



THE MANY FORTUNES OF GRANDMASTER TORCH™

BY JONATHAN H. KEITH

THE MANY FORTUNES OF GRANDMASTER TORCH™

PATHFINDER SOCIETY SCENARIO 14

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Pathfinder Society Scenario 14: The Many Fortunes of Grandmaster Torch is a Pathfinder Society Scenario designed for 1st- to 7th-level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 15 of this product.

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BY JONATHAN H. KEITH

The one rule of Osirian treasure hunting is simple: all treasures pass through the hands of the Ruby Prince. Khemet III's vast bureaucracy may give a treasure right back to the treasure hunter who found it minus a nominal fee, or they may confiscate it if they deem it a "national treasure." Of course, national treasures are fair game for anyone more adept at wielding requisition forms and forging documents than wielding shovels and forging trails. Such a man is Grandmaster Torch.

A year ago, a pair of Osiriontologists stumbled onto a quintet of strange statues buried deep in a dusty vault. They dutifully reported the find to the authorities who confiscated the statues for further study. Each statue is a powerful artifact, capable of summoning giant insects in ones, twos, or swarms and giving the wielder rudimentary control over the creatures. Their report reached the ears of Grandmaster Torch and he determined that the statues could fetch a fine price. A later report, which did not reach Torch's ears until far too late, detailed the disaster that occurred when a stray bit of magic interacted with one of the statues, prematurely unleashing a swarm of scarabs answerable to no one.

Grandmaster Torch set the gears of bureaucracy grinding in his direction and when the four remaining statues were to be shipped to their final destination in the Blackros Museum in Absalom, they ended up in the hands of a Torch-financed smuggler instead. The smuggler carried them across the sea to Sedeq, where Grandmaster Torch waited to transfer them to the buyers he had lined up. By the time the second report about the statues' instability reached him, the transactions were complete.

Grandmaster Torch prides himself on being a man who knows all there is to know and sells only the best. If it were commonly known that he sold dangerous goods without disclosing the defect, his reputation would be marred permanently. His best option was to remove the artifacts from circulation before the defect could assert itself and he began to formulate a plan to do just that.

Fortunately for him, a solution soon presented itself. Torch discovered that the Pathfinder Society, enamored of rare antiquities as they are, also obtained the first report about the statues and dispatched a team to obtain

the artifacts. All Grandmaster Torch has to do is make sure the Pathfinders succeed and that nothing links him to the statues. By giving the Pathfinders the information they need to grab the statues, he may be able to acquire an item he's wanted for a long time—a future favor from the Pathfinder Society. The buyers (if they survive) will blame the Society for the theft and Grandmaster Torch will come out of this clean with nobody the wiser.

SUMMARY

The PCs are dispatched to the Spice Markets of Sedeq in Qadira to aid Venture-Captain Yasmin Kal'al in obtaining four exotic Osirian artifacts—statues that give the wielder the power to summon and control swarms of vermin. They are given the name of the man, Chaim, who smuggled the artifacts out of Osirion and the necessary information to track him down in Sedeq. When they catch up to the smuggler they find him already dead, felled by Grandmaster Torch's half-orc henchmen. With their one lead severed, the PCs must turn to Torch, who fortuitously has the information they need—the names of the four men who bought the statues:

Nasir Tandir, a cowardly merchant from the Overmarket who's mostly paid up with the local protection racket;

Viraj Arpani, who leaves them with a giant centipede when his magical escape inadvertently activates the artifact he's carrying;

Buri Buri-Ban, an invisible Gurundi monk who holes up in a flammable spice refinery;

Saldin Marafi, a wealthy merchant ensconced in the notorious Secure Market, nearly impossible to enter with weapons or magic.

Act 1, the meeting with Grandmaster Torch, must happen first, but Acts 2 through 5 can happen in any order. If the PCs stop for the night before finishing the scenario, a messenger arrives in the morning from Yasmin Kal'al asking why they haven't returned to her yet and reminding them that the statues may be resold if too much time is allowed to pass.

GAMEMASTERY FLIP-MAT: CITY MARKET

Pathfinder Society Scenario #14: *The Many Fortunes of Grandmaster Torch* uses GameMastery Flip-Mat: *City Market* for several encounters. While everything you need to know to run those encounters is included in this scenario, it may be easier for you to run each of those encounters by picking up a copy of this Flip-Mat for yourself. GameMastery Flip-Mat: *City Market* is available on paizo.com or at your local game store.

GETTING STARTED

Read or paraphrase the following to get the adventure underway:

“Welcome to glorious Sedeq, Pathfinders. I trust your stay has been pleasant so far.”

The speaker is a strikingly beautiful woman, slender and dark, dressed in the most modern Qadiran fashions. Her study is opulently appointed and seems to have mementos and trophies of past adventures covering every available surface. She favors you and your comrades with a slight half-smile and continues in her thick Qadiran accent: “I am Venture-Captain Yasmin Kal’al—I don’t believe we’ve been formally introduced.”

Allow the PCs to introduce and describe themselves briefly and then read or paraphrase the following:

“I am here as you are, by request of honored Venture-Captain Adril Hestram. I have been asked to brief you on the local situation as regards the Osirian artifacts. As you know, the smuggler Matzal Chaim moved the four statues out of Sothis into Qadira. The statues are supposed to be quite valuable and had been confiscated by the Osirian authorities for study. We are not sure how Chaim got access to the statues in the first place—he likely had accomplices inside the Osirian Cultural Ministry. At any rate, Chaim brought the statues here. Sedeq is his permanent headquarters, though he spends most of his time traveling abroad. When he is in town, he spends the lion’s share of his time on the Qalli. While most of the city is given over to the human-chattel trade, the Qalli Spice Market is almost as lucrative as the rest of the city combined. Much of the money seen in Sedeq begins and ends in its stalls and processing plants. The saffron trade alone—” she brings herself up short. “But never mind, this is not of relevance to you. Chaim spends a good deal of his time at the Topaz Pavilion bathhouse. We believe that he uses it as a point of contact with his various associates. Once you find Chaim, you will have to convince him to tell you who he sold the statues to—yes, they are no longer in his hands, we are sure of that.

