

# PATHFINDER SOCIETY



## YEAR OF SHATTERED SANCTUARIES



Scenario #3-06

Levels 3-6

## STRUCK BY SHADOWS

By Luis Loza



#### AUTHOR

Luis Loza

#### DEVELOPMENT LEAD

Mike Kimmel

#### ADDITIONAL DEVELOPMENT

Linda Zayas-Palmer

#### DESIGN LEAD

Mark Seifter

#### EDITING LEAD

K. Tessa Newton

#### EDITOR

Solomon St. John

#### COVER ARTISTS

Enrique Barajas and Josef Kučera

#### INTERIOR ARTISTS

Enrique Barajas, Klaher Baklaher, Matheus Dorrow Schwartz, Josef Kučera, Gabriel Scavariello

#### CARTOGRAPHER

Jason Engle

#### ART DIRECTION

Tony Barnett

#### GRAPHIC DESIGN

Justin Lucas

#### DEVELOPMENT MANAGER

Linda Zayas-Palmer

#### ORGANIZED PLAY COORDINATOR

Alex Speidel

#### CREATIVE DIRECTOR

James Jacobs

#### DIRECTOR OF COMMUNITY

Tonya Woldridge

#### DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

#### PUBLISHER

Erik Mona

## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 3-6**



**PLAYERS: 3-6**



Paizo Inc.  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577

**paizo.com**

# STRUCK BY SHADOWS

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

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

**Maps:** *Pathfinder Flip-Mat: Haunted Dungeons Multi-Pack* and *Pathfinder Flip-Tiles: Dungeon Starter Set*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SCENARIO TAGS

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



**METAPLOT (SHATTERED SANCTUARIES)**

## SUMMARY

The PCs are preparing for their next mission at the Grand Lodge when a group of shadowy infiltrators attack! The PCs are tasked with responding to the attack and fend off a number of attackers. They soon learn that the would-be infiltrators are spread throughout the Grand Lodge, and the PCs must travel between sites to deal with the attackers and their machinations. After dealing with shadow creatures, a shadowy haunt, and the risk of damaging precious Pathfinder records, the PCs meet with the Grand Lodge's head of security to learn of one final infiltrator holdout. The PCs fight through the last remaining attackers and their shadow construct to find the leader of the infiltrators, who slips through their fingers. The PCs do their part in defending the Grand Lodge and uncovering further signs of a conspiracy against the Pathfinder Society.



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## ADVENTURE BACKGROUND

The Onyx Alliance is a group based out of Shadow Absalom, a shrouded simulacrum of the city of Absalom located on the Plane of Shadow. Formerly an organization of slavers, the Onyx Alliance recently went through a drastic change when Sarnia Blakros—previously given as tribute to the Onyx Alliance through an ancient agreement between the Alliance and the influential Blakros family—led a hostile takeover that saw her take charge of the organization. Though she disbanded the slavery used by the organization's former leaders, Sarnia hasn't made the Onyx Alliance a good, or even soft, organization. Instead, the Onyx Alliance now ruthlessly amasses power by sending out well-equipped, trained agents to advance the Alliance's agenda of accumulating wealth, magic, influence, and ancient secrets. In many ways, the Onyx Alliance has evolved into a heartless and ruthless counterpart to the Pathfinder Society.

The Onyx Alliance has become interested in the goings-on both within and surrounding the Pathfinder Society and seeks to gain more information on the Society, its allies, and especially its enemies. In aim of this goal, Sarnia Blakros has tasked her son, **Marcien Blakros** (LE male fetchling provocateur), to learn what he can about the Society and report back to the Onyx Alliance. Sarnia hopes to make use of the knowledge to further the Alliance's goal and place the organization in a position where it can gain an advantage over the Society and its agents.

Marcien has concocted an elaborate scheme to break into the Grand Lodge itself to obtain documents about the Society's machinations as well as any other knowledge he can uncover. In theory, Marcien's illusions, enchantments, and shadow magic should allow his team to enter the Grand Lodge, accomplish their mission, and leave without anyone ever knowing they were there. However, the Onyx Alliance is unaware that the Society's new Head of Security has instituted numerous changes throughout the Grand Lodge that will put a quick end to the infiltration, leading to a sudden and direct confrontation with the Pathfinder Society.

## WHERE ON GOLARION?

This adventure takes place at the Pathfinder Grand Lodge in Absalom. For more information on the Grand Lodge, see pages 64–69 of *Pathfinder Lost Omens Pathfinder Society Guide*. For more information about Absalom, see Chapter 2 of *Pathfinder Lost Omens World Guide* and *Absalom, City of Lost Omens*.



## GETTING STARTED

The PCs begin the adventure in the Grand Lodge of Absalom, where Venture-Captain **Ambrus Valsin** (LN male human chamberlain) has summoned them to receive their next assignment. A preliminary note has notified the PCs about a task in Osirion, and they're likely prepared for the desert mission. When the PCs arrive in the venture-captain's office, they find him poring over a map of Osirion, deep in concentration.

Read or paraphrase the following when you're ready to begin the adventure.

Venture-Captain Ambrus Valsin stands over an imposing desk, studying a large map. Several notes and documents lie scattered about the desk, seemingly in an ordered disarray with several stacks of notes about ancient Osirion manuscripts in one pile, a set of sketches of Osiriani relics in one corner, and so forth. Ambrus looks up with a furrowed brow as he pushes another pile of notes aside. "Well, you're finally here. Great! We had best hit the ground running with this next assignment. There's a matter in Osirion, at

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the Sothis lodge, that requires great care on the Society's end. You have all proven yourselves worthy agents and I thought this might be a good opportunity to put your skills to use. The first thing you should be aware of with this mission is that—"

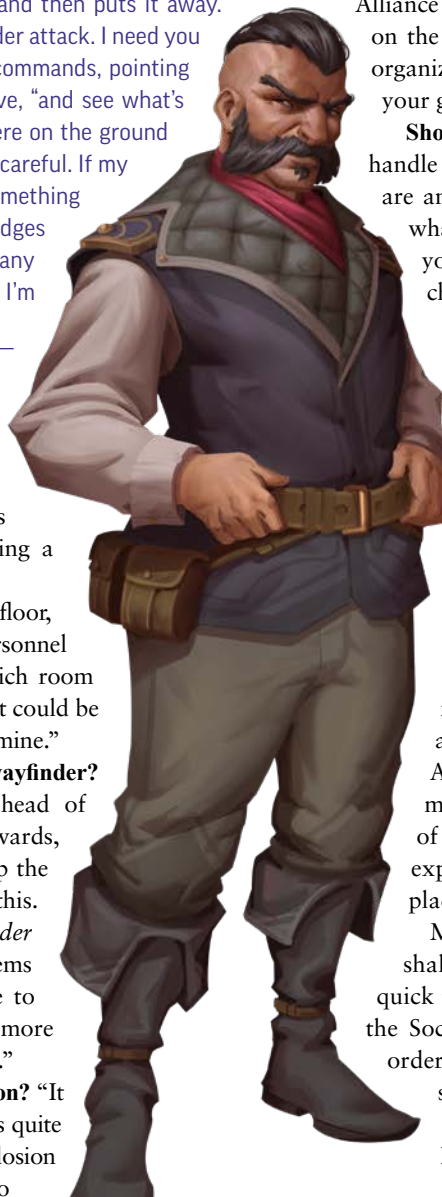
**KRAAKOOOM!** Suddenly, an enormous explosion rocks Skyreach tower, and Valsin's eyes grow wide. He rushes around his desk and throws open his door before prompting, "All of you, come with me!" Outside, large flames dance from inside a shattered window on one of Skyreach's higher levels. A loud, melodic tone rings out from Ambrus's wayfinder. He takes a moment to open its cover and then puts it away. "Pathfinders, the Grand Lodge is under attack. I need you to head up to that room," Ambrus commands, pointing at the shattered, fiery window above, "and see what's going on. I'll try to assess things here on the ground floor and get everyone to safety. Be careful. If my suspicions are correct, this has something to do with the recent attacks on lodges across the Inner Sea. If you find any intruders, try to take some alive! I'm counting on you."

It's likely that the PCs have questions before rushing toward danger. Ambrus sticks around for a few moments to answer what questions he can, but urges the PCs to head in after providing a few answers.

**What's up there?** "Based on the floor, it looks like it's near some personnel archives. Hard to tell exactly which room it is from here, though. As for what could be up there, your guess is as good as mine."

**What's happening with your wayfinder?** "Ah, yes, the alarm. The new head of security set up a number of wards, defenses, and the like to help keep the Grand Lodge safe in times like this. The wards are keyed to my *wayfinder* to notify me of an activation. Seems to be working well, but I'll have to track Toldrar down to see if he has more information as to what's going on."

**What about the mission in Osirion?** "It will have to wait, unfortunately. It's quite urgent—but not as urgent as an explosion in Skyreach tower! I might have to sort out different dates, travel plans, and so on. I'll reach out again after this is all settled."



AMBRUS VALSIN

## COMPOSITE MAPS

Many of the maps in this scenario are built from a combination of *Pathfinder Flip Mat: Haunted Dungeon* and tiles from *Pathfinder Flip Tiles: Dungeon Starter Set*. The location and number of each flip tile is indicated on the map, and unused areas of the Haunted Dungeon map are shown in faded gray to assist with tile placement.

**Who do you think is behind the attacks?** "I can't be sure yet, but we recently discovered that the Onyx Alliance seemed to be planning multiple attacks on the Pathfinder Society. They're a mysterious organization from Shadow Absalom—be on your guard!"

**Should we stay and help you?** "No, I can handle things down here. I don't know if there are any other agents around ready to take on whatever dangers await up there, so I want you to head in now while there's still a chance to catch whoever is attacking."

## A. SKYREACH HALLS SEVERE

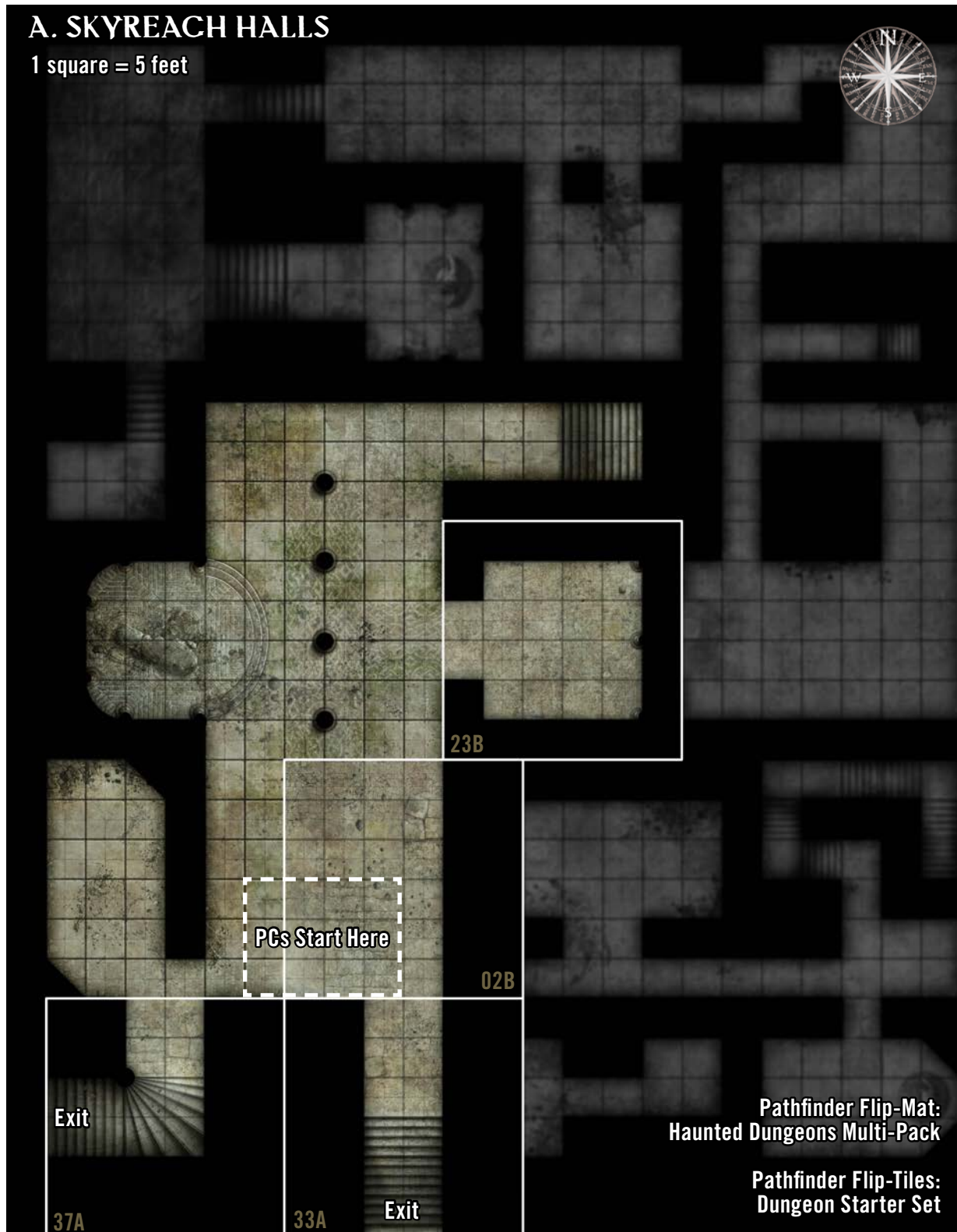
The members of the Onyx Alliance began their infiltration of the Grand Lodge with the archives on the higher floors of Skyreach. Unaware of the possibility of notable defenses inside, the infiltration group met an unfortunate surprise just as they attempted to open the door to one of the archive rooms. The room had a ward in place that was magically keyed to the resident Pathfinder agents, their *wayfinders*, and any guests. As none of the Onyx Alliance members matched the ward's attunements, the act of opening the door unleashed a massive explosion that killed several infiltrators and placed the Grand Lodge on high alert.

Marcien Blakros escaped the explosion shaken, but otherwise unscathed. He was quick to realize that the explosion would draw the Society's attention in short order. Marcien ordered the surviving Alliance members to spread out throughout Skyreach and create disarray throughout the building. He hopes that the distractions will buy him enough time to track down what information he can get his hands on before returning to Shadow Absalom.

# STRUCK BY SHADOWS

## A. SKYREACH HALLS

1 square = 5 feet



Pathfinder Flip-Mat:  
Haunted Dungeons Multi-Pack

Pathfinder Flip-Tiles:  
Dungeon Starter Set



# STRUCK BY SHADOWS

**Creatures:** The majority of the Onyx Alliance members are fetchlings—humanoids from the Shadow Plane, who call themselves kayals. The fetchlings among the infiltration group are low-ranking members of the Alliance and serve as foot soldiers for the organization. As the PCs reach the upper floors of Skyreach, they run into a few of these fetchlings attempting to flee to the lower floors to cause chaos.

The PCs arrive as several fetchlings are already moving through this floor, heading toward the stairs down to other floors. The fetchlings immediately break into combat upon spotting the PCs. There are four fetchling sneaks to begin with in this room. These fetchlings attempt to catch the PCs off guard, making use of the pillars and side rooms as hiding spots, as well as maneuvering around the PCs to flank characters who are alone.

At the end of the first round of combat, two additional fetchling sneaks come down the northern stairs and enter combat, rolling Stealth for their initiative rolls. These two fetchlings attempt to rush past the combat and reach the stairway exits to the lower floors. Their intention is obvious, as they call out to their allies about

their plan to head to the lower floor, and you should make this clear to the players as well. If the PCs intercept either of these two fetchlings, they

attempt to fight, but try to move around the PCs in the process. Each becomes visibly shaken once reduced to one half of their maximum Hit Points (see Onyx Alliance Morale below); when this happens, the GM should inform the players of their opportunity to encourage surrender. Any fetchling reduced to one quarter of their maximum Hit Points or less who has not been convinced to surrender attempts to flee.

Keep note of how many fetchlings manage to make it past the PCs and reach the exits. This number comes into play in area **D1** (page 13).

Use the map on page 5 for this encounter.

## LEVELS 3–4

### **FETCHLING SNEAKS (6)**

### **CREATURE 1**

Page 17, art on page 32

## LEVELS 5–6

### **DEADLY FETCHLING SNEAKS (6)**

### **CREATURE 3**

Page 25, art on page 32

## ONYX ALLIANCE MORALE

As foot soldiers of the Onyx Alliance, the fetchlings infiltrating the Grand Lodge recognize that they are generally expendable grunts in the eyes of Marcién Blakros. While these kayal are loyal to the Alliance, their position within the organization gives them a cynical outlook on their ultimate fates. Given the opportunity, many of these fetchlings prefer to slip away during the assault to live another day, rather than giving up their lives. The PCs can take advantage of this mindset by calling for the fetchlings to surrender mid-combat.

A fetchling foe reduced to half of their maximum Hit Points or fewer becomes visibly shaken by their wounds and the Alliance's botched invasion. A PC can attempt to call for that fetchling's surrender using the Appeal to Shadowy Intruders activity described below. Fetchlings who surrender immediately lay down their arms and step back from combat, which removes them from initiative order.

## APPEAL TO SHADOWY INTRUDERS ◆◆

UNCOMMON AUDITORY CONCENTRATE LINGUISTIC MENTAL

**Requirements** A fetchling sneak you can see is visibly shaken, such as by being reduced to half of their maximum Hit Points or fewer.

You call out to a visibly shaken foe and attempt to convince them to surrender. Depending upon your strategy, attempt a Deception, Diplomacy, or Intimidation check against the foe's Will DC to make your case for the foe's surrender.



FETCHLING SNEAK

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**Critical Success** The foe is quick to surrender and attempts to convince their allies to surrender as well. You and your allies gain a +1 circumstance bonus to checks to Appeal to Shadowy Intruders for 1 minute.

**Success** The foe takes your words to heart and surrenders to you immediately.

**Failure** The foe brushes off your attempt and continues to fight.

**Critical Failure** Your argument is severely flawed or laughable. The foe disregards your words and continues to fight. You take a -1 circumstance penalty to checks to Appeal to Shadowy Intruders for 1 minute.



TOLDRAR

## ASSESSING THE ASSAULT

Moments after the PCs defeat the fetchlings (or if the PCs become overwhelmed during the combat), **Sorrina Westyr** (N female oread human priest) arrives in the chamber. Sorrina is also attempting to investigate the attack and is surprised to find the PCs here. She quickly tends to the PCs' wounds, restoring them all to their maximum Hit Points, and tries her best to learn what exactly transpired during the fight.

Shortly after Sorrina's arrival, another figure enters the room: a hobgoblin man clad in heavy armor, carrying a wicked looking halberd. As he enters, he's tinkering with a humming *wayfinder* and, noting that things seem to have settled down for the moment. This is **Toldrar** (LN male hobgoblin tactician), the new Head of Security for the Grand Lodge. Toldrar hails from the nation of Oprak, formerly serving as an advisor to General Azaersi. Once the Society cemented ties with Oprak, Azaersi offered Toldrar's strategic and security services to the Society, concerned with the sheer number of times the Grand Lodge had suffered from unexpected attacks. Toldrar was in charge of a security overhaul at the Grand Lodge over the past weeks, including the addition of the wards that disrupted the Onyx Alliance's infiltration.

Sorrina is quick to introduce Toldrar to the PCs, noting his new role at the Grand Lodge. Toldrar offers greetings, shaking hands or offering kind words, without losing sight of his *wayfinder*. After the introduction, the *wayfinder's* humming ends with a brief chirp, which causes Toldrar to become elated and sport a large grin.

Read or paraphrase the following to set up the next part of the adventure.

Toldrar pockets his *wayfinder*, lightly bobbing his head with excitement. "Ah, Pathfinders, it's been an exciting day, hasn't it? I've been hard at work lately, working with your Spells and your Swords to improve defenses around the Grand Lodge. Gods know it was due for an overhaul. Well, I can say that the new defenses work! While it will take some time to reimplement all of the defenses that are getting used up or destroyed today, the fact of the matter is that they worked. Even the initial implementation of the wards and everything else seemed to have dealt a major blow to our attackers today, and I consider that a splendid success. From the looks of things, we're under attack by the Onyx Alliance, a ruthless mercantile organization from Shadow Absalom!

"We've had other recent run-ins with the Onyx Alliance, but now is not the time for a history lesson. We're still under attack! But I think we can make quick work of these intruders. See, I know something they don't: I can see where they are. Well, not directly. It's more of a 'fumbling about in the dark

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while someone holds a candle at the other end of the room's situation, but we still know plenty that we can use to sort this all out. According to the wards and reports I'm receiving, the attackers are spread out inside Skyreach, and we have a general understanding of where they are. I think I can gather a group to clean up what's left. Since you're already here, though, I think I'll let you take care of everything on this floor while Sorrina and I work through the rest of Skyreach." Toldrar gives a nod and another smile. "Let's get to work, shall we?"

Toldrar is eager, but is also aware that arming the PCs with as much information as possible can only help them fend off the attack. He notes a few chambers that seem to be hotbeds of activity and tasks the PCs with clearing them out. He shares the following information with the PCs.

**Trapped Hallway (Area B):** A defensive trap appears to be active in a nearby area, and the PCs need to manually deactivate the trap before it's safe to lift the seals and allow access into the halls again. The trap is a magical pillar of fire that runs on tracks and can be deactivated from a control panel in the room's southwest corner. Toldrar also notes that reports state that there are a number of sizable creatures in the hall, and the area should be considered dangerous.

**Skyreach Archive (Area C):** Reports note that several intruders have barricaded themselves in an archive on this floor. At the moment, these intruders haven't done any damage to the archive's contents, and Toldrar hopes to keep it that way. He urges the PCs to take things slow here and try to find a non-violent end to the matter, lest they risk damage to an important repository.

**Rewards:** Before the PCs set out, Toldrar produces a small backpack containing several useful items. He offers each PC a single item of their choice (or any two items of their choice for levels 5–6). The PCs can choose from the following options: a *beacon shot*, a *sleep arrow*, a moderate tanglefoot bag, or a lesser healing potion.

**Development:** Toldrar leaves the PCs to decide the order they approach these locations, and asks them to meet him back here when they've cleared the locations of any foes and other dangers. He offers a few words of trust and encouragement before leaving to deal with the rest of the attackers.

## B. TRAPPED HALLWAY MODERATE

Some of the wards placed in Skyreach are designed to cut off the building's denizens from any dangers. One such ward caused a number of steel and stone walls to activate, sealing the halls on this floor to prevent access to other rooms in the area.

The Onyx Alliance's magical machinations have created an area of planar shadow in the western portion of this area. Everything to the west of the vertical line on the map that marks the fire sentry's path is filled with dim light (see hazards below). Creatures within the swirling shadows become concealed, and creatures outside the shadows become concealed to creature within it.

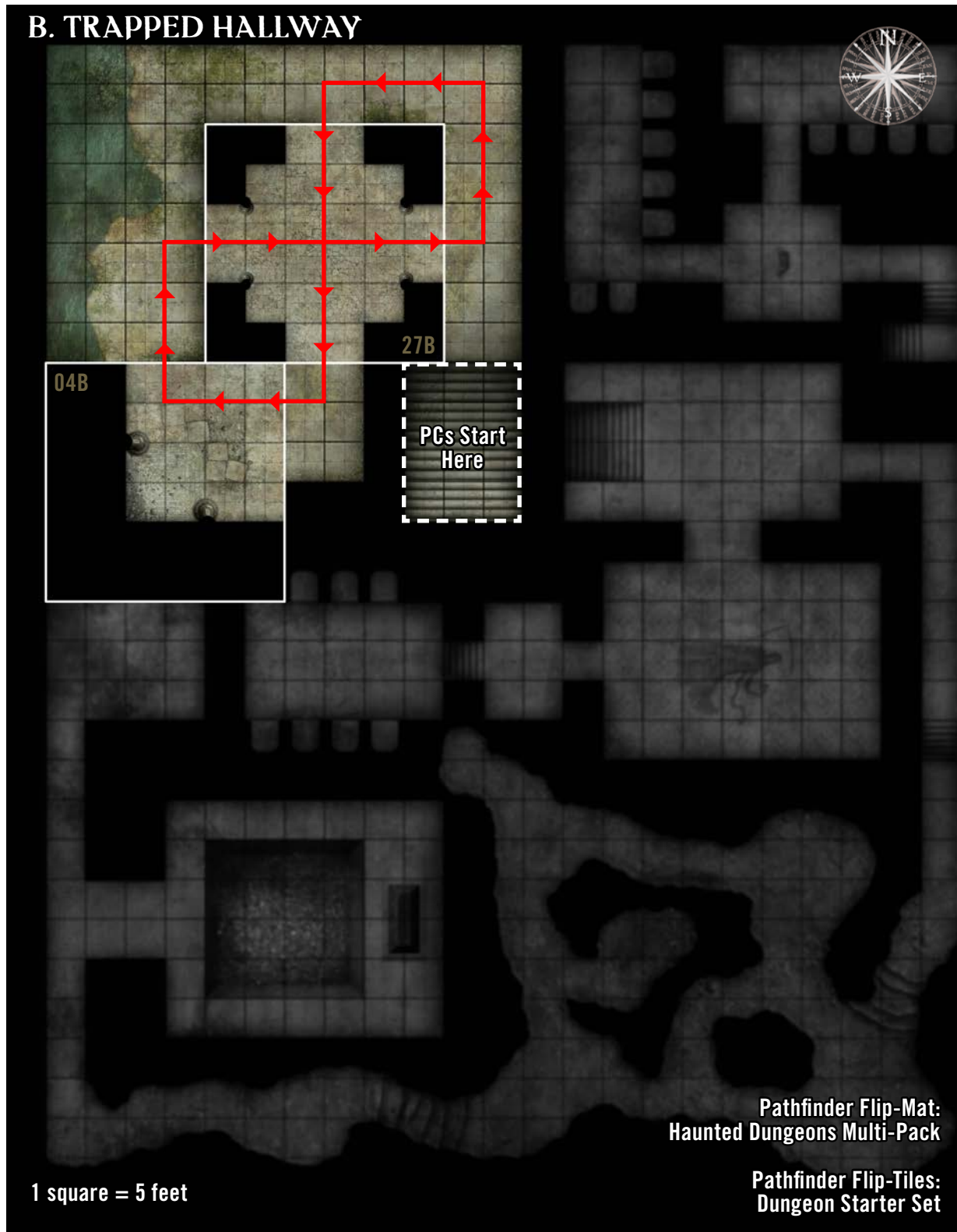


SORRINA WESTYR



# STRUCK BY SHADOWS

## B. TRAPPED HALLWAY



# STRUCK BY SHADOWS

**Hazards:** The wards in this room caused a large, deadly trap to activate. The trap runs along a track built into the floor, spewing out a stream of magical flame. The trap itself has no built-in means to stop, so it continues to travel along the track over and over, as indicated on the map in red. A small, magical control panel built into the wall allows anyone who understands the nature of the panel to deactivate the trap entirely. The panel rests on the wall between two pillars in the southwest section of the area, but accessing the panel while the trap continues to move can prove dangerous.

## LEVELS 3-4

### FIRE SENTRY

### HAZARD 1

Page 19

## LEVELS 5-6

### STRONG FIRE SENTRY

### HAZARD 3

Page 26

**Creatures:** As part of their attack, the Onyx Alliance brought a few creatures along from the Shadow Plane. Among these are a number of shadow drakes (or umbral drakes, large Shadow Plane cousins of shadow drakes, for levels 5-6). The original intent was to bring the drakes along as a distraction in case the intruders were caught. When the trap in this hallway activated, it killed the drakes' keepers, leaving the creatures to fend for themselves. Although the drakes are powerful and intelligent creatures in their own right, the sudden activation of the room's trap frightened them. Now they remain in the shadowy northwest portion of this area, keeping their distance from the constantly moving trap.

In combat, the drakes keep to the shadows, allowing them to freely use their Shadow Evade ability. They do their best to keep away from the trap's path, using their Shadow Breath to attack from a distance. The drakes close in on ranged attackers as necessary, but continue to avoid the trap as best as possible. If the PCs deactivate or destroy the trap, the drakes become emboldened and move throughout the entire area without concern. The drakes fight to the death.

Use the map on page 9 for this encounter.

## LEVELS 3-4

### SHADOW DRAKES (2)

### CREATURE 2

Page 18

## LEVELS 5-6

### UMBRAL DRAKES (3)

### CREATURE 3

Page 26

## C. SKYREACH ARCHIVE MODERATE

Skyreach holds a number of archives, libraries, and storerooms, most containing important pieces of the Society's history. These range from old records and ancient relics to simple items, like a quill that once belonged to a notable venture-captain. The archive on this floor is one such room, housing a number of unpublished logs and journals from far back in the Society's past. While the Society may never publish anything from these items in the *Pathfinder Chronicles*, they are still a valuable resource.

When the PCs arrive at the archive, they find **Janira Gavix** (N female halfling instructor) already there, surveying the scene. She is relieved to see more Pathfinders arrive to help with the situation. Janira brings the PCs up to speed: a number of fetchling intruders have taken refuge in the archive. Janira initially attempted to enter and speak with the fetchlings; she was unsuccessful, bit that was several minutes ago. The fetchlings seem to realize that they're cornered without any real means of escape and, from what Janira has heard, there might be a chance to reason with them. Janira hopes that a diplomatic approach can put an end to this standoff, as she's afraid a fight within the archive could cause irreparable harm to the items within.

**Creatures:** Several fetchlings rushed here after the initial explosion. They intended to find a room with occupants and startle them to create some chaos, but they found only an uninhabited archive. After taking a few moments to search, the fetchlings were set to leave, but then they ran into Janira. After scaring her away, the fetchlings began searching the room for a way out, only to find that Janira blocks their only exit. Feelings of fear and panic have begun to set in. The recent death of their companions combined with the realization that they can't escape fills the fetchlings with unease. Their nerves might get the better of them, but there's an opportunity for the PCs to resolve this matter peacefully.

Each of the fetchlings are particularly shaken at the moment, making them valid targets for the PCs' attempts to Appeal to Shadowy Intruders and take advantage of the fetchlings' sense of self-preservation. Rather than starting a fight, the PCs can call out to their and use the Appeal to Shadowy Intruders activity to call for their surrender. Failure to appeal to a fetchling causes them to reinforce their stance, so they can no longer be shaken. The PCs may then need to resort to other means, such as combat, to

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## C. SKYREACH ARCHIVE

1 square = 5 feet





# STRUCK BY SHADOWS

deal with those they can't persuade. As with other Onyx Alliance intruders, if the PCs reduce one of these fetchling to half of their maximum Hit Points, that fetchling becomes shaken again, granting the PCs another chance to use the Appeal to Shadowy Intruders activity.

Use the map on page 11 for this encounter.

## LEVELS 3-4

### **FETCHLING SNEAKS (2)**

### **CREATURE 1**

Page 20, art on page 32

### **DEADLY FETCHLING SNEAK**

### **CREATURE 3**

Page 20, art on page 32

## LEVELS 5-6

### **DEADLY FETCHLING SNEAKS (2)**

### **CREATURE 3**

Page 27, art on page 32

### **RUTHLESS FETCHLING SNEAK**

### **CREATURE 5**

Page 27, art on page 32

**Archive Items:** If a fight does break out in the archive, there's a serious chance that some of the items within could be damaged or destroyed. These items are stored in the various niches along the walls. If the PCs use an ability that effects an area and includes one of the niches in this area, it could damage one of the items. Alternatively, if a PC makes use of an ability or effect that can target multiple creatures and the targets are standing near one of these niches, that also runs the risk of damaging an item. These abilities include the barbarian's Swipe feat or the monk's Flurry of Blows if each Strike targets a different creature. Other abilities might qualify based on your discretion, though you should lean toward having more abilities qualify to reinforce the danger that combat poses to the archives.

Regardless of how it happens, if a niche is at risk of being hit by an ability or effect, the PC causing the ability or effect should roll a flat check. On a failure, one of the items in the archives becomes damaged or destroyed. Initially, this is a DC 5 flat check. Every additional check, regardless of the result, increases the DC of all future checks by 5, up to a total of DC 20. This increase in DC applies to all PCs, regardless of whether or not they've made this flat check yet.

If a fight breaks out in the archive, Janira rushes into the area and does her best to protect the items in the archive while bolstering the PCs. She uses the *inspire*

*courage* composition cantrip each round and spends her remaining actions protecting the archive. The first time that a PC fails a flat check, Janira is able to intercede at the last moment, saving the item. Unfortunately, combat becomes too hectic after that and Janira is unable to save any other items. The fetchlings do not attack Janira while any PCs remain standing.



**JANIRA GAVIX**

# STRUCK BY SHADOWS

## D. FINAL REDOUBT

Once the PCs handle the locations above (areas **B** and **C**), Toldrar returns to speak with them in the halls where they met up earlier during the attack. He notifies the PCs that other teams in the Grand Lodge have pinned down the remaining groups of intruders. All that remains is a single group that's taken refuge in another archive on the floor above. While he's unclear as to exactly what is happening there, Toldrar notes that there are signs that the intruders are performing some kind of ritual,

most likely in an attempt to escape. Toldrar trusts the PCs to take care of these holdouts while he and the other teams deal with the final pockets of resistance.

**Rewards:** Toldrar excitedly mentions that he had time to swing by the armory while routing some of the intruders. He offers some equipment to the PCs: a low-grade cold iron shield, a pair of saps, a +1 *spear* (a +1 *striking spear* for levels 5–6), and three *lesser healing potions* (three *moderate healing potions* and two *lesser healing potions* for levels 5–6).

**Development:** When they're ready, the PCs can head upstairs to deal with the final group.

Use the map on page 14 for the encounters in this area.

## D1. LIBRARY LOW TO MODERATE

The main feature of this upper floor is another large library. This library has a number of records on the Society's everyday dealings. This first set of halls connects with this library.

**Creatures:** The final holdouts for the Onyx Alliance are intent on buying Marcién Blakros the time he needs to complete his mission to collect information on the Society. While they're down to scant numbers, the Onyx Alliance still intend to put up a fight here. There are several fetchlings ready to make a stand for the Alliance.

If the PCs allowed any fetchlings to slip past them in area **A**, the fetchlings here have reinforcements, slightly increasing the difficulty of the encounter. If one or two fetchling sneaks slipped away, add one fetchling sneak to this encounter (or a deadly fetchling sneak for levels 5–6). If three or more slipped past, instead add two fetchling sneaks (or deadly fetchling sneaks for levels 5–6) to this encounter.

Much like other intruders, the ones here could be convinced to surrender (once reduced to half of their maximum Hit Points) using the Appeal to Shadowy Intruders activity. At a quarter of their maximum Hit Points, a fetchling sneak attempts to retreat to area **D3**, possibly setting off the trap in **D2** along the way. Any foes who successfully flee to area **D3** join up with Marcién Blakros; they are not added to the foes encountered in area **D3**.

### LEVELS 3–4

#### FETCHLING SNEAKS (3)

#### CREATURE 1

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### LEVELS 5–6

#### DEADLY FETCHLING SNEAKS (3)

#### CREATURE 3

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SHADOW GUARDIAN

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## D. FINAL REDOUBT

1 square = 5 feet



Pathfinder Flip-Mat:  
Haunted Dungeons Multi-Pack

Pathfinder Flip-Tiles:  
Dungeon Starter Set



35A

D3

D2

25B

D1

PCs Start Here

23B



# STRUCK BY SHADOWS

## D2. TRAPPED ENTRYWAY TRIVIAL

This passage connects the halls to the ritual room beyond. The doors are wooden doors, and they are not locked.

**Hazards:** Concerned about interruptions, the Onyx Alliance mages trapped the west door leading into area D3. While they didn't have enough time to trap it with anything particularly deadly, the trap can still be a painful obstacle.



MARCIEN BLAKROS

## LEVELS 3-4

### ELECTRIC LATCH RUNE

HAZARD 3

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## LEVELS 5-6

### STRONG ELECTRIC LATCH RUNE

HAZARD 5

Page 29

## D3. RITUAL ROOM MODERATE

This large room normally serves as a lounge, but all of the couches, chairs, tables, and other furniture have been pushed against the walls to maximize space in the center of the room.

**Creatures:** Marcien asked his Onyx Alliance agents to buy him as much time as possible. To that end, the Onyx Alliance mages created a small planar rift to pull forth a shadow guardian from the Shadow Plane. A shadow guardian is a construct partially built from shadows. The Onyx Alliance employs these constructs to defend their property in Shadow Absalom. The mages left the guardian here along with a few fetchling sneaks to serve as the final obstacle against anyone attempting to intercept Marcien.

In combat, the guardian uses relatively straightforward tactics, moving directly to deal with the first threat it encounters. It continues its assault against the same target, unless someone else draws its attention by destroying its construct armor. The fetchling sneak does their best to maneuver into a flanking position with the guardian, or with each other if multiple sneaks are present. Unlike other fetchlings encountered in Skyreach, these fetchling sneaks are unwaveringly loyal to Marcien Blakros and fight to the death.

## LEVELS 3-4

### FETCHLING SNEAK

CREATURE 1

Page 23, art on page 32

### SHADOW GUARDIAN

CREATURE 4

Page 23, art on page 33

## LEVELS 5-6

### DEADLY FETCHLING SNEAK

CREATURE 3

Page 30, art on page 32

### SHADOW GUARDIAN

CREATURE 6

Page 30, art on page 33

# STRUCK BY SHADOWS

## CONCLUSION

Once the PCs deal with the shadow guardian and the remainders of the Onyx Alliance forces, they can move ahead into the library. When they arrive, they find the area in disarray, with papers and tomes scattered all over the room. The initial shock and confusion of the scene buys Marcien the last precious seconds he needs to escape. An Onyx Alliance mage completes their casting of *shadow walk*, allowing the remaining Alliance members to immediately step into the Shadow Plane and retreat to Shadow Absalom—but not before the PCs catch a glimpse of Marcien Blakros (whose art appears on page 33). The Onyx Alliance members drop several documents in their haste to retreat. Once Marcien and his companions retreat, the attack is over.

Toldrar soon tracks down the PCs and notifies them that the Grand Lodge is secure. He offers them a chance to rest while he and his team investigate exactly what occurred today. Toldrar finds the PCs again within a day or two to debrief them and share his findings. He reports that the attack on the Grand Lodge was completely stopped, thanks in no small part to the PCs' efforts. While he's not entirely clear as to how the attackers arrived at the Grand Lodge, a preliminary investigation suggests the use of magic akin to *shadow walk*. The Grand Lodge's wards account for teleportation of several kinds, but not the specific type of shadow magic used by the Onyx Alliance, a detail that Toldrar plans to correct immediately.

Luckily, the security teams were able to apprehend number of intruders, allowing Toldrar to confirm that the Onyx Alliance were indeed behind the attack. If the PCs convinced any of the Onyx Alliance sneaks to surrender, Toldrar notes that it was one of these individuals that gave up the Onyx Alliance name. Toldrar doesn't know the full intent of the intrusion just yet, but hopes to learn the information in the coming days. Unfortunately, most of the agents seem to be under the effects of a powerful enchantment that prevents them from sharing many details about the Onyx Alliance or their leader, but Toldrar was able to learn that an individual named Marcien Blakros directed the attack. Toldrar explains that the documents Marcien left behind were all related to Pathfinder lodges across the Inner Sea. While the reason for gathering this information is unknown, Toldrar believes it's critical that the PCs were able to prevent the information from falling into the hands of the Onyx Alliance. Thankfully, whatever Marcien was looking for, it seems that he didn't have time to find it, largely thanks to the PCs' actions!

Toldrar thanks the PCs for their efforts in fending off the Onyx Alliance and passes on a message from Ambrus Valsin. The venture-captain needs a few days to focus on the fallout following the attack and how to best address the knowledge of the Onyx Alliance's involvement. He plans to reschedule his meeting with the PCs about their trip to Osirion and expects to contact them in the following days with new details.

For now, he suggests that the PCs enjoy a few days off and celebrate their victory in defending the Grand Lodge. Toldrar agrees and offers to take the PCs out for a celebratory meal and drinks. The hobgoblin notes he has to finish the last of the paperwork on the attack, but then the PCs can have their choice of the Wounded Wisp or the Pig's Paunch as their gathering place. He expects to hear all about how the PCs were able to utterly thwart the Onyx Alliance!

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they defeat all of the Onyx Alliance intruders and put a stop to the attack. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs accomplish their secondary objective if they capture at least two fetchling sneaks (three for parties of 5 or more PCs), or if they successfully defeat or capture the foes in the archive (area C) without damaging any of the items stored there. Doing so earns each PC 2 Reputation with their chosen faction.

# STRUCK BY SHADOWS

## APPENDIX 1: LEVEL 3-4 ENCOUNTERS

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

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

### ENCOUNTER A (LEVELS 3-4)

#### FETCHLING SNEAKS (6)

#### CREATURE 1

**UNCOMMON** **NE** **MEDIUM** **FETCHLING** **HUMANOID**

**Perception** +8; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +7, Athletics +4, Deception +4, Diplomacy +4, Intimidation +4, Occultism +5, Shadow Plane Lore +5, Society +5, Stealth +7, Survival +4, Thievery +7

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

**Items** dagger (4), minor elixir of life, leather armor, shortsword

**AC** 16; **Fort** +5, **Ref** +10, **Will** +6

**HP** 20

**Speed** 25 feet

**Melee** ✦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

**Melee** ✦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

**Ranged** ✦ dagger +7 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+1 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak’s target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a -2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

### SCALING ENCOUNTER A

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

**10-11 Challenge Points:** Apply the elite adjustment to three of the fetchling sneaks.

**12-13 Challenge Points:** Apply the elite adjustment to all six of the fetchling sneaks.

**14-15 Challenge Points:** Apply the elite adjustment to three of the fetchling sneaks. Replace the other three fetchling sneaks with deadly fetchling sneaks.

**16-18 Challenge Points (5+ players):** Replace all six fetchling sneaks with deadly fetchling sneaks.

#### DEADLY FETCHLING SNEAKS (0)

#### CREATURE 3

**UNCOMMON** **NE** **MEDIUM** **FETCHLING** **HUMANOID**

**Perception** +10; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +10, Athletics +6, Deception +6, Diplomacy +6, Intimidation +6, Occultism +7, Shadow Plane Lore +7, Society +7, Stealth +10, Survival +6, Thievery +10

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

**Items** dagger (4), minor elixir of life (3), leather armor, shortsword, smokestick (2)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ✦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Melee** ✦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Ranged** ✦ dagger +10 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+4 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak’s target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a -2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.



# STRUCK BY SHADOWS

## ENCOUNTER B (LEVELS 3-4)

### SHADOW DRAKES (2)

### CREATURE 2

CE TINY DRAGON SHADOW

*Pathfinder Bestiary 2* 100

**Perception** +6; darkvision, scent (imprecise) 30 feet

**Languages** Draconic

**Skills** Acrobatics +8, Stealth +8, Thievery +8

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

**Light Blindness**

**Shadow Blend** The shadow drake's form shifts and blends reflexively with surrounding shadows. It gains an additional reaction each round, but can use this reaction only for Shadow Evade.

**Shadow Evade** ➤ **Trigger** A creature attacks the shadow drake while it is in an area of dim light; **Effect** The shadow drake further obscures its position. The attacker must succeed at a DC 11 flat check in order to affect the shadow drake, as if the drake were Hidden for the triggering attack.

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

**HP** 28; **Immunities** paralyzed, sleep; **Weaknesses** fire 5

**Speed** 15 feet, fly 60 feet

**Melee** ➤ jaws +11 (finesse), **Damage** 1d10+3 piercing

**Melee** ➤ tail +11 (agile, finesse), **Damage** 1d8+3 bludgeoning

**Draconic Frenzy** ➤➤ The shadow drake makes one bite Strike and two tail Strikes in any order.

**Shadow Breath** ➤➤ (arcane, cold, evocation, shadow) A shadow drake spits a ball of black liquid that explodes into a cloud of frigid black shadow. This attack has a range of 40 feet and explodes in a 5-foot-radius burst. Creatures within the burst take 3d6 cold damage (DC 18 basic Reflex save). The explosion of shadow also snuffs out mundane light sources the size of a torch, lantern, or smaller, and attempts to counteract magical light with a +10 counteract modifier. The shadow drake can't use Shadow Breath again for 1d6 rounds.

