been mixed it up with the Order of the Nail. Let's see if any of it is useful. Bring me that dossier and I'll be a happy man.



Always take the main chance,
Guaril Karela
Guaril Karela

SHADOW LODGE



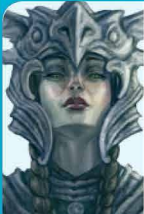
Fellow Agent,

If I don't miss my guess, you'll soon have an opportunity to rifle through Zarta Dralneen's personal files. I have reason to believe that she's been assembling a list of Shadow Lodge operatives. That list must be destroyed, but the agents she's aware of may be compromised in other ways as well. So find the list, memorize it, destroy it, and get the names to me. We'll see how we can use this to our advantage.



Stick to the shadows,
Torch
Grandmaster Torch

Silver Crusade



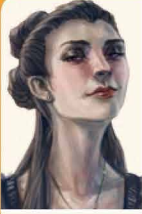
Our Champion,

We all know of Zarta Dralneen's profane tastes. In many ways, her cursed religion necessitates darkness and evil. But Zarta takes it to depths of depravity that many never achieve. Several of our operatives have been tracking down a sacrilegious painting of Sarenrae so that we may see it destroyed. Imagine my surprise when we discovered that the latest purchaser of the abomination was none other than our colleague Zarta. As you explore the embassy, keep an eye out for the painting. You'll know it when you see it—I don't wish to sully this paper with a description. Destroy it yourself—we don't want such filth spread across any more eyes than it has to be.



Walk in the light,
Ollysta Zadrian
Ollysta Zadrian

TALDOR



Agent of the Rebirth,

Your next mission takes you into the Chelish embassy, a fantastic opportunity if ever there was one. Of course, you'll be busy on Pathfinder work and you'll be dogged every moment by your nosy compatriots. How much better would it be if we could mount our own infiltration? With that dream in mind, why don't you see if you can get hold of any keys to the embassy, whether external or internal. We'll keep them safe until such a time as they become useful.



To a brighter future for Taldor,

Lady Gloriana Morilla

PLAYER HANDOUT #1: SEAL CODES

30052905

52203491

10449520

79402910

59200482

20955321

76439201

40592281

Sexikai Icnyd

Agzoxai Xilais

Ziwxesafyd Hxoshiso

Wisfxoh Hodagaxo

Cyxfe Wisilais

Zikissi Icitixae

Ioxehyd Icnyd

Pxifgayd Xiwixaes

PLAYER HANDOUT #2: BACK OF VELSIN'S PORTRAIT

What a man! I just have to Vent. Every production he's been in has been to die for. HE WALKS THE STAGE LIKE A LION! That scene in THREE royals richer where he Scales the balcony? His luscious performance in King favian's folly, EVEN if it was just second Centaur, was extremely enticing. I can only hope his understudies will follow his capital performances.

