

PATHFINDER SOCIETY



THE GREEN MARKET

By Jim Groves



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PATHFINDER SOCIETY SCENARIO #4-06

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Pathfinder Society Scenario #4-06: The Green Market is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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THE GREEN MARKET

BY JIM GROVES



Over three centuries ago, before the founding of Korvosa, southwestern Varisia was the domain of the Shoanti, specifically the Sklar-Quah—the Sun Clan. The Sklar-Quah is a noble warrior clan whose totems include war and fire, so it was a surprise when a respected Sklar-Quah shaman announced he'd embraced a new path. Galdron Sunspire laid down his weapons and adopted the way of peaceful unity. Galdron claimed that, through unity, the Shoanti would endure in the years ahead. He renamed himself Greenheart and established a shrine dedicated to his new beliefs south of the Grand Mastaba, the great stone pyramid upon which Castle Korvosa would later be built.

Some Shoanti perceived this as a corruption of their way of life, but Galdron persevered and established a place where the seven quahs could meet and trade regularly. Yet his vision of utopian peace was not to last. When Chelish forces arrived from the south both by land and sea, the shaman was caught up in the conflict. He was persecuted and murdered by the invaders, left to fend for himself—a pacifist who belonged to all quahs and none. When perceptive commanders of the invading forces realized they had killed a Shoanti symbol of peace, they became leery of his further martyrdom, and of possible divine reprisal they would face if they desecrated his shrine. Instead of the callous treatment they meted to his brethren, the Chelish soldiers interred the shaman underneath the shrine's stone table and buried everything beneath the ground. Galdron Greenheart became another lost casualty among hundreds, and his legacy was lost with his people as they were driven from their homelands to the harsh wastes of the Cinderlands on the Storval Rise.

Over a decade ago, a Korvosan entrepreneur established a fully enclosed market in the new South Shore district on the spot where the businessman's Chelish forebears buried Galdron Greenheart's shrine. Dubbed the Green Market by locals, it was a place where the citizenry could obtain fresh produce, clothing, and commodities essential to daily life. One could also purchase jewelry and finely crafted goods, which expanded the Market's appeal even to the city's nobility. Yet the owner died

WHERE ON GOLARION?

The Green Market takes place in the South Shore district of the city of Korvosa, one of the few civilized areas of the otherwise untamed region of Varisia. South Shore was officially established 29 years ago, and is the newest part of the city. The district is thought by many to be the home of the nouveau riches hoping to escape the cramped conditions elsewhere. The Green Market itself is a fully enclosed marketplace where the city's populace can purchase items they need for comfortable residential living. For more information on South Shore and the Green Market, see *Pathfinder Campaign Setting: Guide to Korvosa*, available in bookstores and game stores everywhere, and online at paizo.com.



under mysterious circumstances within a few years of the market's opening. The cause was the lingering presence of the long dead shaman. When the Green Market strictly operated as a peaceful place of commerce, Galdron's spirit was content, even benign. It brought luck and prosperity to the market's owner, but when he began to permit the sale of weapons, armor, and magic the spirit grew agitated. Unable to communicate its frustration, it eventually struck the owner dead, and the doors to the Green Market were closed.

Six years later, a young aristocrat named Zeeva Foxglove bought the Green Market property. One of three surviving children of a Magnimarian noble family with

GM MATERIALS

The Green Market makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, the *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Magic (UM)*. The adventure assumes the GM has access to these sourcebooks, and none of the rules are reprinted herein. When referenced in stat blocks the above abbreviations indicate where to look for more information on a given rule. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com.

a tragic past, Zeeva and her siblings Aldern and Sendeli were raised by their father's second cousin in Korvosa after their parents' death. In her private life, Zeeva is a witch, drawing her power from a patron that acts through omens and portents. So while Zeeva is unaware of the market spirit's existence, she intuitively understands the best way to manage her business, both for the community and her own safety. Since the market's grand reopening she has passed the spirit's "test" and has nothing to fear from it directly. Nevertheless, trouble has still found her.

Recently, the Aspis Consortium noted how surprisingly lucrative this simple business has become. Several Aspis agents visited Zeeva to persuade her to either sell the market or permit them some interest in selling goods out of it, specifically weapons and other items its guardian spirit hates. Their increasingly threatening attempts to intimidate Zeeva into giving in to their demands have enraged the market's normally peaceful consciousness, which stands on the verge of lashing out violently to ensure that the market isn't sullied with weapons or other implements of war and suffering. As the Consortium strives to bring more pressure to bear with threats, and by carrying weapons in the market, the power and fury of the spirit is starting to escalate.

SUMMARY

The PCs meet with Zeeva Foxglove and discuss her problems with the Aspis Consortium. Soon after, the Consortium boldly attempts to abduct her from the Green Market, despite the PCs' presence. The open conflict amid the market's stalls triggers the guardian spirit's wrath. Immediately after the Aspis agents are defeated or surrender, the spirit animates normally benign fixtures of the market, which coalesce to create dangerous monsters that attack the Pathfinders. During the fight, the animated vegetation speaks dire warnings in the Shoanti language. Zeeva suggests the party visit

a nearby Shoanti shaman in order to learn the secret history of the site.

The party must establish contact with the spirit who troubles the Green Market, and appease it. They must first unearth its buried shrine and perform a ritual to summon the conscious and self-aware part of its soul. The market spirit reacts violently when the Pathfinders perform this ritual, and instead of summoning the spirit the PCs are transported to the Ethereal Plane. There they confront the dead shaman and must reconcile his pain and anger made tangible in order to restore balance to the Green Market.

GETTING STARTED

If the PCs have already been adventuring in Varisia, then at the scenario's start they think back to the long-distance assignment they received from Venture-Captain Amara Li in Absalom, just as the party arrives in Korvosa by boat from Magnimar or elsewhere in Varisia. If the PCs have not yet traveled from the Society's headquarters in Absalom to Varisia, they may receive their briefing in person—either by mundane means or supernatural methods, such as through the *Hao Jin Tapestry*—before undertaking the long voyage to Varisia. Read the following to get the adventure underway, paraphrasing heavily if the PCs weren't already in Varisia.

The missive from Venture-Captain Amara Li was clear, and comes to mind as the skyline of Korvosa rises into view over the calm waters of Conqueror's Bay in southern Varisia.

"Recently the Society acquired a new ally in Absalom named Sendeli Foxglove. Now she has made something of a personal request. Sendeli has a sister named Zeeva in Korvosa who owns a successful marketplace. A competing business interest is threatening Lady Foxglove, and her sister requests the Society investigate and intervene.

"If you consider the matter pedestrian and more suited toward the local constabulary, I wouldn't blame you. Even so, there are extenuating circumstances. First, the competing business interest is the Aspis Consortium. It makes little sense for them to harass a local greengrocer, so there must be a deeper layer to this. Maintaining close ties to Sendeli Foxglove is an agenda the Society feels is worth pursuing in and of itself, but if we can assist Zeeva while also hampering the Aspis Consortium's efforts to gain influence in Korvosa, all the better.

"There is smoke here, now find the fire. Extricate Zeeva Foxglove from this feud with the Consortium. If she's anything like her sister, she'll want to be an active part of this team—but you are not to let her put herself in danger. We've made that clear to her, and you're expected to abide by it and ensure she does as well. If this matter is simply crooked business, then just resolve it and continue on to Magnimar



where Venture-Captain Heidmarch will surely have more in store for you.”

Any travel expenses incurred along the PCs’ journey to Korvosa are provided, and Pathfinders have ample time to make purchases in either Absalom or Korvosa before heading to the Green Market. Though the Aspis Consortium exerts pressure on Zeeva, she can call upon the Korvosa city guard or hire bodyguards to hold them off (barely) until the PCs arrive. The situation represents an ongoing, long-term problem that is gradually building to a head. By the time the team arrives in Korvosa, the conflict with the Aspis Consortium is at a flash point. No frequently asked questions are provided for Amara Li, as she has explained all she or the Society knows. The decision to intervene is driven by the politics of the Society’s own conflict with the Consortium, and mild interest about what is so special about the Green Market and Zeeva Foxglove.

THE GREEN MARKET

Once the PCs arrive in Korvosa and go to the Green Market to meet Zeeva, read the following text:

The Green Market is a mostly wooden structure built like a massive barn. It stands on a flattened section of raised earth five feet higher than the surrounding street. The structure is only a single story, but the ceiling rises to twenty-five feet and has numerous glass skylights that can be opened and closed with extending poles and ladders for lighting and ventilation. To the south is the main entrance that has large iron gates which can be slid and chained shut. On

the southeast and southwest sides are exterior docks with sliding bay doors, where farmers and merchants can unload the wares from their wagons directly into stalls or bring them into interior kiosks. Inside, the majority of the ground is hard-packed earth, except for the stalls, which have wood flooring. Only the four southeastern stalls carry goods other than produce. The southern-most stall has casks of wine, oils, and vinegar. The other stalls sell quality clothing, jewelry, and finished furniture. On the northeast side is an office that can be secured by another sliding iron gate. North of the office is the market’s back entrance. Finally, in the center north is a park-like area with a large tree and flowered bushes kept alive by an open skylight above.

The PCs’ first action is likely to find Zeeva Foxglove in order to question her about the situation and assess the best course of action for the Pathfinders to take to complete their mission. The Green Market is open to the public, and merchants hock their wares from their booths as customers bustle to and fro. When the PCs arrive, Zeeva is wandering the market floor, keeping an eye on the crowds for signs of Aspis Consortium activity, thievery, or customers or clients in need of her assistance. She can be identified by any of the merchants in the market with a DC 10 Knowledge (local) or Diplomacy check, or by any shoppers with a DC 15 Knowledge (local) or Diplomacy check.