**Speed Surge** ➤ **Frequency** three times per day; **Effect** The shadow drake Strides or Flies twice.

## SCALING ENCOUNTER B

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

**10-11 Challenge Points:** Replace both shadow drakes with umbral drakes.

**12-13 Challenge Points:** Add one umbral drake to the encounter.

**14-15 Challenge Points:** Add two shadow drakes to the encounter.

**16-18 Challenge Points (5+ players):** Add two umbral drakes to the encounter.

### UMBRAL DRAKES (0)

### CREATURE 3

UNCOMMON CE SMALL DRAGON SHADOW

Variant shadow drake (*Pathfinder Bestiary 2* 100)

**Perception** +7; darkvision, scent (imprecise) 30 feet

**Languages** Draconic

**Skills** Acrobatics +10, Stealth +10, Thievery +10

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

**Light Blindness**

**Shadow Blend** The umbral drake's form shifts and blends reflexively with surrounding shadows. It gains an additional reaction each round, but it can use this reaction only for Shadow Evade.

**Shadow Evade** ➤ **Trigger** A creature attacks the umbral drake while it is in an area of dim light; **Effect** The umbral drake further obscures its position. The attacker must succeed at a DC 11 flat check in order to affect the umbral drake, as if the drake were Hidden for the triggering attack.

**AC** 18; **Fort** +8, **Ref** +11, **Will** +7

**HP** 40; **Immunities** paralyzed, sleep; **Weaknesses** fire 5

**Speed** 15 feet, fly 60 feet

**Melee** ➤ jaws +12 (finesse), **Damage** 1d10+5 piercing

**Melee** ➤ tail +12 (agile, finesse), **Damage** 1d8+5 bludgeoning

**Draconic Frenzy** ➤➤ The umbral drake makes one bite Strike and two tail Strikes in any order.

**Shadow Breath** ➤➤ (arcane, cold, evocation, shadow) An umbral drake spits a ball of black liquid that explodes into a cloud of frigid black shadow. This attack has a range of 40 feet and explodes in a 5-foot-radius burst. Creatures within the burst take 4d6 cold damage (DC 20 basic Reflex save). The explosion of shadow also snuffs out mundane light sources the size of a torch, lantern, or smaller, and attempts to counteract magical light with a +12 counteract modifier. The umbral drake can't use Shadow Breath again for 1d6 rounds.

**Speed Surge** ➤ **Frequency** three times per day; **Effect** The umbral drake Strides or Flies twice.

# STRUCK BY SHADOWS

## FIRE SENTRY

## HAZARD 1

UNCOMMON

COMPLEX

FIRE

MAGICAL

TRAP

**Stealth** +7 (trained) or DC 15 to notice the control panel.

**Description** A 5-foot burst pillar of magical fire travels along a track throughout the room. The pillar emits bright light out to 20 feet.

**Disable** Arcana DC 20 (trained) or Thievery DC 20 (trained) once on the control panel deactivates the whole trap, or Thievery DC 17 (trained) twice on the track prevents the pillar from moving. Each check requires two actions.

**Flaming Circuit [reaction]** (arcane, fire) **Trigger** Skyreach's defenses are active, and a creature who is not carrying a wayfinder enters the room. **Effect** A pillar of magical fire surges forth. The hazard rolls initiative.

**AC** 16; **Fort** +8, **Ref** +10

**Track Hardness** 5, **Track HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

**Routine** (2 actions) The pillar Strides, following the track in the room. If the trap's track is broken, the pillar can still Stride, but its Speed is only 10 feet. The pillar cannot move at all if the track is destroyed. When the pillar moves, it deals 1d6+3 fire damage to any creatures whose space it moves through.

**Speed** 20 feet

**Reset** The trap deactivates once it no longer detects the presence of creatures in the room.

# STRUCK BY SHADOWS

## ENCOUNTER C (LEVELS 3–4)

### FETCHLING SNEAKS (2)

### CREATURE 1

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +8; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +7, Athletics +4, Deception +4, Diplomacy +4, Intimidation +4, Occultism +5, Shadow Plane Lore +5, Society +5, Stealth +7, Survival +4, Thievery +7

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

**Items** dagger (4), minor elixir of life, leather armor, shortsword

**AC** 16; **Fort** +5, **Ref** +10, **Will** +6

**HP** 20

**Speed** 25 feet

**Melee** ✦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

**Melee** ✦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

**Ranged** ✦ dagger +7 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+1 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER C

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

**10–11 Challenge Points:** Replace one fetchling sneak with one deadly fetchling sneak.

**12–13 Challenge Points:** The PCs instead face three deadly fetchling sneaks.

**14–15 Challenge Points:** The PCs instead face one fetchling sneak and three deadly fetchling sneaks.

**16–18 Challenge Points (5+ players):** The PCs instead face four deadly fetchling sneaks.

### DEADLY FETCHLING SNEAK

### CREATURE 3

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +10; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +10, Athletics +6, Deception +6, Diplomacy +6, Intimidation +6, Occultism +7, Shadow Plane Lore +7, Society +7, Stealth +10, Survival +6, Thievery +10

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

**Items** dagger (4), minor elixir of life (3), leather armor, shortsword, smokestick (2)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ✦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Melee** ✦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Ranged** ✦ dagger +10 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+4 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.



# STRUCK BY SHADOWS

## ENCOUNTER D1 (LEVELS 3–4)

### FETCHLING SNEAKS (3)

### CREATURE 1

UNCOMMON NE MEDIUM **FETCHLING** HUMANOID

**Perception** +8; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +7, Athletics +4, Deception +4, Diplomacy +4, Intimidation +4, Occultism +5, Shadow Plane Lore +5, Society +5, Stealth +7, Survival +4, Thievery +7

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

**Items** dagger (4), minor elixir of life, leather armor, shortsword

**AC** 16; **Fort** +5, **Ref** +10, **Will** +6

**HP** 20

**Speed** 25 feet

**Melee** ✦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

**Melee** ✦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

**Ranged** ✦ dagger +7 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+1 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER D1

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

**10–11 Challenge Points:** Add one fetchling sneak with 10 Hit Points to the encounter.

**12–13 Challenge Points:** Add one deadly fetchling sneak with 30 Hit Points to the encounter.

**14–15 Challenge Points:** Add one deadly fetchling sneak with 50 Hit Points to the encounter.

**16–18 Challenge Points (5+ players):** Replace all three fetchling sneaks with deadly fetchling sneaks.

### DEADLY FETCHLING SNEAKS (0)

### CREATURE 3

UNCOMMON NE MEDIUM **FETCHLING** HUMANOID

**Perception** +10; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +10, Athletics +6, Deception +6, Diplomacy +6, Intimidation +6, Occultism +7, Shadow Plane Lore +7, Society +7, Stealth +10, Survival +6, Thievery +10

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

**Items** dagger (4), minor elixir of life (3), leather armor, shortsword, smokestick (2)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ✦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Melee** ✦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Ranged** ✦ dagger +10 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+4 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

# STRUCK BY SHADOWS

## ENCOUNTER D2 (LEVELS 3-4)

### ELECTRIC LATCH RUNE

### HAZARD 3

ELECTRICITY EVOCATION MAGICAL TRAP

Pathfinder Core Rulebook 523

**Stealth** DC 20 (trained)

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

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

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

# STRUCK BY SHADOWS

## ENCOUNTER D3 (LEVELS 3–4)

### FETCHLING SNEAK

### CREATURE 1

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +8; darkvision

**Languages** Common, Ncrril, Shadowtongue, Undercommon

**Skills** Acrobatics +7, Athletics +4, Deception +4, Diplomacy +4, Intimidation +4, Occultism +5, Shadow Plane Lore +5, Society +5, Stealth +7, Survival +4, Thievery +7

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

**Items** dagger (4), minor elixir of life, leather armor, shortsword

**AC** 16; **Fort** +5, **Ref** +10, **Will** +6

**HP** 20

**Speed** 25 feet

**Melee** ✦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

**Melee** ✦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

**Ranged** ✦ dagger +7 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+1 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER D3

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

**10–11 Challenge Points:** Add one fetchling sneak to the encounter.

**12–13 Challenge Points:** Add one deadly fetchling sneak to the encounter.

**14–15 Challenge Points:** The PCs instead face two deadly fetchling sneaks and one shadow guardian.

**16–18 Challenge Points (5+ players):** The PCs instead face one fetchling sneak, two deadly fetchling sneaks, and one shadow guardian.

### SHADOW GUARDIAN

### CREATURE 4

UNCOMMON NE LARGE CONSTRUCT MINDLESS SHADOW

**Perception** +11; darkvision

**Skills** Athletics +12

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

**AC** 21 (17 when broken); construct armor; **Fort** +14, **Ref** +8, **Will** +8

**HP** 46; **Hardness** 7; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, a shadow guardian has Hardness. This Hardness reduces any damage the guardian takes by an amount equal to the Hardness. Once a shadow guardian is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 17 when broken.

**Speed** 20 feet

**Melee** ✦ shadow staff +13 (magical, reach 10 feet), **Damage** 1d10+8 bludgeoning plus Disorienting Shadows

**Melee** ✦ fist +13 (magical), **Damage** 1d8+6 bludgeoning plus Grab

**Disorienting Shadows** (necromancy, occult, shadow) When a shadow guardian hits with its staff, a mote of shadow clings to the target. The target must succeed at a DC 18 Fortitude save or become clumsy 1 and take a –1 status penalty to Perception checks involving sight as long as the mote remains. The target can use an Interact action to remove the mote. On a critical failure, the target must use two total Interact actions to remove the mote. Otherwise, the mote vanishes after 1 minute.