vqiw i gis! A mydw giko we
kosw. OKOXU 3XEHyfwaes go'h

PLAYER HANDOUT #3: PRISONER RECEIPT DOCUMENT

PRISONER RECEIPT: 4983A

PRISONER: Zarta Dralkeen

DESTINATION: Fawihoc Kxiah

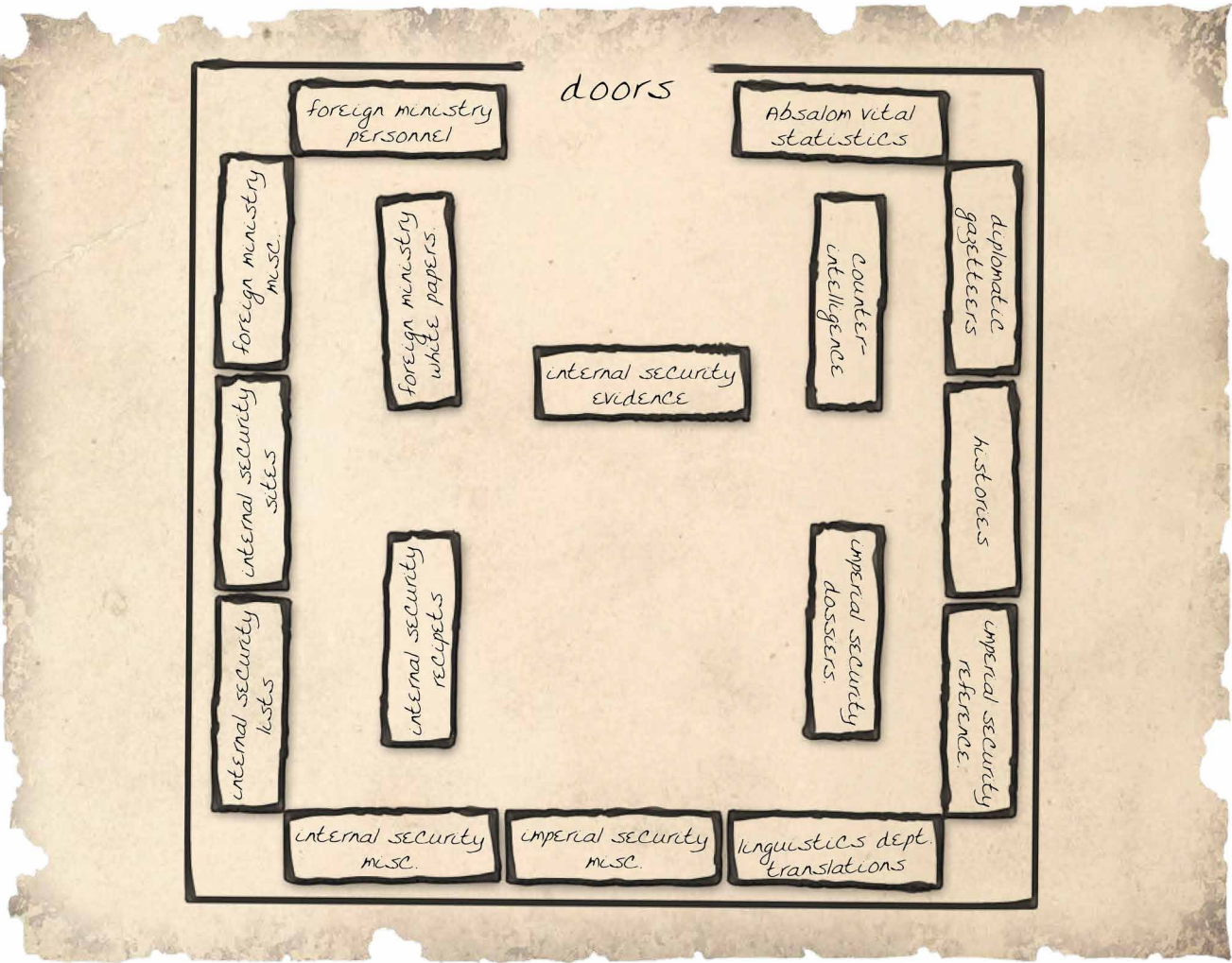
DURATION: Ashobasawo-xogaw es xojyodu

DESIGNATION: wxiawex. okahosfo bacoh cefrox I23

REMIT TO: [REDACTED]

IMPERIAL SEAL: 79402910

PLAYER HANDOUT #3: PRISONER RECEIPT DOCUMENT



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-11: The Disappeared

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="text"/>
Prestige Points	
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

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Prestige Points	
Character Name	
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Character #	<input type="text"/>
Prestige Points	
Character Name	
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Character #	<input type="text"/>
Prestige Points	
Character Name	
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Character #	<input type="text"/>
Prestige Points	
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

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Pathfinder Society Scenario #4-11: The Disappeared

Scenario Chronicle #

Slow Normal

SUBTIER	260	520
1-2		
SUBTIER	925	1,850
4-5		

MAX GOLD

This Chronicle Certifies That

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

EXPERIENCE

Starting XP

+ _____ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ _____ GM's Initial

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ _____ GM's Initial

GP Gained (GM ONLY)

+ _____ GM's Initial

Day Job (GM ONLY)

+ _____

Items Sold

= _____

Subtotal

- _____

Items Bought

= _____

Total

Items Found During This Scenario

SUBTIER
ALL

House Thrune's Favor: Your complete discretion in infiltrating the Chelish embassy has earned you a rare token stamped with the insignia of the House of Thrune, signifying your favor in the eyes of Chelixa's ruling house. This grants you a +3 circumstance bonus on Diplomacy checks to influence high-standing members of House Thrune, the Chelish government, or a Hellknight order in good standing. This bonus remains in effect as long as the token remains on your person, and the token imparts its bonus only to you.

SUBTIER
1-2

cloak of elvenkind (1,500 gp)
dust of disappearance (3,500 gp)
elixir of hiding (250 gp)

SUBTIER
4-5

hat of disguise (1,800 gp)
improved ring of climbing (10,000 gp)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #