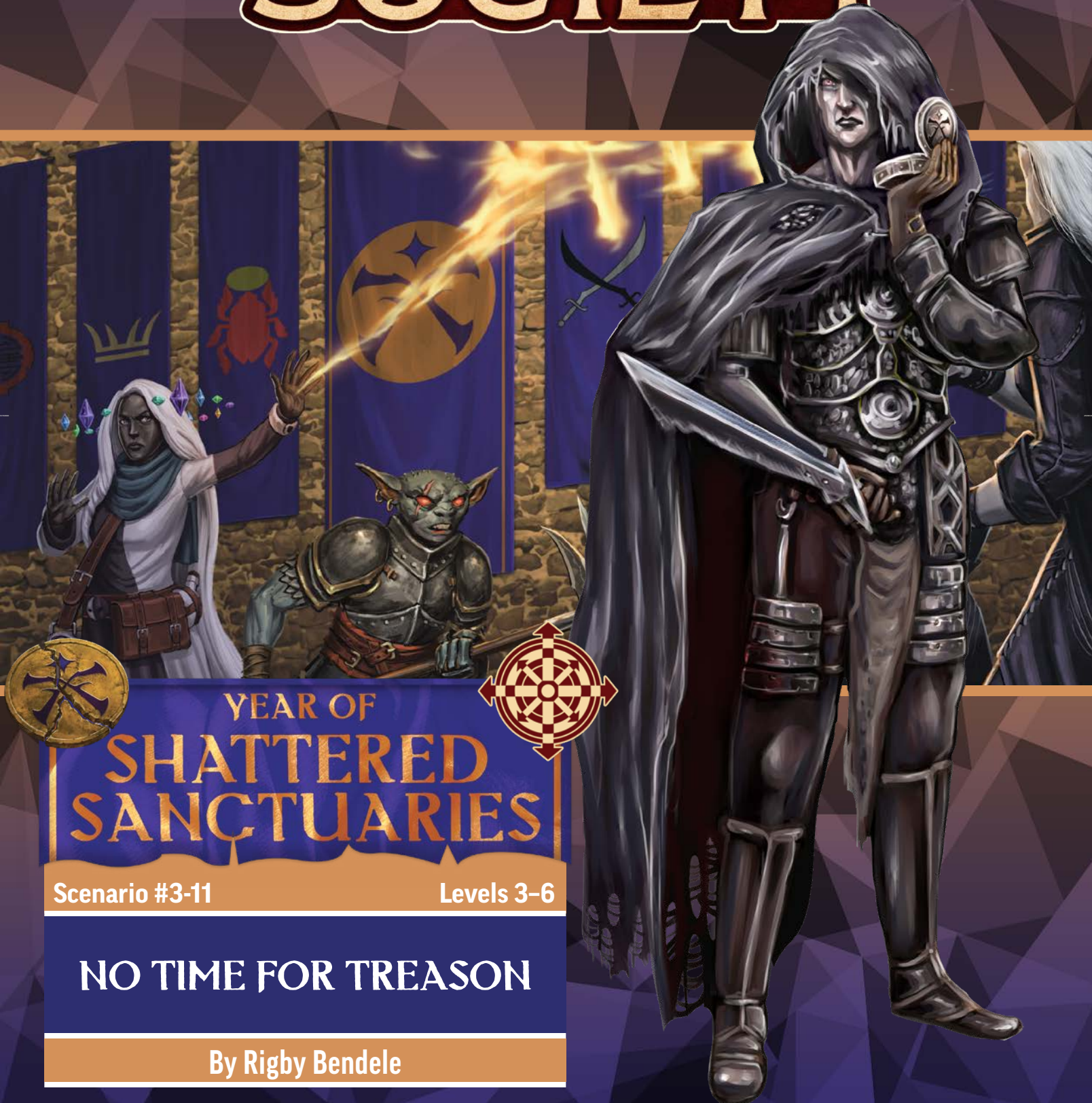


# PATHFINDER SOCIETY



## YEAR OF SHATTERED SANCTUARIES

Scenario #3-11

Levels 3-6

## NO TIME FOR TREASON

By Rigby Bendele



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## GM RESOURCES

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

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Gamemastery Guide*, and *Pathfinder Lost Omens World Guide*

**Maps:** *Pathfinder Flip-Tiles: Urban Starter Set* and *Pathfinder Flip-Tiles: Urban Perils Expansion*

**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

Gloriana Morilla, a former Pathfinder and staunch ally of the Society, calls the PCs to a secret meeting in Oppara. She tells them of a mysterious crime spree in which the perpetrators have used *wayfinders*—a common piece of Pathfinder gear. Strangely, these *wayfinders* bear the maker's mark of Venture-Captain Muesello. Gloriana explains that Muesello has been avoiding her, and has been seen at many of the crime scenes. The PCs investigate the crime scenes and Muesello's office, eventually learning of an imminent attack on a retired Pathfinder. They rush to his defense. Meanwhile, using the evidence the PCs gathered, Gloriana finally apprehends Muesello. Despite the proof of his innocence, Muesello confesses to treason! Gloriana promises to call on the PCs again so they can continue the investigation into the dastardly schemes in Oppara.

## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 3-6**



**PLAYERS: 3-6**



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# NO TIME FOR TREASON

By Rigby Bendele



## ADVENTURE BACKGROUND

When Grand Princess Eutropia ascended to the Lion Throne of Taldor, soothing the wounds of her ascension was heavy on her mind. Civil conflict, the War for the Crown, began with political infighting and culminated in outright war over whether she should be coronated as ruler. Eutropia's faction emerged victorious with her coronation in 4718 AR.

As to be expected, the struggle that begun her rule continues to create ripples throughout Taldor. The Ninth Army, a secretive group embedded in Taldor's military that wants Eutropia off the throne, works to undermine her authority. The Ninth Army's secretive leaders have been focused on building the organization's strength. About a year ago, the Pathfinder Society encountered this group after investigating the plots of Archis Peers, a skilled manipulator and crime boss who recruited new members through illicit street fighting tournaments. These events targeted those with little money and fewer options, falsely promising a way out of poverty. Following the Society's destruction of that enterprise, the Ninth Army temporarily ceased its operations, hoping to prevent further scrutiny. In recent months, a mysterious international backer approached a cell of the Ninth Army and offered funding and supplies to support an effort to undermine the Pathfinder Society.

In Oppara, Taldor's capital, a recent crime spree—secretly orchestrated by the Ninth Army, with the aid of this mysterious backer—targets Eutropia's allies and publicly defaces symbols of her power. While these crimes began as minor acts of vandalism or attempts to smear her name, they soon escalated. Before too long, the Ninth Army aims to act more decisively, moving on to kidnappings, murders, and major property damage. The active organizer of this spree, **Cole Farsen** (CE male human agitator), aims to use the Ninth Army to rise in prominence. His original instructions focused on sowing general chaos in Oppara, but his new orders require that he and his underlings pose as Pathfinder agents during their crimes.

During all this, Lady **Gloriana Morilla** (CN female human aristocrat), a prominent former Pathfinder and close ally

## WHERE ON GOLARION?

No Time for Treason takes place in Oppara, the capital city of once-opulent Taldor. For more information on Taldor, see pages 128–129 of *Pathfinder Lost Omens World Guide* and pages 42–43 of *Pathfinder Lost Omens Legends*.



of Princess Eutropia, has been gathering information and attempting to get ahead of trouble. However, as she began to piece together the conspiracy, Venture-Captain **Muesello** (N male human mage-machinist) of the Oppara Lodge began to act strangely. He was spotted hanging around areas where crimes happened and refused to provide any explanation. Within the past week, he cut off contact and disappeared from Lady Morilla's network completely. While Gloriana correctly believes that Muesello is not a member of the Ninth Army, his actions are suspicious, and she needs a group of trusted Pathfinders to investigate and learn the truth.

The Ninth Army's crimes so far include the arson of a streetside monument to Eutropia 5 days before the start of the adventure, the robbery of Lioness Jewelers's commemorative coins 3 days prior, an attack on Eutropia's friend Evanine Valborne 2 days ago, the vandalism of a public fountain the night before the adventure starts, and the kidnapping of an activist earlier this morning. An attack on a former Pathfinder, with the intent of framing Muesello for murder, is planned for the next day. Muesello, who has noticed a steadily increasing

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number of people watching and following him lately, isn't sure who he can trust, and he has been conducting his own investigations into the crimes.

## GETTING STARTED

The adventure begins in the Aroden's View district of Oppara, with the PCs being ushered into the hidden basement of the Porthmos Club, a tea house and former temple to Shelyn that offers discreet meeting spaces. Past a door disguised as a wine rack, Lady **Gloriana Morilla** (CN female human aristocrat) waits in a meeting room outfitted with threadbare velvet chairs. She is a light-skinned, dark-haired Taldan woman who wears a simple but fashionable dress. A full tea service offers the PCs a selection of white or rosehip tea, sandwiches, and pastries. After waiting a moment for the PCs to get comfortable and select refreshments, Gloriana clears her throat to get their attention.

Read or paraphrase the following to begin the adventure.

Lady Gloriana Morilla, Taldan noble and longtime ally of the Pathfinder Society, smiles in greeting as she takes a sip from her teacup. "I hope that you enjoy the refreshments," she says as she settles into her chair. "The Porthmos Club has always treated me well in times of upheaval. Unfortunately, I believe we are in such times today.

"Venture-Captain Muesello has disappeared. Just prior to his disappearance, a strange crime spree started here in Oppara. Each of these crimes have targeted known allies or supporters of Grand Princess Eutropia. Oddly, the witnesses say that the perpetrators had customized wayfinders, and we've noticed that these wayfinders bear Muesello's signature designs.

"I had hoped to speak with him about the matter and be able to clear his name, but he remains elusive. I've sent out my own agents to tail him, who report back that he's out at odd hours in the city around the areas where these crimes took place. He loses these tails quickly and hasn't reached out to me for help. It's suspicious.

Gloriana places her teacup down on the table with an audible clink. She leans forward, urgency clear as she says, "Something doesn't feel right. I can't bring myself to believe that Muesello is involved in these crimes. I need you to investigate what is going on. Be thorough and be discreet. Even other Pathfinder agents may accidentally tip him off and send him deeper into hiding. I can only hope that you find something that clears his name. If you can intercept him or meet with him, all the better."

Gloriana tells the PCs that she has rented out this room in case they need a space to convene in privacy or rest, and asks them to return to the Porthmos Club at the end of the day to share what evidence they've gathered. She

offers a dossier of leads to begin the investigation. Give the players **Handout #1: Initial Leads** (page 29). This provides the players with leads to examine the initial areas of Lioness Jewelers, the streetside monument, and Evanine Valborne's story. It also advises them to visit the Oppara Lodge, but only after they have enough evidence to present to Muesello's assistant—otherwise they might tip Muesello off too soon, hindering their investigation.

Gloriana insists that the PCs must avoid blatant violations of the city's laws and threatening behavior toward its residents as they pursue the leads. She gives the PCs a copy of her signet ring in case they run into trouble. When she gives the PCs the ring, she tells them, "If you do run into trouble, show the constabulary my signet ring and ask them to bring you here. I'll do my best to resolve any legal issues. If you can avoid needing me, I'd appreciate it, but I'm here for you if necessary."

The PCs have time to ask Gloriana questions as they finish their tea.

**Who else could be involved in the crimes?** "Grand Princess Eutropia's rise included a civil war. The wounds from this war haven't yet healed, so she has a few detractors. It's hard to say which one would be so bold as to organize an entire crime spree, though. The Pathfinder Society had a run-in with a criminal group that was recruiting people off the streets through illicit fighting tournaments last year, though we're still investigating the extent of that group's operations. Perhaps these crimes are related."

**What can you tell us about Venture-Captain Muesello?** "Muesello is a skilled machinist. He makes most of the Pathfinder Society's *wayfinders*, though not all of them. He runs the Oppara Lodge covertly, using a bait and tackle shop as a front. As far as looks, he's in late middle age, with gray hair and light skin. Typically, he's in his leather machinist apron, but the people I've had looking for him says he's been wearing a cloak to conceal his appearance. He's an old friend, and I truly don't believe he's involved in the crimes—but it's suspicious that he's been avoiding my agents."

**Could we start at the Oppara Lodge?** "The Oppara Lodge may hold some clues, but I'd caution you about starting your investigation there. If Muesello is using the lodge as a hideout, or his assistant is sympathetic to his cause, investigating it may cause him to bolt. Go there after you find enough evidence to present to the staff at the lodge, and hopefully you can convince them to help. I recommend investigating the crime scenes first."

**What laws should we be aware of?** "Oppara has the typical laws you'd expect, such as prohibitions on theft, murder, and trespassing. You do not have any particular authority to bend these rules. If the constabulary gives you a direct command, I recommend obeying them. Even

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if what you're doing isn't technically against the law, it could cause complications if your investigation comes to their attention. Remember to use my signet ring if they start asking questions. Better yet, avoid getting into such a situation in the first place."

**How can we reach out if we need help?** "If you need urgent assistance, you can visit my manor. Otherwise, send a courier to my manor and I'll meet you here posthaste. If you run into legal trouble, use the copy of my signet ring. Showing this to any of the authorities should lead them to fetch me, but I would recommend doing so only in case of emergency."

After the PCs have reviewed the leads and finish asking questions, they can begin their exploration of Oppara. Unless otherwise indicated, the PCs can discreetly ask around to find the crime scenes, so finding a location doesn't require a check. The map of Oppara on page 28 can be a helpful aid in giving you and the players a sense of where each of the districts are located in relation to one another, though it's not required to run the adventure.

The "Running the Investigation" and "Investigation Gone Awry" sections below contain information about how the investigation plays out. These are followed by individual sections for each of the investigation's locations, including the initial leads and others which the PCs may learn about. Once the PCs have investigated all the leads, proceed to **Report to the Porthmos Club** on page 14.

## RUNNING THE INVESTIGATION

Most of this adventure is an investigation into various crime scenes as the PCs search for clues about the crimes and Muesello's involvement. Initially, they have three leads to follow, detailed in **Handout #1: Initial Leads**. They can follow the leads in any order. The initial leads take them to Lioness Jewelers (page 6), Streetside Monument (page 6), and Evanine Valborne's Estate (page 7). Clues at these locations may lead them to visit White Hall Evidence Storage (page 8). Per Gloriana's instructions, they should also visit the Oppara Lodge (page 9) at some point in the investigation, but only after they've found plenty of clues at other crime scenes.

They PCs should discover additional leads during their investigation of the Oppara Lodge. These leads suggest they should investigate Queen's Tears Fountain (page 12) and Adamina's Salon (page 13).

As the PCs chase down these leads, they can uncover clues about what's been going on, usually by speaking with NPCs or searching a location. These clues may offer narrative hints, such as new places to visit, or evidence of Muesello's activities. Each area includes a "Clues" section that describes the methods and checks PCs can attempt to earn Clue Points. Clue Points are a representation of their

## INVESTIGATION DCS

In the investigation locations, the adventure calls for the PCs to attempt Easy, Standard, or Hard checks. Use the DCs in the table below for these checks. For groups with 14 or more Challenge Points in levels 3-4, increase the listed DCs by 1. For groups with 28 or more Challenge Points in levels 5-6, increase the listed DCs by 2.

LEVELS	EASY	STANDARD	HARD
3-4	16	18	20
5-6	18	20	22

If they earn Clue Points, the PCs learn clues as described in each individual location.

These DCs can also be used to adjudicate creative solutions not presented in the text. Use the standard check DC if a PCs' approach seems reasonable, the easy DC if it's especially clever, or the hard DC if it's farfetched. A particularly well-used spell or class ability can result in an automatic success, at the GM's discretion.

overall success in the investigation. Some areas state a maximum number of Clue Points the PCs can earn in this manner (usually 2 or 3). The total number of Clue Points they earn determines the setup of the adventure's final encounter (**Event: Noon on Fireday**), and also contributes to the PCs' secondary objectives and rewards.

Use the "Investigation DCs" sidebar (above) to set the DCs of these checks, which have the following results.

**Critical Success** The PCs gain 2 Clue Points.

**Success** The PCs gain 1 Clue Point.

**Critical Failure** The PCs lose 1 Clue Point.

The PCs can also gain or lose Clue Points in other ways, which are called out in the adventure.

## INVESTIGATION GONE AWRY

During this investigation, the PCs don't have formal authority to question witnesses, access evidence, or enter crime scenes. If the PCs engage in threatening behavior or are caught in the act of a crime, any NPCs present (unless otherwise stated) attempt to leave the situation safely and contact the constables—GMs should provide fair warning to the players that their PCs' actions go against Gloriana's orders and may result in the constabulary showing up.

If the PCs engage in such behavior regardless of the potential consequences, four constables approach the PCs on their way to the next location in their investigation. Don't represent these NPCs with game statistics. At the beginning of the adventure, the PCs received a signet ring



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from Gloriana Morilla. They can present this signet ring to the constables or other authority. Once the PCs present the signet ring, the constables bring the PCs to Gloriana's manor, unless the PCs were attempting to kill an NPC. Gloriana takes responsibility for the PCs' actions, after which the constables leave. She stresses to the PCs that they need to be more careful in their investigation and that she won't be able to make legal problems go away so easily a second time. The PCs lose 2 Clue Points, as they lose valuable time while Gloriana resolves their initial misstep.

If the PCs were attempting to kill an NPC during the investigation, or are apprehended a second time, the city's constables attempt to arrest the PCs. Gloriana's agents step in, then escort the PCs back to her manor, but the ensuing legal troubles promise to take weeks for Gloriana and the Pathfinder Society to resolve. Gloriana removes the PCs from the case, immediately ending the adventure. GMs should only use this option as a last resort, after giving fair warning to the players, and only if they persist in flagrant violations of Gloriana's mission parameters.

## LIONESS JEWELERS

Lioness Jewelers and Specialty Smithing is easily found in the Imperial Square, nestled between a bespoke dressmaker and a florist.

When the PCs arrive at Lioness Jewelers, read or paraphrase the following.

The glass window to the shop bears "Lioness Jewelers and Specialty Smithing" on it in a gold foil. As the door opens, a bell rings delicately. A dark-skinned woman carving a piece of wax holds up her hand in acknowledgement as she finishes the task. After the swoop of excess wax falls from the carving, she places her tools down on a tray with a steady hand and scratches the back of her neck.

"Sorry about that," she says with an apologetic grin. "Thank you for stopping by. I'm Opal Vergild, proprietor and goldsmith. Are you looking for something particular today?"

**Opal Vergild** (NG female human goldsmith) is the new owner of the jewelry shop, having taken over the business from her recently retired father. She is an eager supporter of Grand Princess Eutropia. Advertisements for commemorative coins celebrating Eutropia's ascension to the throne are neatly laid on the counter. If the PCs ask about the commemorative coins or mention the break-in that happened three days ago, her eyes light up

with excitement. Opal mentions that she was a staunch supporter of Eutropia during the Taldan War for the Crown and that she's proud that someone thought her support was important enough to target the shop. She began the process of making a new master mold the next morning. She also explains that the proper authorities have already examined the shop for any evidence, but she's happy to let anyone have a look.

She ushers the PCs to the closet where she was storing the supplies for the coins and says that they can look around as much as they want. She stays nearby to answer questions the PCs may have, such as specifics of the items stolen, the process she was using to make the molds, and anything strange she may have seen before the crime happened.

**Clues:** As the PCs investigate the jewelry shop, they can find clues with an easy Crafting check to investigate the remaining tools, a hard Perception check to Search the area, or a hard Diplomacy check to focus Opal's chatter on useful information. Each PC can attempt a single skill check, and the group can earn a maximum of 3 Clue Points. For each Clue Point they earn, the PCs learn one of the following clues, in order.

- Opal mentions that there was a *wayfinder* left at the scene that was particularly well-made. It had sapphires embedded in it that she wanted to look at, so it was a pity that the constabulary took it away to White Hall, their headquarters in Grandbridge.
- Additional supplies went missing beyond those needed for minting coin, including her entire stock of cleaning solvents.
- The day before the break-in, Opal noticed a light-skinned, grey-haired man sneaking around her shop.

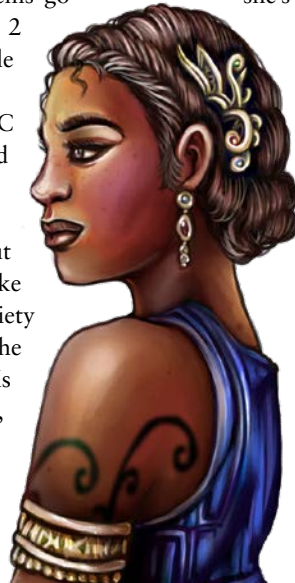
## STREETSIDE MONUMENT

Among the houses in Aroden's View, the family home of **Garrix** (N nonbinary artist) is easily spotted due to the burnt husk of a statue before its courtyard gates.

Read or paraphrase the following as the PCs approach the burnt statue.

A young adult human with light skin directs a butler to place a garland of gold coins over the charred remains of a statue, their arms crossed and their face furrowed in concentration.

"Ah, you've come too early," says the person directing the work. "My grand unveiling of the new monument is tomorrow.



OPAL VERGILD

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If only you came by then, I would have been finished with the changes to Queen Eutropia's monument! Though, maybe you are lucky, for you get to see my artistry in action."

The butler gives an uncomfortable cough as he rearranges the garland.

Born into nobility, Garrix created a streetside monument to Queen Eutropia's reign next to their well-to-do parents' home in the district of Aroden's View. 5 days ago, this monument was burned down during broad daylight. As the PCs speak with Garrix, the artist refers to their creation as "radical street art" that was destroyed due to its subversive nature. During the conversation, the butler rolls his eyes whenever Garrix's attention is elsewhere. A member of the estate staff, one of the stable hands, witnessed the arson and can provide more details.

If the PCs talk with Garrix further about the crime, they're focused on their grand vision to use the remains as a metaphor for Eutropia's rise. Garrix also doesn't know much about the crime, having neither witnessed it nor investigated further.

**Clues:** The butler and other staff witnessed the arson and are happy to discuss the matter further, as a respite from being forced to follow Garrix's experimental artistic whims. However, Garrix is a demanding artist and insists that they cannot spare anyone during their hour of grand creation. Each PC can attempt an easy Crafting check to assist Garrix and free up the staff member, a standard Performance check to distract Garrix from their art, or a hard Deception or Diplomacy check to charm and flatter the artist. Each PC can attempt a single skill check, and the group can earn a maximum of 3 Clue Points. For each Clue Point they earn, the PCs learn one of the following clues, in order.

- The arsonists seemed unorganized, as they argued about who was going to approach the statue before burning it down. They had a brief scuffle and one of them dropped a *wayfinder*, which the constabulary took to White Hall, their Grandbridge headquarters, as evidence.
- The stable hand tracked the arsonists through the streets of Oppara but lost them next to a bait and tackle shop.

- The butler spotted a suspicious, grey-haired man peering through the gates of the courtyard only hours before the arson. The man didn't appear to be armed, but his cloak was covering other bulky clothing.



GARRIX

## EVANINE VALBORNE'S ESTATE

Details about the socialite **Evanine Valborne** (LG female half-elf socialite)'s estate and visiting hours are readily available by checking the local newspapers, as one of her friends has taken out an advertisement requesting for "anyone who holds her dear" to pay her a visit after the attack in Grandbridge 2 days ago. Her friendship with Grand Princess Eutropia makes a regular appearance in Taldan gossip, especially as they often attend the opera together.

However, Evanine Valborne lives in the Westpark district, which is a gated, walled neighborhood with regular security patrols. This prevents stray visitors from wandering onto her estate. Each

PC must attempt a standard Diplomacy, Deception, Society, Stealth or appropriate Lore check as they travel through Westpark. If half of the PCs succeed, they make it to the estate unimpeded. If less than half of the PCs succeed, the patrol questions the PCs about their motives for half an hour before letting them proceed to the estate (see "Interrogating Evanine Valborne" for how this affects the investigation).

When the PCs arrive, Evanine Valborne lays on a reclining couch with a cloth compress on her cheek. Despite her state, she wears a fashionable dressing gown and has applied makeup that flatters her warm, amber skin. She gives a dramatic sigh before greeting the PCs with, "Yet another set of admirers come to hear my tale of woe?"