Time is of the essence—if Chaim’s buyer sells to others, the artifacts may quickly move beyond our grasp.”

Venture-Captain Kal’al can answer questions about Sedeq, the Qalli Spice Market, and Chaim but doesn’t know much more beyond the basic story she reveals above. She is well-connected in Sedeq and can point the PCs to stores, shops, or contacts they might want to go to or meet. If the PCs wish to proceed immediately, Kal’al can point them to the Qalli.

ACT 1: BARGAIN IN THE BATHHOUSE

After entering the Qalli Spice Market, the PCs can locate the Topaz Pavilion Bathhouse with a DC 10 Gather Information check or simply by wandering around for 15 minutes. It is located prominently on the corner of Candlewood Street and Shackle Street, a scant block from the ramp down to the Central Market. Once the PCs arrive at the bathhouse they see a man who clearly matches the description of Chaim. For the briefest of moments he notices the PCs, his eyes widen, and he flees into the bathhouse. If the PCs give chase, they come across the scene below. The scenario assumes the PCs run in to the bathhouse to capture the smuggler—if they don’t, this scene may need to be played out in a different manner but the result should be the same.

After chasing Chaim through what must have been half the rooms in the bathhouse, jumping pools and slipping across slick tile, the body of Chaim lies on the floor of a steamy room, a bloody gash where his adam’s apple used to be. An exasperated voice from further in the room exclaims, “Think, I said, ‘before you stab.’” The steam separates, revealing two sweaty half-orcs in heavy armor, one looking abashed with a bloody kukri in his hand. A man sprawls luxuriantly in a small steaming pool in the center of the room. His visible skin is covered with horrible scars as if from badly healed burns. Behold Grandmaster Torch, a notorious information broker who has helped the Pathfinder Society in the past—but always for a steep price.

He continues dressing down the half-orc with the kukri until he notices the PCs standing across the room or until the PCs make themselves known. He appraises them with a quick, sharp eye taking in their varied appearance, outlandish garb and visible weapons. Then he says:

“Please forgive the mess—my bodyguard was a bit ... overzealous in guarding my privacy. I recognize Pathfinders when I see them, though, and I’m always happy to be of service to the Society.”

If the PCs admit they were chasing Chaim, but refuse to say why, Torch says, “Well, whatever you wanted him for, I’m afraid he won’t be able to provide it now. If it was information you were looking for, I’ve got all kinds in stock.” If the PCs mention the Osirian statues, Torch says he might have information on their current whereabouts—for proper remuneration. He asks if the man his bodyguard killed was mixed up in that situation, though a DC 20 Sense Motive check reveals that he knew the answer before he asked the question, and offers to sell the PCs the names of the men currently in possession of the statues for a cool 3,000 gp. The PCs can bargain the price down to 2,000 gp with a DC 20 Diplomacy check. If the PCs can’t or won’t give him that amount of money, he says that he’ll hand over the names in exchange for a to-be-determined future favor from the Pathfinder Society. If the PCs either pay him the money or agree to the future favor, Grandmaster Torch gives them four names: Nasir Tandir, Viraj Arpani, Buri Buri-Ban, and Saldin Marafi. He also offers this small, very important tidbit of information: “Keep the statues in a thick bag and don’t let your arcane friends there hold them when they practice their art. Bad things will happen.”

A further DC 15 Diplomacy check convinces Torch to give the PCs the following information about the buyers. Otherwise it takes a DC 20 Gather Information check to track down each buyer—the party may have to go back to Torch or go to Venture-Captain Kal’al for more help if they fail.

Nasir Tandir: “Nasir Tandir is a jowly fellow who runs a warehouse in the Overmarket near Candlewood and Zephyr.”

Viraj Arpani: “Viraj Arpani tends to hang around the Overmarket too—he’s new in town, but he’s unmistakable. He’s Vudran and covered with little bells.”

Buri Buri-Ban: “Buri Buri-Ban’s a Garundi fellow—pretty beefy. His favorite café fronts on Sengali square.”

Saldin Marafi: “Saldin Marafi has a shop in the Secure Market. It’s toward the back in one of the more secure nooks. Good luck getting in there.”

Additional questions illicit amused comments about the favor getting bigger, but Torch answers the following if the PCs make their second Diplomacy check:

How do you know so much about the whereabouts of these statues? “I live on information, young one. I’d consider myself a failure in this business if I couldn’t solve the problems of random strangers in my bath.”

You seem to know a lot about Pathfinders. “Yeah, I’ve dealt with your Society before—always mutually beneficial. And I know your word is good. You’re a bunch of long-term players, just like me.”

What is the Secure Market? “It’s a market for the paranoid—no weapons allowed in, anti-magic field, the

THE FOUR STATUES

Chaim smuggled four very powerful Osirian statues into Qadira. They are inert and radiate faint conjuration magic. If held or in the naked presence of an arcane caster while he casts a spell, the statues absorb that spell (effectively countering it) and activate. So long as the statue is inside something at least as thick as a cloth bag, it cannot be activated. Below is a brief description of each statue and what happens when it activates:

Copper Cat: This statue is 2 inches tall and weighs about 8 ounces. It resembles a common house cat in the seated position. When activated, this statue summons 1d6 locust swarms (MM 239). The copper cat statue is currently owned by Buri Buri-Ban.