**Shadowcloak** ✦ (illusion, occult, shadow) The shadow guardian becomes shrouded in shadows and becomes concealed. As the nature of this effect leaves the guardian's location obvious, it can't use this concealment to Hide or Sneak. This effect lasts for 1 minute or until it is exposed to direct sunlight, whichever comes first.



# STRUCK BY SHADOWS

## DEADLY FETCHLING SNEAKS (0)

## CREATURE 3

UNCOMMON

NE

MEDIUM

FETCHLING

HUMANOID

**Perception** +10; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +10, Athletics +6, Deception +6, Diplomacy +6, Intimidation +6, Occultism +7, Shadow Plane Lore +7, Society +7, Stealth +10, Survival +6, Thievery +10

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

**Items** dagger (4), minor elixir of life (3), leather armor, shortsword, smokestick (2)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ♦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Melee** ♦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

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

**Shadow Slink** ♦♦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a -2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

# STRUCK BY SHADOWS

## APPENDIX 2: LEVEL 5-6 ENCOUNTERS

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

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

### ENCOUNTER A (LEVELS 5-6)

#### DEADLY FETCHLING SNEAKS (6)

#### CREATURE 3

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +10; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +10, Athletics +6, Deception +6, Diplomacy +6, Intimidation +6, Occultism +7, Shadow Plane Lore +7, Society +7, Stealth +10, Survival +6, Thievery +10

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

**Items** dagger (4), minor elixir of life (3), leather armor, shortsword, smokestick (2)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ✦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Melee** ✦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Ranged** ✦ dagger +10 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+4 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak’s target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

### SCALING ENCOUNTER A

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

**19–22 Challenge Points:** Apply the elite adjustment to three of the deadly fetchling sneaks.

**23–27 Challenge Points:** Apply the elite adjustment to all six of the deadly fetchling sneaks.

**28–32 Challenge Points:** Apply the elite adjustment to three of the deadly fetchling sneaks. Replace the other three deadly fetchling sneaks with ruthless fetchling sneaks.

**33+ Challenge Points:** Replace all six deadly fetchling sneaks with ruthless fetchling sneaks.

#### RUTHLESS FETCHLING SNEAKS (0)

#### CREATURE 5

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +13; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +13, Athletics +9, Deception +10, Diplomacy +8, Intimidation +10, Occultism +10, Shadow Plane Lore +10, Society +10, Stealth +13, Survival +9, Thievery +13

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

**Items** dagger (4), minor elixir of life (5), leather armor, shortsword, smokestick (2)

**AC** 22; **Fort** +10, **Ref** +15, **Will** +11

**HP** 75

**Nimble Dodge** ➤

**Speed** 25 feet

**Melee** ✦ shortsword +15 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

**Melee** ✦ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

**Ranged** ✦ dagger +15 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+6 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak’s target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 2d6 precision damage to flat-footed creatures.

# STRUCK BY SHADOWS

## ENCOUNTER B (LEVELS 5–6)

### UMBRAL DRAKES (3)

### CREATURE 3

UNCOMMON CE SMALL DRAGON SHADOW

Variant shadow drake (*Pathfinder Bestiary* 2 100)

**Perception** +7; darkvision, scent (imprecise) 30 feet

**Languages** Draconic

**Skills** Acrobatics +10, Stealth +10, Thievery +10

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

**Light Blindness**

**Shadow Blend** The umbral drake's form shifts and blends reflexively with surrounding shadows. It gains an additional reaction each round, but it can use this reaction only for Shadow Evade.

**Shadow Evade** **Trigger** A creature attacks the umbral drake while it is in an area of dim light; **Effect** The umbral drake further obscures its position. The attacker must succeed at a DC 11 flat check in order to affect the umbral drake, as if the drake were Hidden for the triggering attack.

**AC** 18; **Fort** +8, **Ref** +11, **Will** +7

**HP** 40; **Immunities** paralyzed, sleep; **Weaknesses** fire 5

**Speed** 15 feet, fly 60 feet

**Melee** **✦** jaws +12 (finesse), **Damage** 1d10+5 piercing

**Melee** **✦** tail +12 (agile, finesse), **Damage** 1d8+5 bludgeoning

**Draconic Frenzy** **✦✦** The umbral drake makes one bite Strike and two tail Strikes in any order.

**Shadow Breath** **✦✦** (arcane, cold, evocation, shadow) An umbral drake spits a ball of black liquid that explodes into a cloud of frigid black shadow. This attack has a range of 40 feet and explodes in a 5-foot-radius burst. Creatures within the burst take 4d6 cold damage (DC 20 basic Reflex save). The explosion of shadow also snuffs out mundane light sources the size of a torch, lantern, or smaller, and attempts to counteract magical light with a +12 counteract modifier. The umbral drake can't use Shadow Breath again for 1d6 rounds.

**Speed Surge** **✦** **Frequency** three times per day; **Effect** The umbral drake Strides or Flies twice.

## SCALING ENCOUNTER B

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

**19–22 Challenge Points:** Apply the elite adjustments to two of the umbral drakes.

**23–27 Challenge Points:** The PCs instead face the fire sentry, two umbral drakes, and two elite umbral drakes.

**28–32 Challenge Points:** The PCs instead face the fire sentry and four elite umbral drakes.

**33+ Challenge Points:** The PCs instead face the fire sentry, one umbral drake, and four elite umbral drakes.

## STRONG FIRE SENTRY

## HAZARD 3

UNCOMMON COMPLEX FIRE MAGICAL TRAP

**Stealth** +10 (trained) or DC 18 to notice the control panel.

**Description** A 5-foot burst pillar of magical fire travels along a track throughout the room. The pillar emits bright light out to 20 feet.

**Disable** Arcana DC 23 (trained) or Thievery DC 23 (trained) once on the control panel deactivates the whole trap, or Thievery DC 20 (trained) twice on the track prevents the pillar from moving. Each check requires two actions.

**Flaming Circuit [reaction]** (arcane, fire) **Trigger** Skyreach's defenses are active, and a creature who is not carrying a *wayfinder* enters the room. **Effect** A pillar of magical fire surges forth. The hazard rolls initiative.

**AC** 19; **Fort** +10, **Ref** +12

**Track Hardness** 10, **Track HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

**Routine** (2 actions) The pillar Strides, following the track in the room. If the trap's track is broken, the pillar can still Stride, but its Speed is only 15 feet. The pillar cannot move at all if the track is destroyed. When the pillar moves, it deals 1d10+6 fire damage to any creatures whose space it moves through.

**Speed** 30 feet

**Reset** The trap deactivates once it no longer detects the presence of creatures in the room.



# STRUCK BY SHADOWS

## ENCOUNTER C (LEVELS 5–6)

### DEADLY FETCHLING SNEAKS (2)

### CREATURE 3

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +10; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +10, Athletics +6, Deception +6, Diplomacy +6, Intimidation +6, Occultism +7, Shadow Plane Lore +7, Society +7, Stealth +10, Survival +6, Thievery +10

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

**Items** dagger (4), minor elixir of life (3), leather armor, shortsword, smokestick (2)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ✦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Melee** ✦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

**Ranged** ✦ dagger +10 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+4 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER C

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

**19–22 Challenge Points:** Replace one deadly fetchling sneak with one ruthless fetchling sneak.

**23–27 Challenge Points:** The PCs instead face three ruthless fetchling sneaks.

**28–32 Challenge Points:** The PCs instead face one deadly fetchling sneak and three ruthless fetchling sneaks.

**33+ Challenge Points:** The PCs instead face four deadly fetchling sneaks.

### RUTHLESS FETCHLING SNEAK

### CREATURE 5

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +13; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +13, Athletics +9, Deception +10, Diplomacy +8, Intimidation +10, Occultism +10, Shadow Plane Lore +10, Society +10, Stealth +13, Survival +9, Thievery +13

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

**Items** dagger (4), minor elixir of life (5), leather armor, shortsword, smokestick (2)

**AC** 22; **Fort** +10, **Ref** +15, **Will** +11

**HP** 75

**Nimble Dodge** ➤

**Speed** 25 feet

**Melee** ✦ shortsword +15 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

**Melee** ✦ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

**Ranged** ✦ dagger +15 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+6 piercing

**Shadow Slink** ✦✦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 2d6 precision damage to flat-footed creatures.

# STRUCK BY SHADOWS

## ENCOUNTER D1 (LEVELS 5-6)

### DEADLY FETCHLING SNEAKS (3)

### CREATURE 3

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +10; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +10, Athletics +6, Deception +6, Diplomacy +6, Intimidation +6, Occultism +7, Shadow Plane Lore +7, Society +7, Stealth +10, Survival +6, Thievery +10

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

**Items** dagger (4), minor elixir of life (3), leather armor, shortsword, smokestick (2)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ♦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Melee** ♦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

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

**Shadow Slink** ♦♦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a -2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER D1

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

**19-22 Challenge Points:** Add one deadly fetchling sneak with 22 Hit Points to the encounter.

**23-27 Challenge Points:** Add one ruthless fetchling sneak with 50 Hit Points to the encounter.

**28-32 Challenge Points:** Add one ruthless fetchling sneak with 100 Hit Points to the encounter.

**33+ Challenge Points:** Replace all three deadly fetchling sneaks with ruthless fetchling sneaks.

### RUTHLESS FETCHLING SNEAKS (0)

### CREATURE 5

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +13; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +13, Athletics +9, Deception +10, Diplomacy +8, Intimidation +10, Occultism +10, Shadow Plane Lore +10, Society +10, Stealth +13, Survival +9, Thievery +13

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

**Items** dagger (4), minor elixir of life (5), leather armor, shortsword, smokestick (2)

**AC** 22; **Fort** +10, **Ref** +15, **Will** +11

**HP** 75

**Nimble Dodge** ↻

**Speed** 25 feet

**Melee** ♦ shortsword +15 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

**Melee** ♦ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

**Ranged** ♦ dagger +15 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+6 piercing

**Shadow Slink** ♦♦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a -2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 2d6 precision damage to flat-footed creatures.

