

# PATHFINDER SOCIETY



## THE VETERAN'S VAULT

By Savannah Broadway



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PATHFINDER SOCIETY SCENARIO #4-18

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*Pathfinder Society Scenario #4-18: The Veteran's Vault* is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Equipment*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

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# THE VETERAN'S VAULT

BY SAVANNAH BROADWAY



One-time adventurer and former Pathfinder Sascha Antif-Arah thought that when she hung up her rapier and armor and set up a small weapons shop her adventures were over. Several months before her retirement, she and her companions uncovered and defeated a cult of Zon-Kuthon in the Vaults below Korvosa, after which they decided to claim the secluded complex as a hiding place for their considerable wealth. Sascha's retirement ended abruptly 5 years ago when she managed to run afoul of the local Order of the Nail Hellknights while in the company of famous Pathfinder Eando Kline. The two spent days hiding out in the city before a final confrontation forced Sascha to take a last stand to buy time for Eando to escape. Captured alive, she endured a brief trial followed by a sentence of indefinite imprisonment in Citadel Vraid.

Recently a team of Pathfinders investigating the disappearance of Chelish ambassador Zarta Dralneen freed Sascha, and now the ex-Pathfinder wishes to repay her debts to the society. Although she believes her companions have since recovered their respective shares, Sascha suspects her cache remains untouched. Wanted by the Hellknights, she cannot retrieve the riches herself, so she surrenders her claim to the Pathfinder Society before making preparations to relocate to Andoran, where the Hellknights are unlikely to find her.

Unbeknownst to both Sascha and the society, however, the Vault is no longer as abandoned as when Sascha last saw it. Recent tremors have shaken the region around Korvosa, resulting in moderate damage to the sewers and the opening of a small fissure from the Darklands into Sascha's Vault. This new entryway did not escape the notice of Mifra, a jinkin sorcerer who led several of her kin and her pets up in search of new victims to torment. Unfortunately, although the cracks in her newfound Vault are large enough to allow gremlins to squeeze through, Mifra is unwilling to leave behind her prized darkmantles and the curious trappings of the defeated cult. Instead she and her family harass the nearby sewer's inhabitants while using the Vault as a fortified base of operations.

## WHERE ON GOLARION?

The Veteran's Vault takes place in the sewers beneath Korvosa, one of Varisia's most prominent cities. Built from a combination of old burial mounds, Korvosan ingenuity, and unidentifiable passageways, the sewers provide a safe haven for criminals, cultists, and worse.

For more information on Korvosa and Varisia, see *Pathfinder Campaign Setting: Inner Sea World Guide*, *Pathfinder Campaign Setting: Guide to Korvosa*, and the *Pathfinder Player Companion: Varisia, Birthplace of Legends*; all available in bookstores and hobby stores everywhere, and online at [paizo.com](http://paizo.com).



## SUMMARY

Venture-Captain Sir Canayven Heidmarch meets with the Pathfinders outside of Korvosa to discuss a hitherto unknown treasure trove hidden in the Vaults of Korvosa 5 years ago by the ex-Pathfinder Sascha Antif-Arah. Sascha, expressing her inability to enter Korvosa due to a Hellknight bounty, meets the PCs to pass them instructions on how to find her treasure trove. In return she asks only that they return to her a simple locket stored there.

Upon entering the sewers, the PCs encounter Togg, a well-fed otyugh who waylays them in her search for more interesting food. The PCs may negotiate safe passage by bribing her, or they may fight her. Togg recently met and skirmished with a pair of Cerulean Society thieves who then

## GM MATERIALS

The Veteran's Vault makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Equipment*. The adventure assumes the GM has access to these sourcebooks, and only creatures with non-simple templates applied are reprinted herein. 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/prd](http://paizo.com/prd).

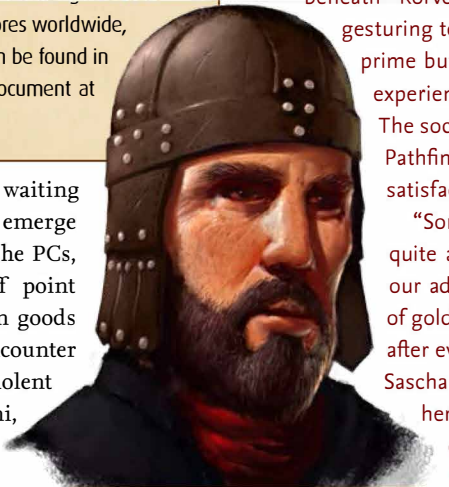
took refuge in a nearby tunnel while waiting for the otyugh threat to pass. They emerge from hiding, hoping to sneak past the PCs, reach a Cerulean Society drop-off point without incident, and pick up stolen goods to be fenced elsewhere. As the PCs encounter these criminals, at first a non-violent resolution seems possible, but Imini, one of Mifra's jinkin followers who has been tailing the criminals uses her magical abilities to spook the traffickers into fighting. Imini might escape, or she might allow herself to be captured so as to lead the PCs into greater danger.

Sascha's directions lead the PCs through a narrow pipe into another stretch of sewers where a displaced fungus leshy started a subterranean garden. The leshy means the PCs no harm and—assuming they can communicate with it—the PCs can befriend the plant creature and pass through the garden unharmed. Otherwise, the leshy and several other plant creatures fight off the intruders.

As the PCs reach the vault's door, they may have to defend themselves against one or more of the oozes endemic to Korvosa's sewers, drawn here by Mifra and her minions as a security precaution to guard their new lair. Sascha's instructions direct the PCs to the door, which the PCs know to be trapped but have no obvious means of bypassing.

In breaking into the vault, the PCs must confront Mifra and her pet darkmantle. Mifra considers herself queen of her domain, despite the fact that her clan has been dissolving slowly as her once-loyal jinkins leave to exploit new opportunities in and below Korvosa. Affronted by the PCs' intrusion, she attacks them, using her pet, a hazard, and her magical abilities to confound her enemies.

After the battle, the Pathfinders find Sascha's hidden treasure along with the locket that she mentioned. Although the locket has no monetary value, an inscription inside alludes to a possible romantic connection with her former adventuring companion, Eando Kline.



Venture-Captain  
Canayven Heidmarch

## GETTING STARTED

Read the following to get the adventure underway:

The ramshackle tenement outside of Korvosa softly echoes with the sound of light rain as Venture-Captain Sir Canayven Heidmarch begins his briefing.

"For this mission you will have to venture into the sewers beneath Korvosa. Sascha Antif-Arah," he announces, gesturing to a haggard human woman who is past her prime but whose posture expresses confidence and experience, "requires access to a particular vault. The society is going to help her." Sascha eyes each Pathfinder in turn then nods to herself with some satisfaction and steps forward gracefully.

"Some years ago my friends and I had made quite a name for ourselves around Korvosa, and our adventures earned us a considerable amount of gold. We stashed most of it in one of the Vaults after evicting the cult that had already claimed it." Sascha pauses for a moment, smiles, and shakes her head as if recalling particularly amusing details of the raid. "Anyway, I retired from the business after that, started up a shop, and lived peacefully until I got into trouble with the Hellknights.

"I can't show my face in Korvosa because I don't fancy spending my retirement in shackles, but I'm willing to cede my share of the loot in that Vault to you. It's no dragon's hoard, but it should be more than worth your time. The only thing I want from there is an old locket—nothing magical or worth fencing, but it means a lot to me. Once I have it, I'm getting out of this place and off to somewhere the Order of the Nail has no sway.

"The entrance shouldn't be too hard to find, assuming you know what to look for," she remarks as she fishes several folded papers from her haversack. "There's an old service entrance into the sewers about a quarter mile north of my old shop in Midland; I wrote down directions that should lead you to the vault. There's a big room inside, and I stashed my share under the flagstones in one of the small chambers nearby."

She extracts a few more items from her bag and holds them out. "I hope you don't need these, but you never know. I certainly won't be using them in my retirement. Good luck to you, Pathfinders."

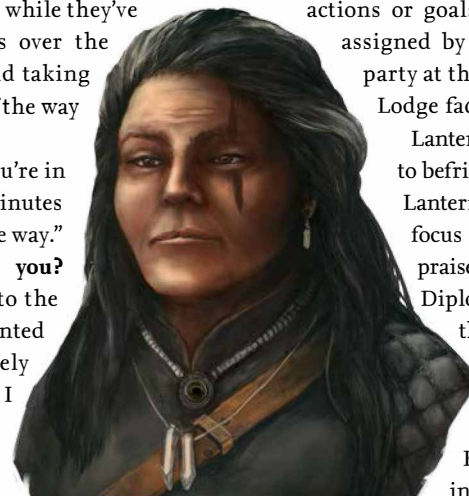
The items Sascha grants the party include three +1 *aberration bane arrows*, two antitoxins, a vial of antiplague, (*Pathfinder RPG Ultimate Equipment* 100) and an alkali flask (*Ultimate Equipment* 106), and Sascha can identify their respective functions for the PCs. The PCs also likely have some questions for Sascha. Below are the answers to the most likely queries.

**Is there anything dangerous in the sewers?** “Korvosa’s sewers have lots of blackboil alligators, so I wouldn’t go for a swim unless you really have to. My group ran into some other strange creatures years ago, but our scholar usually identified them for us; I don’t remember what they were.”

**How do you know that your share is still in the vault?** “My comrades were a loyal bunch, and while they’ve no doubt claimed their own shares over the years, they know well enough to avoid taking any of mine. The vault is pretty out of the way and should still be a secret.”

**How far is it to your vault?** “Once you’re in the sewers, you should be just a few minutes away unless you run into trouble on the way.”

**Why are the Hellknights after you?** “Apparently accidentally stepping onto the streets between Hellknights and a wanted criminal indicates that a completely innocent citizen is an accomplice. I was unjustly convicted, but I’d rather not test the local law enforcement’s patience by trying my luck out there.”



Sascha Antif-Arah

### Knowledge (dungeoneering)

Knowledgeable PCs might know about the likely dangers in Korvosa’s sewers. Provide the party with the following information based on their level of success when attempting a Knowledge (dungeoneering) check.

**10+** Korvosa’s sewers shelter an immense number of rats—dire and mundane. In addition, goblins, wererats, and otyughs all exploit the immense amount of refuse discarded by the city’s citizens.

**15+** The garbage also provides nutrition for a wide variety of fungi and shade-tolerant plants. Most are not dangerous, but a rare few supplement their diets by capturing live prey.

**20+** Several types of oozes are known to prowl the Korvosan sewers, particularly oozes that use cunning camouflage to get close to prey.

### Knowledge (engineering or history)

Knowledgeable PCs might recall some of the history of Korvosa’s sewers. Provide the party with the following information based on their success when attempting a Knowledge (engineering or history) check.

**10+** The Vaults employ a hodgepodge of architectural elements both due to staggered phases of construction and the inclusion of natural cave features.

**15+** Not all of the tunnels leading from the sewers to the sea have grates, and sometimes marine creatures work their way into the tunnels.

**20+** Early Korvosan engineers incorporated pre-existing construction into the sewer system, including Shoanti burial mounds and unidentifiable, worked passageways.

**Faction Notes:** Grand Lodge faction PCs must take notes on the faction missions of their fellow Pathfinders—perhaps even by directly helping—without disrupting those missions. Successfully describing the actions or goals of 50% or more of the missions assigned by other factions represented in the party at the end of the adventure earns Grand Lodge faction PCs 1 Prestige Point.

Lantern Lodge faction PCs should attempt to befriend Sascha and impress upon her the Lantern Lodge’s upstanding reputation, its focus on loyalty to comrades, or any other praiseworthy feature, requiring a DC 16 Diplomacy check. Although Sascha is thankful for the Pathfinders’ help, she is also nervous about wasting time on making friends when she anxious to get far away from Korvosa. If the PC already met Sascha in a previous adventure, that PC gets a +4 bonus on this skill check. Succeeding at this skill check earns Lantern Lodge faction PCs 1 Prestige Point.

### Navigating Korvosa

The Midland district, packed with markets and banks, bustles with commercial activity despite the drizzling rain, and the PCs have no trouble finding the concealed sewer entrance in the secluded alley so long as they follow Sascha’s directions.

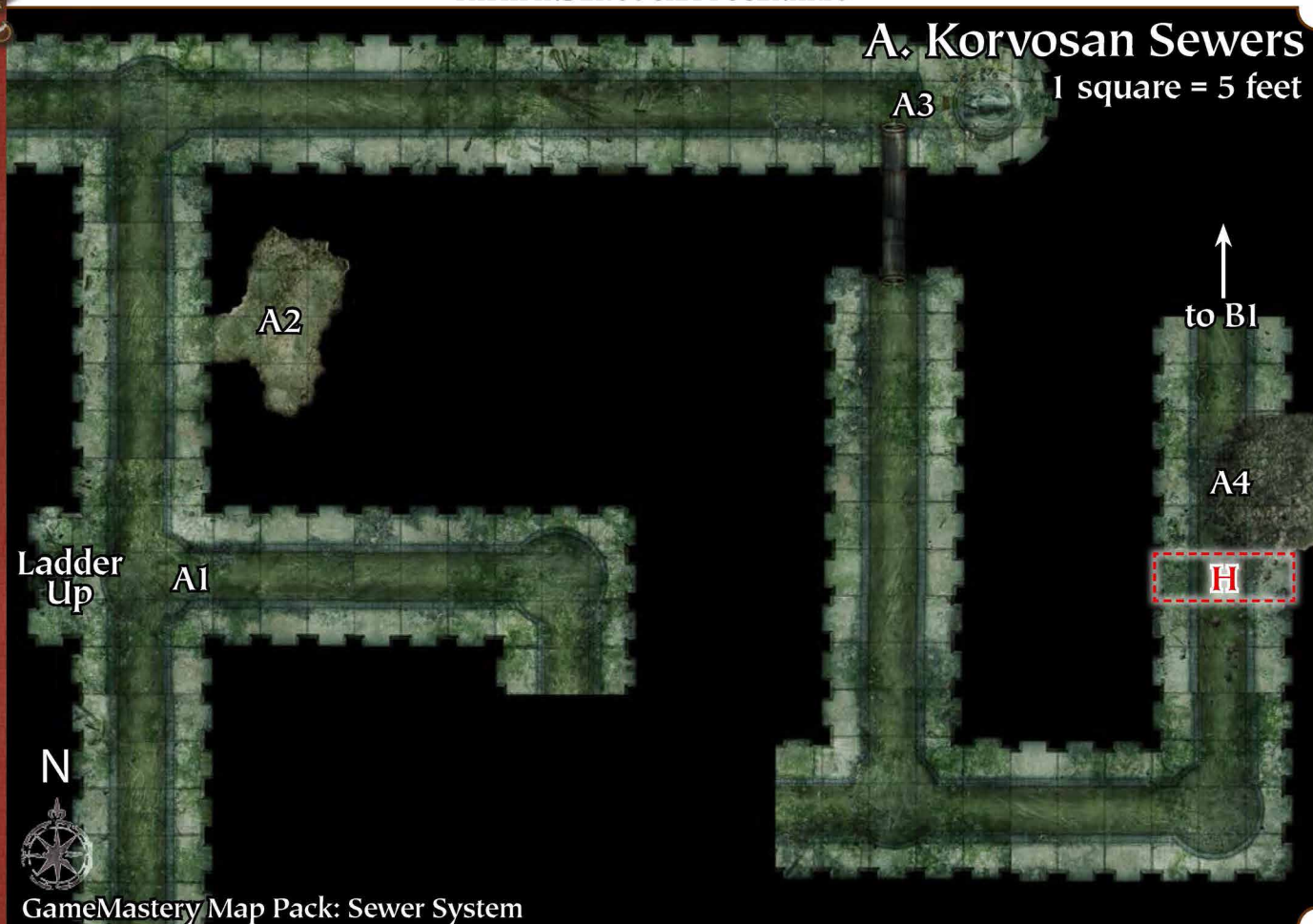
**Faction Notes:** Qadira faction PCs should find Gareth Twill, an aging Korvosan merchant, at this time. Finding Twill is not difficult, as he is a well-established seller of ceramic goods; however, any obvious attempts to deliver a message to Twill would damage his sterling reputation. A DC 15 Sleight of Hand check allows a PC to hand Twill the message discretely, or a PC may hide the message nearby and make a DC 17 Bluff check to secretly let Twill know where to find it. Succeeding at either skill check earns Qadira faction PCs 1 Prestige Point.

### A. KORVOSAN SEWERS

When the first Chelish colonists in Korvosa began building the city’s sewer system, they discovered many large stones leftover from Shoanti burial mounds and integrated them into the construction, carelessly discarding the Shoanti remains interred within and finishing the tunnels in brick. The result is an irregular construction style with tunnels that turn abruptly to exploit other former burial mounds. Unless otherwise noted, the sewer tunnels are

## A. Korvosan Sewers

1 square = 5 feet



GameMastery Map Pack: Sewer System

roughly 8 feet tall, and the water flows leisurely, requiring a DC 10 Swim check to traverse.

### A1. An Aberrant Bargain (CR 4 or CR 7)

A rusty, slime-encrusted steel ladder descends into the Korvosan sewers, whose tunnels stretch to the north, east, and south like roads in an underground city. Curtains of fungus and mold hang from the ceilings, which rise roughly ten feet above the tunnels' walkways, which run along either side of the sewage channels. Occasional dim patches of light filter in from the streets above providing minimal illumination. Despite the sickening smell of decay, the tunnels are free of garbage, waste, and the other byproducts of Korvosan life.

These tunnels are the first of those detailed in Sascha's directions, and her notes direct the PCs to make their way north from the ladder.

**Creatures:** Besides a few rats scurrying down one of the walkways, there are no creatures visible when the PCs first descend into the sewers; however, the relative cleanliness of these tunnels stems from several ottyughs that claim them as scavenging territory. Togg (and her brother Argurg in Subtier 4–5) regularly feasts on the bounty of refuse that

trickles down from Korvosa's streets above, but of late she has grown bored with such monotonous fare. She recently attempted to bargain with Marixite and Pullius in area A3, but they fended her off with sling stones before taking refuge in the pipes to the south.

After all of the PCs have safely climbed into the sewer, Togg arrives from area A3 and begins to approach while asking for tasty food. Meanwhile, Argurg stealthily waits in the tunnel to the east of the ladder and waits to see whether Togg attacks or negotiates for food. Togg remains frustrated from her failure to eat one of the traffickers, which makes her both more willing to negotiate for what she wants and less tolerant of threats. Once she sees the PCs, she roars and whips her toothed tentacles across the walls and ceiling to display her strength. So long as the PCs do not attack her immediately, she interprets their inaction as a sign of successful intimidation and slowly approaches, saying, "Give something good to Togg. I am Togg. Give Togg good food with good taste."

Togg is willing to barter with the PCs for safe passage in exchange for large quantities of fresh meat, fine foods, or interesting drinks. Convincing Togg to let the PCs pass unmolested requires a DC 23 Diplomacy check, which increases to DC 33 in Subtier 4–5 because Togg knows

that Argurg will later challenge her for letting tasty morsels leave without paying tribute. The PCs receive a +1 bonus on the skill check for every 10 gold pieces worth of food or drink—even potions—that they give to Togg, to a maximum of a +10 bonus. Below are a few of Togg's answers to common questions the PCs may ask.

**What kind of food is good food?** "Sewers have lots of food, but I want better food. Food from above! Tasty drinks!" If a Small party member, animal companion, or familiar is present, Togg points to it and adds, "That one looks good. It's small. No one would notice it's gone."

**What will you do if we give you good food?** "You give good food to me, I let you pass. Everyone's happy, and no one's hungry. If the food is really good, maybe you get treasure."

**Do you know what lies ahead?** "That way has the stone rat and mean people. I asked them for food, too. They said 'no' and ran. Bad people. Looked tasty, though."

If the PCs fail the Diplomacy check by 5 or more or attack Togg, she attacks them in a rage.

### Subtier 1–2 (CR 4)

**TOGG** **CR 4**  
 Female otyugh (*Pathfinder RPG Bestiary* 223)  
**hp** 39  
**TACTICS**  
**Morale** Togg has no interest in losing her life over a few treats, and she tries to flee or surrender when reduced to 10 or fewer hit points.

### Subtier 4–5 (CR 7)

**TOGG AND ARGURG** **CR 5**  
 Female and male advanced otyughs (*Pathfinder RPG Bestiary* 223, 294)  
**hp** 51 each  
**TACTICS**  
**Morale** Togg and Argurg have no interest in losing their lives over a few treats, and each one flees or surrenders if reduced to 15 or fewer hit points.

**Development:** Should the PCs successfully negotiate with Togg and Argurg, the otyughs show the Pathfinders the refuse cache in area A2 and allow the PCs to look around for anything they like. Thanks to the bounty of waste that the otyughs can find in these sewers, the aberrations have little attachment to any particular objects in the small

cave. Unfortunately for most PCs, however, their refuse pile contains only junk.

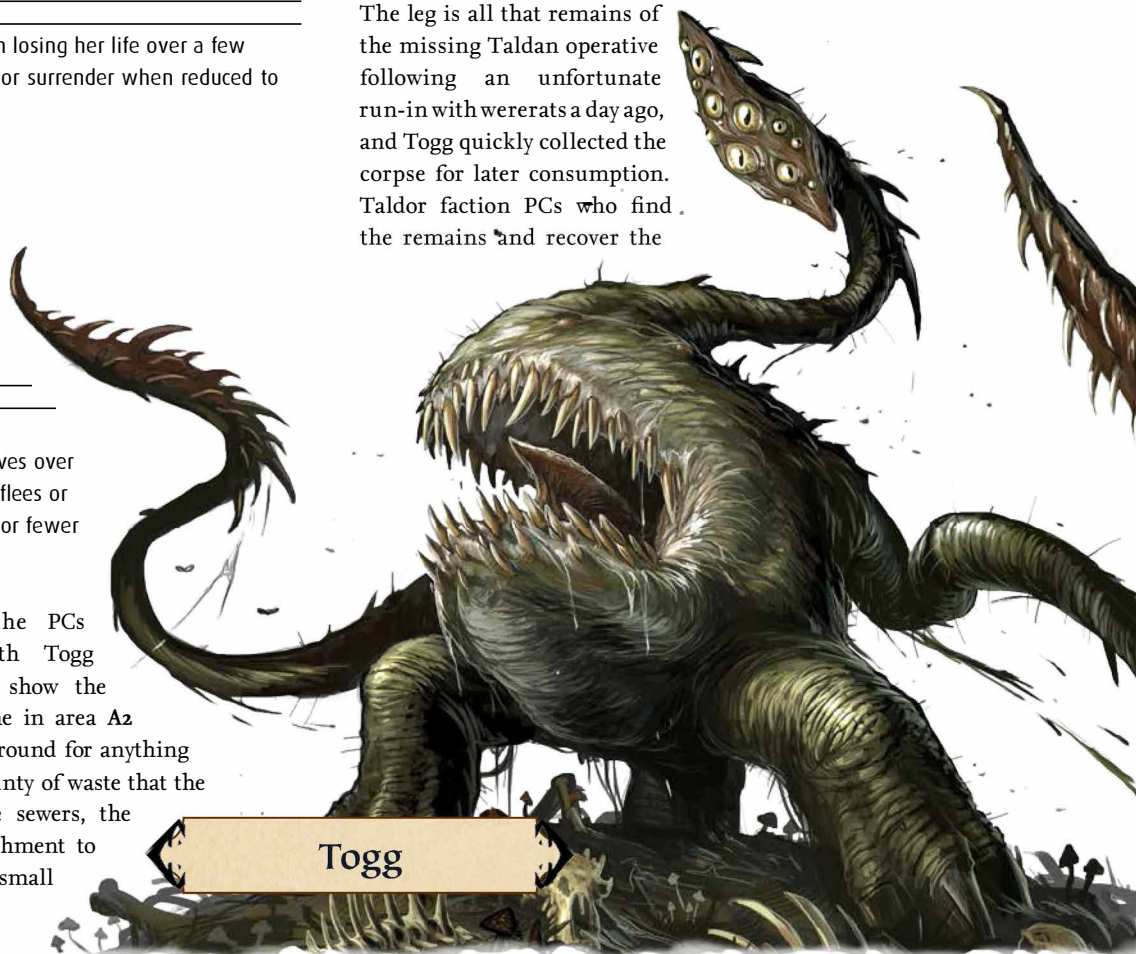
**Faction Notes:** Andoran faction PCs can begin their cartography now or may do it on the way out of the Vaults. Drawing a clear, legible map requires either a DC 15 Craft (cartography) check or a DC 17 Knowledge (geography) check. If the check fails, the map is legible only to the person who transcribed it, making it useless for Andoran's purposes. Drawing out a readable map earns Andoran faction PCs 1 Prestige Point.

## A2. The Refuse Cache

The bricks that once sealed off this natural cave appear to have been removed long ago. Garbage litters the cave's floor, and the knee-deep pile writhes with beetles. Fresher pieces of refuse lie on the top, largely untouched by the resident decomposers.

Togg has used this cave as a place to store her more interesting finds over the past several years, though the collection serves as little more than a short-term larder and a place to stash worthless, quickly-forgotten baubles.

**Faction Notes:** Taldor faction PCs should be interested in a satchel and a human leg that lie on the top of the pile. The leg is all that remains of the missing Taldan operative following an unfortunate run-in with wererats a day ago, and Togg quickly collected the corpse for later consumption. Taldor faction PCs who find the remains and recover the



Togg

propaganda leaflets stuffed into its muck-covered boot earn 1 Prestige Point.

### A3. The Cerulean Traffickers (CR 3 or CR 6)

The tunnel terminates in a small shrine centered around a large statue of a rat, around which handfuls of baubles and trinkets lie as if left as offerings. Nearly every brick bears some type of scratch marks, many having the appearance of writing without actually forming coherent letters. About one foot above the walkway, a large pipe emerges from the southern wall.

A number of wererat packs also call these sewers home, and they and the ottyughs tend to ignore one another thanks to the completely independent ecological niches that each fills. The shrine is not dedicated to a particular god but rather serves as a border marker between territories and a place to leave messages and offerings. The lycanthropes are in a different section of sewer dealing when the PCs pass through, but a DC 18 Knowledge (local) check allows a PC to identify the scratch as common territorial marks left by wererats to signal a family's strength or to leave warnings about nearby threats. A PC who makes a DC 23 Knowledge (local) check also recognizes fresh marks that represent "pipe" and "plant growth."

**Creatures:** Taking advantage of the wererats' temporary absence, Marixite and Pellius, two traffickers of stolen goods for the Cerulean Society, are attempting to navigate the sewers to reach a drop point in further west. The pair recently skirmished with Togg in area A1, and they quickly retreated through the pipe in the southern wall. Once certain that the ottyugh is gone, the two crawl out of the pipe and attempt to work their way west. Although the two Chelaxian traffickers are open to talking their way out of trouble, they are also on edge due to their run-in with Togg, their general disgruntlement at having to traverse the sewers in the first place, and a series of minor misfortunes that has dogged them throughout their entire journey.

Unbeknownst to them, a small jinkin named Imini has shadowed them for much of their journey, tormenting Marixite and Pellius as much as she can without revealing her presence. She follows the traffickers out of the pipe and hides behind the rat statue to see whether or not her quarry and the PCs fight each other. If it appears that the two groups will come to a peaceful agreement, Imini uses her *prestidigitation* ability to make the rat statue's eyes glow softly with red light and begins screaming obscenities in Undercommon. Their nerves already frayed, Marixite and Pellius blame the PCs for awakening the statue and attack the PCs.

### Subtier 1–2 (CR 3)

#### MARIXITE AND PELLIUS CR 1/2

Human ranger (urban ranger) 1 (*Pathfinder RPG Advanced Player's Guide* 129)

NE Medium humanoid (human)

**Init** +1; **Senses** Perception +7

#### DEFENSE

**AC** 15, **touch** 12, **flat-footed** 13 (+3 armor, +1 Dex, +1 dodge)

**hp** 13 each (1d10+3)

**Fort** +4, **Ref** +3, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +4 (1d6+4)

**Ranged** dagger +2 (1d4+3/19–20)

**Special Attacks** favored enemy (humans +2)

#### TACTICS

**During Combat** Maraxite and Pellius attempt to fight their way past the PCs to escape the apparently haunted statue, after which they continue to fight to keep the PCs between the shrine and themselves.

**Morale** If his partner falls in combat, the remaining trafficker surrenders or attempts to escape if reduced to 4 or fewer hit points.

#### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Alertness, Dodge

**Skills** Intimidate +3, Knowledge (dungeoneering) +4, Knowledge (local) +4, Perception +7, Sense Motive +3, Stealth +4, Survival +5, Swim +6

**Languages** Common

**SQ** track +1, wild empathy +0

**Combat Gear** acid, *potion of cure light wounds*; **Other Gear** studded leather, mwk quarterstaff, daggers (2), 1 gp

#### IMINI CR 1

Female jinkin (*Pathfinder RPG Bestiary* 2 142)

**hp** 6

#### OFFENSE

**Ranged** light crossbow +6 (1d4 damage)

#### TACTICS

**During Combat** Imini snipes at the PCs with her crossbow, relying on cover from the statue or the pipe to hide and allow her to deal sneak attack damage.

**Morale** Imini has no interest in being hurt, and she flees down the southern pipe or uses *dimension door* to escape when reduced to 3 or fewer hit points. If she identifies that one or more of the PCs can understand Undercommon she instead surrenders in the hope of playing tricks on them later.

#### STATISTICS

**Gear** light crossbow with 10 bolts, short sword, thieves' tools



## Subtier 4–5 (CR 6)

**MARIXITE AND PELLIUS** CR 4

Human ranger (urban ranger) 5 (*Pathfinder RPG Advanced Player's Guide* 129)

NE Medium humanoid (human)

**Init** +1 (+3 in Korvosa); **Senses** Perception +11 (+13 in Korvosa)

**DEFENSE**

**AC** 17, **touch** 12, **flat-footed** 15 (+4 armor, +1 Dex, +1 dodge, +1 shield)

**hp** 47 each (5d10+15)

**Fort** +6, **Ref** +5, **Will** +2

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *quarterstaff* +8 (1d6+5), *mwk quarterstaff* +8 (1d6+4)

**Ranged** *dagger* +6 (1d4+4/19–20)

**Special Attacks** favored enemy (animals +2, humans +4)

**Ranger Spells Prepared** (CL 2nd; concentration +3)

1st—*ant haul*<sup>MPG</sup>, *longstrider*

**TACTICS**

**During Combat** Maraxite and Pellius attempt to fight their way past the PCs to escape the apparently haunted statue, after which they continue to fight to keep the PCs between the shrine and themselves.

**Morale** If his partner falls in combat, the remaining trafficker surrenders or attempts to escape if reduced to 10 or fewer hit points.

**STATISTICS**

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

**Base Atk** +5; **CMB** +9; **CMD** 21

**Feats** Alertness, Dodge, Double Slice, Two-Weapon Defense, Two-Weapon Fighting

**Skills** Climb +6, Intimidate +7, Knowledge (dungeoneering) +8, Knowledge (local) +8 (+10 in Korvosa), Perception +11 (+13 in Korvosa), Sense Motive +3, Stealth +7 (+9 in Korvosa), Survival +9 (+11 in Korvosa), Swim +9

**Languages** Common

**SQ** favored community (Korvosa +2), hunter's bond (companions), track +2, trapfinding +2, wild empathy +4

**Combat Gear** *potion of cure serious wounds*, tanglefoot bag;

**Other Gear** chain shirt, +1/*mwk quarterstaff*, dagger (2)

**IMINI** CR 1

Female jinkin (use the stats from Subtier 1–2)

**Development:** The two traffickers know nothing about Sascha's vault, but if captured alive and questioned, they are both willing to tell about the route they have used—a route that barely intersects with the PCs' intended course. They can, however, provide the PCs with information about common sewer threats, revealing the Knowledge (dungeoneering) information up to DC 15 presented in the Getting Started section of the adventure (see page 5). The

**SCALING ENCOUNTER A3**

To accommodate parties of four PCs, both traffickers are so rattled from the day's events that they are shaken for the entire encounter.

two are candid about their association with Guildmaster Boule, the head of Korvosa's thieves' guild, but it is clear that neither one has any great love for his leader. The pair willingly cooperates with the PCs in the interest of escaping the encounter alive.

If the PCs capture Imini, she savagely attempts to escape, using every tool at her disposal, unless she can communicate with anyone in Undercommon, at which point she calms down and becomes very friendly and cooperative. In fact, Imini realizes that if she can communicate with the PCs and feign submission, she might lead them to greater danger. If asked, she truthfully leads the PCs to her home in area B4 while making a special effort to get the PCs into trouble along the way.

**Faction Notes:** Sczarni faction PCs should plant Guaril's letter on one of the traffickers and ensure that at least that character survives the encounter (if not both criminals). If a trafficker is left unconscious and unattended in area A3 for more than 5 minutes, Togg or Argurg—if they are still alive—drags off the body to eat. To plant the message on a conscious trafficker, a PC must beat that trafficker's Perception check with a Sleight of Hand check. Successfully planting the letter and ensuring that the trafficker carrying the letter survives earns Sczarni faction PCs 1 Prestige Point.

Shadow Lodge faction PCs should convince the traffickers to reveal their dead drop locations around Korvosa, requiring either a DC 15 Intimidate check to scare the information out of the criminals or a DC 17 Bluff check to trick them into revealing their secrets unintentionally. Even if they share the secrets, the traffickers have no interest in informing their superiors that the sites have been compromised; not only do they fear retribution, but they have no love for the guild's leadership. Successfully acquiring the information earns Shadow Lodge faction PCs 1 Prestige Point.

**Rewards:** If the PCs defeat the traffickers and Imini, reward them as follows.

*Subtier 1–2:* Give each PC 29 gp.

*Subtier 4–5:* Give each PC 614 gp.

**A4. The Sewer Garden (CR 4 or CR 7)**

Fallen rubble from an earlier excavation clogs the channel, slowing the water flow and accumulating a mass of sewage on one side. A thick carpet of moss and fungus—clearly representing a wide variety of green, blue, and ochre-colored

### SCALING ENCOUNTER A4

Make the following changes to the encounter to accommodate parties of four PCs.

**Subtier 1–2:** Reduce the number of xtabays from three to one.

**Subtier 4–5:** Reduce the number of phycomids from two to one.

specimens—sprawls across the top of the debris and hangs from the ceiling, with several larger mounds of fungus clinging to the walls or stemming from the hole to the east. Wispy blue tendrils descend from the ceiling and almost touch the water, creating a thin, eerie curtain of plant matter.

This roughly 15-foot stretch of sewer tunnel provides an excellent habitat for decomposers of all kinds, and the vibrant collection of fungi is extraordinary even for such a location. With a DC 15 Knowledge (nature) check, a PC can identify that this accumulation of mold and fungi represents a garden more than it does a natural growth.

**Hazard:** In Subtier 4–5, the blue fungus growing from the ceiling is a dangerous organism known as an azure fungus. As a byproduct of its growth, the fungus builds up a charge of electricity that it releases in bursts into its surroundings. Normally this can be detected by a faint scent of ozone coming from the fungus, but the stench of the sewer’s fetid water makes this difficult to smell until a creature is within 10 feet of the fungus.

The azure fungus is sensitive to touch and discharges its electricity if contacted—hardly an issue for the fungus leshy, which is immune to it. Otherwise the fungus discharges randomly every 1d10 rounds. When the fungus discharges, all creatures in the area marked “H” or in a square adjacent to the area takes 3d6 points of electricity damage; a DC 14 Fortitude save halves this damage. After a discharge, the fungus cannot discharge again for 1d6 rounds. Scraping it from the wall kills it and takes one round per 5-foot patch. Azure fungus is immune to electricity and fire, but any amount of cold damage causes one 5-foot patch to become inert for 1 hour. A PC can identify the basic abilities of this hazard with a DC 17 Knowledge (nature) check. Exceeding this check by 5 or more also reveals the fungus’s weakness.

**Creatures:** This area is the domain of a fungus leshy that washed into the sewers after being dislodged from more natural surroundings. Finding this place suitable, it began cultivating fungal growths of all types, often harvesting the nutritious refuse from the sewer to spread over its territory and feed the community. Typically the leshy spends much of its day resting, during which time it hides itself among the mossy growths. If a PC notices the leshy with a DC 24 Perception check and tries to speak

to it in Druidic or Sylvan, the leshy rouses itself and politely greets the PC in a rough, high-pitched voice. The leshy has few interests beyond the safety of its garden and being left alone, and it has almost no knowledge of what occurs more than a few dozen feet from its home. With a DC 17 Diplomacy check, a PC communicating with the leshy can negotiate safe passage, and the creature then instructs the dangerous fungi in the area to leave the PCs in peace. Among the organisms in its care are several xtabays (as well as a pair of phycomids and a large patch of azure fungus in Subtier 4–5). Should the PCs trigger the azure fungus’s electricity, step adjacent to an xtabay, or approach within 20 feet of a phycomid without the leshy’s permission, all of the animate fungi attack.

If Imini travels with the PCs, she sincerely points out that there are dangerous fungi in the area, but she tries her best to misidentify the true threats for the PCs by feeding them false information about mundane fungi. The jinkin does not contribute to the combat unless the PCs are very clearly at a disadvantage, at which point she tries to escape after taking a few parting shots.

### Subtier 1–2 (CR 4)

#### FUNGUS LESHY CR 2

hp 15 (*Pathfinder RPG Bestiary 3 177*)

#### TACTICS

**During Combat** The leshy spits puffballs at any ranged threats and claws anyone who threatens its fungi companions in melee.

**Morale** The leshy will simply be reborn if it dies, so it fearlessly fights to the death.

#### XTABAYS (3) CR 1/2

hp 8 each (*Pathfinder RPG Bestiary 2 289*)

### Subtier 4–5 (CR 7)

#### FUNGUS LESHY CR 2

hp 15 (*Pathfinder RPG Bestiary 3 177*)

#### TACTICS

Use the tactics from Subtier 1–2

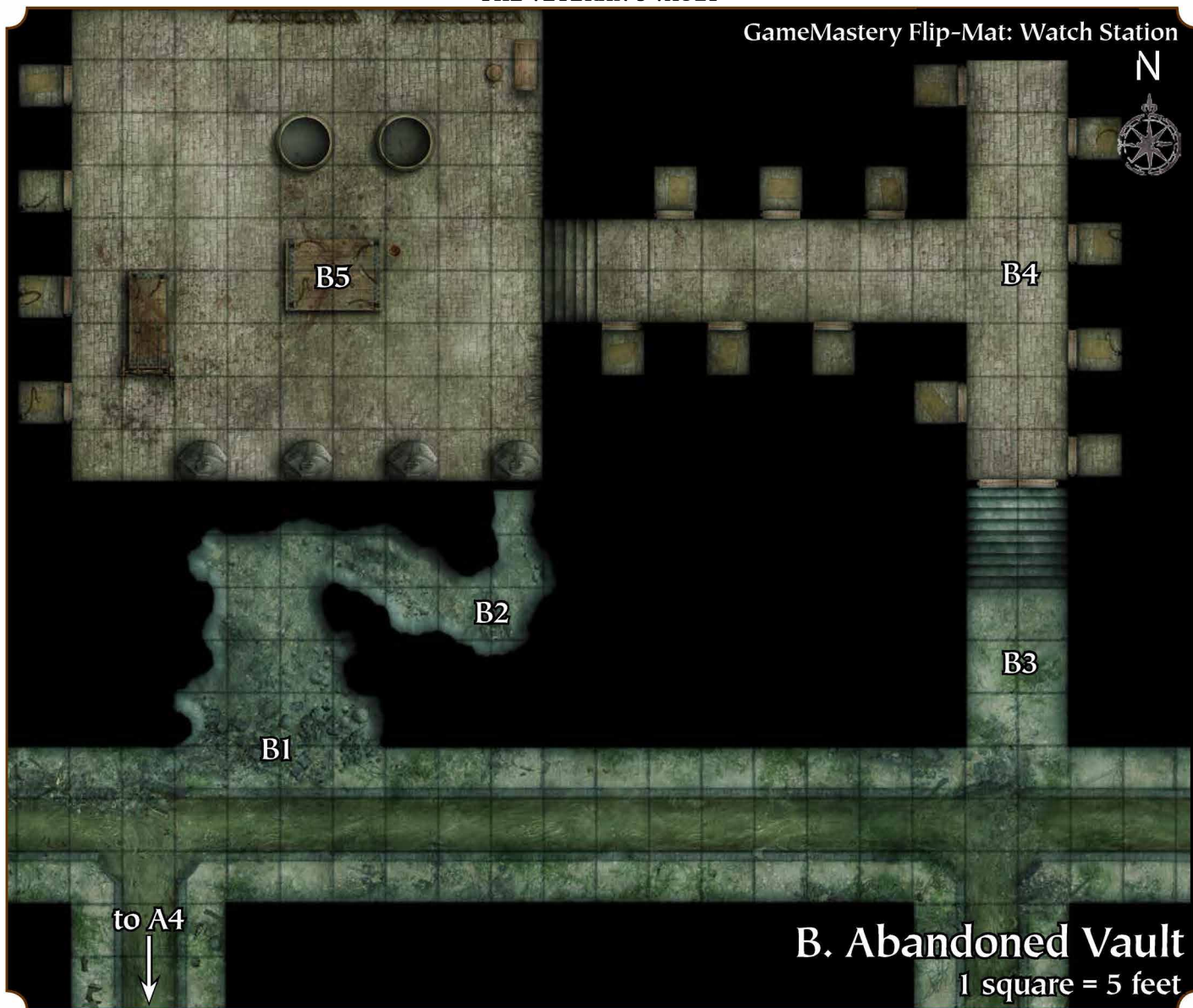
#### PHYCOMIDS (2) CR 4

hp 39 each (*Pathfinder RPG Bestiary 2 210*)

#### XTABAY CR 1/2

hp 8 (*Pathfinder RPG Bestiary 2 289*)

**Development:** Sascha’s instructions direct the PCs to travel through the sewers for an additional 650 feet, descending gently to follow the water flow, whereupon they enter area B.



## B. ABANDONED VAULT

Deep beneath Korvosa the sewers allow access to larger vaults whose uses are as varied as the architecture. A cult of Zon-Kuthon discovered this vault and claimed it for their own rituals, performing unsavory rites out of sight of the Korvosans dozens of feet above. Since Sascha and her companions ousted the cult, the vault has had almost no inhabitants thanks to its stout, trapped door.

### B1. The Scavenger's Feast (CR 3 or CR 6)

A natural cleft in the rocky soil breaches the sewer wall and rises gently to the north. Heaps of stranded organic material and garbage litter the opening, from which emanates a pungent stink even stronger than the complex's already unpleasant odor.

The cult of Zon-Kuthon that occupied the nearby vault exploited the easily excavated soil to dig and conceal a narrow escape route should anyone ever breach their sanctuary. Sascha's team noticed the tunnel and disabled the secret door after claiming the vault as their own, seeing the second entrance more as a liability for a storage site. The sewer water occasionally overflow the channels after heavy rain, and the erosive force has worn the once small tunnel into a larger aperture that tends to collect solid matter that washes ashore.

**Creatures:** As a means of defending their lair, the jinkins began luring scavengers to the area by fishing particularly prize refuse out of the water and placing it here. Although the creatures present some threat to the jinkins, too, the fey delight in teasing and evading the same creatures that they use as guardians. In Subtier 1–2

### OPTIONAL ENCOUNTER

Encounter **B1** is an optional encounter. If less than 90 minutes remain in which to complete the scenario, skip the encounter. Pafuff is busy elsewhere in the sewers, and the oozes have already feasted and departed.

### SCALING ENCOUNTER B1

Make the following changes to the encounter to accommodate parties of four PCs

**Subtier 1–2:** Remove the jinkin from the encounter.

**Subtier 4–5:** Replace the young globsters with one standard globster.

a garden ooze regularly visits the refuse heap and lies in wait for fresher prey. In Subtier 4–5 it is instead a globster washed in from Conqueror’s Bay that frequents the area. Well fed by the jinkins’ bait, the globster recently spawned, and its “child” lurks in the water waiting for its “parent” to leave the refuse heap so that the spawn might feast without becoming prey itself. In both subtiers Pafuff, a male jinkin, lurks nearby, waiting for an opportunity to access the vault entrance in area **B2**.

If Imini travels with the PCs, she tries her best to direct the PCs toward the trapped door in area **B3** and downplays any threat presented by the oozes, should the PCs spot them. If Pafuff is present when the PCs begin fighting the oozes, Imini does her best to break free and join the fight against her captors.

### Subtier 1–2 (CR 3)

#### GARDEN OOZE CR 2

hp 19 (*Pathfinder RPG Bestiary 3* 122)

#### PAFUFF CR 1

Male jinkin (*Pathfinder RPG Bestiary 2* 142)

hp 6

#### OFFENSE

Ranged light crossbow +6 (1d4, 19–20)

#### TACTICS

**During Combat** Pafuff waits until a PC is within 30 feet before firing from hiding. He then snipes at the PCs with his crossbow, relying on cover from the walls and concealment from darkness to grant him sneak attack damage. If engaged in melee, he retreats to lure his enemies toward the more dangerous combatants.

**Morale** Pafuff fights only for his own amusement and has no interest in being hurt. If reduced to 3 or fewer hit points, he flees down one of the sewer tunnels or uses *dimension door* to escape. If he identifies that one or more of the PCs can

understand Undercommon he instead surrenders in the hope of playing tricks on them later.

#### STATISTICS

**Other Gear** light crossbow with 10 bolts, short sword

### Subtier 4–5 (CR 6)

#### YOUNG GLOBSTERS (2) CR 4

hp 45 each (*Pathfinder RPG Bestiary 3* 131, 291)

#### PAFUFF CR 1

Male jinkin (use the stats from Subtier 1–2)

**Development:** Like Imini, Pafuff also proves very cooperative if captured. If both Imini and Pafuff accompany the group, they assist each other in their attempts to mislead the PCs, each one corroborating the claims of the other.

### B2. The Broken Door

The tunnel terminates in a stone wall that was once capable of swinging outward as a secret door. The mechanism for opening it has been purposefully broken as well as thoroughly rusted, and a PC can discover both the secret door and its broken nature with a DC 15 Perception check. The same tremors that allowed the jinkins to ascend into this vault also cracked part of the door frame, creating an aperture just large enough for a Tiny creature to squeeze through. The jinkins have used this opening as their way into the sewers, but they stuff the hole full of cloth when not leaving or entering to keep some of the sewer’s stink at bay. A DC 22 Perception check allows a PC to find this opening, which a Tiny creature may squeeze through with little difficulty or a Small creature may wriggle through with a DC 30 Escape Artist check.

If Imini or Pafuff is leading the PCs, they stay silent about the small entrance, hoping to disappear through it as soon as there is an opportunity.

### B3. The Vault Door (CR 3 or CR 6)

Algae and moss slick the first four stairs in a short flight of steps that rises to a stone and steel door worked with designs of riders on horseback. Etched into the center of the door is a horse head emblem with a fleck of ruby-red glass for an eye. The edges of the door bear depictions of Shoanti on horseback fighting horned, winged monsters.

**Traps:** Though Sascha has not been back to the vault to check on the state of her cache in many years, the trap protecting the chamber was well made and well set, making it as deadly and well hidden as the day it was

installed. Not trusting the work to anyone else, Sascha installed the trap herself, though in the higher subtier she had the help of a spellcasting traveling companion. The venom on the lower subtier javelin trap has dried out, but still has the same effect once it hits a target.

Sascha alerted the Pathfinders about this trap, granting the PCs a +2 circumstance bonus on all Perception checks to find it. If Pafuff or Imini is traveling with the PCs, he or she volunteers to disable the door's trap. In truth, the gremlin makes a show of disabling the trap and then attempts to pass the door off as completely safe.

### Subtier 1–2 (CR 3)

#### JAVELIN TRAP CR 3

Type mechanical; Perception DC 20; Disable Device DC 20

#### EFFECTS

Trigger location; Reset none

Effect Atk +15 ranged (1d6+6 plus black adder venom)

### Subtier 4–5 (CR 6)

#### FLAME STRIKE TRAP CR 6

Type magic; Perception DC 30; Disable Device DC 30

#### EFFECTS

Trigger proximity (*alarm*); Reset none

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

**Development:** If Mifra hears the door's trap trigger (DC 16 in Subtier 1–2 or DC 6 in Subtier 4–5), she begins preparing for combat.

## B4. Abandoned Cells

Past the stone door, the coarse brick of the sewers gives way to cut stone block construction with corbeled arch ceilings that peak at a height of ten feet. Sturdy wooden doors line the walls, though years of mildewed neglect have eaten away at the facades.

Each door in these halls opens into a cramped cell. Throughout this vault's history, these have served as burial niches, sleeping quarters, prison cells, or storage depending upon the needs of the present inhabitants. Most of the doors are unlocked—Sascha locked a few as red herrings to distract any would-be thieves—and many of the cells still hold musty blankets. Three of the locked doors require a DC 25 Disable Device check to open, and a fourth requires a DC 30 Disable Device check. The jinkins attempted several times to unlock these doors before one of them found a way into the

sewers, and the gremlins have not revisited the locks in favor of larger distractions.

**Faction Notes:** In addition to their work in area B5, Silver Crusade faction PCs should find and destroy all signs of cult activity in this area. The cell walls all contain minor scratches, chips, and cracks, but when viewed properly, the marks in one of the unlocked cells depict the skull and chain of Zon-Kuthon. Identifying it as anything other than surface damage requires a DC 15 Knowledge (religion) check, and the image is easily destroyed with a few minutes' work. Eradicating the iconography earns Silver Crusade faction PCs 1 Prestige Point.

## B5. The Hall of Exquisite Agony (CR 4 or CR 7)

The few furnishings in this large chamber are restricted to racks, iron maidens, and other implements of torture. Near the center of the room a massive table with manacles hanging from each corner bears testament to grisly interrogations, and nearby a pair of wooden tubs stand empty, their contents long since evaporated. Against the north wall stand several empty racks and hooks for holding weapons or tools; the implements that once hung there are now scattered in disarray across the floor. A short series of steps near the eastern wall leads to the only exit.

When the cult of Zon-Kuthon occupied this vault, this room served as their workroom and place of worship, and in addition to incising flesh, the priests carved and painted signs of their devotion into the walls, floor, and furniture.

The hole through which Mifra and her kin emerged lies beneath the central table, and the tremors that opened up a hole into the Darklands left the floor slanted perceptibly towards the hole. Upon arriving, the jinkins immediately set about exploring their surroundings. After finding little of value or interest, they overturned the few pieces of furniture that they could move and flung the torture implements about the room before eventually discovering the hidden exit to area B2.

**Hazard:** The scattered knives, spikes, and torture implements make navigating the room very dangerous. Whenever a creature moves more than 10 feet in one round in area B5, there is a 50% chance (75% chance if the creature cannot see) that the creature steps on one of the sharp tools. Treat this like moving through an area scattered with caltrops, but any creature damaged by the knives also contracts filth fever (Fortitude DC 13 negates). Identifying this hazard requires a DC 5 Perception check, and moving at half speed allows a creature to avoid the hazard entirely.

**Creatures:** Mifra discovered her sorcerous powers 2 years ago and quickly set herself to causing magical mayhem in Nar-Voth. Her abilities attracted a small following of

fellow jinkins, and when recent tremors opened up a path to new territory, she quickly rallied her minions to claim it. While the other jinkins have managed to squeeze into the sewers, Mifra has stayed behind and searched for some way to get her prized pet darkmantle, Xarmigash, to follow; while Mifra can leave, Xarmigash is too large to use the entrance to **B2**. The other jinkins initially kowtowed to Mifra's demands and spread out to find food and a way to expand the entryway, but over the past week their loyalty has waned; of her original crew, only 3 jinkins still report back to Mifra. After spending several days subsisting on rancid meat and strange mushrooms, Mifra and Xarmigash are hungry and angry.

In the unlikely event that Imini or Pafuff accompanies the party, he or she joins the fight against the PCs in whatever way seems best. Imini and Pafuff only join the combat if the PCs make an effort to bring the gremlins into area **B4** or **B5**.



## Subtier 1–2 (CR 4)

### MIFRA

CR 2

Female jinkin sorcerer 2 (*Pathfinder RPG Bestiary 2* 142)

CE Tiny fey (gremlin)

**Init** +6; **Senses** darkvision 120 ft., low-light vision; Perception +7

#### DEFENSE

**AC** 19, **touch** 19, **flat-footed** 12 (+6 Dex, +1 dodge, +2 size)

**hp** 18 (3d6+8)

**Fort** +1, **Ref** +8, **Will** +6

**DR** 5/cold iron; **SR** 12

#### OFFENSE

**Speed** 40 ft.

**Melee** mwk short sword +10 (1d3–4/19–20), bite +4 (1d3–4)

**Ranged** dart +9 (1d2–4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** sneak attack +1d6, tinker

**Spell-Like Abilities** (CL 1st; concentration +5)

At will—*prestidigitation*

1/day—*dimension door* (self plus 5 lbs. only)

**Bloodline Spell-Like Abilities** (CL 2nd; concentration +6)

7/day—laughing touch

**Sorcerer Spells Known** (CL 2nd; concentration +6)

1st (5/day)—*magic missile*, *sleep* (DC 17)

0 (at will)—*bleed* (DC 14), *ghost sound* (DC 15), *detect magic*, *mage hand*, *resistance*

**Bloodline** fey

#### TACTICS

**Before Combat** If alerted to the PCs' presence, Mifra readies her *scroll of summon monster II* and hides behind one of the tubs.

**During Combat** Mifra stays out of melee while using darkness, speed, and stealth to bait the PCs into chasing her through the hazardous room. She uses her scroll to summon a fiendish centipede and uses her spells to neutralize other threats.

**Morale** Mifra is viciously territorial, but she would rather live to torment her enemies than die by their hands. If Xarmigash is killed and Mifra is reduced to 5 hit points or fewer, she flees.

#### STATISTICS

**Str** 3, **Dex** 23, **Con** 13, **Int** 16, **Wis** 12, **Cha** 19

**Base Atk** +1; **CMB** +5; **CMD** 12

**Feats** Combat Casting, Dodge, Eschew Materials, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Bluff +10, Craft (traps) +11, Disable Device +11, Escape Artist +12, Knowledge (arcana) +7, Perception +7, Sense Motive +5, Sleight of Hand +10, Spellcraft +9, Stealth +18, Use Magic Device +8; **Racial Modifiers** +4 Craft (traps), +4 Disable Device

**Languages** Undercommon

**SQ** bloodline arcana (+2 DC for compulsion spells)

**Combat Gear** *potion of cure moderate wounds*, *scroll of summon monster II*; **Other Gear** mwk short sword, dart (4), battered notebook, walking stick

**XARMIGASH****CR 1**Darkmantle (*Pathfinder RPG Bestiary* 55)**hp** 15**TACTICS****During Combat** Xarmigash uses its *darkness* spell-like ability to confound its prey before flying to Mifra's defense.**Subtier 4–5****MIFRA****CR 5**Female jinkin sorcerer 5 (*Pathfinder RPG Bestiary* 2 142)

CE Tiny fey (gremlin)

**Init** +6; **Senses** darkvision 120 ft., low-light vision; Perception +10**DEFENSE****AC** 19, **touch** 19, **flat-footed** 12 (+6 Dex, +1 dodge, +2 size)**hp** 37 (6 HD; 6d6+17)**Fort** +3, **Ref** +10, **Will** +8**DR** 5/cold iron; **SR** 12**OFFENSE****Speed** 40 ft.**Melee** mwk short sword +11 (1d3–4/19–20), bite +5 (1d3–4)**Ranged** needle +10 (1 plus 1 bleed)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** sneak attack +1d6, tinker**Spell-Like Abilities** (CL 1st; concentration +6)At will—*prestidigitation*1/day—*dimension door* (self plus 5 lbs. only)**Bloodline Spell-Like Abilities** (CL 5th; concentration +10)

8/day—laughing touch

**Sorcerer Spells Known** (CL 5th; concentration +10)2nd (5/day)—*create pit*<sup>APG</sup> (DC 17), *flaming sphere* (DC 17), *hideous laughter* (DC 19)1st (8/day)—*entangle* (DC 16), *magic missile*, *mage armor*, *ray of enfeeblement* (DC 16), *sleep* (DC 18)0 (at will)—*bleed* (DC 15), *ghost sound* (DC 15), *detect magic*, *mage hand*, *resistance*, *touch of fatigue* (DC 15)**Bloodline fey****TACTICS****Before Combat** If alerted to the presence of enemies, Mifra casts *mage armor* and hides behind one of the tubs.**During Combat** Mifra tries to stay out of melee while using darkness, speed, and stealth to bait the PCs into chasing her through the hazardous room. She commands her darkmantles to attack, uses her scroll to summon a fiendish crocodile, and uses her spells to neutralize other threats.**Morale** Mifra is viciously territorial, but she would rather live to torment her enemies than die by their hands. If Xarmigash is killed and Mifra is reduced to 9 hit points or fewer, she flees.**STATISTICS****Str** 3, **Dex** 23, **Con** 13, **Int** 16, **Wis** 12, **Cha** 20**Base Atk** +2; **CMB** +6; **CMD** 13**Feats** Combat Casting, Dodge, Eschew Materials, Mobility, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>**SCALING ENCOUNTER B5**

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

**Subtier 1–2:** Remove the hazard from the encounter.Mifra no longer has a *scroll of summon monster II*.**Subtier 4–5:** Remove the advanced simple template from the darkmantles.**Skills** Bluff +14, Craft (traps) +11, Disable Device +11, Escape Artist +15, Knowledge (arcana) +7, Perception +10, Sense Motive +5, Sleight of Hand +10, Spellcraft +12, Stealth +21, Use Magic Device +9; **Racial Modifiers** +4 Craft (traps), +4 Disable Device**Languages** Undercommon**SQ** bloodline arcana (+2 DC for compulsion spells), woodland stride**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, *scroll of summon monster III*; **Other Gear** mwk short sword, *cloak of resistance +1*, *robe of needles*<sup>UE</sup>, battered notebook, walking stick**RERIKI AND XARMIGASH****CR 2**Advanced darkmantles (*Pathfinder RPG Bestiary* 55, 294)**hp** 19 each**TACTICS****During Combat** The darkmantles uses their *darkness* spell-like ability to confound their prey before attacking.**Development:** The PCs are free to explore the rest of the vault after defeating Mifra and her pets. The hole underneath the central table is large enough for a Small creature to squeeze through, and it continues downward for hundreds of feet before opening into a larger cavern. Exploring this hole is beyond the scope of this scenario.**Treasure:** Sascha stashed her treasure trove beneath several of the flagstones in an unlocked cell, and the PCs can find it easily based on her directions. In Subtier 1–2 the trove contains a masterwork breastplate, a set of masterwork butterfly swords (*Pathfinder RPG Ultimate Equipment* 25), a pearl-studded silver brooch in the shape of a dove, two spelunking kits, two *scrolls of mage armor*, a *scroll of grease*, a *ring of protection +1*, a fine emerald, and a pouch of platinum pieces. In Subtier 4–5 the trove instead holds a *handy haversack* that contains a +1 *longsword*, a +1 *mithral chain shirt*, a *ring of sustenance*, and several hundred gold and platinum coins. In addition, the PCs find a tarnished, plain silver locket whose interior bears only the inscription “Ever Yours—EK.”**Faction Notes:** Cheliox faction PCs must make a DC 16 Perception check to find a secret compartment in the remains of a red lacquered scroll case. Within they find several love letters from a Korvosan official to his mistress. While there is no telling if the affair is ongoing, the letters

mention a child. If this information were to get out, it could weaken Korvosa's position against the rival city of Magnimar. Delivery of these incriminating letters to the Paracountess earns Cheliox faction PCs 1 Prestige Point.

Osirion faction PCs should investigate the jinkin's notebook, which is haphazardly filled with information on Thassilon. Most of the contents are damp, and the ink has run and smeared, but there is perhaps enough to aid the cause of the Ruby Prince. Identifying the information requires a DC 16 Knowledge (history) or Linguistics check. Retrieving these pages earns Osirion faction PCs 1 Prestige Point.

Silver Crusade faction PCs should find and destroy any icons of Zon-Kuthon in this room. The depictions are easy to find and are limited to a handful of rusty holy symbols and several carvings in the walls. Disposing of the icons in areas **B4** and **B5** earns Silver Crusade faction PCs 1 Prestige Point.

**Rewards:** If the PCs find Sascha's treasure, reward them as follows.

*Subtier 1–2:* Give each PC 433 gp.

*Subtier 4–5:* Give each PC 1,078 gp.

## CONCLUSION

When the PCs leave the sewers and again meet with Canayven and Sascha, the former Pathfinder anxiously inquires about her locket. If the PCs recovered the piece, she gives her heartfelt thanks to the Pathfinders and the society and pledges her friendship to both. If the PCs were unable to recover the locket, Sascha remains straight-faced as she thanks them for trying while in the same breath remarking to Canayven that it's hard to find good help these days. No matter the outcome, Sascha travels to Andoran the following day and uses some of her old connections there to start up a new, but low-profile weapons shop.

If Mifra survived the encounter, she swears vengeance and begins plotting her retaliation against the Pathfinders. Unfortunately, with most of her jinkin tribe scattered or slain, she has few resources to execute the ever more grandiose plans that she develops deep within Korvosa's vaults. Eventually she forgets the slight against her and finds other things to occupy her evil, conniving mind.

**Faction Notes:** If Lantern Lodge faction PCs did not already befriend Sascha, they have one additional chance to do so now with a +2 circumstance bonus on the Diplomacy check. Winning Sascha's admiration earns Lantern Lodge faction PCs 1 Prestige Point.

## Success Conditions

In order for the PCs to earn a Prestige Point for completing the adventure they must have reached the vault and recovered Sascha's locket.

## FACTION MISSIONS

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

**Andoran Faction:** Andoran faction PCs who successfully map out the sewers beneath Korvosa's Midland district earn 1 Prestige Point.

**Cheliox Faction:** Cheliox faction PCs who retrieve the stolen love letters in area **B5** earn 1 Prestige Point.

**Grand Lodge Faction:** Grand Lodge faction PCs who report on the actions or goals of at least 50% of the other factions represented in the party earn 1 Prestige Point.

**Lantern Lodge Faction:** Lantern Lodge faction PCs who successfully impress upon Sascha the friendship and reputation of the Lantern Lodge earn 1 Prestige Point.

**Osirion Faction:** Osirion faction PCs who retrieve Mifra's notebook in area **B5** earn 1 Prestige Point.

**Qadira Faction:** Qadira faction PCs who pass along Trade Prince Aaqir al'Hakam's message to Garth Twill in Korvosa's Midland district earn 1 Prestige Point.

**Sczarni Faction:** Sczarni faction PCs who plant a letter on one of the traffickers in area **A3** and ensure that he lives to pass along the message earn 1 Prestige Point.

**Shadow Lodge Faction:** Shadow Lodge faction PCs who learn the dead drop locations from the traffickers in area **A3** earn 1 Prestige Point.

**Silver Crusade Faction:** Silver Crusade faction PCs who remove all of the Kuthite iconography from areas **B4** and **B5** earn 1 Prestige Point.

**Taldor Faction:** Taldor faction PCs who reclaim the propaganda from the boot in the otyugh's lair in area **A2** earn 1 Prestige Point.



## THE VETERAN'S VAULT

### Andoran



Paragon of Liberty,

Your upcoming trek through the sewers has turned out to be most fortuitous for our cause! The Vaults below Korvosa are a vital part of the city's structure, and we must know more about them! On your way through, take care to map out the area. I hope that it does not come down to it, but should we take a more active role against Korvosa, knowledge of the city's weak points can only aid us. Do this, and the cause of Freedom will be in your debt.



Forge onward,

Major Colson Maldris

### Chelax



Cherished Pet,

I have heard of this Sascha Antif-Arah before; in fact, we shared a few words while wrongfully imprisoned together, and I gather she acquired and hid a fair amount of valuable intelligence before her capture. Admittedly, all of the information that she was keeping is at least five years old, but there are always a few dark secrets that find a way of lingering on. I'm sure that a few such secrets are hiding in Antif-Arah's vault. Find them and bring them back to me, and we may be able to find you a different kind of investigative work.



Always yours,

Paracountess Zarta Dralneen

### Grand Lodge



Stalwart Pathfinder,

Our plans against the Lissalans are coming to fruition, and I have no doubt that the cult is aware of our progress. So structured and organized an operation must have contingencies—spies, sleeper agents, ancient magical items—that they will employ against us as we near victory, and any Pathfinder who does not report directly to me might inadvertently be serving the cult's interests. As you explore Korvosa, I want you to also learn as much as you can about the other factions' interests there. If you wish, you might even offer to help them with their missions as a way of gleaning more intelligence, but do not give away your motives—especially not by disrupting their activities. Explore, report, and cooperate, but do not turn a blind eye to a desperate foe.



Go with honor,

Venture-Captain Ambrus Valsin

### Lantern Lodge



Blessings Be Upon You,

If we are to best serve the interests of the Dragon Empires, we must first have the respect of the society. You have performed admirably in this department, but I fear the taint of the Hao Jin Tapestry is still upon our faction's honor. We must continue to show the rest of the Pathfinders that we are a valuable asset to the society. The woman that you are to meet was once a Pathfinder, and I understand that she has considerable influence. Her opinion of us is likely untarnished, but I would prefer that it be polished to full friendship. Secure her aid in our redemption.



Go with honor,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Blessed Child,

While the Ruby Prince shows signs of at least remaining stable for the time being, I fear it is only a matter of time before his health begins to decline further. I have heard you are being sent into the Vaults of Korvosa. This is a most fortuitous event, as the Vaults there are said to contain treasures from many sources. Perhaps among them you will find something related to ancient Thassilon. Send any such items to me via the usual methods.



*Amenopheus*

May you follow in the steps of fortune,

Amenopheus, the Sapphire Sage

Qadira



Diligent Ally,

Our attempts to establish good relations with the dwarf city of Janderhoff have gone well so far; however, as of late negotiations have stagnated. In order to keep things flowing, we must enlist the help of a prominent Korvosan merchant who trades with them often, one Garth Twill. Find him in the main market and deliver the enclosed message to him with all the discretion you can muster. With luck he will soon see the light of helping us. Do this and the empire will see its fortune's soar ever higher.



*Aaqir al'Hakam*

Go with haste,

Trade Prince Aaqir al'Hakam

SCZARNI



Dearest Friend,

So they say that you can't make an omelet without cracking an egg, right? Well, today I need you to fracture a few shells. Korvosa has long oppressed the Varisian people, and Grandmaster Boule and his Cerulean Society have been no exceptions in the way they bully us into operating in the Shingles, where honest businesspeople like us find it hard to operate. Any ne'er-do-well in the sewers ultimately reports back to Boule, and I want you to deliver a message to him by slipping it into one of his employees' pockets. Do this without being seen—I would love for them not to know how it arrived—and make sure that employee survives to act as a messenger.



*Guaril Karela*

Keep an eye out,

Guaril Karela

SHADOW LODGE



Industrious Comrade,

Funding the Shadow Lodge out of my own pocket has drained my resources considerably, and we must maintain our supplies if we are to properly support our agents in the field. In leading our tireless initiative, I have neglected particularly lucrative sources of intelligence. While in Korvosa—particularly should you frequent less upstanding parts of the city—learn what you can of the local smugglers' dead drop locations. Even if you extract the information violently, the rank-and-file smuggler is afraid of punishment, making him unlikely to report a breach in security to his bosses.



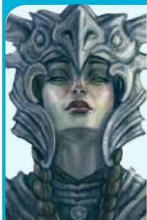
*Torch*

Tread with care,

Grandmaster Torch

## THE VETERAN'S VAULT

### Silver Crusade



Righteous Defender,

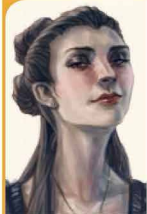
So once again you head deeper into Varisia. Tread cautiously, for evil is ever present! Lissala is not the only dark deity whose cults call Korvosa home, and many of these cults establish themselves out of sight in the city's sewers. In your travels, ensure that you eliminate or dispose of any iconography of dark cults so that all signs of their stain on Varisia are washed clean.



Walk in the light,

Ollysta Zadrian

### TALDOR



Trusted Compatriot,

Your work for our cause is commendable; however, there are of course those who fail in their duty to glorious Taldor. One agent connected to our cause was to spread pro-Taldor propaganda among the affluent merchants of Korvosa, while remaining as subtle as possible. The last we heard, his idea of subtlety was venturing into the sewers in order to find discrete exits near the homes of the wealthy. Recognizing the foolhardiness of this plan, I immediately sent orders to fix the situation, but have received no reply. While you are yourself slopping about in the sewers, do keep an eye out for this fellow—a human by the name of Rautus. If he is alive, confiscate the materials from him and inform him of my displeasure. If not, bring back the materials anyway if you can find them, so they can be put to use by better hands.



With honor,

Lady Gloriana Morilla

## PATHFINDER SOCIETY SCENARIO

### Pathfinder Society Scenario #4-18: The Veteran's Vault

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

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

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
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Character #	<input type="checkbox"/>
	Prestige Points
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# Pathfinder Society Scenario #4-18: The Veteran's Vault

Scenario Chronicle #

Slow  Normal

<b>SUBTIER</b>			
1-2	259	519	MAX GOLD
<b>SUBTIER</b>			
4-5	944	1,888	

This Chronicle Certifies That \_\_\_\_\_

_____	A.K.A.	_____	_____	_____
Player Name		Character Name	Pathfinder Society #	Faction
Has Completed This Scenario.				

### EXPERIENCE

Starting XP	
+	<small>GM'S INITIAL</small>
XP Gained (GM ONLY)	
Final XP Total	

### FAME

Initial Fame	Initial Prestige
+	<small>GM'S INITIAL</small>
Prestige Gained (GM ONLY)	
Prestige Spent	
Final Fame	Current Prestige

### GOLD

Start GP	
+	<small>GM'S INITIAL</small>
GP Gained (GM ONLY)	
+	<small>GM'S INITIAL</small>
Day Job (GM ONLY)	
+	
Items Sold	
=	
Subtotal	
-	
Items Bought	
=	
Total	

### Items Found During This Scenario

**SUBTIER**  
1-2

Potion of cure moderate wounds (300 gp)  
Ring of protection +1 (2,000 gp)  
Scroll of summon monster II (150 gp)

**SUBTIER**  
4-5

Cloak of resistance +1 (1,000 gp)  
Handy haversack (2,000 gp)  
Potion of cure serious wounds (750 gp)  
Potion of invisibility (300 gp)  
Ring of sustenance (2,500 gp)  
Robe of needles (1,000 gp; Pathfinder RPG Ultimate Equipment 217)  
Scroll of summon monster III (375 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 #