Golden Giraffe: This statue is 8 inches tall and weighs 2 pounds. It’s an accurate depiction of a giraffe, including carved markings to represent spots, eyes, and so on. When activated, this statue summons 1d6 large monstrous scorpions. The golden giraffe statue is currently owned by Nasir Tandir.

Iron Eagle: This statue is 8 inches tall and 12 inches wide and weighs 3 pounds. It depicts an eagle in flight with its wings expanded to their fullest. When activated, this statue summons 2d8 rat swarms (MM 239). The iron eagle statue is currently owned by Saldin Marafi.

Silver Centipede: This statue is 6 inches tall and weighs 1 pound. It resembles a centipede curved around a branch or twig. When activated, this statue summons monstrous giant centipedes by tier (see Act 3). The silver centipede statue is currently owned by Viraj Arpani.

whole works. I guess the sort of people who set up shop there would be buying so many guards and security measures that the license seems cheap in comparison. Of course, they tend to keep guards around anyway—big bruisers who don’t need weapons.”

Covered in little bells? “Yeah, this Arpani fellow is some sort of eastern mystic—he’s got bells all over his robes. Maybe it’s a religious thing.”

Development: Grandmaster Torch is as little or as much help as the PCs desire. They can come back to him at the bathhouse repeatedly throughout the scenario if they like and he will always answer their questions—though he does so with a little smile that says, “When I eventually ask for the favor, it’s going to be big.” From this point on, the order in which the PCs track down the statues is entirely up to them.

Mission Notes: PCs of the Osirion faction should be interested in either Chaim or Grandmaster Torch. They’re seeking the name of the inside man who sold Chaim the statues in the first place. Torch will divulge



the information with a DC 25 Diplomacy check or the Osirian faction PCs can search the body of Chaim (DC 15 Search check) and find a short list of names, only one of which is clearly Osirian.

Rewards: There are no rewards for this act.

ACT 2: RACKETEER RUCKUS (EL 4, EL 6, OR EL 7)

In the Overmarket, the streets are broader, the buildings farther apart, and the alleyways less dark. The spice levels in the air are much more breathable as well. This is the middle-class portion of the Qalli—not as crowded as the Central Market where the poorest of the poor rub elbows with high-powered merchants. The Overmarket almost has the feel of a residential neighborhood, albeit one with many more shops and stalls than houses and apartments.

Once the PCs enter the Overmarket near the intersection of Candlewood and Zephyr, they are tailed by two enforcers for the local Street Shah, Belal Al-Sarif (see the Qadira faction mission). The PCs can make a DC 20 Spot check to notice the enforcers. For now, the enforcers are just here to keep an eye on the PCs but if the PCs

confront them they will fight to defend themselves. For Tier 1–2, use the stats for Al-Sarif’s thugs below for the enforcers, for the other tiers use the stats for Al-Sarif’s enforcers.

With Torch’s information it’s a DC 10 Gather Information check to discover the whereabouts of Nasir Tandir’s warehouse. The PCs can open the closed front door or look through the window at the proceedings inside. Once the PCs reach Tandir’s warehouse, read or paraphrase the following.

Directly inside the front door of Tandir’s low warehouse are two men in the middle of a heated discussion. One, behind the low counter, is a fat, jowly man, looking wary but defiant. The man standing across from him is grizzled but menacing—his body lean but for a sizable paunch and his cheeks scraggly with half-grown gray beard. The fat man blusters, “I’ve already paid you what you’re owed, Belal. You told me protection would be ten a month, plus another five for the mucks. By those rates I’m paid up through the end of the year!”

Belal reaches across the counter and grabs the man by his collar. “Rates have changed, Tandir. I’ve told you that twice now. If you want my protection”—he jerks on the collar—“you’d better pay me the rest.”

The Many Fortunes of Grandmaster Torch

If the PCs walk through the front door or are seen through the window, Belal Al-Sarif lets go of Nasir's collar and looks at the PCs warily. As long as the PCs are civil with Nasir he does nothing, though his eyes flash with curiosity if they start talking about the statues. If the PCs threaten Nasir he shoots an entreating glance at Al-Sarif who haughtily asks them to take their business elsewhere. A DC 10 Spot Check is enough to notice additional enforcers lounging casually deeper in the warehouse. Belal Al-Sarif is a street shah, a low-level enforcer for the local thieves guild. Though he's here to shakedown Nasir for additional protection money, if Nasir wants the PCs gone, then it's Al-Sarif's job to do just that.

If the PCs didn't defeat the enforcers tailing them as they entered the Overmarket, they join any combat with Al-Sarif on the third round, regardless of tier. During the battle Nasir hides behind the counter. Al-Sarif cannot be negotiated with or bribed—he wants the PCs gone and it would ruin his reputation to let them walk all over him. If Al-Sarif appears in any way to be intimidated or magically influenced by the PCs, his enforcers leap into action, attacking the PCs.

TIER 1–2 (EL 4)

BELAL AL-SARIF

CR 2

Male human rogue 2

NE Medium humanoid

Init +2; **Senses** Listen +4, Spot +4

DEFENSE

AC 15, touch 12, flat-footed 13

(+3 armor, +2 Dex)

hp 11 (2d6+2)

Fort +1, **Ref** +5, **Will** –1

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee mwk dagger +2 (1d4+1/19–20)

Special Attacks sneak attack +1d6

TACTICS

During Combat Al-Sarif dodges his nearest foe, uses full combat expertise and attempts to flank opponents with his men to use his sneak attack.

Morale If all of his men (including the reinforcements) are killed or if he is down to 2 hp, he attempts to flee.

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +1; **Grp** +2

Feats Combat Expertise, Dodge

Skills Bluff +5, Climb +6, Forgery +7, Gather Information +5, Intimidate +5, Knowledge (local) +7, Listen +4, Move Silently +7, Search +7, Sense Motive +4, Spot +4

Languages Common, Kelish, Osiriani

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork dagger, masterwork studded leather, pouch with 50 gp

AL-SARIF'S THUGS (2+2) CR 1

Male human warrior 2

CN Medium humanoid

Init +0; **Senses** Listen –1, Spot –1

DEFENSE

AC 12, touch 10, flat-footed 12

(+2 armor)

hp 11 each (2d8+2)

Fort +4, **Ref** +0, **Will** –1

OFFENSE

Spd 30 ft.

Melee club +4 (1d6+1)

TACTICS

Before Combat Combat begins with 2 thugs. If the PCs didn't defeat the enforcers tailing them, 2 more thugs join the combat on the third round.

During Combat The thugs try to give Al-Sarif flanking opportunities.

Morale These thugs will flee if reduced to 2 hp or if Al-Sarif goes down.

STATISTICS

Str 13, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **Grp** +3

Feats Dodge, Weapon Focus (club)

Skills Climb +7, Intimidate +4, Jump +7

Languages Kelish

Gear leather armor, club

TIER 3–4 (EL 6)

For Tier 3–4, Al-Sarif has 100 gp and an *elixir of sneaking*. Use the stats below for Al-Sarif's men.

AL-SARIF'S ENFORCERS (2+2)

CR 2

Male human rogue 2

CN Medium humanoid

Init +3; **Senses** Listen +1, Spot +5

DEFENSE

AC 15, touch 12, flat-footed 13

(+3 armor, +2 Dex)

hp 9 (2d8)

Fort +0, **Ref** +5, **Will** +1

Defensive abilities evasion

OFFENSE

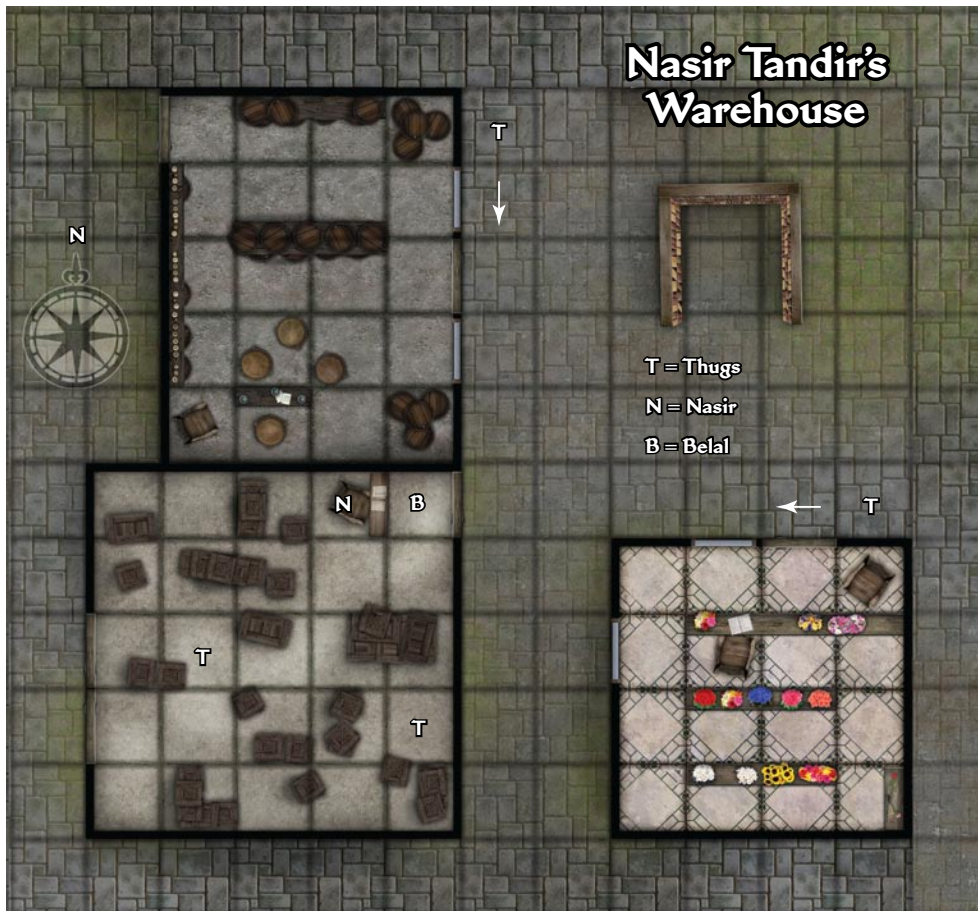
Spd 30 ft.

Melee shortsword +4 (1d6+2/19–20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Combat begins with 2 enforcers. If the PCs didn't defeat the enforcers tailing them, 2 more enforcers join the combat on the third round.



During Combat The enforcers work to flank enemies to use their sneak attack, flanking with Al-Sarif whenever possible. They dodge their most dangerous-looking opponents.

Morale If reduced to 2 hp or if Al-Sarif goes down, the enforcers flee.