# STRUCK BY SHADOWS

## ENCOUNTER D2 (LEVELS 5–6)

### STRONG ELECTRIC LATCH RUNE

### HAZARD 5

UNCOMMON

ELECTRICITY

EVOCATION

MAGICAL

TRAP

Variant electric latch rune (*Pathfinder Core Rulebook* 523)

**Stealth** DC 23 (trained)

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

**Disable** Thievery DC 23 (expert) to scratch out the rune without allowing electricity to flow, or *dispel magic* (3rd level; counteract DC 21) to counteract the rune

**Electrocution** ⤿ (arcane, electricity, evocation); **Trigger** A creature grasps the door latch directly or with a tool. **Effect** The trap deals 3d12+8 electricity damage to the triggering creature (DC 25 basic Reflex save).



# STRUCK BY SHADOWS

## ENCOUNTER D3 (LEVELS 5–6)

### DEADLY FETCHLING SNEAK

### CREATURE 3

UNCOMMON NE MEDIUM FETCHLING HUMANOID

**Perception** +10; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +10, Athletics +6, Deception +6, Diplomacy +6, Intimidation +6, Occultism +7, Shadow Plane Lore +7, Society +7, Stealth +10, Survival +6, Thievery +10

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

**Items** dagger (4), minor elixir of life (3), leather armor, shortsword, smokestick (2)

**AC** 19; **Fort** +7, **Ref** +12, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ♦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Melee** ♦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

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

**Shadow Slink** ♦♦ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a –2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER D3

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

**19–22 Challenge Points:** Add one deadly fetchling sneak to the encounter.

**23–27 Challenge Points:** Add one ruthless fetchling sneak to the encounter.

**28–32 Challenge Points:** The PCs instead face two ruthless fetchling sneaks and one deep shadow guardian.

**33+ Challenge Points:** The PCs instead face one deadly fetchling sneak, two ruthless fetchling sneaks, and one deep shadow guardian.

### DEEP SHADOW GUARDIAN

### CREATURE 6

UNCOMMON NE LARGE CONSTRUCT MINDLESS SHADOW

**Perception** +14; darkvision

**Skills** Athletics +15

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

**AC** 24 (20 when broken); construct armor; **Fort** +17, **Ref** +11, **Will** +11

**HP** 46; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, a shadow guardian has Hardness. This Hardness reduces any damage the guardian takes by an amount equal to the Hardness. Once a shadow guardian is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 20 when broken.

**Speed** 20 feet

**Melee** ♦ shadow staff +16 (magical, reach 10 feet), **Damage** 2d10+7 bludgeoning plus Disorienting Shadows

**Melee** ♦ fist +16 (magical), **Damage** 2d8+5 bludgeoning plus Grab

**Disorienting Shadows** (necromancy, occult, shadow) When a shadow guardian hits with its staff, a mote of shadow clings to the target. The target must succeed at a DC 21 Fortitude save or become clumsy 1 and take a –1 status penalty to Perception checks involving sight as long as the mote remains. The target can use an Interact action to remove the mote. On a critical failure, the target must use two total Interact actions to remove the mote. Otherwise, the mote vanishes after 1 minute.

**Shadowcloak** ♦ (illusion, occult, shadow) The shadow guardian becomes shrouded in shadows and becomes concealed. As the nature of this effect leaves the guardian's location obvious, it can't use this concealment to Hide or Sneak. This effect lasts for 1 minute or until it is exposed to direct sunlight, whichever comes first.

# STRUCK BY SHADOWS

## RUTHLESS FETCHLING SNEAKS (0)

## CREATURE 5

UNCOMMON

NE

MEDIUM

FETCHLING

HUMANOID

**Perception** +13; darkvision

**Languages** Common, Necril, Shadowtongue, Undercommon

**Skills** Acrobatics +13, Athletics +9, Deception +10, Diplomacy +8, Intimidation +10, Occultism +10, Shadow Plane Lore +10, Society +10, Stealth +13, Survival +9, Thievery +13

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

**Items** dagger (4), minor elixir of life (5), leather armor, shortsword, smokestick (2)

**AC** 22; **Fort** +10, **Ref** +15, **Will** +11

**HP** 75

**Nimble Dodge** ➤

**Speed** 25 feet

**Melee** ➤ shortsword +15 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

**Melee** ➤ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

**Ranged** ➤ dagger +15 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+6 piercing

**Shadow Slink** ➤➤ **Requirements** The fetchling sneak is in an area of dim light or darkness; **Effect** The fetchling sneak sticks to the shadows as it moves to ambush an enemy. The fetchling sneak Strides up to half their Speed and makes a Strike. The sneak's target is flat-footed against this attack. The fetchling sneak can choose to Stride up to their full speed, but doing causes the sneak to take a -2 penalty to their Strike.

**Sneak Attack** The fetchling sneak deals an extra 2d6 precision damage to flat-footed creatures.

# STRUCK BY SHADOWS

## APPENDIX 3: GAME AIDS



AMBRUS VALSIN

TOLDRAR



FETCHLING SNEAK

SORRINA WESTYR





# STRUCK BY SHADOWS

## APPENDIX 3: GAME AIDS



JANIRA GAVIX

MARCIEN BLAKROS



SHADOW GUARDIAN

# STRUCK BY SHADOWS

## ORGANIZED PLAY

### TREASURE TABLE

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

### TREASURE BUNDLES

- ☐ ☐ Area **A**, page 4: 2 Treasure Bundles for defeating the foes in area **A**.
- ☐ ☐ Area **B**, page 8: 2 Treasure Bundles for neutralizing the threats in area **B**.
- ☐ ☐ Area **C**, page 10: 1 Treasure Bundle for neutralizing the threats in area **C**, and 1 additional Treasure Bundle for neutralizing the threats without damaging any of the relics in the area.
- ☐ ☐ ☐ Area **D3**, page 15: 3 Treasure Bundles for neutralizing the threats in area **D3**.
- ☐ Onyx Alliance Morale, page 6: 1 Treasure Bundle for convincing at least two fetchling intruders to surrender at any point during the scenario (or three intruders for five or more PCs).



Location\_\_\_\_\_

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



# STRUCK BY SHADOWS

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## Scenario #3-06: Struck by Shadows

		<b>2</b>
Character Name	Organized Play #	Character #
Adventure Summary		
<p>You were preparing for your next mission at the Grand Lodge when a group of shadowy infiltrators attacked! You were tasked with responding to the attack and fended off a number of attackers. You learned that the would-be infiltrators had spread throughout the Grand Lodge, and you acted quickly to track them down and neutralize the threats. Your actions, combined with new defenses implemented by Toldrar, the Grand Lodge's new head of security, quickly routed the infiltrators. You learned of one final infiltrator holdout and fought through the last remaining attackers and their shadow construct to find the group's leader, who slipped through your fingers at the last moment.</p>		
Boons		Rewards
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at <b>paizo.com</b> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <b>paizo.com/organizedPlay/myAccount</b> and click on the Boons tab. Note that you must have created a <b>paizo.com</b> account and registered a character before you can begin making Achievement Point transactions.</p>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
		Total GP
Reputation Gained		
Items		
<p>Pathfinder Society characters can purchase a wide variety of items. For a full list of the items and other options available to Pathfinder Society characters, visit <b><a href="https://paizo.com/pathfindersociety/characteroptions">https://paizo.com/pathfindersociety/characteroptions</a></b>. Your character can buy items from this list up to their character level. Chronicle Sheets for Pathfinder Society adventures sometimes include items, which your PC can buy up to their character level +2.</p>		
Purchases		
Items Sold / Conditions Gained		
<small>TOTAL VALUE OF ITEMS SOLD</small>		
<small>Add 1/2 this value to the GP Gained Box</small>		
Items Bought / Conditions Cleared		
<small>TOTAL COST OF ITEMS BOUGHT</small>		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
GM Organized Play #		

Chronicle Code: RIOF

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](https://pathfindersociety.club)