Without waiting for the PCs to respond, she launches into the story of how she had been walking back to her home from Grandbridge last night when a group of Pathfinder agents chased after her. The agents caught her as she tried to flee. One of the agents restrained her and another told her to "choose



EVANINE VALBORNE

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her allegiances carefully.” Just as an agent pulled out a dagger to stab her, another man ran at her. The attackers released her. She saw the man and the attackers running off into the night. Of course, she didn’t follow, as she was too much in shock to even move.

**Clues:** As Evanine talks about the events of the night, the PCs can poke holes in her story or keep her talking longer so that she reveals more details. Each PC can attempt a standard Perception check to Sense Motive, a standard Diplomacy check as they question her on the details, or an easy Deception check to convince her to keep talking. If the PCs were stopped on their way to the estate, they arrived near the end of visiting hours and take a –2 circumstance penalty to these checks. Each PC can attempt a single skill check, and the group can earn a maximum of 3 Clue Points. For each Clue Point they earn, the PCs learn one of the following clues, in order.

- The attackers cast *light* spells using their *wayfinders* to see on the dark street. One of them dropped one of the *wayfinders*, but the constabulary took it to White Hall, their Grandbridge headquarters, as evidence.
- Evanine recalls that as the attackers were running off, the man shouted that they were “incompetent fools” and said that they were using his fine tools like dunces. It was unclear whether he was berating subordinates or chastising strangers. The man she saw during the attack was light-skinned with grey hair.
- With some prompting, Evanine remembers a few more details about the man’s appearance. She recalls that he stopped to look around and fish something out of his pockets before pursuing the other men. He was an older man wearing a heavy cloak over a leather work apron.

## WHITE HALL EVIDENCE STORAGE

The Oppara constabulary maintains offices in all districts, but White Hall is the headquarters for the force. The PCs may decide to visit White Hall after learning that the constabulary took multiple *wayfinders* into evidence from various crime scenes. The PCs can easily find White Hall, as it stands above the neighboring buildings as a four-story marble structure. The rooms in White Hall are brightly lit with rush lights. The ceilings are 10 feet high. The interior walls are made of two-inch-thick stone, and the exterior walls are made of thick marble. Interior doors are locked with average locks (DC 25 to Pick a Lock; requires four successes to unlock) unless described otherwise.

The grand entrance to White Hall opens to a wide, naturally lit room. Signage points the way to publicly accessible offices on the first floor. The signs for evidence storage are likely of most interest to the PCs, which leads them down a maze of hallways to a back room.

Constables going about their daily business notice any PCs attempting to access the other floors and ask them to stay in the public spaces on the first floor. If the PCs are found attempting to access another floor after being asked the leave, the constables apprehend them (see “Investigation Gone Awry” on page 5).

Read or paraphrase the following as the PCs enter the evidence storage area, which has an unlocked door.

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The temperature in this windowless room drops to a chill. A front desk cuts off access to the shelving, storage units, and tables that fill the room. On those shelves, rows of crates and cloth bags bear neat labels.

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As the PCs enter this room, a bell on the door rings and the pair of workers cease their chatter. One of the workers, **Spritz Wellenly** (LN female gnome inventor), pauses from writing notes about recently received evidence to look at the PCs with curiosity. The other worker remains focused on retrieving crates. Just past the desk, an open wood case on a table displays several *wayfinders*. These are the *wayfinders* found as evidence during the investigations into the current crime spree.

**Clues:** While asking around about the evidence, the PCs can make small talk with Spritz, who is in the process of reviewing information about the *wayfinders*. While she isn’t supposed to give out information about an ongoing case, she’s quite bored, and any conversation is likely to lead her into talking too much. The PCs can attempt an easy Diplomacy or Deception check. Each PC can attempt a single skill check, and the group can earn a maximum of 3 Clue Points. For each Clue Point they earn, the PCs learn one of the following clues, in order.

- The *wayfinders* each bear an unusual modification, including one that casts *darkness* instead of *light* and one that is made from adamantite.
- The maker’s mark on each *wayfinder* includes text that says “Muesello’s Machinery.” The maker’s mark indicates that they were manufactured in Oppara, but the constabulary hasn’t found the workshop yet—no such establishment exists in the city’s official records, and the Pathfinder Society has not been forthcoming.
- Curiously, the marks show that the newest *wayfinder* of the bunch was made four years ago. The rest were manufactured anywhere from a decade ago to five years ago.

**Stealing:** If the PCs can’t get Spritz to talk, they may be interested in examining the *wayfinders* for themselves, which gives them another opportunity to earn this area’s Clue Points. Despite her eagerness to chatter, Spritz won’t turn over evidence to the PCs, as she would lose her job



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and she takes pride in her work. However, the PCs could concoct a plan to steal the *wayfinders*. Failure on one of these checks causes Spritz to ask the PCs to leave. A second failure (or critical failure on any check) causes her to call for the constables to apprehend the PCs (see “Investigation Gone Awry” on page 5).

First, a PC must Sneak around the counter and through the shelves with a hard Stealth check. If a PC attempts to Create a Diversion with Deception to assist with this plan, use the standard DC for the Perception DC of the guards. After a PC is successfully behind the counter, each *wayfinder* requires a successful standard Thievery check to Palm an Object. For each successful check, the PC can steal one *wayfinder* (or two with a critical success). There are a total of four *wayfinders* in the case. After attempting to steal as many *wayfinders* as the PCs want, they can slip out of the room. For other approaches, you can allow other skills aside from Stealth and Thievery. Use the Investigation DCs sidebar on page 5 to set appropriate DCs.

If the PCs successfully steal at least one of the *wayfinders*, the PCs can attempt an easy Crafting check to earn Clue Points and learn the same clues available from the “Clues” section on page 8. For each *wayfinder* the PCs steal beyond the first, they gain a cumulative +1 circumstance bonus to their Crafting checks (to a maximum of +3 if they stole all four *wayfinders*). As usual, each PC can only attempt one check, and they can earn a maximum of 3 Clue Points in this area, whether they gain them from speaking with Fritz or stealing and examining the *wayfinders*.

## A. OPPARA LODGE

When the PCs arrive at the Oppara Lodge, the bait and tackle shop that serves are the lodge’s front has a “Gone Fishing” sign hanging from the door. The front door is secured with a simple lock, so it can be opened with two successful DC 20 Thievery checks to Pick a Lock. Knocking on the door, attempting to pick the lock, or having a loud conversation outside the building results in a harried-looking, blue-scaled kobold pushing the door open and hissing a quick “We’re closed!” to the PCs. This kobold is **Lolly Adafish** (N female kobold inventor), one of the few permanent staff of the Oppara Lodge and one of Muesello’s loyal assistants. Her attitude toward the PCs starts as unfriendly and she tries to get them to leave the shop. The PCs can attempt a hard Diplomacy check to Make an Impression to improve Lolly’s attitude. If the PCs raise her attitude at least to indifferent, or if they indicate they’re members of the Pathfinder Society, she tells them to hurry inside the shop.

The lodge has a hidden entrance as well, leading from the back alley into Muesello’s workshop. This entrance requires

## FINDING MUESELLO’S WORKSHOP

During the investigation of the initial leads from Gloriana Morilla, the PCs should find at least one clue that suggests Muesello is involved in the recent crimes, or at least that he showed up nearby around the time that the crimes took place. The PCs should eventually investigate Muesello’s workshop, which also serves at the Oppara Lodge. As Pathfinders, the PCs know lodge’s location. However, if the players seem to be uncertain about what steps to take after investigating the initial leads—or if they don’t have any Clue Points after investigating all the leads—you can have Gloriana arrange for a check-in with the PCs at the Porthmos Club. At that check-in, she evaluates the evidence they’ve found so far and urges the PCs to visit Muesello’s workshop.

a Seeking PC to succeed at a DC 20 Perception check to locate. The hidden door is locked with a good lock (opening it requires five successful DC 30 Thievery checks to Pick a Lock). If someone starts tampering with this hidden door from outside, Lolly comes out to tell them to go away. If this is the PCs’ first interaction with Lolly, her attitude toward them begins as hostile instead of unfriendly.

Use the map on page 10 for the Oppara Lodge.

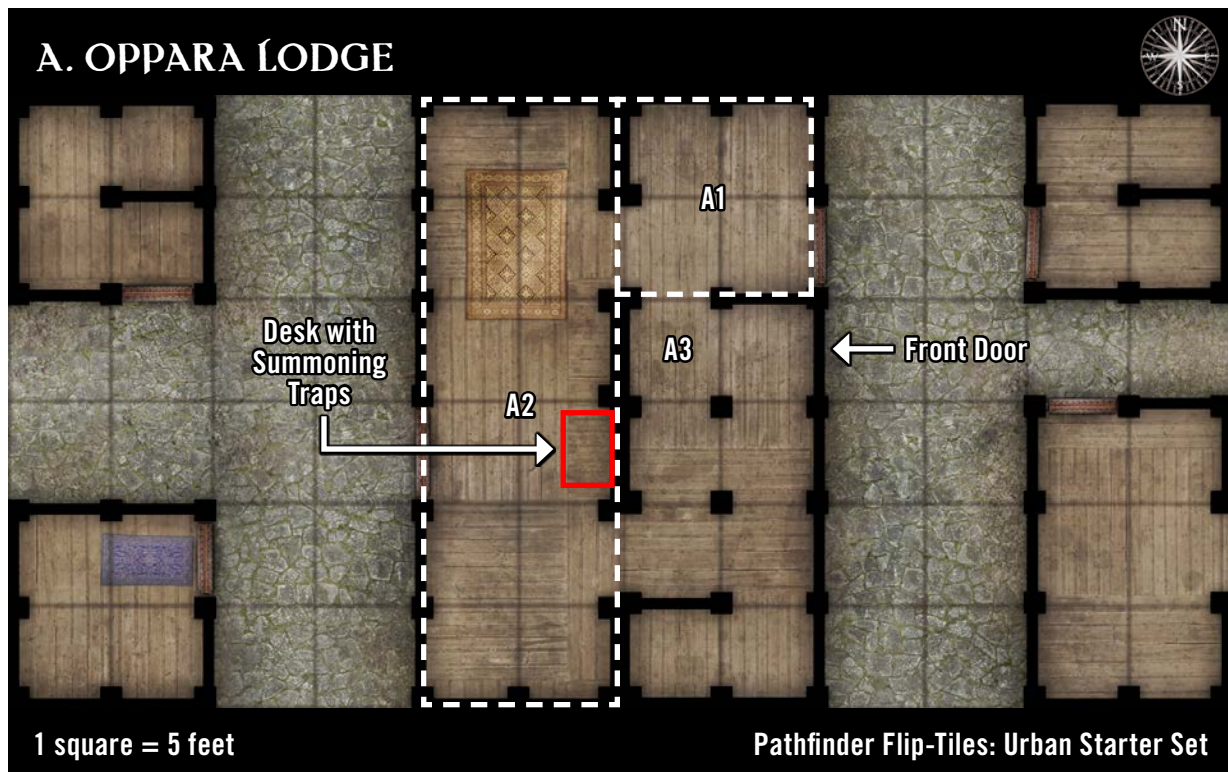
## A1. FRONT ROOM

Cases of artificial lures line the walls of the shop past the entrance in this small sales room. Fishing poles stand in neat racks on display in the shop’s window, crowding the space and obstructing much of the view. Signs on capped barrels advertise a wide range of live bait, from leeches to minnows to crickets. A wooden counter holds a locked money box and a ledger. Three doors lead out of this room: one to the street outside, one behind the counter, and one on a wall covered with mounted fish.

Once inside the shop, the PCs must gain access to Muesello’s workshop if they hope to find the information at the lodge and continue their investigation. The door to Muesello’s workshop is secured with a good lock (opening it requires five successful DC 30 Thievery checks to Pick a Lock). If there are too many PCs to fit in the front room of the shop, Lolly ushers the group through the door into the storage room (A3).

Lolly is rather stressed after Muesello’s unexpected disappearance and would very much like it if someone told her what was going on. However, she is unsure of the PCs’ true intentions, even if they flashed a *wayfinder* at the door. Lolly is loyal to Muesello, having apprenticed

# NO TIME FOR TREASON



under him to learn about crafting *wayfinders*. If the PCs tell the truth about why they're at the lodge, she scoffs and says she doesn't understand why they would be investigating her venture-captain, refusing to let them into his workshop. Lolly explains that she showed up to help Muesello out with some machines two days ago. He wasn't here when she arrived and she hasn't seen him since. A PC who succeeds at a secret Standard Perception check to Sense Motive realizes that she is hiding something.