Zeeva Foxglove is a stunning woman with chin-length, strawberry blonde hair, wide brown eyes, and a generous smile. She carries no weapons and wears no armor. A sleek, black cat rubs itself against her ankle. When the Pathfinders introduce themselves, she greets them warmly.



DIPLOMACY OR KNOWLEDGE (LOCAL)

The Pathfinders might be familiar with the Green Market or its proprietor. Allow them Diplomacy checks to gather information or Knowledge (local) checks and provide them the following information.

THE GREEN MARKET

The Green Market is located in a populated area of South Shore. Locals who can provide information on its history are easily found throughout the neighborhood or even the market itself.

15+ Zeeva Foxglove is the second owner of the Green Market. Both occasions it has been open, the business was always popular and successful.

20+ The previous owner died, closing the doors roughly ten years ago. His death was unexpected and sudden. Oddly, at no time has any owner of the Green Market failed to show at least a fair profit.

25+ The previous owner's death was mysterious—a wasting disease struck quickly, without warning or discernable cause, and never spread. Local farmers and craftsmen believe the market is otherwise lucky, but they don't discuss its history openly.

30+ The Green Market was built on or near a site of importance to the Shoanti. Not as significant as the Grand Mastaba, but nevertheless still considered sacred.

ZEEVA FOXGLOVE

Zeeva Foxglove has lived most of her life in Korvosa, and she is well known among locals. PCs wishing to check into her past can learn the following facts.

10+ Her reputation in the local community is solid. Her business dealings have always been fair, despite always being lucrative.

15+ She was brought to Korvosa from Magnimar as a child. She is technically nobility in Magnimar, but she has no connection to it, and she lays no claim to a noble title in Korvosa.

20+ Orphaned after her parents died tragically, Zeeva and her siblings were raised by a distant cousin in Korvosa. Her sister Sendeli now lives in Absalom, and her estranged brother Aldern returned to Magnimar. Zeeva sold her portion of her inheritance to buy the Green Market, and so far it has been a good investment.

25+ Some suspect Zeeva is a witch, but a good one who is willing to use her powers to help her neighbors.

"Thank you so much for coming. I can't tell you how much this means to me. I've complained to the city, but it's as if the Aspis Consortium has bribed everyone or the authorities just don't care. I'm happy to pay for your lodging while you're helping me. If you like, I can show you around the market and answer any questions about anything you haven't already been told."

Zeeva gives the team a tour of the Green Market if they're interested. She is quite friendly, and answers any questions to the best of her ability. If one or more of the PCs obtained the Sendeli Foxglove's Favor boon in *Pathfinder Society Scenario #3-24: The Golden Serpent*, Zeeva takes note of them in particular, remarking, "My sister has spoken quite highly of you. She's never one to be easily impressed." Note which PCs have this boon, as they could receive additional bonuses in later encounters as a result.

Throughout this scenario, the PCs have multiple opportunities to interact with Zeeva. At times she might express a desire to help the party, but she is under strict orders from Amara Li not to do so (the Society made clear that its assistance is contingent on her compliance, in fact), and the PCs are likewise under orders not to let her. They've been instructed to keep her safe, and to look out for her best interests.

What did the Aspis Consortium want? "Initially they wanted to buy the Green Market, but I wasn't interested. It's been very successful and, though I never thought I'd find myself saying this, I love what I do. Then they wanted to lease space inside of it, but when I found out what they wanted to sell I declined. That's when they started to harass me."

What did they want to sell? "Weapons, armor, and magic goods. Those things have their place, but my customers are not adventurers. They are people looking for food and goods they need to survive. The Green Market is a community-based business."

What is the current situation with the Aspis Consortium? "Initially they just sent over pompous businessmen to convince me an alliance would benefit us both. I repeatedly declined their advances, so they started sending around thugs to "persuade" me. Till now, I've run to the city guard or otherwise eluded the Aspis thugs, but it's only a matter of time before their methods of intimidation get too dangerous for me to refuse."

What can we do to help? "If the Aspis Consortium sees that I have protectors of the likes of you Pathfinders, I hope they'll leave me alone. Stick around the market and see what they do. It's only a matter of time until they come back to try and strong-arm me again."

I've heard the Green Market is lucky? "Sometimes it seems that way, yes. It's not anything I understand, or control. Yet often I seem to be blessed in running the Market. I don't know why."

Are you a witch? "I don't discuss it publicly, but certain abilities manifested after my parents' death when I was a little girl. Mostly they give me a hint what is going to happen before it does. Yet the market is a mystery my spells and research have never solved. I never use my magic to cheat or influence my customers."

THE GREEN MARKET

As for the unusual properties of the Green Market itself, there is a reason the Aspis Consortium covets it, even though they don't understand its power or its limitations. The market's effects manifest in the following ways:

Zeeva and the many sellers who ply the market's stalls gain a +10 luck bonus on Profession (merchant) checks, provided the market's spirit is pleased (and no weapons, armor, or magic are being sold), and all transactions are fair. Additionally, problems such as disease, vermin, and rodents are diminished within the market. A vandal, con artist, or charlatan must succeed at a DC 11 Will save or feel compelled to go elsewhere to commit crimes, as though affected by the *suggestion* spell. If the save is successful, the criminal still has a vague sense of unease.

MARKETPLACE BUSHWHACK (CR 8 OR CR 11)

Shortly after the PCs introduce themselves to Zeeva and become acquainted with the Green Market, the Aspis Consortium makes a brazen attempt to bully the market's proprietor. As she makes her rounds—whether the PCs remain close by her side or disperse themselves innocuously through the market's stalls—an Aspis Consortium agent and a group of hired thugs reveal themselves from within the crowd and approach Zeeva.

Creatures: The Aspis Consortium sorcerer Narris Devane and his hired thugs begin the encounter disguised as ordinary market shoppers, their weapons and armor either covered by cloaks pulled around their shoulders, or concealed by magical means. When the opportunity presents itself, Devane steps into Zeeva's path as his toughs make themselves known around her. The Aspis agent suggests that Zeeva come with him so they can "discuss business" in private so as not to "cause a scene in such a serene setting as the Green Market." Zeeva looks to the PCs to help defuse the situation, and though originally the Aspis Consortium agents had intended merely to intimidate Zeeva into coming with them for further strong-arming, the threat of an altercation with a band of armed Pathfinders spurs them into action to defend themselves. Seeing the Pathfinders as merely an obstacle in getting Zeeva to acquiesce to their demands, the Aspis Consortium agents discontinue attacking any PC that falls unconscious in the fight, diverting their attention to Zeeva.

Subtier 5–6 (CR 8)

CONSORTIUM THUGS (4)

CR 3

Human warrior 5
N Medium humanoid (human)
Init +4; **Senses** Perception –1

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 37 each (5d10+10)

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

OFFENSE

Speed 30 ft.

Melee greatsword +8 (2d6+4/19–20)

Ranged longbow +5 (1d8/x3)

TACTICS

During Combat The thugs draw their weapons if the PCs do the same, and fight using flanking tactics to overwhelm anyone standing between them and Zeeva.

Morale These hired mercenaries have no stake beyond fulfilling their contract. The thugs drop their weapons and surrender if reduced to 9 or fewer hit points. If Devane is knocked unconscious or killed, any remaining thugs flee the market.

STATISTICS

Str 16, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 18

Feats Improved Initiative, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +8, Disguise +4, Intimidate +10, Swim +7

Language Common

Gear +1 chain shirt, greatsword, longbow with 20 arrows

NARRIS DEVANE

CR 5

Male human sorcerer 6

N Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 41 (6d6+18)

Fort +3, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Bloodline Spell-Like Abilities (CL 6th; concentration +10)
7/day—laughing touch

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4/day)—*hold person* (DC 19)

2nd (6/day)—*glitterdust* (DC 18), *hideous laughter* (DC 18),
invisibility

1st (7/day)—*disguise self*, *entangle* (DC 15), *grease*, *hold portal*,
mage armor

0 (at will)—*detect magic*, *ghost sound* (DC 14), *mage hand*,
message, *open/close*, *resistance*, *touch of fatigue* (DC 14)

Bloodline fey

TACTICS

Before Combat Devane casts *mage armor* and *disguise self* before entering the Green Market.

During Combat The sorcerer uses *entangle*, *glitterdust*, *grease*, *hideous laughter*, and *hold person* to harry the PCs' efforts, attempting to give his brutish allies an advantage in

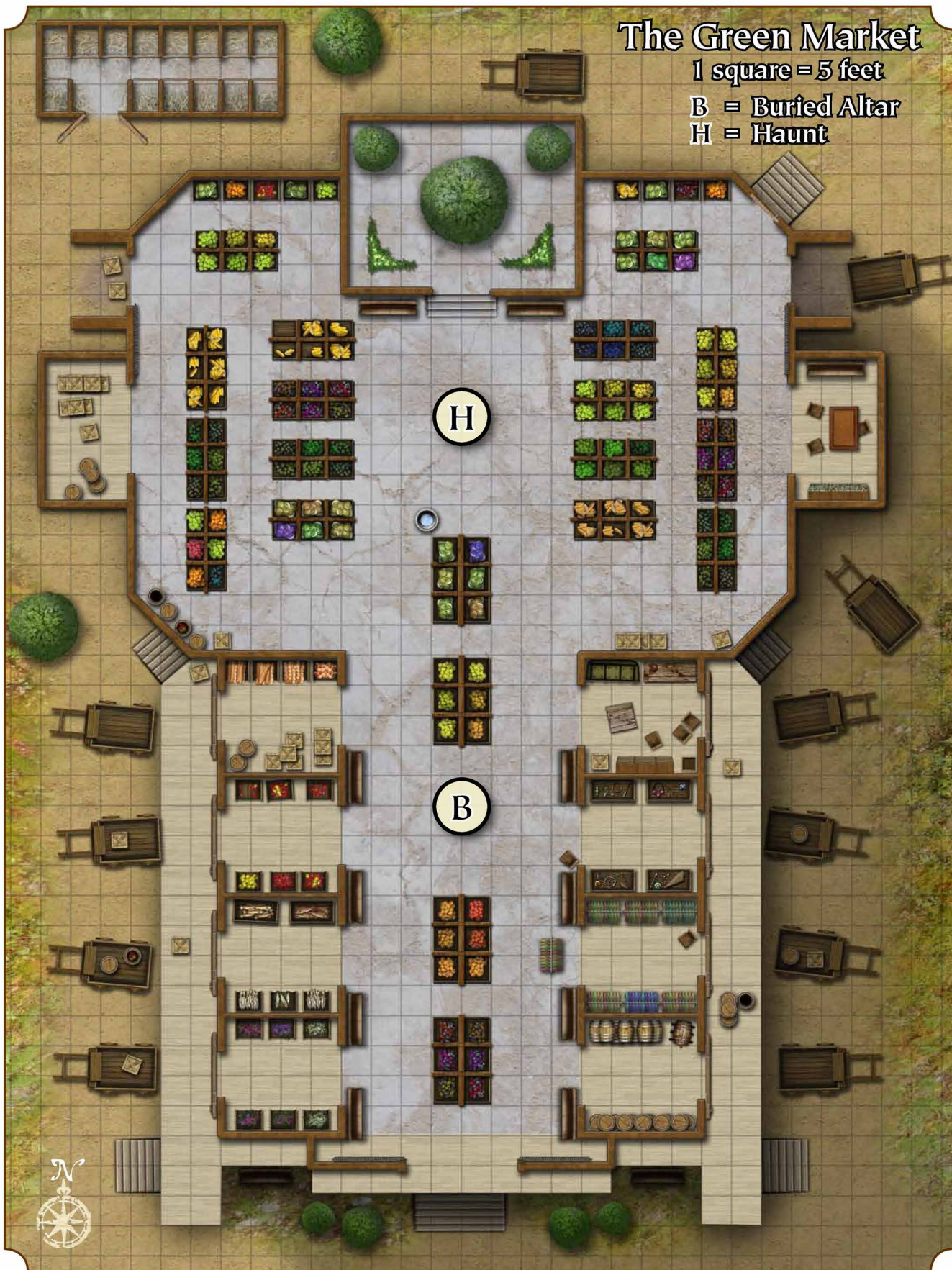


The Green Market

1 square = 5 feet

B = Buried Altar

H = Haunt



THE GREEN MARKET

cornering Zeeva. Narris uses his *lesser selective metamagic rod* when necessary to avoid harming his minions, especially when casting *entangle*.

Morale If Devane is reduced to 9 or fewer hit points, or if all his thugs are killed or surrender, he surrenders to the PCs and attempts to talk his way out of the situation instead.

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 15

Feats Dodge, Eschew Materials, Greater Spell Focus (conjunction), Spell Focus (conjunction), Toughness

Skills Bluff +11, Disguise +7, Intimidate +9, Knowledge (arcana) +5, Knowledge (local) +2, Spellcraft +7, Use Magic Device +8

Languages Common

SQ bloodline arcana (+2 DC for compulsion spells), woodland stride

Combat Gear *wand of grease* (10 charges), *dust of tracelessness* (3), *lesser selective metamagic rod*^{APG}; **Other Gear** masterwork dagger

ZEEVA FOXGLOVE

CR 3

Female human witch 4 (*Pathfinder RPG Advanced Player's Guide* 65)

CG Medium humanoid (human)

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

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 22 (4d6+6)

Fort +2, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee unarmed strike +1 (1d3–1)

Special Attacks hexes (fortune [1 round], healing [cure light], misfortune [1 round])

Witch Spells Prepared (CL 4th; concentration +7)

2nd—*augury*, *locate object*, *unnatural lust*^{UM} (DC 15)

1st—*beguiling gift* (DC 14), *charm person* (DC 14), *ill omen*^{APG}, *unseen servant*

0 (at will)—*guidance*, *mending*, *spark*^{UM} (DC 13), *stabilize*

Patron Portents

TACTICS

During Combat Zeeva is unarmed and ill prepared for combat. She tries to stay out of harm's way, using her fortune and healing hexes to assist the PCs as needed. She pleads with the Pathfinders not to kill the Aspis attackers, and withdraws or uses full defense if directly threatened by one of the thugs.

Morale If all the PCs are knocked unconscious or killed, or if she is reduced to fewer than half her total hit points, Zeeva surrenders to the Aspis Consortium. She agrees to meet with them in private in her office to talk, but if they attempt to convince her to go to another location, she refuses to leave the market.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 14

Feats Alertness, Dodge, Iron Will, Extra Hex

Skills Fly +7, Heal +7, Knowledge (arcana) +8, Knowledge (history) +8, Perception +2, Profession (merchant) +7, Sense Motive +6, Spellcraft +10, Use Magic Device +9

Languages Common, Infernal, Shoanti, Varisian

SQ witch's familiar (cat named Nimeeta)

Combat Gear *wand of reduce person* (12 charges)

NIMEETA

CR —

Female cat familiar

CG Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 11 (4d8–4)

Fort +1, **Ref** +4, **Will** +5

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft.

Melee claw +6 (1d2–4), bite +6 (1d3–4)

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 7, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +2; **CMD** 8 (12 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Fly +11, Perception +5, Sense Motive +5,

Stealth +14; **Racial Modifiers** +4 Climb, +4 Stealth

SQ deliver touch spells, emphatic link, share spells

Subtier 8–9 (CR 11)

CONSORTIUM ENFORCERS (3)

CR 7

Human fighter 8

N Medium humanoid (human)

Init +3; **Senses** Perception +1

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)

hp 80 each (8d10+32)

Fort +9, **Ref** +6, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee greatsword +13/+8 (2d6+7/19–20)

Ranged longbow +11/+6 (1d8/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat The enforcers draw their weapons if the PCs do the same, and fight using flanking tactics to overwhelm anyone standing between them and Zeeva. If they act before the PCs, the enforcers use *sleep arrows* to remove PCs from the fight. Once engaged in melee, they do not

SCALING THE ENCOUNTER

Make the following changes to the Marketplace Bushwhack encounter to accommodate parties of 4 PCs.

Subtier 5–6: Remove two Consortium thugs.

Subtier 8–9: Remove one Consortium enforcer.

attempt further ranged attacks.

Morale These hired mercenaries have no stake beyond fulfilling their contract. The enforcers drop their weapons and surrender if reduced to 15 or fewer hit points. If Devane is knocked unconscious or killed, any remaining enforcers flee the market.

STATISTICS

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

Base Atk +8; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Disruptive, Dodge, Lunge, Mobility, Power Attack, Step Up, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +5, Climb +10, Disguise +3, Intimidate +10, Swim +9

Languages Common

SQ armor training 2

Combat Gear *sleep arrows* (5); **Other Gear** +1 *scale mail*, greatsword, longbow with 20 arrows, *cloak of resistance* +1

NARRIS DEVANE

CR 7

Male human sorcerer 8

N Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 shield)

hp 62 (8d6+32)

Fort +4, **Ref** +4, **Will** +7

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4–1/19–20)

Bloodline Spell-Like Abilities (CL 8th; concentration +12)
7/day—laughing touch

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—*detonate*^{APG} (DC 18)

3rd (6/day)—*deep slumber* (DC 19), *hold person* (DC 19),
suggestion (DC 19)

2nd (7/day)—*create pit*^{APG} (DC 18), *glitterdust* (DC 18),
hideous laughter (DC 18), *invisibility*

1st (7/day)—*disguise self*, *entangle* (DC 15), *grease*, *hold portal*, *mage armor*, *vanish*^{APG}

0 (at will)—*detect magic*, *ghost sound* (DC 14), *mage hand*,
message, *open/close*, *resistance*, *touch of fatigue* (DC 14)

Bloodline fey

TACTICS

Before Combat Narris Devane casts *mage armor* prior to

entering the Green Market and activates his *ring of force shield* before revealing himself to Zeeva.

During Combat The sorcerer employs battlefield- and crowd-control spells and abilities to confound the PCs so the warriors can focus more easily on reaching Zeeva, their ultimate goal. Narris uses his *lesser extend metamagic rod* when necessary to exclude one of his allies from an area-of-effect spell.

Morale If Devane is reduced to 15 or fewer hit points, or if all his enforcers are killed or surrender, he surrenders to the PCs and attempts to talk his way out of the situation instead.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +4; **CMB** +3; **CMD** 16

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (conjuration), Mobility, Spell Focus (conjuration), Toughness

Skills Acrobatics +4, Bluff +13, Intimidate +12, Knowledge (arcana) +7, Spellcraft +9, Use Magic Device +8

Languages Common

SQ bloodline arcana (+2 DC for compulsion spells), woodland stride

Combat Gear *dust of tracelessness* (3), *lesser selective metamagic rod*^{APG}, *wand of grease* (10 charges); **Other Gear** masterwork dagger, *ring of force shield*

ZEEVA FOXGLOVE

CR 3

hp 22 (use the Subtier 5–6 stats on page 9)

NIMEETA

CR —

hp 11 (use the Subtier 5–6 stats on page 9)

Development: Ideally, this encounter ends with the Aspis agents defeated but still alive, since the PCs' primary goal in the scenario is to get the Consortium to leave Zeeva alone, and unnecessary deaths on either side complicate matters. Assuming Devane and the consortium's hired thugs are defeated, they quickly make the case that they just want to put additional pressure on Zeeva, and that they never intended violence until the PCs intervened. They surrender their equipment, knowing the city guard would simply confiscate it if called, and they hope such a payment will convince the PCs to release them. They urge the PCs not to get law enforcement involved, and instead push for a private settlement. Zeeva too likes a solution that doesn't foster revenge later and doesn't involve publicly disparaging her business's name.

Allow each PC one round of actions after the last of the Consortium agents is defeated or surrenders, then move directly into the next encounter. This likely interrupts the PCs' interrogation or negotiations, but they can continue after dealing with the supernatural threat posed by the

THE GREEN MARKET

market spirit. If Devane and his goons are conscious to witness the haunting experience, they are visibly shaken, and if the PCs agree not to hand them over to the city guard, the Aspis Consortium toughs agree to leave Zeeva alone henceforth—the Aspis Consortium has no interest in claiming an obviously haunted place.

Faction Notes: Faction missions that rely on interacting with specific NPCs can be run throughout the scenario, as the individuals mentioned in the missions do business at the Green Market at different times.

The strange events in the Market don't deter most of the patrons, who might flee from immediate danger but return quickly to resume business after any threats are dealt with, called by the supernatural powers of commerce present in the market.

Andoran faction PCs want to persuade Zeeva to write them a letter of introduction to her brother Aldern Foxglove pursuant to purchasing the Foxglove family townhouse in Magnimar. Zeeva explains that Aldern is actually deceased and that she holds the rights to the property (but must consider her sister Sendeli in any decision regarding its sale). Player characters with the Sendeli Foxglove's Favor boon gain

a +4 circumstance on Diplomacy checks made as part of this faction mission. A successful DC 25 Diplomacy check persuades Zeeva to convince her sister to sell the property, and earns Andoran faction PCs 1 Prestige Point.

Cheliox faction PCs want to encounter the Chelish ambassador's undersecretary and assure him that Paracountess Zarta Dralneen had nothing to do with his wife's public humiliation. They must plead her innocence and pass an opposed Sense Motive check. The undersecretary has a +12 bonus on Sense Motive checks. PCs can also employ magic that assists in the telling of falsehoods, and the GM may award a +1 to +5 bonus for dramatic roleplaying and histrionics. If the PC fails, a DC 25 Intimidate check immediately thereafter allows him to threaten the undersecretary to keep his mouth shut anyway. In either case, successfully convincing the undersecretary of Zarta's innocence or threatening him to keep quiet earns Cheliox faction PCs 1 Prestige Point.

Grand Lodge faction PCs want to persuade Zeeva to act as a covert contact for the Pathfinder Society in Korvosa. It is a lot to ask. Before and just after the Aspis Consortium's attack, this requires a successful DC 30 Diplomacy check. This drops to DC 25 after the PCs return from the Skaldwood with information on how to contact Galdron Greenheart and further decreases

to DC 20 after the successful completion of the main mission. Convincing Zeeva to spy for the benefit of the Pathfinder Society despite her reservations about possible repercussions earns Grand Lodge faction PCs 1 Prestige Point.

Lantern Lodge faction PCs are likely interested in counting coup from the Aspis Consortium by exacting an apology from one of the surviving members of Devane's group of thugs. This must be witnessed by a PC of another faction (if there are any). Devane is the only true Aspis Consortium agent, and the others simply mercenaries hired to assist him, but any of them will satisfy the faction mission. A successful Intimidate check prompts the Aspis agent to publicly apologize both to Zeeva and the Lantern Lodge faction PCs, and earns members of the faction 1 Prestige Point.

Qadira faction PCs need to locate a nobleman named Eustace Waldrige who is known to buy fine tobacco directly from one of the local farmers at the Green Market. Once found, Waldrige is easy enough to talk to and accepts the missive with interest. A successful DC 25 Diplomacy check to gather information or a DC 20 Knowledge (local) check identifies the man amid the market's many patrons, and earns Qadira faction PCs 1 Prestige Point.

Sczarni faction PCs must slip a package in with the shopping of a Chelish woman named Aeysha, a local Sczarni crime boss's longtime mistress. A successful DC 25 Sleight of Hand check does so without drawing attention. Innovative PCs may use the Bluff skill or illusions to provide distractions. GMs are encouraged to reward creative solutions with up to a +5 circumstance bonus on the check based on the situation. The box features a wax seal with a symbol known to ethnic Varisian Sczarni. The contents are not germane to this scenario, but nosy PCs can open it. The seal can be repaired with a successful DC 15 Linguistics check or something akin to the *mending* cantrip. (If the PC doesn't fix the seal first, the mission fails, even on a successful Sleight of Hand check.) Inside the box is a female hand with the thumb on the wrong side, wearing a signet ring. An enclosed note reads, "What exactly is it you think you serve?" A successful DC 20 Knowledge (planes) check identifies the hand as belonging to a rakshasa, and a DC 15 Knowledge (nobility) check reveals the ring to be the symbol of the Korvosan House Arkona. Delivering the package to Aeysha unnoticed and with the wax seal intact earns Sczarni faction PCs 1 Prestige Point.



Shadow Lodge faction PCs should use this opportunity to convince Devane (the only true Aspis Consortium agent present) to serve as a double agent. Doing so requires they make his attitude friendly. He begins the encounter indifferent to the PCs, is hostile to any PC that deals lethal damage to him or his men, and unfriendly to any PC who participates in the scuffle in any way. If a member of the Shadow Lodge can shift his attitude to friendly or better, Devane considers Grandmaster Torch's offer, and Shadow Lodge faction PCs earn 1 Prestige Point.

Taldor faction PCs want to persuade at least three different common people of South Shore of the potential benevolence of the nobility. This requires three successful DC 20 Bluff checks (not Diplomacy, because Korvosan commoners are far too cynical). PCs who use Zeeva as an example gain a +2 bonus on their checks, and paying a subject a gift of 5 gp (per check) out of a PC's personal wealth grants an additional +3 bonus. PCs can make as many checks as they like until they succeed, but they fail the mission once any check fails by 5 or more. Improving the common Korvosan's attitude toward the nobility earns Taldor faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the Aspis Consortium agents, reward each subtier thusly:

Subtier 5–6:

Give each PC 795 gp.

Subtier 8–9:

Give each PC 1,757 gp.

THE MARKET'S VENGEANCE (CR 8 OR CR 11)

One round after the conclusion of the Aspis Consortium's attack on Zeeva Foxglove, the protective spirit that inhabits the Green Market rouses and lashes out at the violence that broke out within the market's sacred walls.

Haunt: The Green Market's rage at violence upon the site of Galdron Greenheart's peaceful shrine manifests as a haunt (*Pathfinder RPG GameMastery Guide* 242) powered by the Shoanti shaman's ghostly energy. Greenheart's built-up power enables him to, once per month, possess the market and animate items on hand to protect those he sees as threatened. In this case, the PCs' conflict with the Aspis Consortium agents triggers the haunt, which manifests by animating a pile of produce into a shambling mound, a series of decorative scarecrows into constructs, and the market's central tree into an angry quickwood (see Creatures section below for subtier-specific details). The PCs might notice the haunt manifesting using the normal haunt rules and act accordingly to suppress its effects with positive energy.

Creatures: Despite being indoors, a terrible wind begins blowing through the Green Market, shaking the

tree in the central plaza and the many decorations placed in the various stalls. Fruit and vegetables in carts, bins, and baskets shift about as the ground shakes as if an earthquake were hitting. Seemingly at once, several of the previously inanimate objects affected by the strange weather spring to life and attack the PCs.

In both subtiers, hundreds of pounds of fruits, vegetables, flowers, and other produce rise telekinetically from the adjoining stalls to fly dangerously fast in a swirling tornado around the center court. They coalesce into the hulking form of a shambling mound with potatoes for eyes, a carrot for a nose, and sinuous grape and pumpkin vines threaded through its broccoli-blotched body.

In Subtier 5–6, two scarecrow decorations leap to life and join the attack.

As the shambling mounds are forming in Subtier 8–9, the tree in the garden to the north awakens as a quickwood who quietly pulls itself free from the ground and shambles free from the enclosure.

The animated creatures single-mindedly attack the PCs, because the market spirit sees them as the catalyst that ignited the recent conflict, and because they were the victors. The creatures ignore Zeeva if she is present, any Korvosan citizens (who all flee the scene screaming), and the Aspis Consortium agents. The shambling mounds, scarecrows, and quickwood show no mercy, but do not pursue characters who flee the market. Throughout the encounter, all three creatures shout in the Shoanti language warnings against the PCs' actions, such as "This is Shoanti land!," "You will bring no war here!," and "My people will be avenged!"

Subtier 5–6 (CR 8)

MARKET POSSESSION HAUNT	CR 8
N persistent haunt (a 20-ft.-radius circle centered on point H)	
Caster Level 13th	
Notice Perception DC 16 (to hear the sound of Shoanti chanting and to notice inanimate objects stirring to life)	
hp 36; Trigger event (open violence within the Green Market); Reset 1 month	
Effect When the haunt is triggered, pieces of produce from around the market begin moving of their own accord, and coalesce into a shambling mound that attacks the nearest target. At the same time, two decorative scarecrows spring to life and also attack. From the time the haunt activates to when the possessed creatures manifest takes 1 full round, during which time any positive energy damage dealt to the haunt is spread evenly across all three animated creatures. At the end of this round, however, any positive energy damage against the haunt affects only the haunt and deals no damage to the animated creatures. These creatures fight	

THE GREEN MARKET

until destroyed, but do not follow fleeing targets outside the Green Market. Once activated, however, the creatures remain animated indefinitely unless the haunt is suppressed.