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +1; **Grp** +3

Feats Dodge, Weapon Focus (short sword)

Skills Bluff +6, Disguise +6, Intimidate +8, Gather Information +6, Hide +7, Open Lock +9, Sleight of Hand +9, Spot +5

Languages Kelish

Gear shortsword, studded leather, 10 gp

TIER 6–7 (EL 7)

As Tier 3–4, but use the stats below for Al-Sarif instead.

BELAL AL-SARIF

CR 6

Male human rogue 6

NE Medium humanoid

Init +7; **Senses** Listen +3, Spot +5

DEFENSE

AC 17, touch 13, flat-footed 14

(+4 armor, +3 Dex)

hp 34 (6d6+6)

Fort +3, **Ref** +8, **Will** +1

Defensive Abilities evasion, uncanny dodge

OFFENSE

Spd 30 ft.

Melee +1 dagger +8 (1d4+1/17-20)

Special Attacks sneak attack +3d6

TACTICS

During Combat As Tier 1–2.

Morale As Tier 1–2, except he flees at 10 hp.

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +4; **Grp** +5

Feats Combat Expertise, Dodge, Improved Initiative, Weapon Finesse

Skills Appraise +11, Bluff +9, Climb +7, Diplomacy +9, Escape Artist +9, Gather Information +9, Forgery +7, Intimidate +9, Knowledge (local) +11, Move Silently +9, Search +8, Sense Motive +8, Spot +5

Languages Common, Kelish, Osiriani

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 dagger, *elixir of sneaking*, +1 studded leather, pouch with 200 gp

Development: Once Al-Sarif and his minions are killed or have fled, Nasir curls up into a fetal position and tells the PCs to take whatever they want, assuming they're the new muscle he has to pay monthly for protection.

The Many Fortunes of Grandmaster Torch

Treasure: A DC 15 Search check of the counter discovers a secret compartment with a strongbox containing 100 pp, 300 pp, or 600 pp for Tiers 1–2, 3–4, and 6–7 respectively. Also in the strongbox is one of the linen-wrapped Osirian statues. Nasir can also be compelled to reveal the location of the statue with a DC 10 Intimidate check as well.

If PCs object to what amounts to robbing Nasir by emptying his strongbox, he thanks them profusely for dealing with Al-Sarif and offers them half the amount listed above. The total in parenthesis below is the total awarded PCs who don't rob Nasir. That's the price of honesty.

Mission Notes: Qadira faction PCs will most likely attempt to poison Al-Sarif with a blade coated in black scorpion venom. They only have one dose that can be applied to one blade—disregard the rules for applying poison untrained. The first time they strike Al-Sarif, he must make a DC 26 Fortitude save or immediately suffer 1d6 Con damage. One minute later he again suffers 1d6 Con damage. Black scorpion venom is quite painful and once he's inflicted he shows obvious pain but grits his teeth and tries to fight through it.

Rewards: If the PCs defeat Al-Sarif and his guards and search the warehouse thoroughly, reward each tier thusly:

Tier 1–2:

Give each player 222 gp (139 gp).

Tier 3–4:

Give each player 600 gp (350 gp).

Tier 6–7:

Give each player 1,371 gp (871 gp).





ACT 3: CALAMITOUS CASTINGS (EL 3, EL 5, OR EL 7)

After wandering around the Overmarket looking for a Vudrani covered with little bells, the PCs practically run right into him. When they find him, read or paraphrase the following:

What Torch said was true—he is unmistakable. Sitting on the rim of a fountain, the man appears to be contemplating the contents of a small intricately carved wooden box. The many pouches of his flowing, bell-covered robes bulge with various small items, and wands and rods stick out from odd folds. Under his arm he casually carries an item wrapped in shipping linens but by its shape it is almost surely a statue.

Viraj Arpani is unwilling to engage the PCs in conversation. If they attempt to speak with him, he tells them to be gone as he has important business to attend to. If they persist, he pulls out a wand and warns them

that he is a powerful magician and not to be trifled with. If they question him about the bundle under his arm or attack him, he immediately casts *gaseous form* on himself with the following results:

Arpani chants and moves his fingers in intricate arcane patterns. His form loses substance and turns to a wispy cloud, but as it does, the bundle under his arm begins to vibrate, crackle, and grow. His eyes widen as his body resolidifies and the statue bursts out of its wrappings, seemingly absorbing the arcane energy from Viraj's failed spell. Linen, strings, and little bells skitter across the pavingstones. On the ground now, the statue continues to grow, taking on the form of writhing, giant centipedes.

With the statue activated, Viraj doesn't want to stick around to see what happens. At the first opportunity, he casts *invisibility* on himself and flees. Viraj does not want to fight—the moment he takes damage he surrenders. He has no stat block, but assume AC 10 and 15 hit points for those PCs who wish to attack him. Once the centipedes materialize, the crowded market empties quickly as the merchants and customers flee in terror.

Creature: The statue, activated by Viraj's spell, summons a variety of monstrous centipedes (number and size varies by tier). The centipedes ignore Viraj entirely and attack the PCs immediately.

TIER 1–2 (EL 3)

LARGE MONSTROUS CENTIPEDES (3) CR 1
hp 13 (MM 286)

TIER 3–4 (EL 5)

HUGE MONSTROUS CENTIPEDES (3) CR 2
hp 33 (MM 286)

TIER 6–7 (EL 7)

GARGANTUAN MONSTROUS CENTIPEDES CR 6
hp 66 (MM 286)

HUGE MONSTROUS CENTIPEDES (2) CR 2
hp 33 (MM 286)

Treasure: The PCs can make a DC 10 Spot check to notice Arpani's box, which he left in his haste. The box contains the following: a *potion of barkskin +2*, an *oil of bless weapon*, and a *potion of cure light wounds*. It also contains a piece of paper that looks much like a shopping list of arcane items with notations next to each one. Halfway down the list is noted "Osirian statuette—GT."