**Improving Lolly's Attitude:** Convincing Lolly that their investigation is legitimate after rousing her suspicions requires the PCs to improve her attitude. This is a hard Diplomacy check to Make an Impression, and if the PCs already attempted a check to Make an Impression when they first arrived, they cannot attempt it again. However, in addition to the usual use of Diplomacy to Make an Impression to improve Lolly's attitude, the PCs can describe the evidence they've discovered in their investigation thus far. Evidence of Muesello's possible involvement in the crimes causes Lolly to realize that Muesello may be in over his head, and that it would be best for everyone if the Pathfinders found him. If the PCs describe their evidence and have at least 3 Clue Points, they improve Lolly's attitude one step. If they have at least 6 Clue Points, they instead improve her attitude two steps.

**Requesting Access to Muesello's Shop:** Getting Lolly to talk, and to grant the PCs' access to Muesello's shop, requires the PCs to succeed at a Diplomacy check to Request her help, meaning they must first increase her attitude to friendly or helpful. If her attitude is friendly, the Request is a Standard Diplomacy check, while if her attitude is helpful, it is an Easy Diplomacy check. If the PCs have 8 or more Clue Points and describe their evidence, they automatically succeed. If they successfully Request her help, Lolly admits to the PCs that Muesello showed up yesterday and went into his workshop. He didn't explain what he was doing, and urged Lolly to stay away from the lodge in case someone showed up to cause trouble. She ignored him, of course, and stayed at the lodge in case he returned. She hesitantly agrees to let the PCs into his workshop, though she tells them that Muesello warned her he left an "unpleasant surprise" for any enemies that might come poking around—she hasn't gone in the room since Muesello left.

The PCs can instead show Gloriana Morilla's signet ring to Lolly to convince her to grant access to Muesello's workshop; this only persuades her if she is at least indifferent toward them. In this case, she doesn't automatically tell the PCs all of the information from Requesting her help but does warn them that Muesello left an "unpleasant surprise" in his workshop the last time he was here.

# NO TIME FOR TREASON

**Sneaking In:** If the PCs are not able to convince Lolly that their investigation is legitimate, a PC can Sneak past her with a hard Stealth check, distract her with a standard Deception check and Steal the key to Muesello's workshop with a standard Thievery check. Lolly doesn't try to fight the PCs, and once they're in the workshop, she leaves, assuming they're the "enemies" that Muesello warned her about.

**Busting Down the Door:** Desperate PCs might decide that their only recourse is to break down one of the doors into Muesello's workshop. Forcing Open the sturdy wooden doors would require a DC 30 Athletics check. As a last resort, the PCs can chop down a door with their weapons (Hardness 10, HP 40, BT 20). If done from outside, this draws the attention of the guards. Regardless, this flagrant destruction of a Pathfinder lodge costs the PCs a portion of their reward at the end of the adventure (see Organized Play on page 31).



LOLLY ADAFISH

## A2. MUESELLO'S WORKSHOP MODERATE

A single desk sits in the center of this workshop, with the top clear except for a pair of lamps and a magnifying lens. Wheels on tool and supply chests allow them to move within reach of the desk easily. Several half-finished projects sit around on tables. A thin layer of dust coats the room.

This workshop serves both as the venture-captain's personal studio and as his meeting room when working with Pathfinder agents. About a week ago, Muesello cleaned and rearranged this room to cover his tracks. The chests contain his tools and other items needed for crafting. If the PCs Search this room, they don't find anything out of the ordinary, except for the contents of his desk. Notes about what he was doing are locked in his desk (see Searching the Room below).

**Hazard:** Muesello placed a magical trap on the desk containing his notes. When a PC approaches within 5 feet of the desk, the summoning rune installed on the desk activates and summons creatures near the doors to the room. PCs who spot Muesello's summoning runes can attempt Acrobatics checks to approach without triggering the hazard as stated in the hazard's statistics, though a PC approaching will need to make a successful Acrobatics check for each rune. The summoned creatures prioritize preventing the PCs from leaving for the duration of the hazard.

### LEVELS 3-4

#### MUESELLO'S SUMMONING RUNES (2) HAZARD 3

Page 19

### LEVELS 5-6

#### MUESELLO'S GREATER SUMMONING RUNES (2)

#### HAZARD 5

Page 22

**Searching the Room:** With the traps disarmed or the summoned creatures defeated, the PCs can search Muesello's desk. The top of the desk was left clear, and all but one of the drawers contain mechanical drawings and schematics. There is one locked drawer, in the middle of the desk. A PC can unlock it with two DC 20 Thievery checks to Pick a Lock or with a DC 22 Athletics check to Force Open the drawer. If they can't get it open, Lolly offers to help, but it takes her a while to find the right lock pick for the job. She eventually manages to get it open, but the PCs lose 1 Clue Point due to lost time.



# NO TIME FOR TREASON

Inside the locked drawer is a sheaf of papers outlining the current crime spree, as well as some useful items (see Rewards, below). In Muesello's notes, the PCs find an outline of a possible conspiracy, including predictions of future crime sites. These notes include speculation about the robbery at Lioness Jewelers, destruction of Garrix's monument and Evanine's attack, as well as prior vandalism and rumor mongering. Additionally, he notes that these crimes focus on intimidating supporters of Grand Princess Eutropia and have been escalating over the past several weeks. Among these notes are comments about possible ways to stop the crimes or reduce its harm to the victims. His notes include three future crimes that the PCs are not yet aware of. Give the players **Handout #2: Muesello's Findings**. The PCs earn 1 Clue Point for finding this information, and they should add Queen's Tears Fountain (below) and Adamina's Salon (page 13) to their list of sites to investigate before reporting back to the Porthmos Club.

**Rewards:** Along with Muesello's notes, a PC who Searches the drawer discovers two moderate tanglefoot bags, a *wand of command*, and two *lesser healing potions* (or four moderate tanglefoot bags, a *wand of hideous laughter*, and one *moderate healing potion* for levels 5–6).

## A3. STORAGE ROOM

This room is cramped with crates that contain a mix of items. Crates closer to the front shop contain lures, fishing line, and other products to be sold. Toward the door to Muesello's workshop (area A2), the crates contain sheets of metal, nuts, bolts, and other hardware.

## QUEEN'S TEARS FOUNTAIN

The PCs may decide to investigate this location after discovering **Handout #2**.

On the plaza outside of the senate in Senate's Hill, the Queen's Tears Fountain was renamed as part of Grand Princess Eutropia's coronation. This renaming was meant to acknowledge the pain of her rise due to the War for the Crown and the sorrow she felt in seeing her nation so divided.

Read or paraphrase the following as the PCs approach the fountain.

Among the bustle of the Senate's Hill and its high-end shops, snippets of scandalized gossip increase as the Queen's Tears Fountain gets closer. A small crowd clustered by the fountain prevents a clear view of it, though occasionally the group parts enough to show the black paint spread across the outer edge of the basin. A rough Glyph of the Open Road punctuates slogan vandalized on it, declaring "Eutropia's Reign Corrupts All."

## PACING AND END OF ADVENTURE

Some groups may want to rush to **Event: Noon on Fireday** after learning about the potential attack—but they can't, as they don't know where it's going to take place! The attack isn't scheduled to take place until the next day. It's in the PCs' best interest to investigate as many sites as possible, then report back to the Porthmos Club, as instructed. Ensure that the players know how much time the PCs have left before this event so they can decide as a group how to prioritize the remaining investigation. The PCs received their briefing the day before the attack is planned, allowing them time to complete their investigation, make their report, and rest if they haven't done so already.

If the PCs have exhausted their time and aren't at the market at noon, a courier sent by Gloriana Morilla rushes to meet them. The courier tells the PCs that they're needed at the market immediately, as Lady Morilla learned about the impending attack on the former Pathfinder's home. When the PCs arrive, adjust the encounter as though the PCs earned 0 Clue Points.

When the PCs have investigated all of the leads, or when there is at most 1 hour remaining for this adventure, proceed to **Report to the Porthmos Club** on page 14.

The crowd around the fountain is mostly a group of idle nobles interested in gossiping about the rise in crimes since Eutropia's reign started. If the PCs openly display a *wayfinder* or talk about being a Pathfinder, members of the crowd turn and stare at them in horror. This doesn't interfere with their ability to investigate the fountain, though a few bold nobles interrupt their work by asking them prying questions.

**Clues:** While the crowd is interested in the fountain, they don't interfere if the PCs want to take a closer look. The PCs can investigate the fountain's vandalism with an easy Pathfinder Society Lore or standard Society check to examine the slogans, a standard Diplomacy check to learn details by gossiping with the crowd, or a standard Crafting check to identify properties of the paint. Each PC can attempt a single skill check, and the group can earn a maximum of 2 Clue Points. For each Clue Point they earn, the PCs learn one of the following clues, in order.

- While the slogans are meant to look like they're made by Pathfinder Society members, the specific details are wrong. The Glyph of the Open Road is missing the diamond at the top of the symbol and Society's slogan was mistakenly written as "Explore, Report, Collaborate."

# NO TIME FOR TREASON

- The paint on the fountain is mostly dried but areas with thicker paint is still wet. Given the type of paint used, it was most likely vandalized sometime in the early morning.

**Development:** One of the street vendors selling baked goods watches the PCs as they examine the fountain. This street vendor is **Parvilla** (CN female human baker), a light-skinned, brown-haired Taldan woman and a member of the Ninth Army in disguise. She has been tasked with watching the site of the most recent crime. A PC can notice that they're being watched with a hard Perception check. If approached, Parvilla takes off, leaving her bakery cart behind. If the PCs pursue the vendor, they can catch her with a successful easy Athletics check. If caught, she surrenders immediately. She's tight-lipped and doesn't know much about the Ninth Army. She explains that she was working alone to watch the fountain and that she was recruited last week. With a successful easy Intimidation check or hard Diplomacy check, the PCs convince her to reveal that she was recruited by Cole Farsen and received her orders from him—they earn 1 Clue Point for learning this information. If asked about Muesello, she says that she's not familiar with the name or any description if given. She doesn't know anything about the impending attack and a successful easy Perception check to Sense Motive confirms that she's being forthright.

## ADAMINA'S SALON

The PCs may decide to investigate this location after discovering **Handout #2**.

**Adamina** (CG female halfling politician) is a popular activist that support Eutropia's rise by hosting salons to discuss politics of Taldor. Her salons often focused on the philosophical questions around the requirement that only men hold the Taldan crown, which had been a traditional rule prior to Eutropia's coronation. While the salons at first drew primarily noble women who were discouraged by discrimination they faced in the political sphere, their scope grew, and Adamina helped support members of her salon with newly awakened ambitions enter that sphere without regard for their family background. She established her salon in Westport so that the citizens with less money and influence would be able to easily attend. When the PCs arrive at Adamina's salon, the site is an active crime scene.

Read or paraphrase the following when the PCs arrive at the crime scene.

A constable stands guard outside the salon with her halberd in hand. Past the open door, others dressed in the uniform of the Oppara constabulary mark the floor with chalk, measure

parts of the building and take notes. Leaning on the stone wall among a bed of peonies is an ashen-skinned halfling woman holding her head in despair.

The woman sitting outside of the salon is **Orchita** (CG female dhampir [*Lost Omens Ancestry Guide* 24] halfling scholar), Adamina's wife, who has slightly ashen, medium-deep skin and wears comfortable, flowing clothes. She was present that morning with a group of four men burst into a discussion group and demanded Adamina leave with them. Adamina left without a struggle and Orchita hesitantly called for the authorities to help. She's pessimistic that she'll see her wife again. If the PCs speak with her, she describes what happened to the best of her ability. However, her memory is patchy due to the stress that she's under.

The constables conducting the investigation have little time for outside meddling. The guard at the door prohibits the PCs from entering, citing that it is an active crime scene and that no one is permitted to enter. If the PCs talk to the guard at the door, Orchita mutters, "Oh, you'll probably be better at finding Adamina than the cops will."

**Investigating Adamina's Salon:** While the PCs are not able to enter the building, the PCs can discuss the kidnapping with Orchita to try to spur her memory with a hard Diplomacy check or investigate the area around the salon with a standard Survival or Perception check. Each PC can attempt a single skill check, and the group can earn a maximum of 3 Clue Points. For each Clue Point they earn, the PCs learn one of the following clues, in order.

- The kidnapping occurred the morning that the PCs arrived, making it the most recent crime they've investigated.
- The kidnappers took Adamina out of the salon and then down the alleyway to the east.
- Stashed in the alleyway behind a sack of garbage is a *wayfinder*. Examining the *wayfinder* with a successful easy Crafting check reveals that it has Muesello's maker's mark and was produced about 4 years ago.

**Development:** A light-skinned Taldan man who is a member of the Ninth Army remains near the salon, keeping an eye on the investigations. If the PCs find the *wayfinder*, this member of the Ninth Army attempts to brush against the PC carrying it and palm it. If the PC succeeds on a secret hard Perception check, they notice the attempt and can catch the thief. If caught, the thief surrenders and gives their name as Patine. With a successful easy Intimidation check or a hard Diplomacy check, the thief admits that they're part of the Ninth

# NO TIME FOR TREASON

Army and were asked to keep an eye on this building. They were told to report anyone who came poking around to Cole Farsen. If asked about the crime spree, Patine knows little. They don't know details about the kidnapping attempt and only knows that there's something big planned for Fireday. Additionally, if asked about Muesello, they aren't familiar with the man.

## REPORT TO THE PORTHMOS CLUB

When the PCs have investigated all of the leads, or at the latest when there is 1 hour remaining for the adventure, they should report back to the Porthmos Club as instructed. Gloriana Morilla listens closely to their report and then directs them to get some rest while she shares their findings with her agents. Assuming they found **Handout #2**, she states that her top priority is to determine the target of the upcoming attack listed on Muesello's note.

The PCs have an opportunity to rest for the night and make daily preparations. The following morning, Gloriana Morilla approaches them with new information. Thanks to the PCs' discovery that an attack against a retired Pathfinder was to take place at noon on Fireday, as well as the clues they gathered about all the other attacks, she was able to reach out to her spy network and determine the target. She has learned that a group embedded in Taldor's military—likely the Ninth Army—means to attack a retired Pathfinder named Murdut Sentillio. She gives the PCs the address of his pottery studio in a market in Lionsgate and urges them to go there immediately, as noon is fast approaching! The amount of time the PCs have before noon depends on how many Clue Points they earned and determines their ability to prepare for the following encounter (see below).

**Rewards:** After they report in, Gloriana gives the PCs four *lesser healing potions* (or three *moderate healing potions* for levels 5–6).

**Development:** After the PCs rest and learn that Murdut is the target of the attack, proceed to **Murdut's Home** below.

## MURDUT'S HOME

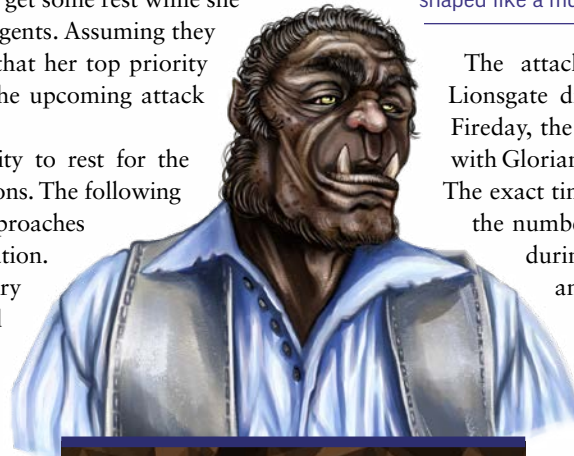
The PCs should come to the market near Murdut's home after learning from Gloriana Morilla that he is the target of an upcoming Ninth Army attack at noon on Fireday.

Former Pathfinder field agent **Murdut Sentillio** (N male half-orc potter) is a dark-skinned half-orc man who

retired to Oppara to be near his family after a near-death experience on a mission. While he doesn't need to work due to the savings he built up in the Society, he's started perfecting his pottery and selling pieces at local markets. His studio is in Lionsgate, near a pavilion used for open air markets.

Read or paraphrase the following the first time the PCs visit Murdut's home.

The hustle of merchants setting up for a local market energizes the area. The wider alleys are blocked off to prevent horses and large carts from wandering into the pedestrian space. Across from the fountain is a large house with a sign shaped like a mug, reading "Ceramics by Murdut."



MURDUT SENTILLIO

The attack on Murdut's home in the Lionsgate district is planned for noon on Fireday, the day after the PCs initially met with Gloriana Morilla at the Porthmos Club. The exact timing of their arrival depends on the number of Clue Points they gathered during the investigation, as a larger amount of evidence allowed Gloriana to lean on her spy network more efficiently.

If the PCs do not find the information at Muesello's workshop prior to the attack, a frantic courier approaches the PCs just before noon bearing a message from Gloriana Morilla. Her investigation independently uncovered the attack and she alerts the PCs with enough time to rush to the house. If the PCs require Gloriana Morilla's message to learn about the attack, treat their Clue Points as 0 for purposes of adjusting the encounter.

The PCs find the area bustling with people preparing for an open-air artisan's market. Depending on their success in investigating the crime spree, the PCs may be able to arrive in time and convince Murdut and the crowd to leave the area. Based on the number of Clue Points the PCs accumulated, make the following adjustments to the **Event: Noon on Fireday** encounter.

**0–4 Clue Points:** The PCs are still talking to Murdut as the wagon approaches the house and explodes. The PCs and Murdut begin the encounter adjacent to Murdut's house. Murdut is directly in the path of the flaming wagon; he takes significant fire damage from the explosion before running away in terror. As long as the PCs engage the Ninth Army attackers, he escapes with his life.



# NO TIME FOR TREASON

**5–9 Clue Points:** The PCs convince Murdut to leave just prior to the wagon approaching. The PCs begin the encounter adjacent to Murdut's house. Murdut is safely out of the market square.

**10–14 Clue Points** The PCs arrive with plenty of time and plenty of evidence. Murdut readily believes the PCs, so the PCs are able to choose where they are on the map at the start of the encounter. Murdut is safely out of the market square.

**15+ Clue Points:** The PCs arrive with plenty of time and plenty of evidence. Murdut and the organizers of the market believe the PCs that there is imminent danger. The crowd square is clear when the wagon arrives. This gives the PCs a clear view of the area, granting them a +1 circumstance bonus to their initiative rolls. Murdut is safely out of the market square, and there is no crowd present. The PCs are able to choose where they are on the map at the start of the encounter.

## EVENT: NOON ON FIREDAY SEVERE

Read or paraphrase the following as the Ninth Army's attack begins. Adjust the description to match the PCs' preparations (or lack thereof), such as evacuating the market or arriving as the attack is in-progress.

Shoppers in the crowd bristle with annoyance as a small cart forces its way through. Two figures dressed in plain robes push the cart from behind. As the cart passes the fountain, the bearers give it a shove and send it hurtling toward Murdut's home with a shout. Additional figures jump out of the back in a coordinated maneuver, brandishing wicked blades and wearing wayfinders.

At first, the house only creaks from the impact. After a quiet pause, a roar comes from the wagon as flames lick out of its sides. The building catches on fire soon after.

The bustle of the crowd (if it is present) turns to panic. Unless the PCs were able to clear the market square (by earning 15 or more Clue Points), the crowd makes any square within 10 feet of the fountain difficult terrain. A PC can direct the panicking crowd with a Standard Diplomacy check, which requires 1 action. On a success, the area around the fountain is no longer difficult terrain for 1 round. On a critical success, the area is no longer difficult terrain for 1 minute.

Use the map on page 16 for this encounter.

**Hazard:** Murdut's home has just started to burn, so it does not yet pose a threat to neighboring buildings. The cart rages with fire. Any creature that starts its turn adjacent to the building or the cart takes 2d6 fire damage at the start of its turn (3d6 fire damage for levels 5–6).

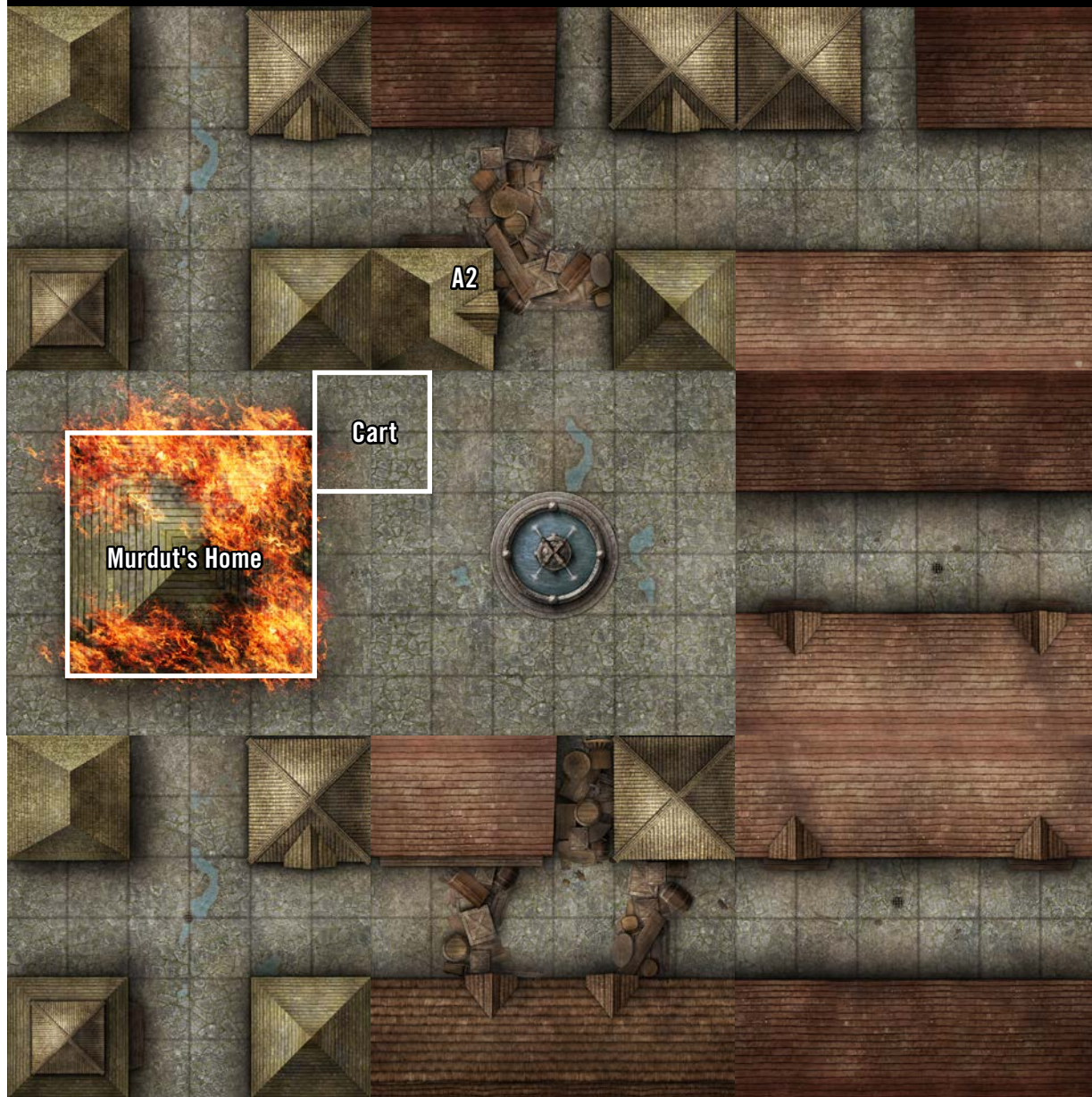
**Creatures:** The attackers are recent recruits to the Ninth Army. Even the leader of the group, Cole Farsen, has only been with the Ninth Army for a few months. The Ninth Army recruits were not aware they would face enemy combatants. They are uncoordinated in combat, each fighting whichever PC is attacking them. When reduced to one quarter of their maximum Hit Points, individual combatants surrender, including Cole Farsen. If the PCs do not accept an enemy's surrender, that enemy attempts to flee. The Ninth Army recruits shout Pathfinder Society slogans while attacking, such as "Explore, Report, Cooperate," or "For the Society."



COLE FARSEN

# NO TIME FOR TREASON

## EVENT: NOON ON FIREDAY



1 square = 5 feet

Pathfinder Flip-Tiles: Urban Starter Set  
Pathfinder Flip-Tiles: Urban Perils Expansion



# NO TIME FOR TREASON

The Ninth Army members begin this encounter 10 feet away from the cart.

## LEVELS 3-4

**NINTH ARMY BODYGUARDS (2)** **CREATURE 1**  
Page 21

**COLE FARSEN, ADVISOR** **CREATURE 5**  
Page 21, art on page 27

## LEVELS 5-6

**NINTH ARMY FENCE** **CREATURE 5**  
Page 24

**COLE FARSEN, GANG LEADER** **CREATURE 7**  
Page 24, art on page 27

**Development:** Once combat ends, locals quickly converge on the site and put out the fire before it spreads to adjacent buildings. It's clear that Murdut is rather shaken by the event. He's grateful for the Pathfinder Society protecting him, but also terrified that he was targeted due to the former affiliation. He does not blame the PCs, but does keep a cautious distance.

If the PCs captured a surrendered Ninth Army member, they can interrogate them. The members initially say that "Muesello of the Pathfinder Society" organized the attack, but they quickly cave under pressure, as they are addled from the unexpected fight. They admit to being new recruits and indicate that this is their first job for the Ninth Army. They don't know why they were ordered to do this job, just that they were supposed to frame Muesello and that this is their first test as Ninth Army members. If asked about who they're really working for, they point to the leader of the group, Cole Farsen.

If the PCs capture Cole, he's much more tight-lipped. He's only been with the Ninth Army for about three months, but he's been telling new recruits that he has more experience and intends to keep up that lie. If pressed by the PCs for information, he describes that the group has a decentralized structure and most members only know fellow members if they've worked with them on assignments. He says that he received much of his information via dead drop. If a PC succeeds at a standard Diplomacy or Intimidation check when speaking with Cole, he admits that he has heard

some Ninth Army members refer to someone named "the Peddler," who apparently was responsible for shifting the Ninth Army's focus onto the Pathfinder Society. He doesn't know anything else about the Peddler.

## CONCLUSION

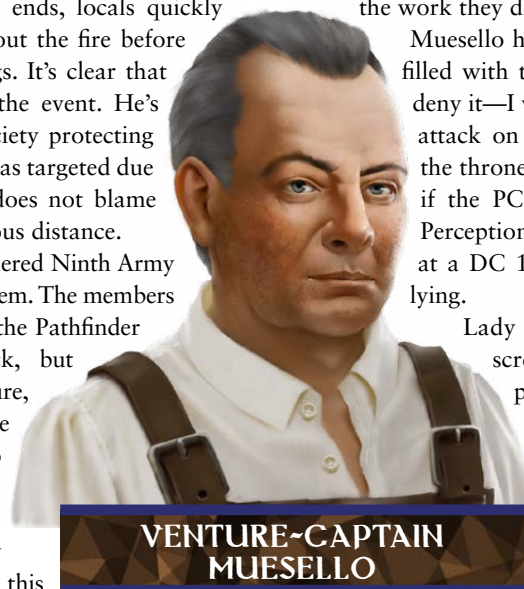
After the attack on the Lionsgate market, the PCs receive a summons to Lady Morilla's manor for a debriefing. When the PCs arrive and are brought to her parlor, Lady Morilla is not alone. Venture-Captain Muesello sits uncomfortably in one of the chairs. Gloriana Morilla gives a wry smile and tells the PCs that she's interested in the result of the investigation, but she does have proof the Muesello is not behind this crime. Thanks to the PCs' investigations, she was able to track him down shortly before the attack. He was drinking tea with her while the attack happened. She turns to Muesello, her face becoming stern as she asks him what's going on, especially since the PCs deserve an explanation after all the work they did.

Muesello hangs his head and says with a voice filled with tension, "But it's all true! You can't deny it—I was behind everything, including the attack on Murdut. I've been plotting against the throne." He doesn't elaborate further, even if the PCs ask questions. PCs who attempt Perception checks to Sense Motive and succeed at a DC 19 check realize that he is blatantly lying.

Lady Morilla pulls the PCs past a paper screen, which has been enchanted to prevent sound from traveling past. While keeping an eye on Muesello, she says, "This clearly isn't true. The venture-captain is not behind this, and the attempt to tie the Pathfinder Society to both anti-Eutropan sentiments and violent acts is concerning. Clearly,

these actions are meant to harm the Society. I'm not sure if this investigation helped us get ahead of these unknown enemies or if we've stumbled into a trap. We need to learn what's happening, and why Muesello insists on taking the blame. I'll stay in touch as I learn more." She dismisses the PCs with a furrowed brow and many unanswered questions. This Year of Shattered Sanctuaries story arc continues in *Pathfinder Society Scenario #3-16: Escape from Oppara*.

If the PCs follow up about Adamina after their investigation, they learn that Cole Farsen ordered her to be hidden in a dusty warehouse. When he and his companions never returned, she was able to get a passerby's attention





# NO TIME FOR TREASON

by banging on the locked door. While she is deeply shaken by the events, she is otherwise unharmed.

## REPORTING NOTES

If the PCs improved Lolly Adafish's attitude to friendly but not helpful, check box **A**. If they improved her attitude to helpful, check box **B**. If they had at least 15 Clue Points at the end of the adventure, check box **C**.

## PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they gathered at least 7 Clue Points over the course of the adventure and

defeated the Ninth Army attack during **Event: Noon on Fireday**. Fulfilling their primary objective earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they fulfill their primary objective and at least two of the following three conditions are true: the PCs had at least 15 Clue Points at the end of the adventure, the PCs avoided using Gloriana's signet ring during the adventure, or the PCs improved Lolly Adafish's attitude to friendly or better. Doing so earns each PC 2 Reputation with their chosen faction.

# NO TIME FOR TREASON

## 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 the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

## A2. MUESELLO’S WORKSHOP (LEVELS 3-4)

### MUESELLO’S SUMMONING RUNES (2) HAZARD 3


UNCOMMON COMPLEX MAGICAL TRAP

Variant summoning rune (*Pathfinder Core Rulebook* 526)

**Stealth** +10 (expert)

**Description** A cloud of invisible magical sensors in a 5-foot radius surrounds an invisible rune on the wall or floor sized to the creature to be summoned.

**Disable** DC 18 Acrobatics to approach without triggering the trap followed by DC 20 Thievery (trained) to erase the rune, or *dispel magic* (2nd level; counteract DC 18) to counteract the rune

**Summon Monster**  (arcane, conjuration, summon); **Trigger** A creature enters the cloud of magical sensors; **Effect** This trap summons a sod hound (*Pathfinder Bestiary* 146). The sod hound rolls initiative and remains for 7 rounds, after which the spell ends and the sod hound disappears. The sod hound also disappears if someone disables the trap before the duration expires. The summoned sod hound can use 3 actions each round and can use reactions, unlike most summoned creatures.

**Reset** The trap resets each day at dawn.

### MUESELLO’S ELITE SUMMONING RUNE (0) HAZARD 4

UNCOMMON COMPLEX MAGICAL TRAP

Variant summoning rune (*Pathfinder Core Rulebook* 526)

**Stealth** +12 (expert)

**Description** A cloud of invisible magical sensors in a 5-foot radius surrounds an invisible rune on the wall or floor sized to the creature to be summoned.

**Disable** DC 20 Acrobatics to approach without triggering the trap followed by DC 22 Thievery (trained) to erase the rune, or *dispel magic* (2nd level; counteract DC 19) to counteract the rune

## SCALING ENCOUNTER A2


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

**10-11 Challenge Points:** Replace one Muesello’s summoning rune with one Muesello’s elite summoning rune.

**12-13 Challenge Points:** Add one Muesello’s summoning rune to the encounter.

**14-15 Challenge Points:** Add one Muesello’s elite summoning rune to the encounter.

**16-18 Challenge Points (5+ players):** Replace one Muesello’s summoning rune with one Muesello’s elite summoning rune, and add one more Muesello’s elite summoning rune to the encounter.

**Summon Monster**  (arcane, conjuration, summon); **Trigger**

A creature enters the cloud of magical sensors; **Effect** This trap summons a sod hound with the elite adjustment (*Pathfinder Bestiary* 6, 146). The sod hound rolls initiative and remains for 7 rounds, after which the spell ends and the sod hound disappears. The sod hound also disappears if someone disables the trap before the duration expires. The summoned sod hound can use 3 actions each round and can use reactions, unlike most summoned creatures.

**Reset** The trap resets each day at dawn.

## SOD HOUNDS (0) CREATURE 3

N SMALL EARTH ELEMENTAL

*Pathfinder Bestiary* 146

**Perception** +9; crystal sense (imprecise) 60 feet, darkvision

**Skills** Athletics +11, Survival +9 (+11 to Track)


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

**Crystal Sense** A sod hound can sense crystals or gems within 60 feet as if using the scent ability.

**AC** 19; **Fort** +12, **Ref** +6, **Will** +7

**HP** 44; **Immunities** bleed, paralyzed, poison, sleep

**Speed** 30 feet, burrow 20 feet; earth glide

**Melee**  jaws +11, **Damage** 1d10+6 piercing plus Knockdown

**Earth Glide** The sod hound can Burrow through any earthen matter, including rock. When it does, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

# NO TIME FOR TREASON

## ELITE SOD HOUNDS (0)

## CREATURE 4

UNCOMMON N SMALL EARTH ELEMENTAL

Variant sod hound (*Pathfinder Bestiary* 6, 146)

**Perception** +11; crystal sense (imprecise) 60 feet, darkvision

**Skills** Athletics +13, Survival +11 (+13 to Track)

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

**Crystal Sense** A sod hound can sense crystals or gems within 60 feet as if using the scent ability

**AC** 21; **Fort** +14, **Ref** +8, **Will** +9

**HP** 59; **Immunities** bleed, paralyzed, poison, sleep

**Speed** 30 feet, burrow 20 feet; earth glide

**Melee** ♦ jaws +13, **Damage** 1d10+8 piercing plus Knockdown

**Earth Glide** The sod hound can Burrow through any earthen matter, including rock. When it does so, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.



# NO TIME FOR TREASON

## EVENT: NOON ON FIREDAY (LEVELS 3-4)

### NINTH ARMY BODYGUARDS (2) CREATURE 1

**UNCOMMON** **CE** **MEDIUM** **HUMAN** **HUMANOID**  
 Variant bodyguards (*Pathfinder Gamemastery Guide* 226)  
**Perception** +8  
**Languages** Common  
**Skills** Athletics +7, Intimidation +6, Society +2  
**Str** +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0  
**Items** greatclub, sap, studded leather armor, wayfinder  
**AC** 16; **Fort** +8, **Ref** +7, **Will** +4  
**HP** 25  
**Speed** 25 feet  
**Melee** ♦ greatclub +7 (backswing, shove), **Damage** 1d10+4 bludgeoning  
**Melee** ♦ sap +7 (agile, nonlethal), **Damage** 1d6+4 bludgeoning  
**Bodyguard's Defense** ♦♦ The bodyguard selects one creature they can see and hear within 30 feet. That creature gains a +2 circumstance bonus to AC as long as the bodyguard is adjacent to the chosen creature and can act; this bonus lasts until the start of the bodyguard's next turn.

### COLE FARSEN, ADVISOR CREATURE 5

**UNCOMMON** **CE** **MEDIUM** **HUMAN** **HUMANOID**  
 Variant advisor (*Pathfinder Gamemastery Guide* 207)  
**Perception** +14  
**Languages** Common  
**Skills** Deception +15, Diplomacy +15, Legal Lore +11, Occultism +9, Performance +11, Society +11  
**Str** +0, **Dex** +2, **Con** +2, **Int** +0, **Wis** +4, **Cha** +4  
**Placate** As an advisor, Cole is well versed in soothing agitated nobles. His calming voice gives him a +2 circumstance bonus to Deception and Diplomacy checks when dealing with members of the nobility.  
**Items** fine clothes, daggers (2), small harp, *minor healing potion*, wayfinder, whip  
**AC** 21; **Fort** +9, **Ref** +11, **Will** +15  
**HP** 56  
**Speed** 25 feet  
**Melee** ♦ whip +11 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+2 slashing  
**Ranged** ♦ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing  
**Occult Spontaneous Spells** DC 22, attack +13; **3rd** *mind reading*, *soothe*, *zone of truth* (2 slots); **2nd** *augury*, *restoration*, *soothe*, *touch of idiocy* (3 slots); **1st** *charm*, *mage armor*, *magic missile*, *soothe*; **Cantrips (3rd)** *chill touch*, *daze*, *light*, *prestidigitation*, *shield* (3 slots)  
**Bard Composition Spells** DC 22, 1 Focus Point; **3rd** *counter performance*; **Cantrips (3rd)** *inspire competence*, *inspire courage*, *inspire defense* (*Core Rulebook* 386)

## SCALING EVENT: NOON ON FIREDAY

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

**10-11 Challenge Points:** Add one Ninth Army ruffian to the encounter.

**12-13 Challenge Points:** Add two Ninth Army ruffians to the encounter.

**14-15 Challenge Points:** Add three Ninth Army ruffians to the encounter.

**16-18 Challenge Points (5+ players):** The PCs instead face Cole Farsen and five Ninth Army ruffians. Increase Cole Farsen's Hit Points by 10 and his AC by 1.