Destruction The angry spirit of Galdron Greenheart must be defeated on the Ethereal Plane and see the folly of his rage.

SCARECROWS (2) CR —

hp 47 each (*Pathfinder RPG Bestiary 2* 238)

SHAMBLING MOUND CR —

hp 67 (*Pathfinder RPG Bestiary 2* 246)

Subtier 8–9 (CR 11)

MARKET POSSESSION HAUNT CR 11

N persistent haunt (a 30-ft.-radius circle centered on point H)

Caster Level 17th

Notice Perception DC 22 (to hear the sound of Shoanti chanting and to notice inanimate objects stirring to life)

hp 49; **Trigger** event (open violence within the Green Market);

Reset 1 month

Effect When the haunt is triggered, pieces of produce from around the market begin moving of their own accord, and coalesce into two advanced shambling mounds that attack the nearest targets. At the same time, the tree on the north end of the haunt's area animates and uproots itself, becoming an intelligent advanced quickwood. From the time the haunt activates to when the possessed creatures manifest takes 1 full round, during which time any positive energy damage dealt to the haunt is spread evenly across all three animated creatures. At the end of this round, however, any positive energy damage against the haunt affects only the haunt and deals no damage to the animated creatures. These creatures fight until destroyed, but do not follow fleeing targets outside the Green Market. Once activated, the creatures remain animated indefinitely unless the haunt is suppressed.

Destruction The angry spirit of Galdron Greenheart must be defeated on the Ethereal Plane and see the folly of his rage.

ADVANCED QUICKWOOD CR —

hp 115 (*Pathfinder RPG Bestiary 2* 228, 292)

ADVANCED SHAMBLING MOUNDS (2) CR —

hp 85 each (*Pathfinder RPG Bestiary 2* 246, 294)

Development: If the creatures are defeated, there is an implosion as the magical energy animating them is sucked back to the Ethereal

SCALING THE ENCOUNTER

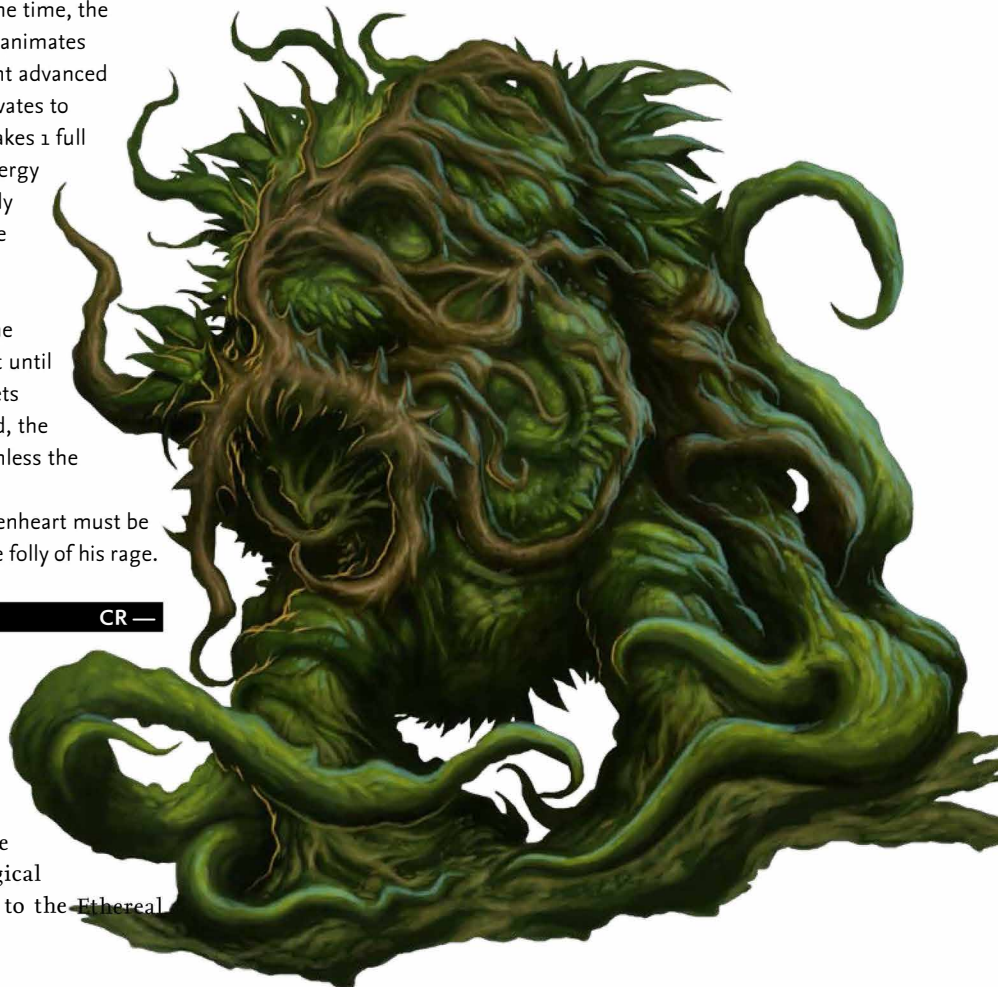
Make the following adjustments to the The Market's Vengeance encounter to accommodate parties of 4 PCs.

Subtier 5–6: Remove one scarecrow.

Subtier 8–9: Remove one advanced shambling mound.

Plane. They revert back to whatever they were before their transformation, such as a toppled and damaged tree, giant piles of vegetables, and ruined scarecrows. In the ripple of exotic magical power, certain parts of the creatures are transformed into precious or magical treasures that can be detected and harvested (see the Treasure section below).

Zeeva runs to assist any injured party members with her healing hex once the creatures are destroyed. As she tends to the PCs' wounds and assesses the damage to the market, she mentions the strange Shoanti phrases the creatures shouted, and translates them if none of the Pathfinders speaks the Shoanti language. She swears that nothing like this has ever happened before, and seems worried that it could happen again and threaten her clients. She suggests the PCs seek out a Shoanti shaman who frequents the Green Market to



NEW MAGIC ITEM: SHAMBLER VINE

A *shambler vine* is a single-use variant of the traditional *rope of entanglement*, and is occasionally found on the corpses of particularly magical shambling mounds.

SHAMBLER VINE

Aura strong transmutation; **CL** 12th

Slot —; **Price** 600 gp; **Weight** 1 lb.

DESCRIPTION

A *shambler vine* resembles a leafy green plant vine about 6 feet long, wrapped in a coil. If touched, it writhes as if alive. Up to three vines can be stored in a small sack, though the price is for one. When thrown at an opponent, a vine grows in midair, and acts as a *rope of entanglement*. It can reach 20 feet forward or 10 feet upward to entangle the target. The entangled target can break free with a DC 20 Strength check or DC 20 Escape Artist check.

A *shambler vine* has AC 22, 12 hit points, hardness 10, and damage reduction 10/slashing. It does not repair itself, and if it is severed (all 12 hit points lost to damage), it is destroyed. The vine lasts for a single use before withering away, and if left on a target that is unable to get free, the vine withers after 1 hour.

CONSTRUCTION

Requirements Craft Wondrous Item, *entangle*, *plant growth*, vine must be from a shambling mound; **Cost** 300 gp

shop for herbs and other supplies. The woman, named Telmayne Fire-Eyes, lives in the Skaldwood, a copse of forest not far from Korvosa's walls in which Shoanti who have yet to assimilate into Korvosan culture make their home. Zeeva indicates that Telmayne has, from time to time, mentioned that she senses a strong connection to her people within the market. Perhaps, Zeeva says, the shaman can provide the PCs with the answers they seek.

Though the crowd at the Green Market disperses when the PCs and Aspis Consortium agents get into combat—and outright flee when the market comes alive and retaliates against the Pathfinders—business at the marketplace isn't over for the day. Zeeva's employees clean up the mess, and an hour or so later the Market begins to bustle with trade again. For reasons unknown, perhaps the market's spirit righting the situation after its own actions, business continues as usual. Aside from a few comments about the strangeness of the fights, no one thinks much of it. GMs shouldn't feel they have to justify this strange behavior—it is meant to seem mildly disconcerting and weird.

Using *detect magic* after the supernatural event reveals multiple faint conjuration, enchantment, and

transmutation auras throughout the market. A DC 20 Spellcraft check reveals that the magic isn't that of a spell or even the result of a magic item. A successful DC 20 Knowledge (religion) check identifies the animation of the market's plants and decor as consistent with a haunt. *Contact other plane* and especially *divination* can potentially reveal the market's connection to a spirit of unknown nature and power.

Treasure: The residual paranormal energy of the Shoanti shaman's spirit remains in several pieces of what were formerly the animated creatures attacking the PCs. These radiate magic as the item they replicate, and can be identified through normal means despite their unique appearances. The spirit-infused produce function in all ways as potions, including requiring a standard action and provoking attacks of opportunity to ingest.

In Subtier 5–6, the PCs can harvest spirit-infused produce from the former shambling mounds, the equivalent of a *potion of speak with plants*, 2 *potions of resist energy (fire)*, a *potion of tree shape*, and a *potion of rage*. They can also extract three *shambler vines*, and break out a scarecrow backbone to serve as a +1/+1 *quarterstaff*. Among the overgrown foliage, the PCs can also collect 10 grape leaves that have been turned to perfect, delicate, solid gold. The leaves make for unusual art objects and are worth 75 gp each.

In Subtier 8–9, the PCs can harvest the equivalent of a *potion of speak with plants*, 2 *potions of resist energy (fire)*, a *potion of tree shape*, and a *potion of rage*, as well as three *shambler vines* from the pair of shambling mounds. A branch from the former quickwood can be cut and trimmed to serve as +1 *ghost touch/mwk quarterstaff*. Twenty oak leaves can be collected from the fallen tree that have transformed to platinum and are worth 100 gp each as exotic art objects.

Faction Notes: Osirion faction PCs should be interested in another unusual leaf, unlike any of the others that were transmuted. This oak leaf appears brittle thin (and easily ground to powder) and translucent as if it has been transformed to emerald. Locating the leaf is difficult among the other green foliage, requiring a successful DC 25 Perception check. Finding it satisfies the Osirion faction mission and earns Osirion faction members 1 Prestige Point. A DC 20 Knowledge (arcana) check or Craft (alchemy) check is unnecessary, but confirms that it could be useful as an exotic alchemical reagent.

Rewards: If the PCs defeat all the animated creatures, reward each subtier thusly:

Subtier 5–6:

Give each PC 983 gp.

Subtier 8–9:

Give each PC 1,525 gp.

SKALDWOOD

Very few Shoanti actually reside in Korvosa, thanks to the bitter hatred between the Shoanti natives and Chelish colonists who conquered the area centuries ago. Yet, many Korvosans and Shoanti still struggle for peace and reconciliation, and standing treaties permit non-assimilated Shoanti to reside in a copse of trees called Skaldwood, just outside the city proper. The Shoanti who call the Skaldwood home have worn numerous trails through the wood, connecting the many clearings where they have established semi-permanent campgrounds.

Creatures: The Shoanti living in Skaldwood are wary of outsiders, but direct inquiring Pathfinders to the local sage named **Telmayne Fire-Eyes** (LN Female Shoanti cleric 2/expert 5) when asked.

Telmayne is young for a shaman, and her tall, athletic appearance often surprises those who seek her out. She is shaved bald in the custom of many of her people, and wears a scarlet bandanna tied around her head to protect it from the sun. She is indifferent to the PCs' problem, and studies them with a dispassionate eye as they describe the conflict between Zeeva and the Aspis Consortium. She perks up at any mention of the supernatural events of the previous encounter, especially if the PCs reveal that they suspect a Shoanti connection. "I suppose I could tell you some of the history and stories of my people," she says in Common. "Maybe it would help you. Maybe it would not. The telling is free—but answer me this: After my people were driven from our lands, why should I?"

Diplomacy or Bluff

Allow the PCs a Bluff or Diplomacy skill check to persuade Telmayne to assist them. If the PC making the check is a Shoanti, grant her a +5 bonus on the check. If the PC is non-Shoanti but speaks the Shoanti language, Telmayne is impressed with the effort to learn the tongue of her people, granting the PC a +2 bonus on the check. Finally, at the GM's discretion, the PCs could receive a +2 circumstance bonus on the check as a reward for effective roleplay of the conversation. Consult the paragraphs below to determine what information Telmayne reveals.

DC 10 "There was once a great shaman who dedicated himself to unity and peace among the Shoanti quahs. The Chelish invaders executed him centuries ago, and buried his shrine to remove any memory of the peace he once preached."

DC 15 "The shaman was known as Galdron Greenheart, a name he adopted when he set aside the warlike ways of our quah. History recounts that he was moved by an ancient legend that spoke of unity between the clans to lay down his weapons and provide a place of peace where all Shoanti were welcome. Without weapons, however, he could not defend himself against the Chelish invaders

who saw him as a potential threat for his ability to inspire and unite his people."

DC 20 "Galdron Greenheart's shrine was located near where the Green Market now stands—likely buried beneath the current marketplace. I have felt his spirit there even today, and his rage at the violence between yourselves and your rivals is likely what motivated the strange events you described. Only by calming him can you restore balance in the Green Market. Locate his shrine and place upon it a Shoanti symbol of peace; seven broken klar blades in the shape of a star is traditional among my people."

DC 25 "When you uncover his shrine, Galdron will likely lash out at you as he did before. If he manifests with fire, he has forgotten that he left the Sklar-Quah, the Sun People. He wanted to be of all quahs and none—the Green Heart. You see, he left this world a man of peace, not a man of war. Your best hope might be to make him remember that."

Development: If the PCs do not uncover enough information from Telmayne to locate and perform the ritual, they can attempt a Knowledge (history or local) check at the above DCs to piece together any missing information, though they gain no bonuses for roleplaying, being a Shoanti, or knowing the Shoanti language. If even this doesn't provide them the information they need, they return to the Green Market to find Zeeva already digging where she believes the shrine to be, having had a vision of herself placing seven klars in a star on a stone altar buried beneath the market. This will keep the adventure moving, even if the PCs don't have the context for what the witch asks them to do.

The Pathfinders could inquire from Telmayne where they can get klars to use in the ritual to sate Galdron Greenheart. She offers them seven of the traditional Shoanti weapons—a blade mounted to a giant lizard skull, which can serve as both a weapon or a shield—that her people no longer need. These old specimens are damaged or ceremonial rather than functional, and have both the broken condition and fragile quality (see page 146 of *Pathfinder RPG Ultimate Combat*). Alternatively, the PCs can find a weapons dealer in Korvosa who will sell them seven newly crafted klars for a price of 12 gp each.

Faction Notes: Silver Crusade faction PCs can talk to Telmayne about the ancient cult of Lissala. Telmayne is reluctant to discuss such things. "The goddess of the Azghat was not gentle, but she played a role, however indirectly, with the formation of the quah-jothka. These matters are easily misunderstood and taken out of context, and best left to those of a mature faith. Are you such a one? Convince me." A successful DC 25 Knowledge (planes or religion) check demonstrates to Telmayne the PCs are wise enough to discuss such things. She explains how

OPTIONAL ENCOUNTER

The encounter with the crysmal guardians in *Unearthing the Shrine* is optional. If less than an hour and a half remains in which to finish the scenario, remove the crysmals from the encounter, and allow the PCs to uncover the shrine and perform the ritual of the klars without interference.

the Azghat (the Shoanti word for runelord) organized the Shoanti quahs by purpose and talent, based on Lissalan tenets. Yet the Shoanti never, to Telmayne's knowledge, venerated Lissala themselves. Telmayne volunteers that every great city of the Azghat had temples to the goddess of runes, but the greatest of them was lost under the sea—far east of where Riddleport is today. Obtaining this information satisfies the Silver Crusade faction mission, earning Silver Crusade faction PCs 1 Prestige Point.

UNEARTHING THE SHRINE (CR 7 OR CR 10)

When the PCs return to the Green Market, they must locate and uncover the shrine of Galdron Greenheart, which is buried 5 feet under the floor at the point marked **B**. The PCs can locate this with a DC 15 Knowledge (geography, history, or local) check. If the PCs didn't get enough information to know to search for it there, they return to the Green Market to find Zeeva already digging where she believes the shrine to be, having had a vision of herself placing seven klars in a star pattern on a stone altar buried beneath the market.

After a few hours of labor (Zeeva offers several shovels from the cart of one of the market's vendors for the PCs to dig with), the PCs uncover a low stone altar under which lies a bare human skeleton. The remains of a rusted spear head penetrate the skeleton's chest and ribs, with a rotted wooden spear haft still attached. This was Galdron Greenheart's sanctuary of Shoanti unity, and this is his corpse, left unceremoniously under the dirt when the Chelish invaders wiped the shrine from the map.

Once they uncover the shrine, the PCs must place the symbolic klar blades on the altar in the shape of a seven-pointed star. Zeeva suggests this if the PCs didn't receive details of the ritual from Telmayne Fire-Eyes. Alternatively, a PC who makes a DC 20 Knowledge (history or local) check recalls that a Shoanti legend told of a ritual in which the heads of all seven quahs met together and placed the broken blades of their symbolic weapons in the shape of a sihedron as a symbol of tribal unity. Placing a klar blade in place is a move action that provokes an attack of opportunity. The PCs can use any broken bladed weapon in place of a klar blade.

Creatures: When the first blade is set upon the altar as part of the ritual, several crysmals burrow out of the earth to protect the stone table, for which they have a special affinity. The elementals, angered at having their subterranean home disturbed, attack the PCs indiscriminately and fight until destroyed.

Subtier 5–6 (CR 7)

CRYSMALS (4) **CR 3**
hp 26 each (*Pathfinder RPG Bestiary* 2 61)

Subtier 8–9 (CR 10)

GIANT CRYSMALS (8) **CR 4**
hp 34 each (*Pathfinder RPG Bestiary* 2 61, 293)

Development: Once the PCs complete the ritual of the klars, whether they defeat the crysmal guardians or not, the Pathfinders experience a sensation of dizziness and that the world is melting away. Over the course of 1 round, the PCs are transported to the Ethereal Plane by the ghost of Galdron Greenheart. During this round, all PCs are treated as if under the effects of the *blink* spell.

THE MARKET SPIRIT (CR 9 OR CR 12)

The PCs materialize in the Ethereal Plane in the same positions they occupied when the transition started. A ghostly, gray version of the Green Market stands around them, with larger trees, small hillocks, and Galdron Greenheart's altar occupying the space—all ethereal manifestations of the land as it was before being tainted by Chelish settlers. Read the following to set the scene.

In a small clearing of sparse trees stands a solitary table of stone before a pool of clear water. A simple camp with a smoldering campfire and a large tent made from animal skins and wooden poles has been set up to the east. Superimposed over the idyllic landscape is a gray, ghostly image of the Green Market—its wagons, carts, and stalls seemingly untouched from a moment before. This image fades to mist approximately sixty feet away, revealing a great battle being fought farther in the distance on all sides.

The PCs can see the Material Plane from here, though they can't interact with it save through the use of magic specifically allowing contact between the Ethereal and Material Planes. They can see Zeeva and any other people in the market stare in amazement at the party, though the observers seem to look through the Pathfinders. In fact, they *are* looking through them, for the PCs are invisible while on the Ethereal Plane.