Mission Notes: Cheliox faction PCs should be interested in the bells on Arpani's robes.

Rewards: If the PCs claim Arpani's box, reward each tier thusly:

All tiers:

Give each player 38 gp.

ACT 4: NO OPEN FLAME (EL 3, EL 5, OR EL 7)

The PCs spot Buri Buri-Ban, as promised, at the Fetching Fan café on Sengali Square. Though he doesn't see the PCs, the moment they see him he stands and retrieves a potion out of his waist-sash. As he drains the potion he begins running, package in hand. By the time he's taken three steps across the square, he's already invisible. Buri Buri-Ban was told just moments before the PCs arrived that people were looking for him and the statue and so the PCs spot him just as he decides to flee.

Buri Buri-Ban runs across the square and into the Jenji Combine Sianti Refinery. A DC 15 Spot check notices puffs of dust kicked up by his haste which point toward the refinery. Shortly afterward a passerby in front of the refinery is knocked off of his feet by an invisible force further pointing the PCs in that direction.

The refinery is a two-story building with no windows. It looks well and frugally made, and the only decoration consists of the name painted above the door and a stark sign by the entrance that says, in Kelish, "No Open Flame." For those who don't read Kelish there is a helpful icon of a stylized flame with an X through it.

The refinery is a large square space, 100 feet on a side, and is used for refining Sianti chaff into the extremely potent and fairly valuable spice of the same name. The room is full of spice vats, wooden stairways and catwalks; chains and rope hang from elaborate pulley systems and the lamps are continual flames completely enclosed in glass globes. A DC 10 Spot check reveals "No Open Flame" signs in Kelish painted all over the vats. The refining process creates a tremendous amount of dust which is constantly settling on everything and swirling around as the refiners go about their work. As the PCs enter through the main door, they see a ripple in the dust moving across the refinery floor 20 feet from the main entrance. The ripple is Buri-Ban, his interactions with the swirling dust pinpointing his location. While he still has full concealment (50% miss chance), it is easy to tell what space he's taking up as long as he's moving. If he stands still, it takes a DC 15 Spot check to see where he is. There is one exit on the opposite side of the refinery from the entrance—this exit leads to a narrow, 10-foot-wide alley that runs south to the northwest ramp leading down into the Central Market. Buri-Ban has a 20 foot head start running across the 100-foot-wide refinery

and is taking a double move each round for the exit unless the PCs stop him.

The dust filling the refinery is extremely flammable. An open flame will produce a small fireball as it consumes the dust in a 10-foot radius that does 1d6 damage. Open flame dropped in one of the spice vats creates a 40-foot radius fireball that does 3d6 damage and sets the building on fire. Further, the dust can cause fits of sneezing for those not wearing the appropriate headgear. Anyone not wearing a facemask (all of the factory workers and guards are) must make a DC 10 Fortitude save each turn or spend their turn sneezing (treat as nauseated). The refinery is lit only by natural light that spills in through large windows on the ceiling and upper walls.

If the PCs enter the warehouse, the foreman and several workers start trying to get them to leave, yelling at them in Kelish about the dangerous environment. If the PCs don't leave immediately, the workers try to pull them out (six workers with +2 grapple checks). As soon as a worker takes any damage, they all flee, and for Tiers 3–4 and 6–7 they summon guards.

TIER 1–2 (EL 3)

BURI BURI-BAN

CR 3

Male human monk 3

LE Medium humanoid

Init +5; **Senses** Listen +2, Spot +2

DEFENSE

AC 14, touch 13, flat-footed 13

(+1 Dex, +2 Wis, +1 Armor)

hp 16 (3d6+3)

Fort +4, **Ref** +4, **Will** +5; +2 bonus against enchantment spells and effects

Defensive Abilities evasion, still mind

OFFENSE

Spd 40 ft.

Melee unarmed strike +4 (1d6+2) or flurry of blows +2/+2 (1d6+2)

TACTICS

During Combat Buri Buri-Ban is trying to escape. He hides to make the party come to him, in hopes of escaping out the main door by using his superior mobility to avoid attacks of opportunity.

Morale Buri Buri-Ban fights until he reaches 4 hit points. If he can't escape at that point, he surrenders, giving up the statue and his other gear if necessary. He has a pathological aversion to being bound, however, and if the PCs try to tie him up, he will fight to the death.

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +2; **Grp** +8

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Mobility

Skills Balance +5, Climb +4, Hide +3, Jump +4, Sense Motive +6, Tumble +5

Languages Kelish

Combat Gear *potion of invisibility*; **Gear** *bracers of armor +1*, sapphire rings worth 50gp each (2), 50 gp

TIER 3–4 (EL 5)

As Tier 1–2, but give Buri-Ban a *potion of barkskin +3* that he drinks while invisible that increases his AC to AC 17, touch 13, flat-footed 16. Add the refinery guards below as well.

REFINERY GUARDS (4)

CR 1

As Al-Sarif's Thugs in Act 2, Tier 1–2 but add masterwork scimitars +5 (1d6+1/18-20), studded leather (increase AC to 13) and 5 gp each.

TIER 6–7 (EL 7)

As Tier 3–4, but use the stats below for Buri-Ban instead.