### NINTH ARMY RUFFIANS (0) CREATURE 2

**UNCOMMON** **CE** **MEDIUM** **HUMAN** **HUMANOID**  
 Variant ruffian (*Pathfinder Gamemastery Guide* 209)  
**Perception** +18  
**Languages** Common  
**Skills** Athletics +7, Intimidation +6, Stealth +6  
**Str** +0, **Dex** +2, **Con** +2, **Int** +0, **Wis** +4, **Cha** +4  
**Items** club, sling (10 bullets), studded leather armor, wayfinder  
**AC** 18; **Fort** +9, **Ref** +8, **Will** +6  
**HP** 32  
**Attack of Opportunity** ↻  
**Speed** 25 feet  
**Melee** ♦ club +9, **Damage** 1d6+5 bludgeoning  
**Ranged** ♦ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+5 bludgeoning  
**Ranged** ♦ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning  
**Brutal Beating** The ruffian's brutality shakes foes' confidence. When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can knock the target up to 10 feet away (this is forced movement).  
**Snagging Strike** ♦ **Trigger** The ruffian has one hand free, and their target is within reach of that hand; **Effect** The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of the ruffian's next turn or until it leaves the ruffian's reach, whichever comes first.  
**Sneak Attack** The ruffian deals an extra 1d6 precision damage to flat-footed creatures.

# NO TIME FOR TREASON

## 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 the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

## A2. MUESELLO’S WORKSHOP (LEVELS 5-6)

### MUESELLO’S GREATER SUMMONING RUNES (2) HAZARD 5

UNCOMMON COMPLEX MAGICAL TRAP

Variant summoning rune (*Pathfinder Core Rulebook* 526)

**Stealth** +13 (expert)

**Description** A cloud of invisible magical sensors in a 5-foot radius surrounds an invisible rune on the wall or floor sized to the creature to be summoned.

**Disable** DC 21 Acrobatics to approach without triggering the trap followed by DC 23 Thievery (expert) to erase the rune, or *dispel magic* (3rd level; counteract DC 20) to counteract the rune

**Summon Monster**  $\curvearrowright$  (arcane, conjuration, summon); **Trigger** A creature enters the cloud of magical sensors; **Effect** This trap summons a living landside (*Pathfinder Bestiary* 146). The living landside rolls initiative and remains for 7 rounds, after which the spell ends and the living landside disappears. The living landside also disappears if someone disables the trap before the duration expires. The summoned living landside can use 3 actions each round and can use reactions, unlike most summoned creatures.

**Reset** The trap resets each day at dawn.

### MUESELLO’S BEST SUMMONING RUNES (0) HAZARD 6

UNCOMMON COMPLEX MAGICAL TRAP

Variant summoning rune (*Pathfinder Core Rulebook* 526)

**Stealth** +15 (expert)

**Description** A cloud of invisible magical sensors in a 5-foot radius surrounds an invisible rune on the wall or floor sized to the creature to be summoned.

**Disable** DC 23 Acrobatics to approach without triggering the trap followed by DC 25 Thievery (expert) to erase the rune, or *dispel magic* (3rd level; counteract DC 22) to counteract the rune

## SCALING ENCOUNTER A2

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

**19-22 Challenge Points:** Replace one Muesello’s greater summoning rune with one Muesello’s best summoning rune.

**23-27 Challenge Points:** Add one Muesello’s greater summoning rune to the encounter.

**28-32 Challenge Points:** Add one Muesello’s best summoning rune to the encounter.

**33+ Challenge Points:** Replace one Muesello’s greater summoning rune with one Muesello’s best summoning rune, and add one more Muesello’s best summoning rune.

**Summon Monster**  $\curvearrowright$  (arcane, conjuration, summon); **Trigger**

A creature enters the cloud of magical sensors; **Effect** This trap summons a living landside with the elite adjustment (*Pathfinder Bestiary* 6, 146). The living landside rolls initiative and remains for 7 rounds, after which the spell ends and the living landside disappears. The living landside also disappears if someone disables the trap before the duration expires. The summoned living landside can use 3 actions each round and can use reactions, unlike most summoned creatures.

**Reset** The trap resets each day at dawn.

## LIVING LANDSLIDES (0)

## CREATURE 5

N SMALL EARTH ELEMENTAL

*Pathfinder Bestiary* 146

**Perception** +12; darkvision, tremorsense (imprecise) 60 feet

**Languages** Terran

**Skills** Athletics +14, Stealth +8

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

**Earthbound** When not touching solid ground, the living landslide is slowed 1 and can’t use reactions.

**AC** 21; **Fort** +15, **Ref** +8, **Will** +10

**HP** 90; **Immunities** bleed, paralyzed, poison, sleep

**Crumble**  $\curvearrowright$  **Trigger** The living landslide takes damage from a hostile source while atop rock or earth; **Effect** The living landslide crumbles into the ground, Burrowing down 10 feet. This movement does not trigger reactions. The living landslide can’t Crumble again for 1d4 rounds.

**Speed** 25 feet, burrow 25 feet; earth glide

**Melee**  $\blacklozenge$  fist +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning

**Earth Glide** The living landslide can Burrow through any earthen matter, including rock. When it does so, the living landslide moves at its full burrow Speed, leaving no tunnels or signs of its passing.

# NO TIME FOR TREASON

## ELITE LIVING LANDSLIDES (0)

## CREATURE 6

UNCOMMON

N

SMALL

EARTH

ELEMENTAL

Variant living landslide (*Pathfinder Bestiary* 6, 146)

**Perception** +14; darkvision, tremorsense (imprecise) 60 feet

**Languages** Terran


**Skills** Athletics +16, Stealth +10

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


**Earthbound** When not touching solid ground, the living landslide is slowed 1 and can't use reactions.

**AC** 23; **Fort** +17, **Ref** +10, **Will** +12

**HP** 110; **Immunities** bleed, paralyzed, poison, sleep

**Crumble**  **Trigger** The living landslide takes damage from a hostile source while atop rock or earth; **Effect** The living landslide crumbles into the ground, Burrowing down 10 feet. This movement does not trigger reactions. The living landslide can't Crumble again for 1d4 rounds.

**Speed** 25 feet, burrow 25 feet; earth glide

**Melee**  fist +18 (reach 10 feet), **Damage** 2d8+10 bludgeoning

**Earth Glide** The living landslide can Burrow through any earthen matter, including rock. When it does so, the living landslide moves at its full burrow Speed, leaving no tunnels or signs of its passing.



# NO TIME FOR TREASON

## EVENT: NOON ON FIREDAY (LEVELS 5-6)

### NINTH ARMY FENCE

### CREATURE 5

UNCOMMON NE MEDIUM HUMAN HUMANOID

Variant fence (*Pathfinder Gamemastery Guide* 210)

**Perception** +11

**Languages** Common

**Skills** Accounting Lore +13, Acrobatics +10, Crafting +13, Deception +13, Diplomacy +11, Intimidation +11, Society +11, Stealth +10, Thievery +10, Underworld Lore +15

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

**Fence's Eye** Fences live by their ability to recognize a viable trade. They can use Underworld Lore to identify an item's value and Identify Magic on an item. They gain a +2 circumstance bonus to Underworld Lore checks when doing so, as well as to Underworld Lore checks to determine whether an item was stolen, whether a stolen item would be too recognizable to easily move, and who would be interested in purchasing such an item.

**Items** *bird feather token*, daggers (10), lesser darkvision elixir, disguise kit, shortsword, lesser smokesticks (2), thieves' tools, *wayfinder*

**AC** 20; **Fort** +9, **Ref** +12, **Will** +15

**HP** 70

**Speed** 25 feet

**Melee** ✦ shortsword +12 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

**Melee** ✦ dagger +12 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

**Ranged** ✦ dagger +12 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

**Quick Rummage** ✦ The fence always has a few items close at hand. The fence Interacts to draw a weapon or item that takes a single action to activate, and then Strikes with the weapon or Activates the item.

**Scoundrel's Feint** When the fence successfully Feints, their target is flat-footed against the fence's attacks until the end of the fence's next turn. On a critical success, the target is flat-footed against all attacks until the end of the fence's next turn.

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

### COLE FARSEN, GANG LEADER

### CREATURE 7

UNIQUE CE MEDIUM HUMAN HUMANOID

Variant gang leader (*Pathfinder Gamemastery Guide* 249)

**Perception** +14

**Languages** Common

**Skills** Acrobatics +13, Athletics +13, Deception +15, Intimidation +17, Society +11, Stealth +13, Thievery +15, Underworld Lore +15

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

## SCALING EVENT: NOON ON FIREDAY

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

**19-22 Challenge Points:** Add one Ninth Army burglar to the encounter.

**23-27 Challenge Points:** Add two Ninth Army burglars to the encounter.

**28-32 Challenge Points:** Add three Ninth Army burglars to the encounter.

**33+ Challenge Points:** The PCs instead face Cole Farsen and four Ninth Army fences.

**Items** *minor healing potion*, +1 shortsword, sling (10 bullets), studded leather armor, tanglefoot bag, *wayfinder*

**AC** 26; **Fort** +13, **Ref** +17, **Will** +10

**HP** 104

**Deny Advantage** Cole isn't flat-footed to creatures of 7th level or lower that are hidden, undetected, flanking, or using surprise attack.

**Evasion** When Cole rolls a success on a Reflex save, he gets a critical success instead.

**Surprise Attack** On the first round of combat, if Cole rolls Deception or Stealth for initiative, creatures who haven't acted are flat-footed to him.

**Nimble Dodge** ✨ **Trigger** Cole is targeted with an attack by an attacker he can see; **Effect** Cole gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ✦ shortsword +18 (agile, magical, versatile S), **Damage** 1d6+10 piercing

**Ranged** ✦ sling +18 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+8 bludgeoning

**Brutal Rally** ✨ (auditory, emotion, linguistic, mental) **Trigger** Cole rolls a critical hit against a creature; **Effect** All allies that can see Cole gain a +1 circumstance bonus to attack rolls until the start of Cole's next turn.

**Gang Up** Any enemy is flat-footed against Cole's melee attacks due to flanking as long as the enemy is within melee reach of both Cole and one of his allies.

**Quick Draw** ✦ Cole Interacts to draw a weapon, then Strikes with that weapon.

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

# NO TIME FOR TREASON

## NINTH ARMY BURGLARS (0)

## CREATURE 4

UNCOMMON

NE

MEDIUM

HUMAN

HUMANOID

Variant burglar (*Pathfinder Gamemastery Guide* 210)

**Perception** +10 (+11 to find traps)

**Languages** Common

**Skills** Acrobatics +10, Athletics +8, Deception +7, Society +7, Stealth +12, Thievery +12 (can Disable traps that require master proficiency), Underworld Lore +7

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

**Items** climbing kit, composite shortbow (10 arrows), lesser darkvision elixir, leather armor, sap, thieves' tools, *wayfinder*

**AC** 21 (22 vs. traps); **Fort** +7, **Ref** +12, **Will** +10; +1 circumstance to all saves vs. traps

**HP** 60

**Deny Advantage** The burglar isn't flat-footed to creatures of 4th level or lower that are hidden, undetected, flanking, or using surprise attack.

**Nimble Dodge** ➤ **Trigger** The burglar is targeted with a melee or ranged attack by an attacker they can see; **Effect** The burglar gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ➤ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

**Melee** ➤ sap +12 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

**Ranged** ➤ composite shortbow +14 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing

**Mobility** When the burglar Strides half their Speed or less, that movement does not trigger reactions.

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

**Surprise Attack** On the first round of combat, if the burglar rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

# NO TIME FOR TREASON

## APPENDIX 3: GAME AIDS



OPAL VERGILD

EVANINE VALBORNE



GARRIX

LOLLY ADAFISH





# NO TIME FOR TREASON

## APPENDIX 3: GAME AIDS



MURDUT SENTÍLLIO

VENTURE-CAPTAIN MUESELLO



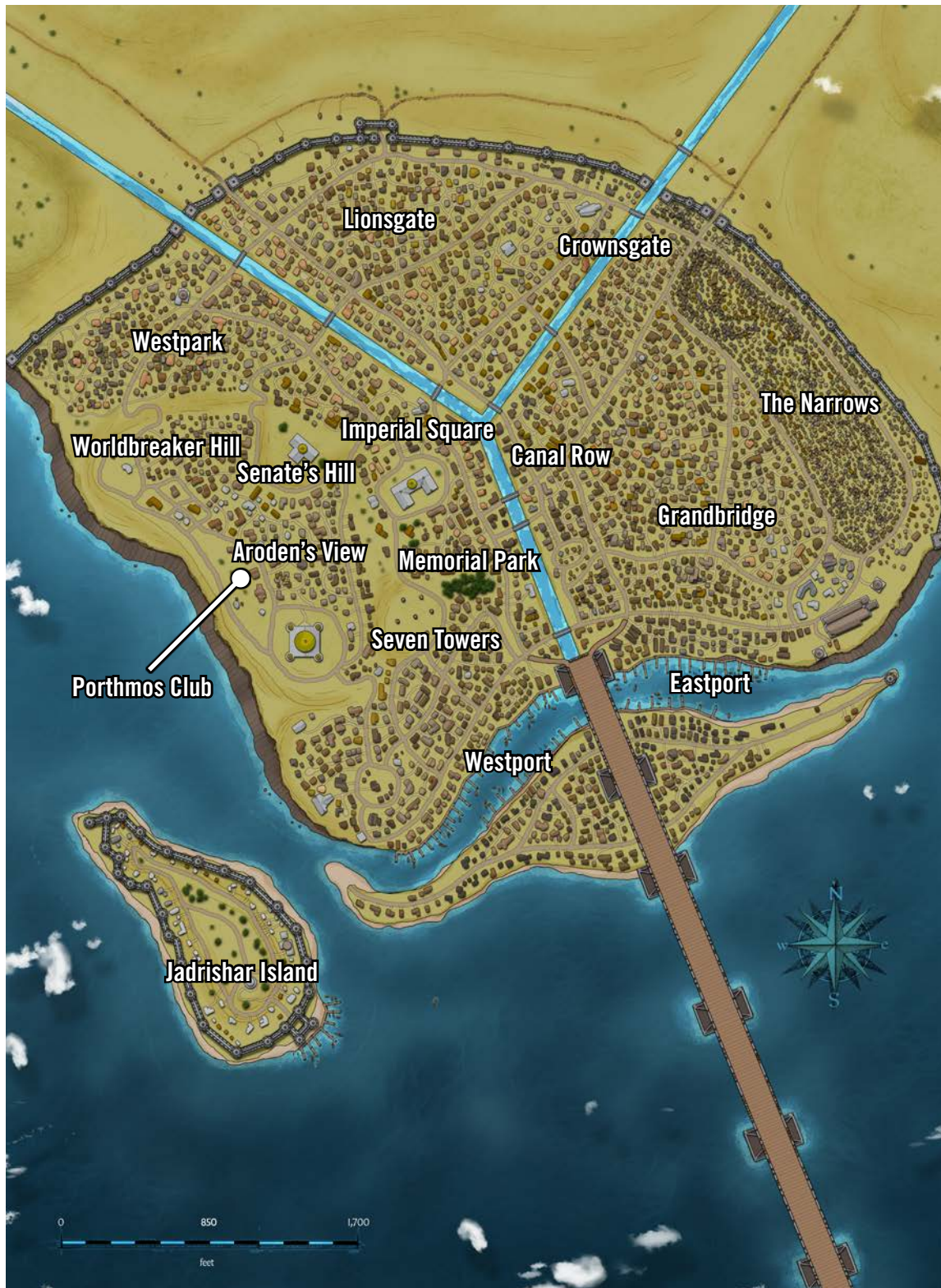
COLE FARSEN



# NO TIME FOR TREASON

## APPENDIX 3: GAME AIDS

### OPPARA CITY MAP



## PATHFINDER SOCIETY SCENARIO



# NO TIME FOR TREASON

## HANDOUT #1: INITIAL LEADS

**Robbery at Lioness Jewelers:** Lioness Jewelers and Specialty Smithy was robbed three days prior. The shop has been advertising commemorative coins of Grand Princess Eutropia's coronation. Constabulary reports indicate that the master mold, blanks, and completed coins were all stolen. However, the rest of the shop's precious metals were left.

**Arson of Street Monument:** The eccentric street artist Garrix created a life-size statue of Grand Princess Eutropia out of flowers and barbed wire. Five days ago, it was lit on fire in the early afternoon. The constabulary report indicates that several members of Garrix's household staff witnessed the event.

**Attack on Eutropia's Associate:** The socialite Evanine Valborne was reportedly attacked on her way home from an art showing in Grandbridge two days ago. She is accepting visitors in her home in Westpark, though she has not given a public statement on her attack. The constabulary report is not available.

**Oppara Lodge:** Muesello has offices at the local Pathfinder Society lodge, which is disguised as a bait and tackle shop. Perhaps his assistant, Lolly Adafish, can tell us more about his whereabouts, or give us access to his office, but she may be in league with him. Don't go here until you've gathered as much evidence as you can from the crime scenes, which should help convince Lolly to help, one way or another.

**Reminder:** Return to the Porthmos Club at the end of the day to report on the evidence gathered from these sites, and any others sites you investigate.

## HANDOUT #2: MUESELLO'S FINDINGS

Ninth Army is on the move. Cole may be leader but reports are inconsistent. Potential plots to investigate:

~~Rumor-Mongering—Anonymous advertisements purchased about Eutropia's household affairs~~

~~Robbery—Commemorative Coins—Lioness Jeweler's~~

~~Vandalism—Monument to Eutropia—Street Display in Aroden's View (Garrix?)~~

~~"Sending a Message" to E. Valborne—After moonrise in Grandbridge, precise location unknown~~

~~Vandalism—Newly renamed "The Queen's Tears" Fountain outside the Senate~~

~~Kidnapping—Adamina, runs a salon, supports daughters of Taldor on the throne~~

~~Attack—retired Pathfinder is target—when the bells strike noon on Fireday—but where?~~

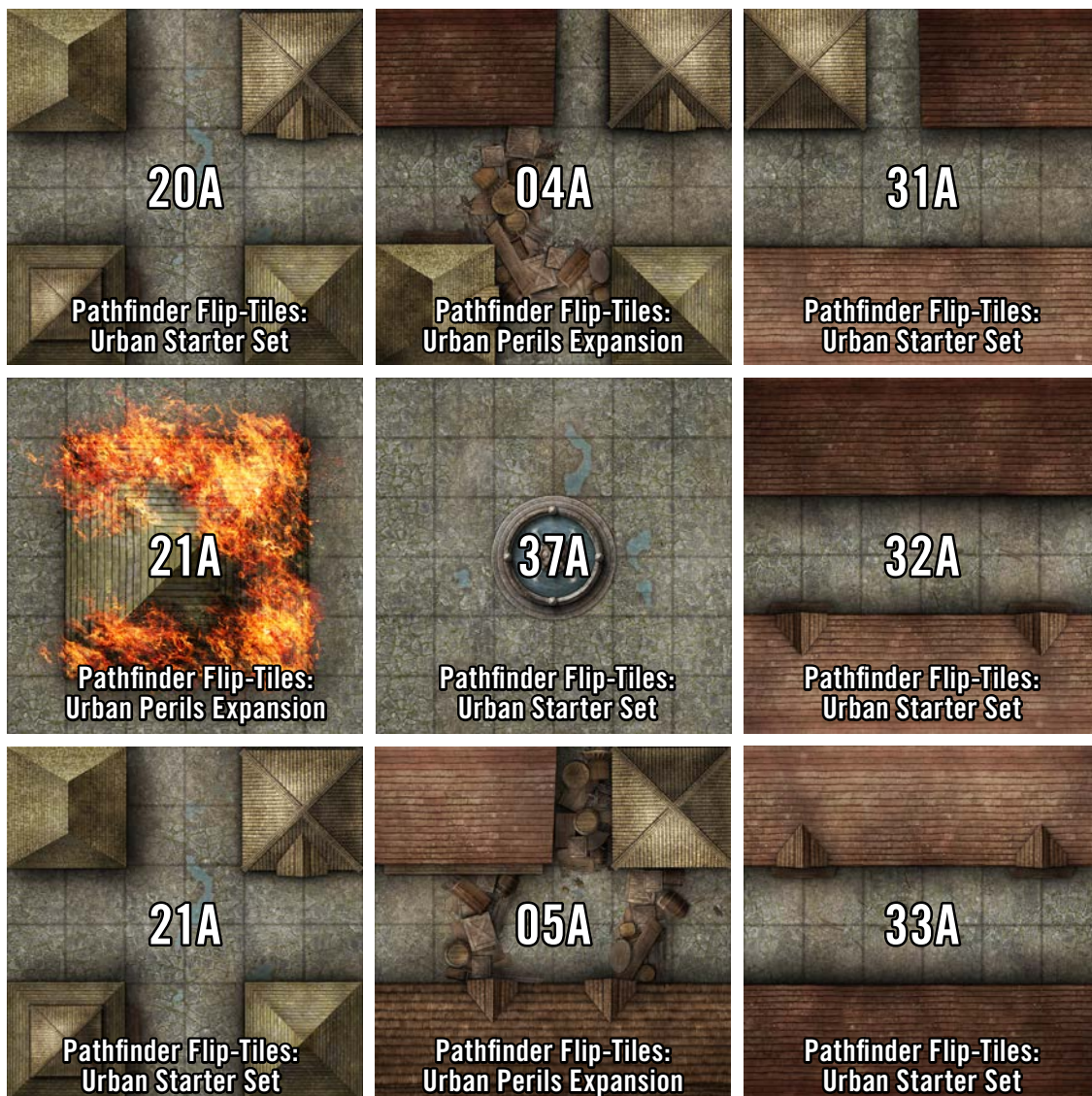


# NO TIME FOR TREASON

## A. OPPARA LODGE



## EVENT. NOON ON FRIDAY



# NO TIME FOR TREASON

## ORGANIZED PLAY

### TREASURE TABLE

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

### TREASURE BUNDLES

Conclusion, page 17XX: Gloriana Morilla pays the PCs based on the results of their investigation. The PCs earn 1 Treasure Bundle for each Clue Point they have at the end of the adventure, to a maximum of 10 Treasure Bundles. If the PCs destroyed one of Muesello's doors to reach his office, deduct 1 Treasure Bundle.



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		



# NO TIME FOR TREASON

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## Scenario #3-11: No Time for Treason

	2	
Character Name	Organized Play #	Character #
Adventure Summary		
<p>Gloriana Morilla, a former Pathfinder and staunch ally of the Society, called you to a secret meeting in Oppara. She told you of a mysterious crime spree in which the perpetrators used <i>wayfinders</i>—a common piece of Pathfinder gear. Strangely, these <i>wayfinders</i> bore the maker's mark of Venture-Captain Muesello. Gloriana explained that Muesello had been avoiding her and had been seen at many of the crime scenes. You investigated the crime scenes and Muesello's office, eventually learning of an imminent attack on a retired Pathfinder. You rushed to his defense. Meanwhile, using the evidence you gathered, Gloriana finally apprehended Muesello. Despite the proof of his innocence, Muesello confessed to treason! Gloriana promised to call on you again so you can continue this investigation into the dastardly schemes in Oppara.</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 Purchases		
Items	Items Sold / Conditions Gained	
<small>TOTAL VALUE OF ITEMS SOLD</small> <small>Add 1/2 this value to the GP Gained Box</small>		
Items	Items Bought / Conditions Cleared	
<small>TOTAL COST OF ITEMS BOUGHT</small>		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
GM Organized Play #		

Chronicle Code: WM06

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