THE GREEN MARKET

Creatures: Over the centuries, Galdron Greenheart's spirit has infused the Green Market on the Material Plane, but his ghost inhabits the corresponding location in the Ethereal Plane. Though much of his power remains in the ground and walls of the Green Market, his conscious self still poses a sizable threat to the PCs.

When the PCs arrive, Galdron speaks to them in a booming voice that resonates strangely in the hollow space of the Ethereal Plane. "I was never a pacifist," he intones. "My belief was merely that the way forward for my people was unity. The Azghat divided us in the time before memory, but the world had moved on. Every quah could maintain its honor, but without the need to divide the people against itself. So I renounced the powers of the sun and the flame, to walk the green path—to become the Green Heart."

"I was such a fool," Galdron snarls as he appears above the stone table. The ghost is of a bald male, garbed in hide armor and holding a short spear in hand. A corona of fire sheathes his head and rises from his eyes. Molten gold drips from where a spearhead and shaft protrude from his chest, revealing the wound that took his life.

Arrayed in a semicircle behind the spirit are several eternally loyal fire elementals that attack with the ghost.

Subtier 5–6 (CR 9)

GALDRON GREENHEART CR 7

Male human ghost oracle 6 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 144)

CN Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 17, flat-footed 15 (+5 deflection, +2 Dex)

hp 63 (6d8+33)

Fort +7, **Ref** +4, **Will** +6

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee +1 ghost touch shortspear +7 (1d6+1) or corrupting touch +6 (7d6, DC 18)

Special Attacks fire breath (6d4, 2/day, DC 18), telekinesis (1d4 rounds, CL 12th)

Oracle Spells Known (CL 6th; concentration +11)

3rd (4/day)—fireball (DC 19), inflict serious wounds (DC 18), searing light

2nd (6/day)—inflict moderate wounds (DC 17), resist energy, sound burst (DC 18), spiritual weapon

1st (8/day)—burning hands (DC 17), command (DC 16), deathwatch, doom (DC 16), inflict light wounds (DC 16), sanctuary (DC 16)

o (at will)—bleed (DC 15), create water, detect magic, detect poison, light, purify food and drink, virtue

Mystery flame

TACTICS

During Combat Galdron is a force of rage, and he lashes out at the PC he sees as most responsible for the conflict with the Aspis Consortium that pushed him over the edge. He initiates combat with ranged attacks such as fire breath, fireball, searing light, sound burst, or telekinesis, then closes on his primary target to engage in melee with his corrupting touch or inflict serious wounds.

Morale Galdron's judgment is clouded by his anger, and he fights until destroyed, healing himself with inflict moderate wounds to prolong the battle.

See Development below for his actions when reduced to 0 hit points.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 10, **Wis** 13, **Cha** 20

Base Atk +4; **CMB** +6; **CMD** 21

Feats Heighten Spell, Improved Initiative, Spell Focus (evocation)

Skills Acrobatics +8, Diplomacy +11, Fly +10, Knowledge (history) +6, Knowledge (planes) +6, Knowledge (religion) +9, Sense Motive +7, Spellcraft +9

Languages Common, Shoanti

SQ oracle's curse (clouded vision), revelations (burning magic, fire breath)

Gear +1 ghost touch shortspear

LARGE FIRE ELEMENTALS (2) CR 5

hp 60 each (*Pathfinder RPG Bestiary* 124)

Subtier 8–9 (CR 12)

GALDRON GREENHEART CR 10

Male human ghost oracle 9 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 144)

CN Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +2



Galdron Greenheart

SCALING THE ENCOUNTER

In both subtiers, remove one fire elemental from the encounter to accommodate parties of only 4 PCs.

DEFENSE

AC 22, touch 17, flat-footed 20 (+5 armor, +5 deflection, +2 Dex)
hp 92 (9d8+48)

Fort +8, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee +1 *ghost touch shortspear* +9/+4 (1d6+1) or corrupting touch +8 (10d6, DC 19)

Special Attacks corrupting gaze (30 ft., 2d10 damage plus 1d4 Charisma damage, DC 19), fire breath (9d4, 2/day, DC 19), heat aura (2/day, 4d4, DC 19), *telekinesis* (1d4 rounds, CL 12th)

Oracle Spells Known (CL 9th; concentration +14)

4th (5/day)—*dismissal* (DC 19), *holy smite* (DC 20), *inflict critical wounds* (DC 19), *wall of fire*

3rd (7/day)—*bestow curse* (DC 18), *daylight*, *fireball* (DC 19), *inflict serious wounds* (DC 18), *searing light*

2nd (7/day)—*inflict moderate wounds* (DC 17), *resist energy*, *shatter* (DC 18), *silence* (DC 17), *sound burst* (DC 18), *spiritual weapon*

1st (8/day)—*burning hands* (DC 17), *command* (DC 16), *deathwatch*, *divine favor*, *doom* (DC 16), *inflict light wounds* (DC 16), *sanctuary* (DC 16)

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *detect poison*, *light*, *purify food and drink*, *virtue*

Mystery flame

TACTICS

During Combat Galdron is a force of rage, and he lashes out at the PC he sees as most responsible for the conflict with the Aspis Consortium that pushed him over the edge. He isolates that PC from allies with a *wall of fire*. Galdron then fights using ranged attacks such as fire breath, *fireball*, *searing light*, *sound burst*, or *telekinesis*, then closes on his primary target to engage in melee with his corrupting touch.

Morale Galdron's judgment is clouded by his anger, and he fights until destroyed, healing himself with *inflict critical wounds* to prolong the battle. See Development below for his actions when reduced to 0 hit points.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 10, **Wis** 14, **Cha** 20

Base Atk +6; **CMB** +8; **CMD** 23

Feats Combat Casting, Heighten Spell, Hover, Improved Initiative, Spell Focus (evocation)

Skills Acrobatics +6, Diplomacy +11, Fly +12, Knowledge (history) +9, Knowledge (planes) +8, Knowledge (religion) +12, Sense Motive +11, Spellcraft +12

Languages Common, Shoanti

SQ oracle's curse (clouded vision), revelations (burning magic, fire breath, heat aura)

Gear +1 *ghost touch hide armor*, +1 *ghost touch shortspear*

HUGE FIRE ELEMENTALS (3)

CR 7

hp 85 each (*Pathfinder RPG Bestiary* 124)

Development: When the PCs reduce Galdron Greenheart's ghost to 0 hit points he does not vanish, but any remaining fire elementals do. Galdron becomes solemn, and with a wave of his hands dismisses the fire elementals. Proud and hot tears roll down his cheeks as the ghost explains, "In returning to my original self, I forgot who I had later become, and why I was right to do so." Galdron casts aside his short spear, and in Subtier 8–9 his armor passes through him to land on the ground with a thud. The ghost clutches at his chest and seems to pull the flames from his body into his heart as he closes his fist around it. Squeezing, he forms it into a glimmering red gem—an *elemental gem (fire)*—which he also tosses to the ground. "It is not weapons or armor which prevent peace, but succumbing to wrath. I see this now. I will no protect the Green Market, as others must find their own unity, unmotivated by fear." The Shoanti, now no longer smoldering and smoking, levitates above his sacred altar, salutes to the PCs as though raising a spear, and then melds with the stone table. A few moments later, after the PCs collect their rewards, the scene begins to waver and they return to the Green Market on the Material Plane.

Treasure: In both Subtiers, when Galdron draws the flame from his heart it becomes an *elemental gem (fire)*. In Subtier 8–9 there are a number of small beads formed from molten fire of his chest wounds which can be strung on a chain to make a *necklace of fireballs (type I)*.

Faction Notes: Any PCs who have not yet completed their faction missions that involved speaking with the required individuals in and around the Green Market should have the opportunity to do so now.

Rewards: If the PCs defeat Galdron's ghost, reward each subtier thusly:

Subtier 5–6:

Give each PC 879 gp.

Subtier 8–9:

Give each PC 2,363 gp.

CONCLUSION

Zeeva Foxglove thanks the Pathfinders for eliminating the Aspis Consortium threat—at least for the time being—but wonders if reports of giant plant monsters, ghosts, and outsiders may have contributed to this as much as the PCs' actions. Zeeva has the shrine

permanently unearthed and restored as a fountain in the center of the Green Market in honor of Galdron Greenheart, which pleases Telmayne Fire-Eyes and goes a long way toward ensuring the market and the South Shore district have peaceful relations with the Shoanti. The Green Market continues to grant preternatural luck and business acumen to those plying their trade within its walls, but the spirit of Galdron Greenheart no longer punishes the sale of weapons, armor, and magic items. As such, the Green Market opens its doors to traders of all wares, bringing even larger profits to the community—and, of course, to Zeeva Foxglove.

Success Conditions

By defeating the Aspis Consortium brutes who threaten Zeeva Foxglove, the PCs succeed in their initial mission of bringing that conflict to a close. Upon the revelation that an angry, powerful spirit haunts the Green Market, the PCs must defeat Galdron Greenheart's ghost on the Ethereal Plane and lay his spirit to rest to ensure Zeeva's problems are truly ended. Doing so earns every player 1 Prestige Point.

Faction Missions

PCs may earn prestige from their respective factions for completing the listed tasks during the course of the adventure.

Andoran Faction: Andoran faction PCs who persuade Zeeva to sell the Foxglove family townhouse in Magnimar to Major Maldris earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who persuade the Chelish ambassador's undersecretary that the Paracountess is not responsible for his wife's humiliation earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who persuade Zeeva to act as a covert contact for the Society earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who obtain an apology from an Aspis agent in front of a PC allied with another faction earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who discover exotic arcane matter in the refuse of the animated produce earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who locate nobleman Eustace Waldridge earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who slip the mysterious sealed package in with Aeysha's shopping earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who convince an Aspis agent to become a double agent earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who learn the Shoanti perspective on the cult of Lissala earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Andoran



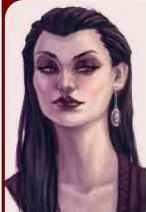
My loyal friend,

As you know, I've relocated to Magnimar recently to oversee the establishment of our nation's embassy within the City of Monuments. While the accommodations at the embassy are nice enough, there are times I find myself wishing for more privacy, especially when dealing with Pathfinder business that doesn't fall completely under my jurisdiction as an Eagle Knight and representative of Andoran. I've learned the Foxglove family manor within the city has sat empty for several years and think it would make a very nice home away from Absalom, not to mention that it would show our nation's influence to acquire such an estate. Would you make some inquiries with Zeeva while you are in Korvosa, pursuant toward my purchase of the townhouse?

With confidence,

Major Colson Maldris

Chelax



My pet,

Recently I was thwarted by the undersecretary to our Ambassador to Korvosa. Being aware of his wife's infatuation with a certain popular actor, I arranged for him to have something else to think about. One evening when his darling wife was backstage trumpeting the strong performance of her favorite, the curtain conveniently rose in front of the entire audience—

But some fool talked, and this has escalated into an inconvenient grudge. The undersecretary frequents the Green Market, so arrange to encounter him and convince him of my innocence. That I am shocked and horrified as any, and he and his good wife are in my thoughts, prayers, and whatever. If you can't sell him that story, persuade him to cut his losses and move on or you'll cut something else.

Until next time,

Paracountess Zarta Dralneen

Grand Lodge



Agent,

Sendeli Foxglove has every potential to be a worthwhile ally of the Society, but her sister Zeeva is even better situated to help us. We don't have a strong presence in Korvosa, and the Green Market is a perfect location to distribute private messages and correspondence without requiring agents to travel across the country to Magnimar. We don't need another venture-captain in Varisia, but a trustworthy contact close to Kaer Maga and Janderhoff wouldn't go amiss. Also, the Green Market brings in a broad spectrum of people from different backgrounds and economic standing. It's a place where very different people can mingle without drawing attention. Talk to Zeeva Foxglove, and see if she would consider this favor on the Society's behalf, perhaps in return for the one we're doing her right now.

In trust,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honorable servants,

Since we have joined the Pathfinder Society, the Aspis Consortium has been like a small, sharp stone in our sandals. They have cost us much respect, and caused many to view the *Hao Jin Tapestry* as more of a curse than a gift. When I learned of the Consortium's interest in the Green Market, I was determined we should repay their kindness. More than anything, I would like to humble them before the eyes of the other factions. Nothing would drive home our quiet strength to the other factions than to force our enemies to either apologize for their actions, or to thank us for our mercy.

This is what you must do,

Venture-Captain Amara Li

THE GREEN MARKET

Osirion



Faithful hands of the Prince,

I fear this correspondence must report His Majesty's condition is not improved. I find your current assignment to be self-indulgent at best, and wasteful at worst. You could be searching for a cure instead of compensating for a lack of local governance in Korvosa. Nevertheless, our current plight reminds us of one thing, if nothing else: Varisia is ripe with strange and ancient powers. Be observant in your time there. If you hear of strange and exotic materials, procure them for me. I'm not referring to your standard alchemical goods or lint from the pouch of a wizard—rather something truly unusual. An item produced or created in a manner like no other.

The hopes for the Prince go with you,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Champions of the Satrap,

My task for you is not an unpleasant one, or even difficult. Rather it is a matter of timing. Korvosa's tariffs are significantly higher than Magnimar's, but it's not a market we can forsake. Instead we must find friends who can pen exceptions to the rules. Lord Eustace Walldridge is such a man. I have personally written a proposal I'm confident he'll find interesting, but it does me no good if I can't get it to him soon. Yet you are soon to be in Korvosa. We have no description or address today, but we are blessed that he visits the Green Market frequently for a favorite tobacco plant. You must find him during your time there and deliver this. If he and I can come to accord soon, our profits will grow this season instead of next.

Much depends on you now,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Greetings friend,

The Sczarni are like a family business. There are days like this I wish it was more business than family. If you've ever had a little brother, you know what I mean. There is a Sczarni family in Korvosa I need to get a message to. Problem is, the message can be overshadowed by its author. Sometimes you're better off posing a question and letting a man figure it out. He'll trust his own conclusions more than your words. This local boss has a pretty little woman, Aeysha, who gets his food at the Green Market daily. Slip this box in her shopping so she takes it home with her. It's got a Sczarni mark on the seal. He'll snatch it when he sees it. I'd say keep out of it, but I know better. If he's to accept this, the seal better look right when you pass it off.

Get it done,
Guaril Karela
Guaril Karela

SHADOW LODGE



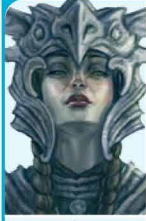
True guardians of the Society,

For some time now we've looked for an opportunity to turn another Consortium agent to our side. It's no secret that Aspis can pay better than we can, but they have a disturbing tendency to look upon their people as deniable and disposable assets. Eventually this must divide them internally, especially when we can offer something better. You will doubtlessly encounter an agent or two in your forthcoming mission, so see if you can make a turncoat of one. I can be generous, and I have a line of credit when it comes to making new allies. But this won't happen if you kill them all, and will be easier if you don't injure our new friend needlessly. Keep this in mind.

May your words be subtle,
Torch
Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



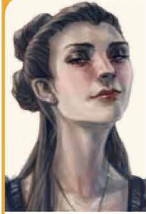
Light Bringers,

This mysterious ailment of the Ruby Prince leaves no doubt the cult of Lissala is not dead, nor is their foul goddess. Much time and effort is spent poring over the remains of the Thassalonians themselves, but it's worth noting the ethnic Varisians and Shoanti have a culture every bit as old. Over the millennia they've probably lost more than they've retained, but while you're in Korvosa do some investigating. Should you come across someone with a background on cultural lore and myth, see what you can discover about this awakening threat.

A handwritten signature in black ink that reads "Ollysta Zadrian".

By the Light,
Ollysta Zadrian

TALDOR



Empire's Beloved,

Korvosa has much in common with glorious Taldor—on a preposterously tiny scale, of course. Yet many tiny seeds grow to be enormous trees, especially when unburdened by the weight of history and complacency. Since Chelixa neglects her, we should like to see Korvosa become a good friend of the Empire. We could nurture and guide its development and recapture a bit of our own celebrated youth. New Taldor has a nice ring, does it not? Korvosa already has strong nobility. Let us continue to foster it with a reminder of the potential benevolence of the ruling class. Find me at least three commoners and convince them of the benefits of a noble class.

A handwritten signature in black ink that reads "Gloriana Morilla".

Your cause is my cause,
Lady Gloriana Morilla

**Pathfinder Society Scenario #4-06:
The Green Market**

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

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Pathfinder Society Scenario #4-06: The Green Market

Scenario Chronicle #

Slow Normal

SUBTIER	1,328	2,657
5-6		
SUBTIER	2,822	5,645
8-9		

MAX GOLD

This Chronicle Certifies That

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
ALL

Greenheart's Blessing The peaceful and benevolent spirit of Galdron Greenheart infuses you when you set it to rest in the shrine beneath the Green Market. A small fraction of the luck and fortune in business that imbues the market stays with you as a result, and brings you success for the rest of your life. You receive a +2 bonus on all Day Job checks.

SUBTIER
5-6

- | | |
|-----------------------------------------------------------------------------------|-----------------------------------------------------|
| +1 <i>ghost touch shortspear</i> (8,301 gp) | <i>potion of resist energy (fire)</i> (300 gp) |
| <i>dust of tracelessness</i> (250 gp) | <i>potion of tree shape</i> (300 gp) |
| <i>elemental gem (fire)</i> (2,500 gp) | <i>potion of rage</i> (750 gp) |
| <i>lesser selective metamagic rod</i> (3,000 gp; <i>Advanced Player's Guide</i>) | <i>shambler vine</i> (600 gp, limit 3) |
| <i>potion of speak with plants</i> (750 gp) | <i>wand of grease</i> (10 charges; 150 gp, limit 1) |

SUBTIER
8-9

- | | |
|---------------------------------------------------|-------------------------------------------------|
| +1 <i>ghost touch/mwk quarterstaff</i> (8,600 gp) | <i>necklace of fireballs, type I</i> (1,650 gp) |
| +1 <i>ghost touch hide armor</i> (16,165 gp) | <i>ring of force shield</i> (8,500 gp) |
| <i>cloak of resistance +1</i> (1,000 gp) | <i>sleep arrow</i> (132 gp, limit 15) |

SHAMBLER VINE

Aura strong transmutation; **CL** 12th
Slot —; **Price** 600 gp; **Weight** 1 lb.

DESCRIPTION

A *shambler vine* resembles a leafy green plant vine about 6 feet long, wrapped in a coil. If touched, it writhes as if alive. Up to three vines can be stored in a small sack, though the price is for one. When thrown at an opponent, a vine grows in midair, and acts as a *rope of entanglement*. It can reach 20 feet forward or 10 feet upward to entangle the target. The entangled target can break free with a DC 20 Strength check or DC 20 Escape Artist check.

A *shambler vine* has AC 22, 12 hit points, hardness 10, and damage reduction 10/slashing. It does not repair itself, and if it is severed (all 12 hit points lost to damage), it is destroyed. The vine lasts for a single use before withering away, and if left on a target that is unable to get free, the vine withers after 1 hour.

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 #