BURI BURI-BAN

CR 6

Male human monk 6

LE Medium humanoid

Init +5; **Senses** Listen +2, Spot +2

DEFENSE

AC 17, touch 13, flat-footed 16

(+1 Dex, +2 Wis, +1 Armor)

hp 29 (6d6+6)

Fort +6, **Ref** +6, **Will** +7; +2 bonus against enchantment spells and effects

Defensive Abilities evasion, still mind

Immune disease (except supernatural and magical disease)

OFFENSE

Spd 50 ft.

Melee unarmed strike +7 (1d8+3) or flurry of blows +6/+6 (1d8+3)

Special Attacks ki strike (magic)

TACTICS

Before Combat Buri Buri-Ban drinks his *potion of barkskin +3*.

During Combat As Tier 1–2.

Morale As Tier 1–2, but Buri-Ban surrenders at 8 hit points.

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +4; **Grp** +11

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Mobility, Spring Attack

Skills Balance +6, Climb +6, Hide +5, Jump +6, Sense Motive +7, Tumble +6

Languages Kelish

SQ purity of body, slow fall (30 ft.)

Combat Gear *potion of barkskin +3*, *potion of invisibility*; **Gear** *bracers of armor +1*, sapphire rings worth 50 gp each (2), 50 gp

Mission Notes: Taldor faction PCs will try to burn down the refinery and plant a document.

Rewards: If the PCs defeat Buri Buri-Ban and the guards, reward each tier thusly:

Tier 1-2:

Give each player 125 gp.

Tier 3-4:

Give each player 292 gp.

Tier 6-7:

Give each player 417 gp.

ACT 5: BRINGING FISTS TO A SWORDFIGHT (EL 3, EL 5 OR EL 7)

The Secure Market is designed for people who don't like surprises. Situated in the foundation of an ancient tower and surrounded by walls with no windows, it is accessible by one heavily-guarded, narrow entrance from the Central Market to the north. Visitors may not bring weapons into the Secure Market, though the merchants, their personal guards, and the Secure Market guards can. The market is under an *anti-magic field* (CL 11th)—no magical charming, pecuniary prestidigitation, or counterfeit conjuring can happen in this place. It's a popular place to do business for those who take security to the level of fetish, and who can afford the stall license. Each license has to be visible on the stall whenever it is doing business, and even one license, transferable as they are, is worth a small fortune.

Saldin Marafi's stall is at the back of a narrow notch in the edge of the Secure Market, an architectural oddity that should make it possible for the PCs to steal the statue from him undetected by the guards at the gate. The guards all have +6 to their Spot checks—the PCs can make Hide checks to attempt to conceal their weapons with a –2 for any weapon larger than a dagger. Marafi is always protected by at least two bodyguards (or more depending on tier) and the Secure Market never has less than four guards at the entrance.

If the PCs leave their weapons behind, there are a couple of weapons close at hand. The poles holding up awning stalls can be used as quarterstaves, though it takes a full round action to detach them from the awning. A couple of pieces of machinery make serviceable, if unwieldy clubs and can be used as improvised weapons. Lastly, the spice itself can be a weapon. PCs can scoop up a handful of spice and make a ranged touch attack as an improvised weapon with a maximum range of 5 feet. This action provokes an attack of opportunity. If a PC hits with a handful of spice, his opponent must make a DC 13 Fortitude save or be blinded for 1 round.

Once the PCs approach Marafi, he hails them in a friendly manner and asks what he can help them with. If the PCs say anything other than the truth ("We want the statue Grandmaster Torch sold you"), have the PCs make Bluff checks opposed by Marafi's Sense Motive. If he wins the check, he detects something amiss and orders his bodyguards to attack.

If Marafi and his guards are subdued, it takes a DC 20 Search check to find the statue, hidden at the bottom of one of the deeper spice trays. Sitting in plain sight on the table is a lacquered box containing 40 pp.

TIER 1–2 (EL 4)

SALDIN MARAFI **CR 3**
hp 16 (Use the stats for Belal Al-Sarif from Act 2, Tier 1–2, but increase the amount of gold he’s carrying to 100 gp.)

MARAFI’S BODYGUARD **CR 1**

Male human warrior 2

LE Medium humanoid

Init +0; **Senses** Listen +2, Spot +2

DEFENSE

AC 10, touch 10, flat-footed 10

hp 9 (2d8)

Fort +3, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.

Melee quarterstaff +2 (1d6)

TACTICS

Morale Marafi’s bodyguards fight to the death to protect Marafi and their own honor.

STATISTICS

Str 11, **Dex** 11, **Con** 11, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +2; **Grp** +2

Feats Dodge, Power Attack

Skills Climb +5, Intimidate +5, Jump +1, Listen +2, Spot +2

Languages Kelish

Gear quarterstaff

TIER 3–4 (EL 5)

As Tier 1–2, but exchange Marafi’s dagger for a masterwork rapier (mwk rapier +5 [1d6+1/18-20]) and increase the number of bodyguards to 3.

TIER 6–7 (EL 7)

As Tier 3–4, with the following changes:

SALDIN MARAFI **CR 6**
hp 29 (Use the stats for Belal Al-Sarif from Act 2, Tier 6–7 but exchange the masterwork rapier for a +1 rapier (+1 rapier +8 [1d6+2/18-20]) and exchange the *elixir of sneaking* for a *cloak of resistance* +1.)

Mission Notes: Andoran faction PCs will be interested in the Secure Market license on Marafi’s stall.

Rewards: If the PCs defeat Saldin Marafi and the guards, reward each tier thusly:

Tier 1–2:

Give each player 61 gp.

Tier 3–4:

Give each player 62 gp.

Tier 6–7:

Give each player 433 gp.

CONCLUSION

After the PCs face all four buyers and recover the surviving statues, they encounter a liveried messenger who delivers an invitation from Grandmaster Torch to dine with him at his inn. If the PCs do so, he treats them to a sumptuous dinner, questions them to make sure that his name was kept out of the operation, and reminds them that the Society owes him a favor (if the PCs couldn’t pay him). If questioned about his involvement in the affair, he smoothly denies any involvement at all, explaining away any evidence as misinterpreted by the PCs. If the PCs show him Arpani’s note and ask him if GT stands for Grandmaster Torch, he blithely asserts that GT in criminal nomenclature stands for “Gate Transaction,” which means that the item is meant to be flipped to another buyer for a rapid profit.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who acquire a Secure Market license earn 1 Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who acquire at least one bell from Viraj Arpani’s robes earn 1 Prestige Award.

Qadira Faction: If street shah Belal Al-Sarif is poisoned with black scorpion poison, PCs from the Qadira faction earn 1 Prestige Award.

Osirion Faction: PCs from the Osirion faction who acquire the name of the Osirian inside man earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who plant the forged document and set fire to the spice refinery (or engage in other serious mayhem) earn 1 Prestige Award.

Andoran Faction Handout

Bastion of Freedom,

Our efforts to bring the light of freedom to the dark corners of the world continue apace. In every corner of the Inner Sea, and beyond, we build our organizations and prepare the enslaved peoples for freedom. I understand that your upcoming mission will take you to the Qalli Spice Market in Sedeq. If you get a chance, investigate their so-called “Secure Market.” Discover a way for us to set up a stall there and we will use it as a front for our undercover activities. The Secure Market is the last place the agents of the Satrap will think to look. Good luck and may the light of justice guide your way.

Yours in Freedom,
Captain Colson Maldris

Cheliox Faction Handout

Favored Servant,

I see you have the dubious fortune to journey to Sedeq on your next mission. While you wander the dusty streets, keep a special eye out for oddly attired mystics—we have received reports that there is an influx of magic users from Vudra whose very clothing is a material component for their casting. If you can bring us back an example of these magical adornments, you will be much rewarded. And you know how much I enjoy rewarding you...

Achingly Yours,
Paracountess Zarta Dralneen

Osirion Faction Handout

Loyal Scion of Osirion,

By now you have heard that the object of your next Society mission is the recovery of some Osirian artifacts of great antiquity. The thief undoubtedly used an accomplice inside the Culture Ministry. Uncover for me the name of this man and you will be much rewarded! If anyone can root out this information, it is you.

Speedy Success,
Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

To advance our interests in Absalom and across the Inner Sea, we must be as strong and steadfast internally as we are subtle and flexible in our external affairs. A traitor has come to my attention—an old Street Shah named Belal Al-Sarif who has recently added espionage to his repertoire. You needn't know who he's spying for, just know that he must be dealt with. For many reasons it is best if his death appears to be the work of outsiders rather than Qadirans, so killing him in the course of your Pathfinder duties is the best plan. If he isn't involved in your current affair, find a way to involve him. Enclosed please find a vial of black scorpion venom—it's a particularly painful way to die, and I want him to be a good example for others. Coat your blade with it and a mere scratch will do the job. And if you can do so without being overheard, tell him Muhlia sent you. I take great personal satisfaction in ridding Qadira of this parasite.

Warmest Regards,
Pasha Muhlia Al-Jakri

Taldor Faction Handout

Agent of his Imperial Majesty,

As always in these late days, we continue to use our enemies' strength against each other while husbanding our own. I hear that you've been delegated to recover and return some stolen Osirian artifacts. Well and good. While I'm sure the Satrap won't be pleased by Pathfinders marauding around molesting innocent buyers of stolen goods, I imagine he'd be a good deal less pleased if he discovered all of the trouble was at Osirion's behest! Let's do our best to leave that impression, shall we? I have taken the trouble to forge a very authentic-looking document indicating that you and your comrades are actually moonlighting for the Osirian government and that you've been ordered to deal as much death and destruction necessary to make good their recovery. Leave the document somewhere the agents of the Satrap will find it, and engage in at least one spectacularly destructive spectacle, and we'll have Qadira and Osirion at each other's throats in no time.

Sincerely,
Baron Jacquo Dalsine

Pathfinder Society Scenario

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SCENARIO 14: THE MANY FORTUNES OF GRANDMASTER TORCH

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

Scenario Chronicle # _____

TIER		
1-2	▶	446
TIER		
3-4	▶	992
TIER		
6-7	▶	2,259

MAX GOLD

EXPERIENCE

Starting XP _____

+1 XP _____

Final XP Total _____

Prestige Award

Starting PA _____

PA Gained (GM ONLY) _____

Final PA Total _____

GOLD

Start GP _____

+ GP Gained (GM ONLY) _____

+ Items Sold _____

= Sub Total _____

- Items Bought _____

= Sub Total _____

- Gold Spent _____

= Sub Total _____

Items Found During This Scenario

TIER

1-2

- Potion of barkskin +2 (Cost: 300 gp)
- Bracers of armor +1 (Cost: 1,000 gp)
- Potion of invisibility (Cost: 300 gp)

You owe Grandmaster Torch a favor—one he plans to redeem in the future. When he calls in this favor, you are obligated to fulfill his request so long as it doesn't violate any morale restrictions of your race, class, or alignment.

TIER

3-4

- Elixir of sneaking (Cost: 250 gp)
- Potion of barkskin +3 (Cost: 600 gp)

TIER

6-7

- Potion of cure moderate wounds (Cost: 300 gp)
- Brooch of shielding (Cost: 1,500 gp)
- Cloak of resistance +1 (Cost: 1,000 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #