

PATHFINDER SOCIETY

YEAR OF THE SERPENT



TROUBLE IN TAMRAN

By Benjamin Bruck



Trouble in Tamran

Pathfinder Society Scenario #7-07

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Pathfinder Society Scenario #7-07: Trouble in Tamran 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.

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TROUBLE IN TAMRAN

BY BENJAMIN BRUCK



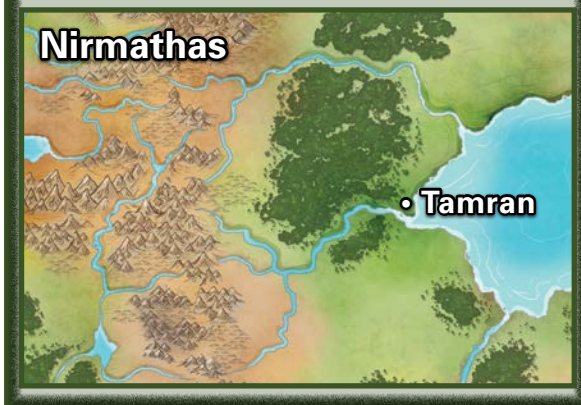
Only months ago, the Aspis Consortium launched an unprovoked attack on the Pathfinder Society's Grand Lodge, and Consortium operatives such as the increasingly notorious half-orc Zurnzal have maintained this momentum by undermining Society operations elsewhere throughout the Inner Sea region. Of late Zurnzal has focused on Tamran, the capital of Nirmathas where Pathfinders founded a lodge only a decade ago. In doing so, the Society inadvertently made an enemy of Nirmathas's neighbor to the south: Molthune, an expansionist military state that has long struggled to conquer Nirmathas and perceived the lodge's creation as the Society picking a side. Ever since, Pathfinders have relied on smugglers such as the Sczarni to sneak supplies past the Molthuni blockade.

Zurnzal hopes to take advantage of the lodge's precarious position in Tamran to get the Pathfinders thrown out of Nirmathas altogether. To this end, he recruited Madreki Gael to help him take down the so-called Ashfall Lodge. Madreki is one of the few surviving members of the Gaels, a Sczarni family and sworn enemy of the Pathfinder Society's longtime ally Guaril Karela—a Sczarni leader who destroyed the Gaels' reputation and holdings with the Society's assistance. Madreki's knowledge of Guaril Karela's tactics has proven invaluable, allowing Zurnzal's agents to intercept Karela's shipments and deprive the people of Tamran of much needed supplies. To add insult to injury, Zurnzal and Madreki are waging a campaign of rumors against the Pathfinder Society, painting the organization as Molthuni sympathizers.

Rather than smuggling in Aspis foot soldiers to serve as muscle, Zurnzal and Gael struck a deal with a local Razmiri cult that has quietly infiltrated one of Tamran's local militias over the past several years. The Razmiri have their own grudge against the Pathfinder Society and so were more than willing to help the Aspis destroy the Ashfall Lodge in exchange for a portion of the plunder. With the recent promotion of one of their number—Jana Vaylorne—to the position of militia captain, the Razmiri

WHERE ON GOLARION?

Trouble in Tamran takes place in the capital city of Nirmathas, a young nation which broke away from its imperialistic neighbor Molthune less than a century ago. The war between Molthune and Nirmathas continues to this day, and while the Molthuni army has captured the capital city of Tamran on more than one occasion, they have always been driven back across the border by the guerilla tactics of the Nirmathi rebels. For more information on Nirmathas and Molthune, check out *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Module: Mask of the Living God*, available in hobby stores and bookstores everywhere and online at paizo.com.



are in an ideal position to help frame the Pathfinder Society for selling state secrets to Molthune.

This plan might have worked perfectly were it not for a tip from a confidential source within the Aspis Consortium warning the Pathfinder Society that trouble is afoot in Tamran. Madreki and Zurnzal are currently fomenting dissent elsewhere in Nirmathas and preparing for their final strike against the Pathfinder's lodge in Tamran. Meanwhile, Zurnzal's protégée, a skinwalker named Cetenna, remains in Tamran to oversee the final phases and ensure the Aspis Consortium's plan goes off without a hitch.

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG NPC Codex* (NPC), *Pathfinder RPG Ultimate Magic* (UM), and the *Pathfinder RPG Advanced Class Guide* (ACG). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

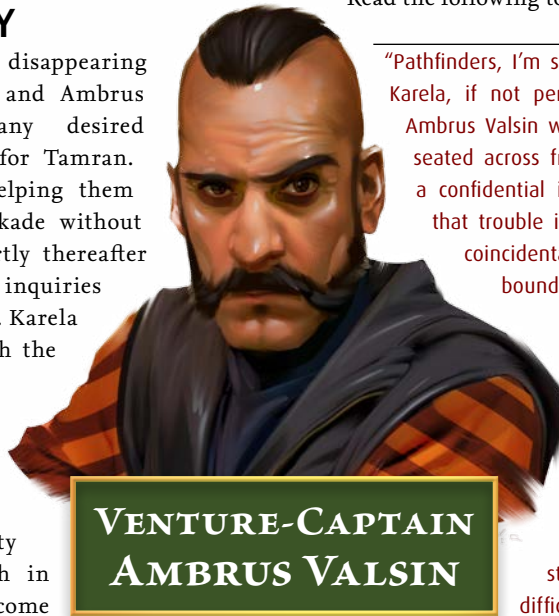
SUMMARY

After being briefed on the disappearing shipments by Guaril Karela and Ambrus Valsin and purchasing any desired equipment, the PCs set out for Tamran. Karela accompanies them, helping them to bypass the Molthuni blockade without incident, but he departs shortly thereafter in order to pursue private inquiries among his smuggling contacts. Karela arranges to meet back up with the PCs in 3 days' time.

In Tamran, the PCs visit the local Pathfinder lodge for suggestions on where to focus their investigation, and there they learn that anti-Society sentiments are running high in the city. The PCs must overcome or evade these prejudices while tracking Guaril's missing shipments, learning about Madreki Gael's and Zurnzal's activities in the region, and finally identifying the location of the Aspis base in the area.

The PCs' presence in Tamran does not go unnoticed, however, and Zurnzal's apprentice takes steps to discredit the PCs and frustrate their investigation. She arranges for a pair of pickpockets to plant and reveal a large amount of Molthuni coin on one of the PCs, hoping this will lend credence to the rumors spread by Zurnzal and Gael and get the PCs arrested or thrown out of Tamran. When this fails, she arranges for the PCs to receive a forged note from Karela inviting them into an ambush set by her Razmiri allies.

After surviving or avoiding this ambush, the PCs meet up with the real Guaril Karela, share their findings, and locate the hidden Aspis base. Though decrepit and partially submerged in the swamp, the fortress in which the Aspis are hiding is well defended, and has multiple escape routes. Karela offers to cover one of the base's exits, allowing the PCs to enter from the opposite side and clear out the Aspis infestation.



**VENTURE-CAPTAIN
AMBRUS VALSIN**

The PCs must fight their way through the base, defeating Aspis illusionists and the remnants of the Razmiri ambushers before ultimately confronting Zurnzal's disciple: a badger-blooded skinwalker named Cetenna. By defeating her, they put a stop to the depredations on Karela's shipments, uncover evidence of Aspis/Razmiri influence over the local militia, and may even confirm Gael's and Zurnzal's roles in the conspiracy.

GETTING STARTED

Read the following to get the adventure underway.

"Pathfinders, I'm sure you know our associate, Guaril Karela, if not personally then by reputation," says Ambrus Valsin while gesturing to the Varisian man seated across from him. "We've had reports from a confidential informant in the Aspis Consortium that trouble is brewing in Tamran. Probably not coincidentally, several of Karela's shipments bound for Tamran have gone missing."

Guaril adds, "You see, the Molthuni navy maintains a rather tyrannical blockade around the city—a blockade past which my associates and I have helped Ambrus move items numerous items. It's not so difficult; the Molthuni are not the brightest stars in the sky. Or at least it wasn't difficult until recently. An unknown party has intercepted my last dozen shipments, and I doubt Molthune is responsible. When I lose shipments—"

"—Our lodge in Tamran loses much needed supplies," finishes Ambrus. "Not to mention the fact that Guaril provides many important goods to the people of Tamran, such as food and medicine. Your mission is to accompany Guaril to Tamran and investigate the disappearances and thefts. Hopefully Oraiah Tolal, our venture-captain in Tamran, will have more leads.

"You depart with Karela in two hours. If you have any questions, or any supplies to purchase, I advise you do so now."

The following are questions the PCs might ask. Valsin answers each unless the PCs specifically ask Karela.

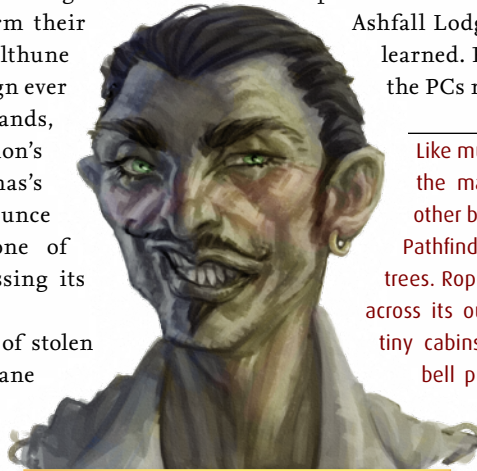
Are you sure it's the Aspis Consortium? Do you have any other suspects? "If it's not the snakes, then it could be the Church of Razmir. We've had unpleasant dealings with them in Tamran in the past, and I wouldn't put it past the Razmiri to hold a grudge. We also can't rule out any of Guaril's enemies or rivals, of which I'm certain he has many." Guaril does not comment, merely offering an innocently apologetic smile and shrug.

What can you tell us about Tamran and Nirmathas? "It lies on the western edge of Lake Encarthan. The area

is forested, but it can get a bit marshy along the coast. Nirmathas has been at war with Molthune for the better part of a century. I fought there as a mercenary when I was a young man. The people of Tamran are good folk, but when times get tough, they can be a bit insular and suspicious of outsiders.”

Why is there a Molthuni blockade at all? “Hmm, quick history lesson: Molthune was both part of the Chelish empire that broke into pieces following the death of Aroden. The country’s militant leaders continued to exploit the forests to the north, driving the rural population to secede and form their own nation called Nirmathas. Molthune has maintained an ongoing campaign ever since to recapture the rebel-held lands, though most of the Inner Sea region’s leaders now recognize Nirmathas’s legitimacy—or at least do not denounce their efforts. The blockade is one of Molthune’s ongoing ways of harassing its northern rival.”

What has been stolen? “The list of stolen goods is extensive. Mostly mundane supplies, food, medicine, alchemical and magical crafting materials, and the like. We’ve also been having trouble receiving reports and artifacts from the Tamran lodge.”



GUARIL KARELA

Knowledge (history)

Based on the result of a Knowledge (history) check, the PCs might know more about Nirmathas and its militant neighbor Molthune. They recall all of the information whose DC is equal to or less than the result of their check.

10+: The Nirmathi are outmatched by the Molthuni in numbers, and so they rely on guerilla tactics to win their war of independence. To this day, the capital Tamran and its surrounds are not protected by a single army but by loose collection of militias.

15+: Molthune has captured and occupied Tamran five times throughout its history, but the Nirmathi have retaken it each time. Fortifications proved ineffective against the Molthuni armies, so the Nirmathi simply tore down the walls; this makes it harder for the Molthuni to hold the city, and the forces invariably withdraw and burn down the city after sustaining too much harassment.

20+: Armies of the Shining Crusade fought the forces of the Whispering Tyrant over the area now occupied by Nirmathas, and the ruined fortresses left behind by the crusaders still remain to this day.

THE ASHFALL LODGE

Once the PCs have made any preparations, Guaril Karela provides a ship to take him and the PCs to Tamran, using the cover of night and his own cunning to slip through the Molthuni blockade. The PCs reach Tamran in the early hours of the morning. A local Pathfinder agent named **Reginar Lacklan** (NG male human ranger 6), surreptitiously greets them and offers to take them to the Ashfall Lodge, the Society’s base of operations in Tamran. Karela explains that he has his own enquiries to pursue and arranges to reunite with the PCs at the Ashfall Lodge in three days to see what they’ve learned. Read or paraphrase the following as the PCs reach the Ashfall Lodge.

Like much of the city, Ashfall Lodge rises above the marshy ground; however, whereas most other buildings stand atop piers and pilings, the Pathfinder lodge straddles three broad cypress trees. Rope bridges and wooden slat ladders wind across its outer branches, leading to a handful of tiny cabins for storage and visiting agents. Two bell pulls hang from the southern tree—one weighted by a medallion depicting the Glyph of the Open Road and the other weighted by a bronze symbol of two faces in profile.

Reginar takes hold of the Open Road rope and gives it a sharp pull, sounding a high-pitched bell in the lodge above. From above, a gray-haired halfling woman examines the visitors, smiles, and drops a rope ladder. She nimbly clammers down and gestures grandly to the elevated structure. “Welcome, Pathfinders. May Ashfall Lodge be your home away from home and your welcome to a new land. If you’ll accompany me, I can answer any questions you might have.”

Although **Oraiah Total** (LN middle-aged female halfling cleric of Alseta 6) was not the first venture-captain to operate out of Tamran, she is responsible for the construction of the Ashfall Lodge and developing the Society’s presence in the region. As a priest of Alseta, goddess of doors, transitions, and years, Oraiah has focused as much on negotiating a peaceful resolution to Molthune’s ongoing campaign against Nirmathas—a task that many believe impossible and that sometimes reinforces Molthune’s stance that the Pathfinders have sided with the Nirmathi rebels. Nonetheless she steadfastly persists while maintaining a humble shrine to Alseta in one corner of the lodge; those seeking Oraiah’s spellcasting services simply pull the other rope, sounding a different pair of harmonious chimes.

The halfling introduces herself and leads the PCs to a small meeting room inside the lodge. There she explains that her own attempts to investigate the thefts were stymied by a pernicious rumor spreading through Tamran slandering the Pathfinder Society in general—and more specifically herself and Reginar—as Molthuni sympathizers. Oraiah suspects that the rumor campaign may be linked to the disappearance of Guaril Karela’s shipments, but she has no proof. She suggests that the PCs might be able to learn more, given that they are relative newcomers to the area. After all, whoever is spreading the rumors hasn’t had the chance to fully turn the city against them.

Oraiah recommends several sites that might be worth investigating in the city.

The Docks: “Karela’s shipments across the lake haven’t been getting through, which means the bandits must have a ship. If they have a ship, they’ve probably visited Tamran’s docks.”

The Gar’s Last Meal: “Many consider it the only inn in town worth staying at—a harsh verdict but a great place to dig up rumors.”

The Forest Bounty: “That’s the town’s most popular feast hall. These days it’s seen a lot of traffic from members of the city’s various militias. You probably won’t get a very friendly reception, what with the rumors around town, but talking to the militia patrols is your best bet at learning what’s going on outside the city.”

The Market District: “We haven’t been getting our supplies, but several of the more... illicit... items Karela used to bring into the city are still appearing in the market. That suggests someone in town is fencing goods for the thieves.” If a PC asks for clarification about the illicit items, Oraiah flatly responds, “Drugs. Perhaps in light of these recent troubles, Guaril will reconsider his involvement in that trade.”

Oraiah offers the PCs a place to stay at the lodge. Further, she can cast the following spells for the PCs free of charge for the duration of the adventure whenever they visit the lodge: *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *magic vestment*, *remove blindness/deafness*, *remove curse*, and *remove disease*. She can cast these spells in any combination, but she can cast no more than six spell levels per day.



PART 1: THE INVESTIGATION

The PCs’ primary goal in Tamran is to learn what they can about the real culprits and identify where those criminals are hiding. The PCs are free to explore the locations suggested by Oraiah in any order they wish. The PCs may also wish to canvass the town, using the standard rules for gathering information.

Due to the growing rumors about the Society’s sympathies for Molthune, the people of Tamran have grown more cautious about what they say and to whom. The PCs have the advantage of being fairly new to the area, so although some citizens have seen the PCs in the company of known Pathfinders, it’s not yet common knowledge. If a PC’s affiliation is overt, such as having a visible *wayfinder* or verbally self-identifying as a Pathfinder, he takes a –2 penalty on all checks made to learn new information during this part of the adventure. A PC who succeeds at a DC 15 Bluff or Disguise check can further conceal her connection to the Pathfinders, granting her a +2 circumstance bonus on all checks made to learn information that day; failing the check instead gradually tips off the locals to the PC’s Society membership, imposing the –2 penalty above. Those PCs who

take neither approach receive no special modifiers.

The encounters in Part 2 happen over the course of the PCs’ investigation, though their exact timing is flexible and left up to GM discretion. Keep in mind that The Frame-Up encounter (see page 9) should happen at either the marketplace or at the Gar’s Last Meal. The Divine Intervention encounter (see page 11) should take place near the end of the PCs’ investigation.

Diplomacy (gather information) or Knowledge (local)

Based on the result of the check, the PCs can learn all of the information below whose DC is equal to or less than the result of their check. This process takes 1d4 hours and represents canvassing Tamran in general rather than focusing on one of the four locations provided by venture-captain Oraiah.

15+: Several of the hospitals and temples in town are running low on medicines and potion-brewing components ever since several key blockade-runners

stopped making deliveries to Tamran. It's said the Pathfinder Society had worked with these smugglers before, and the Society has paid them to divert goods to Molthune instead.

20+: While most of the goods Karela smuggled into town are no longer available, some of the more illicit or expensive items like drugs are still for sale in the market from less scrupulous merchants. Rumor has it that the Pathfinders are trying to get the Nirmathi soldiers addicted to drugs.

25+: A Varisian traveler in town was flashing around a *wayfinder* and claiming to be Karela's associate. He tried to solicit bribes from local shopkeepers to keep the flow of smuggled goods coming. When they refused, he made veiled threats. Shortly thereafter, the shipments slowed considerably.

30+: Some Razmiri literature has been showing up around town, left behind in common areas—all despite the ban on worshipping Razmir in Tamran. The city watch has kept a pretty tight lid on it so far.

The Tamran Docks

Although Molthune blocks much of the trade to and from Tamran, the city still does brisk business with other Nirmathi settlements up the river, and there's plenty of fishing to be done well before reaching Molthune's interdictors. As a result, the docks still bustle with activity during the day. A PC must succeed at a DC 17 Diplomacy check (DC 20 in Subtier 4–5) in order to find someone willing to discuss the recent disappearances with strangers. The PCs can attempt the check multiple times, but each such check takes 1d6 hours.

If they succeed, the PCs locate **Jonathram** (NG middle-aged male half-elf druid 3), an amateur apothecary. Jonathram has not aged gracefully, despite his elven heritage. He is completely bald and wears a silver earring in one ear and a snowy white beard. If asked about the thefts, read the following aloud.

"Thefts? I don't know nothing about no thefts. I know about receiving stolen goods though, and I ain't about t'get locked up on no fool charge like that. Some Varisian feller come by wanting to buy up mah vermin repellent, trying to barter off some potions or whatnot. But I sees the Glyph of the Open Road on 'em, and I ain't about to touch no Pathfinder stuffs, so I tell him to shove off. Boy that got 'im real mad. He was itchin' up a storm, he was! Must have been living in them marshes, where them skeeters live."

If asked about which marshes the man had been living in, Jonathram simply shrugs and answers, "Shores' lousy with marsh." A PC who succeeds at a DC 12 Knowledge (geography) or DC 15 Knowledge (local) check can confirm

that there are several broad swathes of swamp within 50 miles of the city.

The Gar's Last Meal

The Gar's Last Meal is a reasonably priced and relatively comfortable inn, whose only downside is that it smells of fish. The taproom at the Gar's Last Meal is a fairly popular local hangout, providing the Pathfinders a large number of possible informants in one place. Tracking down a good source of information requires a successful DC 17 Diplomacy or Knowledge (local) check (DC 20 in Subtier 4–5), with each attempt taking 1d3 hours.

If successful, the PCs meet **Lily** and **Lilah** (CG female human experts 2), musicians and sisters who earn their living performing a dueling lute act. In between sets at the taproom, both women are willing to answer the PC's questions. If asked about the thefts, read the following.

Lily says, "I heard the thefts were fake. One of those Pathfinders was in here a few weeks back asking around about the Shining Crusade, wanting to know if anyone had a picture or a drawing of what the soldiers back then looked like. I asked her about the thefts, and she said it was all a lie to let the smugglers drive up the prices."

Lilah adds, "Yeah, I remember that elf. She gave me the willies, her and her boyfriend both. Glad I haven't seen them around town lately."

The two women cannot elaborate further beyond identifying both supposed Pathfinders as elves who had a strong herbal scent about them. These are the two Aspis agents found in area **C1**, and the strong smell came from their spell component pouches.

The Forest Bounty

The Forest Bounty is a popular feast hall located on the north side of Tamran. Lately, members of several local militias have taken to using the Forest Bounty as an informal meeting place, and these militias make up the majority of the feast hall's clientele as they resupply, trade scouting reports, and compare scars. The feast hall remains busy throughout the day and well into the night until it closes just after midnight. As the Pathfinders enter the hall, read or paraphrase the following.

The interior of this enormous wooden long house is brightly lit and filled with the sounds of laughter, music, and merriment. Food scents mingle with the smoke of cooking fires and tobacco pipes. Servants carry food and drinks from the open kitchen area to the various wooden benches and tables that fill the hall. Many of the patrons are armed and armored, proudly bearing the insignia of local militia groups on their cloaks and tabards, along with the sword and tree symbol of Nirmathas.

The majority of the feast hall's customers are veterans of the ongoing hostilities with Molthune, and as a result they are especially irritable about the news of potential traitors. Unless the PCs make some effort to disguise themselves, they attract immediate attention upon entering the feast hall, causing all conversation and music to stop momentarily as the patrons turn to examine the new arrivals. The citizen soldiers are willing to grouch about recent troubles and curse the "Molthuni dogs" to the south, but they respond to questions about the recent thefts with stony silence or by excusing themselves to leave.

Shortly after the PCs begin asking questions about the missing goods, they attract the attention of **Imad Sharras** (CG middle-aged male human swashbuckler^{ACG} 5), a wounded veteran clad in a green cloak bearing the symbol of Nirmathas. Imad walks with a noticeable limp and is missing his left arm from the elbow down. He approaches and addresses the PCs.

"Now is not a good time for strangers to be asking questions in Tamran. There are rumors that spies walk among us and that Pathfinders are among those spies. I find it a little hard to believe, given Pathfinders helped me out in a time of need," he remarks, gesturing with his hand to his amputated arm.

If the PCs have disguised their affiliation, Imad tries to engage them in conversation about the recent anti-Pathfinder sentiments. He still thinks highly of Pathfinders and is willing to help them, just as the Society's current Master of Swords Marcos Farabellus saved Imad years ago—information he shares willingly. If the PCs persist in pretending not to be Pathfinders, he eventually doubts his assumption that they might be Society members and leaves.

Once he believes the PCs are Pathfinders, he proposes a deal.

"So here is my offer. I know something of these bandits you seek, and I will tell you, but first one of you must drink this," he says, producing a small blue bottle from his pocket.

The bottle holds an *elixir of truth* (Will DC 13 negates). If asked about its contents, Imad states only that drinking it will "ensure his trust." He does not allow the PCs to examine the bottle or its contents, and if they begin casting spells to identify the item, he places it back into his pocket and prepares to leave.

If a PC drinks the elixir, Imad immediately begins questioning her, asking "How long have you been working for Molthune?" "Who is your Molthuni contact?" and "Do any of your allies have ties to Molthune?" If the PCs pass this interrogation, Imad apologizes for subjecting them

to this treatment, and explains what he knows about the bandit attacks.

If the PC who drinks the elixir succeeds at her saving throw to resist its effects, she can attempt a DC 12 Bluff check (DC 15 in Subtier 4–5) to appear as though she failed her save, allowing her to answer Imad's questions however she wishes. Alternatively, the PCs can convince Imad to reveal what he knows without needing to drink the elixir by succeeding at a DC 21 Diplomacy check (DC 25 in Subtier 4–5). Regardless of how they earn his trust, once the PCs convince Imad to share his information, read or paraphrase the following.

"Two weeks ago, while my men and I were patrolling along the edge of the Fangwood south of the city, we spotted a group of bandits attacking a smuggler in the woods. We gave chase, and tracked them as they fled west, but lost the trail when they hit the river. I don't think they simply forded or swam; I'd bet good money your bandits have a ship capable of sailing up the Marideth River."

Tamran's Marketplace

The marketplace does not rely solely on Guaril Karela's smuggling to function, and it remains a major center of activity in the town. The people here are as suspicious of the Pathfinders as anywhere else in town, and the PCs must succeed at a DC 17 Diplomacy or Knowledge (local) check to find someone willing to speak with them. If the Pathfinders follow up on Oraiah's tip and specifically search for a merchant who deals in drugs, they gain a +2 bonus on this check. The Pathfinders can attempt this check multiple times, but each attempt takes 1d6 hours.

If successful, the Pathfinders locate **Gilligam** (NE male human expert 4) a purveyor of contraband substances of all kinds. Gilligam is a tall, obese man with a scraggly red chin-beard. If the PCs ask about where he gets his supplies, Gilligam feigns cowardice, saying the following.

"I knew this was going to come back to bite me! You're here to break my legs or something, right? Well you don't have to—I'll tell you everything! Just don't hurt me! I used to buy from Guaril Karela; now I buy from whoever is stealing from Karela. Hey, what's it matter to me? When I meet them, it's always on the north end of town, so I figure they must have a hideout up north somewhere. Please, that's all I know!"

Gilligam is lying, which the PCs can ascertain with a successful DC 15 Sense Motive check (DC 19 in Subtier 4–5). If confronted about his lie, he admits, "Okay, okay, they come from the river! They sell for half what I used to pay Karela! I hope you never catch them!"

PART 2: DANGEROUS QUESTIONS

Knowing that Pathfinder reinforcements would inevitably show up, Zurnzal and Madreki Gael arranged for their Razmiri allies to deal with any new Pathfinder agents in town. The Razmiri were watching the docks when the PCs arrived, and they had already begun spreading rumors about the Pathfinders by the time the PCs began their investigation. If the cold reaction the PCs receive from the locals doesn't discourage their inquiries, the Razmiri attempt more direct methods to block the Pathfinders' investigation.

The GM can use these encounters at any time, though both should take place during Part 1, the investigation portion of the adventure.

A. THE FRAME-UP (CR 3 OR CR 6)

This encounter takes at either the marketplace or at the Gar's Last Meal.

Creatures: Razmiri agents hired by Cetenna wait separately at this location, keeping an eye and ear out for unusually inquisitive strangers. Cetenna told them little about their targets, only to cause a riot if they could, or kill them if that failed.

When they overhear the PCs asking questions, one agent approaches the most richly-dressed PC, concealing a sack of Molthuni coins in her hand. As the agent passes the PC, she discretely cuts open the sack of coins, spilling them to the floor and making it appear as though she botched an attempt to cut the PC's purse. At this point, the second con artist draws the crowd's attention to the Molthuni currency that apparently belongs to the PCs, accusing the strangers of being spies for Molthune.

The PCs can spot the false thief's approach by succeeding at a DC 17 Perception or Sense Motive check (DC 24 in Subtier 4–5). If the PCs prevent the false theft or try to detain either agent after being framed, both agents attack. In Subtier 1–2, an additional Razmiri agent loiters about 20 feet away and joins her companions in any fight.

If the PCs fail to notice or stop this attempt, read or paraphrase the following.

The sound of coins clattering to the wooden walkway and bouncing against each other silences the crowd. Nearby, a young woman stands holding a raggedly cut pouch in her hand and a shocked expression on her face.

A man from the crowd immediately steps out, seizing the woman by the arm and shouting, "Thief! Cutpurse! I saw the whole thing!" As he glances at the pile of coins still settling on the ground, he releases the woman and shouts, "Wait, those are Molthuni coins—a bribe from your Molthuni paymasters? You traitors!"

SCALING ENCOUNTER A

Make the following adjustments to accommodate a group of four PCs.

Subtier 1–2: Remove the second Razmiri agent from the encounter.

Subtier 4–5: Reduce the Razmiri agents' starting hit points to 31, and reduce their sneak attack damage to +2d6.

The man continues to incite the crowd against the PCs, accusing them of being Pathfinders and spies for Molthune. Whether or not the PCs fight these agents, they must defend themselves against these charges or else risk besmirching the Society's reputation in Nirmathas.

Subtier 1–2 (CR 3)

RAZMIRI AGENTS (2)

CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144, see page 25)

hp 10 each

TACTICS

During Combat The agents attempt cause a scene, trying to incapacitate the Pathfinders while also baiting them into spilling blood on Tamran's streets.

Morale An agent flees or drinks a *potion of cure light wounds* if reduced below 3 hit points.

RAZMIRI INSTIGATOR

CR 1

Street performer (*Pathfinder RPG NPC Codex* 26, see page 25)

hp 14

TACTICS

During Combat The instigator targets the PCs with spells.

Morale The instigator flees if reduced below 4 hit points.

Subtier 4–5 (CR 6)

RAZMIRI AGENTS (2)

CR 4

Guild initiates (*Pathfinder RPG NPC Codex* 146, see page 25)

hp 41 each

TACTICS

During Combat The agents attempt cause a scene, trying to incapacitate the Pathfinders while also baiting them into spilling blood on Tamran's streets.

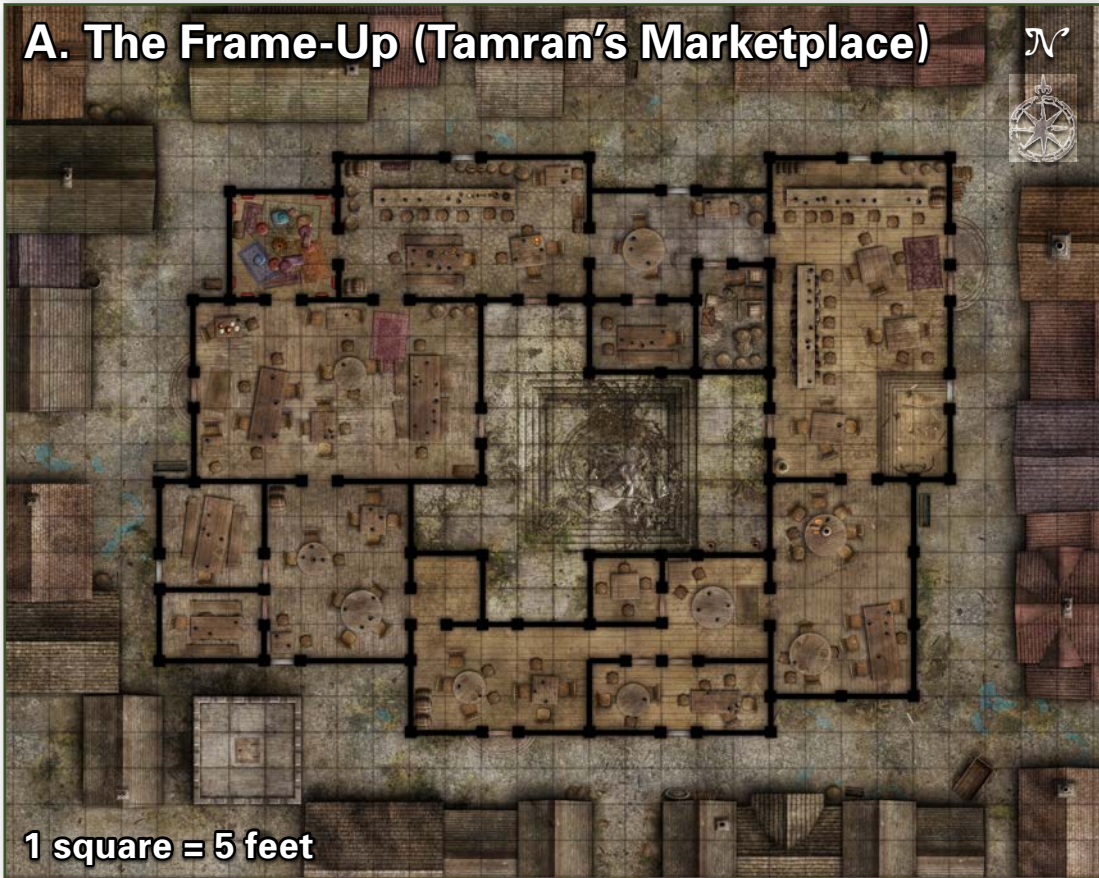
Morale An agent flees if reduced below 10 hit points.

Treasure: The Pathfinders can collect 25 silver pieces from the ground—or from the agent's pouch if they foiled the frame-up.

Development: If the PCs foil the frame-up entirely (such as by catching the agent in the act), the Razmiri ploy fails to gain any traction with the crowd; in fact, the set-up helps validate claims that the rumors against the Pathfinder Society are false. The PCs gain a +2 circumstance bonus

A. The Frame-Up (Tamran's Marketplace)

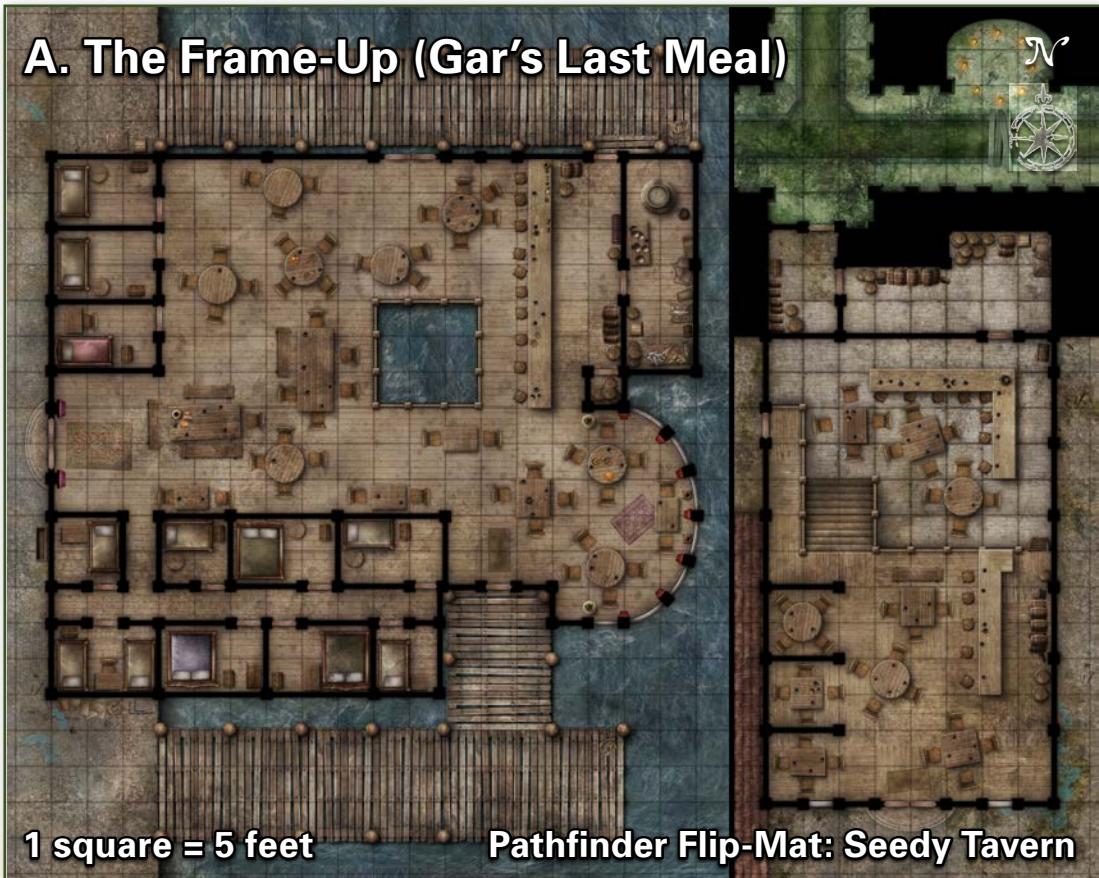
N



1 square = 5 feet

A. The Frame-Up (Gar's Last Meal)

N



1 square = 5 feet

Pathfinder Flip-Mat: Seedy Tavern

on any skill checks made as part of their investigation at this location.

If the PCs do not foil the frame-up, they must contend with an angry crowd of Nirmathi citizens. The PCs can calm the crowd and allay their fears by succeeding at a DC 16 Diplomacy, Bluff, or Perform (oratory) check (DC 19 in Subtier 4–5). If the PCs attacked the con artists before attempting this check, the DC in both subtiers increases by 2.

Failing this check doesn't immediately get the PCs run out of town—after all, Tamran was occupied by Molthune five times over the course of its history, and carrying Molthuni coins isn't necessarily damning—but it does cast suspicion on the PCs and the Pathfinder Society. The PCs take a –2 penalty on all further checks made as part of their investigation. Furthermore, any NPCs present during the incident refuse to speak to the PCs, and any further investigation checks at their current location fail.

The agents know very little, and withhold any information unless magically compelled or intimidated with a successful DC 15 Intimidate check (DC 20 in Subtier 4–5). If forced, they explain that they used to work for the church of Razmir, but were recently referred to and hired by a towering woman with black and white hair. None of the agents know where that woman lives, nor have they ever visited Cetenna's hideout.

Rewards: If the PCs are framed and fail to mollify the crowd or defeat the con artists, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 105 gp.

Out of Subtier: Reduce each PC's gold earned by 245 gp.

Subtier 4–5: Reduce each PC's gold earned by 385 gp.

B. DIVINE INTERVENTION (CR 3 OR CR 6)

This encounter should take place after 2 days have passed, or after the PCs have finished investigating all but one of the listed locations. A small bird (identifiable as the product of a bird *feather token* with a DC 27 Spellcraft check) seeks out the PCs and delivers **Player Handout #1**, an invitation for the PCs to meet Karela at a secluded dock that evening to discuss important information he's discovered.

This note is a forgery, produced using the innumerable missives that Guaril Karela distributed during his heyday as references of his handwriting and style. The PCs can detect the forgery with a successful DC 16 Linguistics check (DC 20 in Subtier 4–5), and a PC who once belonged to Guaril's Sczarni faction receives a +5 bonus on this check.

However, even if the PCs identify the note as false, they may still wish to attend the meeting to learn more about the group that opposes their investigation. As the PCs

arrive at the aforementioned docks, read or paraphrase the following.

A few small lanterns illuminate this rickety stretch of shoreline, and the smell of moldering wood fills the air. Ramshackle buildings line the shore, while short wooden docks protrude into the gently lapping waters of the lake.

Creatures: A Razmiri priest and several corrupt militia members hide in the buildings along the side of the boardwalk. If spotted, they attack immediately; otherwise they wait until the PCs are in the center of the boardwalk to spring their ambush. The soldiers all belong to a unit called the Crimson Kestrels and identify their affiliation by wearing an embroidered patch of a red bird of prey on each shoulder.

In Subtier 1–2, only one militia soldier (indicated as M1 on the map on page 12) accompanies the Razmiri leader, while in Subtier 4–5, three militia veterans accompany him for the ambush.

Subtier 1–2 (CR 3)

| MILITIA SOLDIER | CR 1/2 |
|--|--------|
| Human ranger 1 | |
| N Medium humanoid (human) | |
| Init +3; Senses Perception +5 | |
| DEFENSE | |
| AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) | |
| hp 12 (1d10+2) | |
| Fort +3, Ref +5, Will +1 | |
| OFFENSE | |
| Speed 30 ft. | |
| Melee handaxe +3 (1d6+2/×3) | |
| Ranged longbow +4 (1d8/×3) | |
| Special Attacks favored enemy (humans +2) | |
| TACTICS | |
| During Combat The militia soldiers prefer to fight at range with their bows, but they switch to melee attacks if cornered or pinned down. | |
| Morale Militia soldiers flee if reduced to less than 3 hit points. | |
| STATISTICS | |
| Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8 | |
| Base Atk +1; CMB +3; CMD 16 | |
| Feats Point-Blank Shot, Precise Shot | |
| Skills Climb +5, Heal +5, Knowledge (nature) +4, Perception +5, Stealth +6, Survival +5, Swim +5 | |
| Languages Common | |
| SQ track +1, wild empathy +0 | |
| Combat Gear <i>potion of cure light wounds</i> , smokesticks (2); | |
| Other Gear studded leather, handaxe, longbow with 20 arrows, Razmiri religious pamphlet (worth 1 gp), tindertwigs (2), 11 gp | |

B. Divine Intervention



1 square = 5 feet

Pathfinder Flip-Mat: Red Light District

- M : Militia Soldier
- R : Razmiri Priest

RAZMIRI PREACHER

CR 2

Human bloodrager 3 (*Pathfinder RPG Advanced Class Guide* 15)

LE Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 armor, +2 Dex, -2 rage)

hp 30 (3d10+9)

Fort +5, **Ref** +3, **Will** +4; +2 bonus vs. spells cast by self or an ally

Defensive Abilities blood sanctuary, uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk quarterstaff +8 (1d6+6)

Ranged sling +5 (1d4+4)

Special Attacks bloodrage (8 rounds/day)

TACTICS

Before Combat The preacher drinks his *elixir of the thundering voice* shortly before he expects the PCs to arrive.

During Combat If the preacher surprises the PCs, he uses intimidate to demoralize the most heavily armored enemy. Otherwise, he activates his bloodrage and fights in melee, focusing on characters displaying holy symbols.

Morale The preacher flees if he runs out of rounds of rage. Otherwise he fights to the death.

Base Statistics When not raging, the preacher's statistics are **AC** 16, touch 12, flat-footed 14; **hp** 24; **Fort** +3, **Will** +2; **Melee** mwk quarterstaff +6 (1d6+3); **Ranged** sling +5 (1d4+2); **Str** 15, **Con** 10; **CMB** +5.

Without the benefit of his *elixir of the thundering voice*, the priest's stats are **Skills** Intimidate +12.

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +7; **CMD** 17

Feats Combat Reflexes, Intimidating Prowess, Skill Focus (Bluff)

Skills Bluff +8, Intimidate +22, Perception +7, Use Magic Device +5

Languages Common

SQ destined strike +1, fast movement

Combat Gear *potion of cure light wounds*, *potion of invisibility*;

Other Gear mwk chain shirt, mwk quarterstaff, sling with 10 bullets, *elixir of the thundering voice*^{ACG}, iron Razmiri mask (worth 1 gp), wooden unholy symbol of Razmir

Subtier 4–5 (CR 6)

MILITIA VETERANS (3)

CR 1

Human ranger 2

N Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 19 each (2d10+4)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.

SCALING ENCOUNTER B

To accommodate a group of four PCs, remove militia soldier M1 from Subtier 1–2, and remove two militia veterans M2 and M3 from Subtier 4–5.

Melee handaxe +4 (1d6+2/×3)

Ranged composite longbow +5 (1d8+2/×3)

Special Attacks combat style (archery), favored enemy (humans +2)

TACTICS

Use the tactics for the militia soldiers in Subtier 1–2.

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 17

Feats Deadly Aim, Point-blank Shot, Precise Shot

Skills Climb +6, Heal +6, Knowledge (nature) +5, Perception +6, Stealth +7, Survival +6, Swim +6

Languages Common

SQ track +1, wild empathy +1

Combat Gear *potion of cure light wounds*, smokestick (2);

Other Gear mwk chain shirt, composite longbow (+2 Str) and 20 arrows, handaxe, tindertwig (2), 56 gp

RAZMIRAN EVANGELIST

CR 4

Human bloodrager 5 (*Pathfinder RPG Advanced Class Guide* 15)

LE Medium humanoid (human)

Init +2; **Senses** Perception +9

DEFENSE

AC 22, touch 11, flat-footed 20 (+7 armor, +2 Dex, +1 luck, +2 shield, -2 rage)

hp 47 (5d10+15)

Fort +7, **Ref** +4, **Will** +5; +2 bonus vs. spells cast by self or an ally

Defensive Abilities blood sanctuary, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 quarterstaff +11 (1d6+8)

Ranged sling +7 (1d4+5)

Special Attacks blood casting, bloodrage (12 rounds/day)

Bloodrager Spells Known (CL 5th; concentration +7)

1st (2/day)—*burning hands* (DC 13), *expeditious retreat*, *shield*

Bloodline Destined

TACTICS

Before Combat If the PCs take no actions to prevent the ambush, the evangelist has time to cast *shield* before combat begins. He drinks his *elixir of the thundering voice* just before the meeting is set to occur.

During Combat If the evangelist gets a surprise round, he uses intimidate to demoralize the most heavily armored enemy. Otherwise, he activates his bloodrage as soon as possible and fights in melee, focusing on characters displaying holy symbols or other religious tokens.

Morale The evangelist flees if he runs out of rounds of rage. Otherwise, he fights to the death.

Base Statistics When not raging, the evangelist's statistics are **AC** 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +4 shield); **hp** 37; **Fort** +5, **Will** +3; **Melee** +1 *quarterstaff* +9 (1d6+5); **Ranged** sling +6 (1d4+3); **Str** 16, **Con** 10; **CMB** +8. Without the benefit of his *elixir of the thundering voice*, the evangelist's stats are **Skills** Intimidate +15. Without *shield*, the evangelist's stats are **AC** 18, touch 10, flat-footed 17.

STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +5; **CMB** +10; **CMD** 21

Feats Combat Reflexes, Eschew Materials, Intimidating Prowess, Power Attack, Skill Focus (Bluff)

Skills Bluff +10, Intimidate +25, Perception +9, Use Magic Device +7

Languages Common

SQ destined strike +2, fast movement, fated bloodrager +1

Combat Gear *potion of invisibility*, *scroll of greater magic weapon*; **Other Gear** +1 *breastplate*, *mwk quarterstaff*, sling with 10 bullets, *elixir of the thundering voice*^{ACG}, 14 gp

Development: The militia soldiers are all devout converts to Razmir, believing submission to the living god is the only way to end the war with Molthune and bring peace to Nirmathas. If questioned, they refuse to give up any information, and if physically or magically coerced, they explain being told that the Pathfinders were the last barrier to Razmir's dominance of Tamran, though none can explain exactly how. Each soldier carries a copy of *Behold the Living God!*, a lengthy religious pamphlet extolling Razmir's miracles and the rewards that await his loyal servants.

The Razmiri priest is less devout but better informed than his converts. If the PCs subdue him and succeed at a DC 27 Diplomacy check or DC 15 Intimidate check, he reveals that his church superiors sent him to Tamran to serve a half-orc and a Varisian man working in this area. They quickly relegated him to instead working for a rude woman who smells of dirt and does not show Razmir the proper deference. All of his meetings with her took place outside of Tamran at three different meeting spots.

If the PCs do not attend the ambush, the Razmiran priest, and possibly also his soldier converts, appear in area C4.

Rewards: If the PCs do not defeat the Razmiri or evade the ambush, reduce each PC's gold earned as follows. Any opponents the PCs do not defeat here likely show up in a later encounter, but resolve any rewards for defeating these NPCs now.

Subtier 1–2: Reduce each PC's gold earned by 122 gp.

Out of Subtier: Reduce each PC's gold earned by 240 gp.

Subtier 4–5: Reduce each PC's gold earned by 358 gp.

PART 3: THE ASPIS BASE

At the end of the third day, Guaril Karela returns to Ashfall Lodge to meet with the PCs and compare notes.

"I hope you uncovered some information, my friends," says Guaril as he applies a dab of wax to his moustache, "For my investigation was only partially successful. My sources tell me that the filthy weasels stealing my cargo are hiding in an abandoned fort. Which fort, they could not say. I would have learned more, but some men...they cannot tolerate pain, eh? Sadly for us, the Nirmathi abandoned many forts after the last Molthuni invasion. These four are our best bets."

Guaril presents the PCs with **Player Handout #2**, a map of Tamran and its surrounding territory. He has marked the four most likely forts marked on it. The forts are **Fort Faelon**, **Fort Machema**, **Fort Ursoss**, and **Fort Drejas**. The PCs must use the clues they uncovered during their investigation to determine which fort holds the Aspis base. Jonathram's suggestion that the thieves live in the marshy portions of the coast suggests Forts Faelon and Ursoss. Gilligam's claim that the thieves arrive from the river suggests Forts Ursoss and Drejas. Finally, the thieves flee away from the location of Fort Drejas and toward the river, suggesting it is not the location of their base. This leaves Fort Ursoss as the location of the Aspis base.

If the PCs failed to learn enough during their investigation, or if they're having trouble applying the clues, they can attempt to solve the mystery by brute force and visit all four forts. However, this gives the Aspis Consortium time to call in reinforcements, as described in area C1.

C. FORT URSSOSS

Fort Ursoss was originally built almost a thousand years ago during the Shining Crusade, although only the basement level of the original fort remains. The Molthuni army rebuilt and restored the surface structures of the fort shortly after declaring independence from Cheliox. When Nirmathas in turn rebelled against Molthune, Nirmathi guerilla fighters set fire to the fort rather than allow it to fall into Molthuni hands. The fire devastated the aboveground portions of the fort, but left the ancient basement level relatively intact.

As the PCs approach Fort Ursoss, Guaril Karela explains that many of the old forts in the area possess hidden escape routes, and suggests the PCs scout the area surrounding the fort before proceeding inside. With Guaril's help, the PCs easily find a stone trapdoor hidden in underbrush 300 feet west from area C1. This door leads to a tunnel connecting to the fort's basement via the secret door in area C8., though an iron gate (break DC 28)



blocks the route, with no apparent way to open it. Karela offers to remain and guard this escape route, urging the PCs to continue on to the fort proper. If the PCs insist on entering the fort through this tunnel, Guaril cautions against it, but does not otherwise prevent the PCs from doing so. In this case, Karela guards the front entrance.

Unless otherwise noted, the walls inside the fort are made of stone, the floors are packed earth, and the ceilings are arched and rise to a height of 10 feet in the center. Torches provide dim light in the basement rooms.

C1. Surface Ruins (CR 4 or CR 7)

Scorch marks mar the stones of this dilapidated keep. Vegetation hangs loosely from holes in the partially collapsed ceiling, and the floor is sunken and cracked in several places. A charred wooden door lies on the ground in front of an archway leading west. To the north, a stone trap door peeks out from behind a pile of rubble.

If the PCs arrive here during the day, normal light filters into this room through the holes in the ceiling. At night, the gaps in the roof admit enough starlight and moonlight to allow creatures with low-light vision to see normally.

The PCs can open the stone trap door without difficulty. Inside, a stone staircase leads to area C2.

Creatures: A pair of Aspis arcanists guard this entrance to the base, disguising themselves as ghostly soldiers and employing simple illusions to scare off intruders. The illusory “ghosts” produced by the elves resemble soldiers from the time of the Shining Crusade. However, the arcanists are not experts on this period of history, and any PC interacting with the ghosts can attempt a DC 15 Knowledge (history) or Profession (soldier) check (DC 18 in Subtier 4–5) to identify anachronistic aspects to the ghost’s armor and dress. PCs that succeed at one of these skill checks gain a +2 bonus on their Will saves to disbelieve the ghostly illusions.

If the PCs went directly to Fort Ursoss without venturing to any of the incorrect forts, remove both militia soldiers (or both militia veterans, in Subtier 4–5). If they explored one of the incorrect forts before investigating Fort Ursoss, remove one of the militia members. If the PCs went to two or more wrong locations before investigating the Aspis base, run the encounter as written.

Subtier 1–2 (CR 4)

DATHNIEN

CR 1

Female elf arcanist 2 (*Pathfinder RPG Advanced Class Guide* 8)
NE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 10 (+4 armor, +2 Dex)

hp 11 (2d6+2)

Fort +0, **Ref** +2, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Ranged light crossbow +3 (1d8/19–20)

Special Attacks arcane reservoir (current 4, max 5), arcanist exploit (dimensional slide), consume spells 3/day

Arcanist Spells Prepared (CL 2nd; concentration +5)

1st (4/day)—*color spray* (DC 14), *silent image* (DC 14)

0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *ray of frost*

TACTICS

Before Combat If Dathnien hears the PCs approaching, she uses her scroll of *mage armor*, succeeds at the caster level check to use her scroll of *ghostly disguise*, and then casts *silent image* to produce a platoon of ghostly soldiers, using an arcane pool point to enhance the save DC. She uses her wand of *unseen servant* to augment the illusion.

During Combat Outside of melee range, Dathnien uses her scroll of *summon monster II* if she gets a good opportunity, and otherwise primarily uses her *daze* cantrip and her flasks of alchemist's fire. If forced into melee, she uses her dimensional slide ability to position herself and casts *color spray*, using an arcane pool point to enhance the save DC.

Morale Dathnien flees if she is reduced to 2 hit points or less and surrenders if she cannot flee.

Base Statistics Without *mage armor*, Dathnien's statistics are **AC** 12, touch 12, flat-footed 10.

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 17, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 12

Feats Skill Focus (Disguise)

Skills Disguise +9, Knowledge (history) +8, Knowledge (religion) +8, Perception +2, Spellcraft +8 (+10 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Draconic, Elven, Orc

SQ elven magic

Combat Gear *potion of cure light wounds*, *scroll of ghostly disguise*^{UM}, *scroll of mage armor* (2), *scroll of summon monster II*, *wand of unseen servant* (10 charges), alchemist's fire (3), thunderstone (2); **Other Gear** light crossbow with 20 bolts, disguise kit, small steel mirror (2), spell component pouch, spellbook (contains all prepared spells plus *animate rope*, *blurred movement*^{ACG}, *burning hands*, *mage armor*, *sleep*, and *vocal alteration*^{UM})

TAVROSIEL

CR 1

Male elf arcanist 2 (*Pathfinder RPG Advanced Class Guide* 8)

NE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 10 (+4 armor, +2 Dex)

hp 11 (2d6+2)

Fort +0, **Ref** +2, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Ranged light crossbow +3 (1d8/19–20)

Special Attacks arcane reservoir (current 4, max 5), arcanist exploit (dimensional slide), consume spells 3/day

Arcanist Spells Prepared (CL 2nd; concentration +5)

1st (4/day)—*animate rope*, *burning hands* (DC 14)

0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *ray of frost*

TACTICS

Before Combat If Tavrosiel hears the PCs approaching, he uses a scroll of *mage armor* and succeeds at his caster level check to use his scroll of *ghostly disguise*. He attempts to warn off interlopers with veiled threats and warnings of "ancient curses birthed from the belly of the lich king."

During Combat Outside of melee, Tavrosiel uses *animate rope* to entangle foes. He uses his scroll of *summon monster II* if he gets a good opportunity, and he otherwise targets lightly-armored foes with his *wand of magic missile*. If forced into melee, he uses his dimensional slide ability to position himself and casts *burning hands*, using an arcane pool point to enhance the save DC.

Morale Tavrosiel flees if he is reduced to 2 hit points or less and surrenders if he cannot flee.

Base Statistics Without *mage armor*, Tavrosiel's statistics are **AC** 12, touch 12, flat-footed 10.

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 17, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 12

Feats Skill Focus (Perception)

Skills Disguise +6, Knowledge (history) +8, Knowledge (local) +8, Perception +5, Spellcraft +8 (+10 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Draconic, Elven, Orc

SQ elven magic

Combat Gear *potion of cure light wounds*, *scroll of ghostly disguise*^{UM}, *scroll of mage armor* (2), *scroll of summon monster II*, *wand of magic missile* (10 charges), alchemist's fire (3), thunderstone (2); **Other Gear** light crossbow with 20 bolts, disguise kit, silk rope (100 ft.), spell component pouch, spellbook (contains all prepared spells plus *color spray*, *corrosive touch*^{UM}, *expeditious retreat*, *mage armor*, *monkey fish*^{ACG}, and *silent image*)

MILITIA SOLDIERS (2) CR 1/2

hp 12 each (see page 11)

TACTICS

Before Combat The soldiers stay hidden until it's clear that the illusory ghost aren't frightening the PCs away.

During Combat The militia soldiers prefer to fight at range, but they switch to melee attacks if cornered or pinned down.

Morale Militia soldiers flee if reduced to less than 3 hit points.

Subtier 4–5 (CR 7)

DATHNIEN CR 4

Female elf arcanist 5 (*Pathfinder RPG Advanced Class Guide* 8)
NE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 10 (+4 armor, +2 Dex)

hp 25 (5d6+5)

Fort +2, **Ref** +4, **Will** +5; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Ranged light crossbow +5 (1d8/19–20)

Special Attacks arcane reservoir (current 5, max 8), arcanist exploits (arcane barrier, dimensional slide, potent magic), consume spells 3/day

Arcanist Spells Prepared (CL 5th; concentration +9)

2nd (4/day)—*glitterdust* (DC 16), *minor image* (DC 17)

1st (5/day)—*color spray* (DC 16), *magic missile*, *summon monster I*, *vanish*^{APG}

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 15), *mage hand*, *ray of frost*

TACTICS

Before Combat Dathnien places an *alarm* spell in front of the ruined fort to silently alert her of approaching enemies.

When her *alarm* goes off, she uses her scroll of *mage armor* and *ghostly disguise*, and then casts *minor image* to produce a platoon of ghostly soldiers, using an arcane pool point to increase the save DC.

During Combat Dathnien stays out of melee, using *glitterdust* and *magic missile* to attack lightly armored foes. If the PCs stay at range, she uses *vanish* followed by her *scroll of summon monster III*. If forced into melee, she uses her dimensional slide ability to position herself and casts *color spray*, using an arcane pool point to enhance the save DC.

Morale Dathnien flees if she is reduced to 5 hit points or less and surrenders if she cannot flee.

Base Statistics Without *mage armor*, Dathnien's statistics are
AC 12, touch 12, flat-footed 10.

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 18, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 13

Feats Combat Casting, Skill Focus (Disguise), Spell Focus (illusion)

SCALING ENCOUNTER C1

To accommodate a group of four players, both arcanists begin combat with two of their highest-level spell slots and two arcane pool points expended.

OPTIONAL ENCOUNTER

The encounter in area **C4** is optional. If fewer than 90 minutes remain in which to complete the scenario, skip this encounter.

Skills Disguise +10, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (religion) +12, Perception +2, Spellcraft +12 (+14 to identify magic item properties);
Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Draconic, Elven, Goblin, Orc
SQ elven magic

Combat Gear *potion of cure moderate wounds*, *scroll of ghostly disguise*^{UM} (2), *scroll of summon monster III*, *wand of alarm* (5 charges), *wand of mage armor* (15 charges), *wand of unseen servant* (10 charges), alchemist's fire (3), thunderstone (2); **Other Gear** mwk light crossbow with 20 bolts, *cloak of resistance* +1, small steel mirror (2), spell component pouch, spellbook (contains all prepared spells as well as *animate rope*, *blurred movement*^{ACG}, *burning hands*, *expeditious retreat*, *haunting mists*^{UM}, *mage armor*, *mirror image*, *polypurpose panacea*^{UM}, *sleep*, and *vocal alteration*^{UM})

TAVROSIEL CR 4

Male elf arcanist 5 (*Pathfinder RPG Advanced Class Guide* 8)
NE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 10 (+4 armor, +2 Dex)

hp 25 (5d6+5)

Fort +2, **Ref** +4, **Will** +5; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 60 ft.

Ranged light crossbow +5 (1d8/19–20)

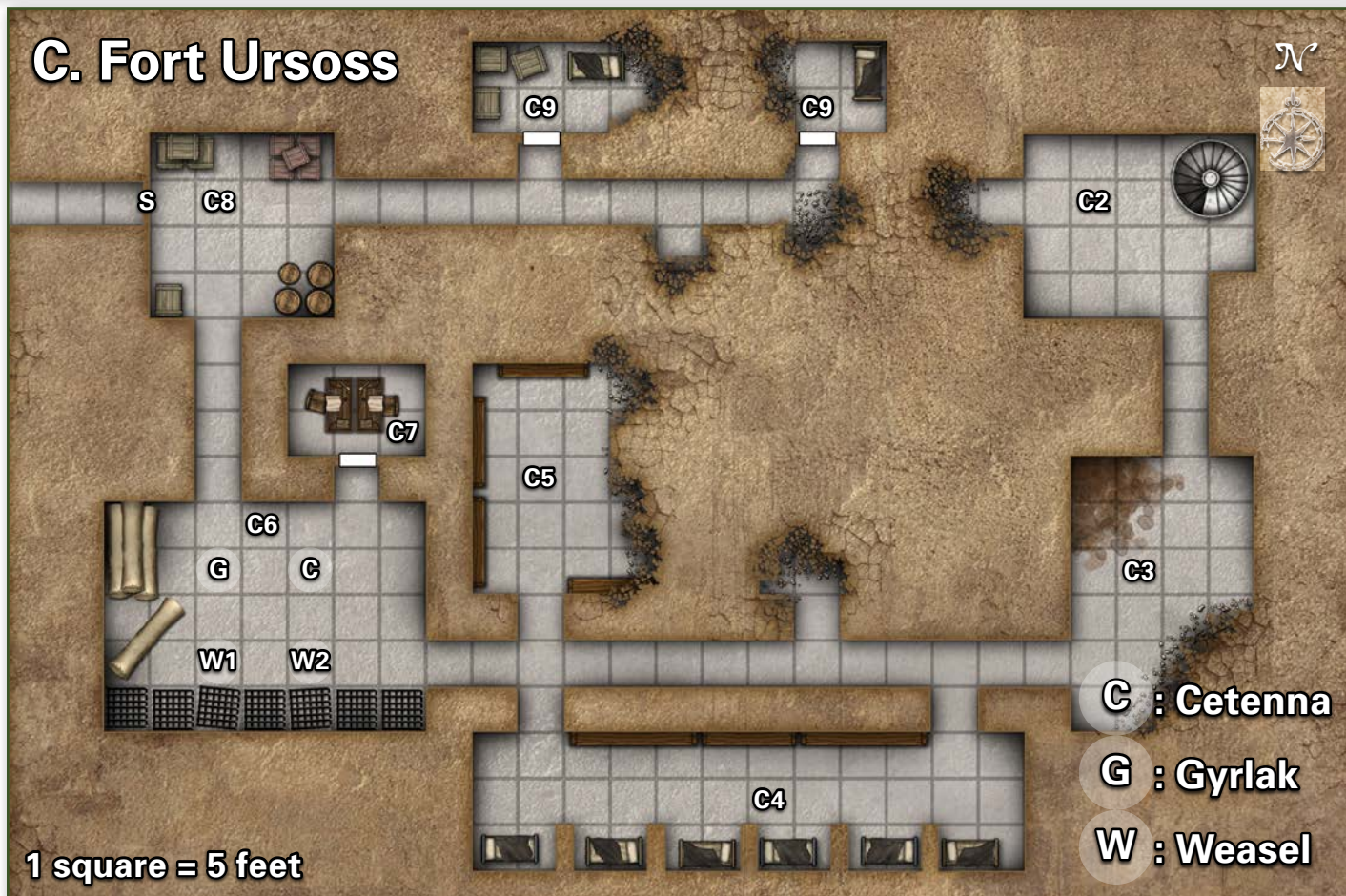
Special Attacks arcane reservoir (current 5, max 8), arcanist exploits (arcane barrier, dimensional slide, potent magic), consume spells 3/day

Arcanist Spells Prepared (CL 5th; concentration +9)

2nd (4/day)—*cat's grace*, *flaming sphere*

1st (5/day)—*animate rope*, *burning hands* (DC 16), *corrosive touch*, *expeditious retreat*

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 15), *mage hand*, *ray of frost*



TACTICS

Before Combat When Dathnien’s *alarm* goes off, Tavrosiel uses his scrolls of *mage armor* and *ghostly disguise*, and casts *cat’s grace* on the militia veterans, if they are present. He also casts *expeditious retreat* to boost his maneuverability.

During Combat Tavrosiel stays out of melee, attacking his opponents with *flaming sphere* and using his scroll of *summon monster III* if the opportunity presents itself. If forced into melee, he uses his dimensional slide ability to position himself and casts *burning hands*, using an arcane pool point to enhance the save DC. If the PCs resist fire damage, he switches to *corrosive touch*.

Morale Tavrosiel flees if he is reduced to 5 hit points or less and surrenders if he cannot flee.

Base Statistics Without *expeditious retreat* and *mage armor*, Tavrosiel’s statistics are **AC** 12, touch 12, flat-footed 10; **Speed** 30 ft.

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 18, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 13

Feats Combat Casting, Skill Focus (Perception), Spell Focus (evocation)

Skills Disguise +7, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (local) +12, Perception +5,

Spellcraft +12 (+14 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Draconic, Elven, Goblin, Orc
SQ elven magic

Combat Gear *potion of cure moderate wounds*, *scroll of ghostly disguise*^{UM} (2), *scroll of summon monster III*, *wand of mage armor* (15 charges), *wand of magic missile* (10 charges), *wand of protection from evil* (5 charges), alchemist’s fire (3), thunderstone (2); **Other Gear** mwk light crossbow with 20 bolts, *cloak of resistance* +1, disguise kit, silk rope (100 ft.), spell component pouch, *corrosive touch*^{UM}, *defensive shock*^{UM}, *enlarge person*, *feather fall*, *mage armor*, *monkey fish*^{ACG}, *pyrotechnics*, and *silent image*

MILITIA VETERANS (2)

CR 1

hp 19 each (see page 13)

TACTICS

Use the tactics for the militia soldiers in Subtier 1–2.

Development: If the PCs capture and question their opponents, Tavrosiel hurls insults at the PCs, calling them Molthuni traitors, and Dathnien attempts to

question the PCs. They claim to be members of the Tamran militia, using the fort as a listening post to scout bandit activity and chasing away smugglers with scare tactics. A PC who succeeds at a DC 15 Sense Motive check realizes that this claim is false. They do not readily admit that they are members of the Aspis Consortium, but the PCs who succeeds at a DC 15 Intimidate check (DC 19 in Subtier 4–5) can frighten them into revealing their true allegiance. The militia members say only that they were following orders from a superior.

Rewards: If the PCs do not defeat the Aspis arcanists, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 105 gp.

Out of Subtier: Reduce each PC's gold earned by 295 gp.

Subtier 4–5: Reduce each PC's gold earned by 484 gp.

C2. Basement Landing

Stone steps lead up from the north corner of this small room. An open archway leads south, while a second archway leading west is obstructed by rubble and mud.

C3. Muddy Room

This room was once used as a storage room. Water drips slowly from a leak in the roof in the northwest corner, forming a muddy puddle on the floor. Human and animal tracks cover the floor. A PC who succeeds at a DC 12 Survival check (DC 16 in Subtier 4–5) picks out distinct animal prints and identifies that they belong to badgers and weasels of varying sizes.

C4. Barracks (CR 3 or CR 6)

Hastily constructed bunks line the south wall of the small barracks. Mold covers the walls, and the stench of decay is thick in the air. Open archways on the east and west ends of the room lead north.

Creatures: If the PCs avoided or ignored the ambush in area B, they find the Razmiran priest and corrupt militia members from that encounter in this room. Otherwise, this room is empty.

Subtier 1–2 (CR 2)

RAZMIRI PREACHER CR 2

hp 30 (see page 11)

TACTICS

During Combat The preacher activates his bloodrage as soon as possible and fights in melee, focusing on characters displaying holy symbols, vestments, or other religious tokens.

Morale The preacher flees if he runs out of rounds of rage. Otherwise he fights to the death.

SCALING ENCOUNTER C4

To accommodate a group of four PCs, make the following adjustments to the encounter.

Subtier 1–2: The preacher has only 2 rounds of bloodrage remaining. Rather than fleeing after those two rounds are expended, he flees after 4 rounds.

Subtier 4–5: The preacher has only 4 rounds of bloodrage remaining. Remove one militia soldier from the encounter.

ZURNZAL'S PROTÉGÉE

If at least one of the players brings a Chronicle Sheet from *Pathfinder Society Scenario #6–98: Serpents Rise* and that player has earned the boon Spoils of the Siege (Zurnzal), Cetenna benefits from the increased resources available to Zurnzal thanks to his successes during the Siege of Serpents. Cetenna gains *slippers of venomous webs* at both subtiers.

If the PCs defeat Cetenna, players with the Spoils of the Siege (Zurnzal) boon earn the Zurnzal's Foe boon on their Chronicle Sheets, which allows them to purchase the boots.

| SLIPPERS OF VENEMOUS WEBS | | PRICE 12,000 GP |
|---|--------|--------------------|
| SLOT feet | CL 5th | WEIGHT 1/2 lbs. |
| AURA faint necromancy and transmutation | | |

These delicate slippers function as slippers of spider climbing, and provide the wearer with additional spider abilities. Once per day, the wearer can fire a sheet of sticky webbing as a ranged touch attack with a range increment of 10 feet, and a maximum range of 50 feet. If the attack hits, the target is entangled until he frees himself with a DC 16 Escape Artist or Strength check as a standard action. Other creatures can burst the web as a standard action with a successful DC 12 Strength check. Once per day, as a part of an unarmed strike, the wearer can cause fangs to emerge from the boots and deliver a dose of medium spider venom. This poison cannot be extracted from the boots without destroying them.

| | |
|---------------------------|---------------|
| CONSTRUCTION REQUIREMENTS | COST 6,000 GP |
|---------------------------|---------------|

Craft Wondrous Item, *poison*, *spider climb*, *web*

Subtier 4–5 (CR 5)

MILITIA SOLDIERS (2) CR 1/2

hp 12 (see page 11)

TACTICS

Use the tactics from the militia soldiers on page 11.

RAZMIRI EVANGELIST CR 4

hp 57 (see page 13)

TACTICS

Use the tactics from the Razmiri preacher in Subtier 1-2.

Development: Any enemies that escape this encounter attempt to flee through the escape tunnel. If Guaril Karela is guarding the tunnel, he knocks them unconscious and drags them out of sight in case the PCs wish to question them later. If the PCs question the Razmiri priest or the soldiers, refer to the Development section for area B (page 14) for more information.

C5. Armory

Rubble and debris block the eastern half of this room, while sparsely filled weapon and armor racks line the remaining intact walls.

Treasure: The racks bear several sets of armor marked with the Crimson Kestrel insignia and a small selection of weapons. In Subtier 1-2, it contains 3 suits of studded leather armor, 3 handaxes, and 3 longbows. In Subtier 4-5, the racks additionally contain 2

masterwork chain shirts and 2 composite longbows (+2 Str).

Rewards: If the PCs do not find the armory, reduce each PC's gold earned as follows.

Subtier 1-2: Reduce each PC's gold earned by 29 gp.

Out of Subtier: Reduce each PC's gold earned by 74 gp.

Subtier 4-5: Reduce each PC's gold earned by 120 gp.

C6. Training Room (CR 4 or CR 7)

Rolled up straw mats lie in a pile against the western wall of this room, leaving the damp earthen floor exposed. The walls appear freshly cleaned, though they are still speckled with stray flecks of moss and mold. Open cages line the southern wall of the room, and the air is rich with the smell of recently shifted earth. Archways lead to the north and to the east.

Zurnzal formerly used this room to instruct and spar with Cetenna. Zurnzal met Cetenna in Absalom shortly after his mission in #6-98: *Serpents Rise*. Tired of being relegated to the unthinking muscle following someone else's agenda, Zurnzal sought a skillful and loyal disciple that he could trust to handle the bloodier parts of his own schemes. For her part, Cetenna admires Zurnzal for his cunning and his martial ability, and is certain that working with him is the fastest way to get rich while improving her own physical prowess. Now that Zurnzal is away, the room serves as a holding area for Cetenna's pet weasels. When the PCs enter the room, Cetenna spits at them, cracks her knuckles, and smiles confidently, revealing a row of canine teeth. "Welcome, Pathfinders. I take it you aren't interested in surrendering without a fight?" She laughs off any suggestion of parley. During combat, she taunts the PCs, particularly when their attacks miss.

Creatures: Zurnzal's disciple Cetenna waits here to ambush the PCs. Her animal companion, Gyrlok, and a family of giant weasels captured from the nearby wilderness accompany her. Before the PCs arrive, Gyrlok hides beneath the ground in room's eastern archway. He emerges from the ground in the first round of combat. During combat, dozens of mundane weasels, stoats, and other tiny-sized mustelids dart from the cages on the south side of the room to hiss, bark, and occasionally nip at the PCs, though this has no mechanical effect in Subtier 1-2. In Subtier 4-5, the mustelid onslaught deals 1d4 points of damage to a random PC at the end of each combat round. Attacking the cages with an area spell or effect that deals hit point damage ends the animal attacks. The PCs can also stop the animal attacks by frightening them with a successful DC 14 Intimidate check, or calling them off with a successful DC 14 Handle Animal check. In Subtier 4-5, the mustelids are



CETENNA

absorbed in their violent frenzy, and the DC of these checks increases to 19.

Subtier 1–2 (CR 4)

CETENNA CR 2

Female skinwalker brawler (wild child) 3 (*Pathfinder Player Companion: Blood of the Moon 7, Pathfinder RPG Advanced Class Guide 23, 89*)

LE Medium humanoid (shapechanger, skinwalker)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)

hp 27 (3d10+6)

Fort +4, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft.

Melee unarmed strike +7 (1d6+4) or flurry of blows +5/+5 (1d6+4)

Ranged sling +5 (1d4+3)

Special Attacks brawler's flurry, maneuver training (trip +1), martial flexibility 4/day

Spell-Like Abilities (CL 3rd; concentration +4) 1/day—*speak with animals*

TACTICS

Before Combat Cetenna uses her change shape ability to gain a +2 racial bonus to Strength and a +1 racial bonus to natural armor. If aware of the PCs approach, she drinks her potion of *magic fang*. These effects are included in her statistics.

During Combat In the first round of combat, Cetenna uses her martial flexibility to gain the feat Improved Trip as a move action. In subsequent rounds, she mixes trip attempts with normal attacks as part of her flurry of blows. If she has the *slippers of venomous webs* (see sidebar), she applies medium spider venom to her first attack.

Morale Unwilling to concede defeat, Cetenna fights to the death.

Base Statistics Without *magic fang*, Cetenna's stats are **Melee** unarmed strike +6 (1d6+3) or flurry of blows +4/+4 (1d6+3).

STATISTICS

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

Base Atk +3; **CMB** +6 (+7 trip); **CMD** 18 (19 vs. trip)

Feats Combat Expertise, Improved Unarmed Strike, Power Attack

Skills Acrobatics +8, Handle Animal +7, Perception +8; **Racial**

Modifiers +2 Handle Animal

Languages Common

SQ brawler's cunning, change shape, martial training

Combat Gear *potion of cure light wounds*, *potion of magic fang*; **Other Gear** +1 studded leather, sling with 20 bullets.

SPECIAL ABILITIES

Change Shape (Su) Cetenna can change shape to a bestial form as a standard action. In bestial form, she gains a +2 racial bonus to her choice of Strength, Dexterity, or Constitution. While in this form, she also takes on an

animalistic feature that provides a special effect. Each time Cetenna assumes bestial form, she can choose to gain two claw attacks that each deal 1d4 points of damage, 60 foot darkvision, or a +1 natural armor bonus. These benefits last until she returns to her humanoid form as a swift action.

She must first return to her humanoid form before changing to bestial form again to change benefits.

GYRLAK CR —

Badger animal companion

N Small animal

Init +4; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, +1 size, –2 rage)

hp 25 (3d8+12)

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

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +6 (1d4+2), 2 claws +6 (1d3+2)

Special Attacks rage (6 rounds/day)

TACTICS

During Combat Gyrlak rages and attacks the nearest creature.

Morale Gyrlak fights to the death to protect Cetenna.

Base Statistics When not raging, Gyrlak's stats are **AC** 18, touch 15, flat-footed 14; **hp** 19; **Fort** +5, **Will** +4; **Melee** bite +4 (1d4), 2 claws +4 (1d3); **Str** 11, **Con** 15; **CMB** +1; **CMD** 13 (17 vs. trip), **Climb** +8

STATISTICS

Str 15, **Dex** 18, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Iron Will, Weapon Focus (claw)

Skills Climb +10, Perception +6, Stealth +12

SQ link, share spells, tricks (attack [any creature], come, defend, down, guard, track, trip)

SPECIAL ABILITIES

Rage (Ex) Gyrlak can fly into a rage as a free action, gaining a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a –2 penalty to his Armor Class. He may use this ability for up to 6 rounds per day. He can end the rage as a free action. If he does so, he is fatigued for a number of rounds equal to twice the number of rounds he spent raging. He cannot enter rage while fatigued or exhausted, and his rage automatically ends if he falls unconscious.

GIANT WEASELS (2) CR 1

hp 9 each (*Pathfinder RPG Bestiary 4 275*, see page 25)

TACTICS

During Combat The weasels attack whichever creature Cetenna is attacking.

Morale If Cetenna is knocked unconscious, the weasels flee.

SCALING ENCOUNTER C6

Make the following adjustments to the encounter to accommodate a group of four players.

Subtier 1-2: Remove one giant weasel from the encounter. Cetenna and Gyrlak got into a fight earlier in the day that consumed some of their resources. Cetenna has expended 1 use of martial flexibility, and Gyrlak has expended 4 of his rounds of rage. In addition, Cetenna does not have a *potion of magic fang*.

Subtier 4-5: Replace the two ferocious weasels with one giant weasel from Subtier 1-2. Cetenna and Gyrlak got into a fight earlier in the day that consumed some of their resources. Cetenna has expended 2 uses of martial flexibility and all 4 rounds of upending strike, and Gyrlak has expended 4 of his rounds of rage. In addition, Cetenna has only one potion each of *barkskin* and *greater magic fang*, and uses them herself rather than feeding them to Gyrlak.

Subtier 4-5 (CR 7)

CETENNA **CR 6**

Female skinwalker brawler (wild child) 7 (*Pathfinder Player Companion: Blood of the Moon 7, Pathfinder RPG Advanced Class Guide 23, 89*)

LE Medium humanoid (shapechanger, skinwalker)

Init +6; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 armor, +2 Dex, +2 dodge, +3 natural)

hp 57 (7d10+14)

Fort +7, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee unarmed strike +12/+7 (1d8+5) or flurry of blows +10/+10/+5 (1d8+5)

Ranged mwk sling +10 (1d4+4)

Special Attacks brawler's flurry, brawler's strike (magic), knockout 1/day (DC 17), maneuver training (trip +2, disarm +1), martial flexibility 6/day

Spell-Like Abilities (CL 7th; concentration +9) 1/day—*speak with animals*

TACTICS

Before Combat Cetenna uses her change shape ability to gain a +2 racial bonus to Strength and a +1 racial bonus to natural armor. Once aware of the PC's intrusion into the base, she then drinks one of her potions of *greater magic fang* and *barkskin*, and then feeds the second potion of each spell to Gyrlak. These effects are included in Cetenna's statistics.

During Combat In the first round, Cetenna uses her martial flexibility to gain the benefits of the feats Improved Trip and Greater Trip, expending both her move action and her

swift action. In subsequent rounds, she uses her upending strike ability to trip her opponents. She may mix trip attempts with normal attacks as part of her flurry of blows if multiple foes engage her in melee. If she has the *boots of venomous webs* (see sidebar on page 19), she applies medium spider venom to her first attack.

Morale Unwilling to concede defeat, Cetenna fights to the death.

Base Statistics Without *barkskin* and *greater magic fang*, Cetenna's stats are **AC** 19, touch 14, flat-footed 15; **Melee** unarmed strike +11/+6 (1d8+4) or unarmed strike flurry of blows +9/+9/+4 (1d8+4).

STATISTICS

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

Base Atk +7; **CMB** +11 (+12 disarm, +13 vs. trip); **CMD** 25 (26 vs. disarm, 27 vs. trip)

Feats Combat Expertise, Dodge, Improved Initiative, Improved Unarmed Strike, Power Attack

Skills Acrobatics +12, Handle Animal +11, Perception +12;

Racial Modifiers +2 Handle Animal

Languages Common

SQ brawler's cunning, change shape, hunter's tricks, martial training, wild trick (hunter's trick [upending strike^{APG}] 4/day)

Combat Gear *feather token* (bird), *potion of barkskin* (2), *potion of cure serious wounds*, *potion of invisibility*, *potion of greater magic fang* (2); **Other Gear** +1 *studded leather*, mwk sling with 20 bullets, *cloak of resistance* +1, 75 gp

SPECIAL ABILITIES

Change Shape (Su) Cetenna can change shape to a bestial form as a standard action. In bestial form, she gains a +2 racial bonus to her choice of Strength, Dexterity, or Constitution. While in this form, she also takes on an animalistic feature that provides a special effect. Each time Cetenna assumes bestial form, she can choose to gain two claw attacks that each deal 1d4 points of damage, 60 foot darkvision, or a +1 natural armor bonus. These benefits last until she returns to her humanoid form as a swift action. She must first return to her humanoid form before changing to bestial form again to change benefits.

Upending Strike (Ex) Cetenna can use this trick as a free action just before she makes a melee attack. If the attack hits, she may attempt a free trip combat maneuver against the target. She can activate this ability up to 4 times per day.

GYRLAK **CR —**

Badger animal companion

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 18, touch 12, flat-footed 14 (+4 Dex, +6 natural, -2 rage)

hp 57 (6d8+30)

Fort +10, **Ref** +9, **Will** +7; +4 on Will saves vs. enchantments
Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +10 (1d6+5), 2 claws +10 (1d4+5)

Special Attacks rage (6 rounds/day)

TACTICS

Before Combat If Cetenna has time, she feeds Gyrlak a *potion of barkskin* and a *potion of greater magic fang*, increasing his AC by 2 and giving him a +1 bonus on attack and damage rolls. These bonuses are not included in his statistics.

During Combat Gyrlak rages and attacks the nearest creature.

Morale Gyrlak fights to the death to protect Cetenna.

Base Statistics When not raging, Gyrlak's stats are **AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural); **hp** 45; **Fort** +8, **Will** +5; **Melee** bite +8 (1d6+3), 2 claws +8 (1d4+3); **Str** 16, **Con** 17; **CMB** +7; **CMD** 19 (23 vs. trip); **Climb** +11

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Iron Will, Power Attack, Weapon Focus (claw)

Skills Climb +13, Perception +7, Stealth +10

SQ link, share spells, tricks (attack [any creature], come, defend, disarm, down, guard, heel, seek, track, trip)

SPECIAL ABILITIES

Rage (Ex) Gyrlak can fly into a rage as a free action, gaining a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to his Armor Class. He may use this ability for up to 6 rounds per day. He can end the rage as a free action; if he does so, he is fatigued for a number of rounds equal to twice the number of rounds he spent raging. He cannot enter rage while fatigued or exhausted, and his rage automatically ends if he falls unconscious.

FEROCIOUS WEASELS (2)

CR 2

Young dire weasels (*Pathfinder RPG Bestiary 4* 275, 289)

N Medium animal

Init +5; Senses low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 22 each (5d8)

Fort +4, **Ref** +9, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +7 (1d6+4 plus grab)

Space 5 ft.; Reach 5 ft.

Special Attacks blood drain (1d4+1 Con), blood rage, grab

TACTICS

During Combat The weasels attack whichever creature Cetenna is attacking.

Morale If Cetenna is knocked unconscious, the weasels flee.

STATISTICS

Str 17, **Dex** 20, **Con** 10, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 21 (25 vs. trip)

Feats Combat Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +7, Perception +11, Stealth +16, Swim +9; **Racial**

Modifiers +4 Climb, +2 Perception, +6 Stealth, +2 Swim

SQ compression

Development: If the PCs manage to capture Cetenna, she is not forthcoming with information. However, if the PCs question her about specific documents they find in the planning room, she proudly admits to being Zurnzal's disciple, and tells the PCs that he Zurnzal will kill them for disrupting his plans.

Rewards: If the PCs do not defeat Cetenna, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 139 gp.

Out of Subtier: Reduce each PC's gold earned by 322 gp.

Subtier 4–5: Reduce each PC's gold earned by 506 gp.

C7. Planning Room

Two desks facing each other occupy the center of this room; each covered with stacks of reports, maps, and other pieces of paperwork. A large map of Nirmathas hangs from the north wall.

This is the room where Zurnzal and Madreki did the majority of their planning. PCs who spend 1d6 minutes investigating the piles of paperwork on the desk find enough evidence to implicate Zurnzal—and possibly also Madreki Gael—in the theft of Guaril Karela's goods, as well as in the rumor campaign against the Pathfinder Society in Tamran. The PCs also find a thick bundle of bloodstained faction mission notes written by Guaril Karela and taken (often by force) from members of the now-defunct Szarni faction. These notes provided the handwriting sample used to produce the forged note from Guaril in encounter A.

Development: PCs who search the desks can also find a collection of letters to and from a militia captain named Jana Vaylorne. **Player Handout #3** is a draft of Zurnzal's original plan, with extensive notes from Madreki on the back, and **Player Handout #4** is Captain Vaylorne's reply to the polished letter that Zurnzal sent her.

These letters detail Zurnzal and Madreki's plans to frame the Pathfinder Society by posing as Pathfinders and selling secrets leaked to them by Captain Vaylorne to Molthune. Captain Vaylorne and her soldiers would then "coincidentally" stumble across the sale taking place and become war heroes by foiling the exchange and slaying the Molthuni spies. Vaylorne plans to use her

newfound popularity to support the church of Razmir's reintroduction into Tamran, and the Aspis Consortium plans to use the event to convince Nirmathas to evict the Pathfinder Society.

While Zurnzal has signed his name to several documents, including the letter in **Player Handout #3**, Madreki was far more careful with his name. A PC who succeeds at a DC 20 Perception check finds a mention of the name Madreki. If the PCs find this name, they can attempt a DC 20 Knowledge (local) check. PCs who succeed at this check know that Madreki Gael is a member of a disgraced Sczarni family that attempted to kill Guaril Karela about a year ago. Members of the Exchange faction receive a +4 circumstance bonus on this skill check. If the PCs share the cache of documents with Karela, or if they show him **Player Handout #4**, he recognizes Madreki's signature immediately. He thanks the PCs for being the second group of Pathfinders to help him thwart the efforts of the treacherous Gael family, and asks them to hand the documents over to him (see the Conclusion for more details).

C8. Storage Room

This room is filled with an assortment of crates, barrels, and boxes filled with a variety of mundane supplies. PCs who succeed at a DC 15 Perception check find a hidden door in the western wall which leads to the escape tunnel Guaril Karela located outside.

C9. Private Quarters

Zurnzal and Madreki used these ruined chambers as living quarters when they occupied the base. In their absence, Cetenna sleeps in the western room.

CONCLUSION

If the PCs fail to defeat Cetenna, she manages to avoid Guaril Karela and flees Nirmathas. She meets up with Zurnzal and Madreki on the Molthuni blockade, where they are currently working out the final details of their plot to frame the Pathfinders. With their plan thwarted, Zurnzal and Madreki are forced to lie low for a short time while they consider their options. Even though Cetenna no longer menaces his shipments, Guaril Karela is infuriated by the Pathfinder's failure to catch the culprit behind the thefts.

If the PCs defeat Cetenna, Guaril Karela is thrilled with their work and thanks them for their assistance. With the Aspis out of commission in Tamran, Karela's shipments once again flow into the city freely, providing the lodge and the people of Tamran with much needed

supplies. He asks the PCs what information they found on the Aspis operations. If he learns of Madreki Gael's involvement, he strongly suggests that the PCs give him the information—with his vast knowledge of the Gael family, he argues that he is in the best position to track down Madreki and Zurnzal. He asks the PCs not to turn the documents over to the Ashfall Lodge first, because in order for his plans to be effective, he must keep some information close to the chest. In addition, he promises that he will share enough information with the Venture Captain to exonerate the Pathfinder Society.

The PCs have two main options for what to do with the evidence of militia captain Jana Vaylorne's ties to the Church of Razmir and the Aspis Consortium. If they deliver it to Guaril Karela, he uses it to blackmail Captain Vaylorne and gain a powerful contact within the church of the living god. He provides Venture-Captain Total with enough evidence to clear the Pathfinder Society's name. The people of Tamran mostly blame Molthune, but a few remain suspicious of the Society. If the PCs instead deliver the evidence to Venture-Captain Total, she uses the evidence to exonerate the Pathfinder Society and expose Captain Vaylorne's treachery. She places the blame squarely on the shoulders of the Aspis Consortium and the church of Razmir. The Pathfinder Society's name is cleared, and the people of Tamran grudgingly admit that Molthune is not to blame for the plot. The PCs earn the Karela's Gratitude boon if they hand the evidence to Karela. If they instead hand the evidence to Venture-Captain Total, they earn the Trusted in Tamran boon.

REPORTING NOTES

If the PCs deliver the evidence from area C7 to Guaril Karela, check box A on the reporting sheet. If they deliver the evidence to Oraiah Total, check box B. If Cetenna survives the scenario, check box C.

PRIMARY SUCCESS CONDITIONS

The Pathfinders earn 1 Prestige point for defeating Cetenna and clearing out the Aspis base.

SECONDARY SUCCESS CONDITIONS

The Pathfinders earn 1 additional Prestige point if they deliver the evidence connecting militia captain Jana Vaylorne with the church of Razmir to either Venture Captain Oraiah Total, or to Guaril Karela.

APPENDIX: STAT BLOCKS

The following stat blocks are used at various points in this scenario.

CUTPURSE CR 1/2

Human rogue 1 (*Pathfinder RPG NPC Codex* 144)
NE Medium humanoid (human)
Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 10 (1d8+2)
Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.
Melee short sword +3 (1d6+2/19-20)
Ranged dagger +3 (1d4+2/19-20)
Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12
Base Atk +0; **CMB** +2; **CMD** 15
Feats Improved Initiative, Weapon Finesse
Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6
Languages Common
SQ trapfinding +1
Combat Gear *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp

GIANT WEASEL CR 1

N Medium animal (*Pathfinder RPG Bestiary* 4 275)
Init +4; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)
hp 9 (2d8)
Fort +3, **Ref** +7, **Will** +1

OFFENSE

Speed 40 ft.
Melee bite +5 (1d6+3 plus grab)
Special Attacks blood drain (1d2 Con), grab

STATISTICS

Str 14, **Dex** 19, **Con** 10, **Int** 2, **Wis** 13, **Cha** 11
Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 17 (21 vs. trip)
Feats Weapon Finesse
Skills Climb +6, Perception +7, Stealth +10, Swim +8; **Racial Modifiers** +4 Climb, +2 Perception, +6 Stealth, +2 Swim
SQ compression

GUILD INITIATE CR 4

Halfling rogue 5 (*Pathfinder RPG NPC Codex* 146)
LE Small humanoid (halfling)
Init +8; **Senses** Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)
hp 41 (5d8+15)
Fort +4, **Ref** +11, **Will** +1; +2 vs. fear
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.
Melee +1 short sword +9 (1d4+1/19-20)
Ranged mwk hand crossbow +9 (1d3/19-20)
Special Attacks sneak attack +3d6

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15
Base Atk +3; **CMB** +2; **CMD** 16
Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse
Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16
Languages Common, Halfling
SQ rogue talents (finesse rogue, slow reactions), trapfinding +2
Combat Gear *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** masterwork studded leather, +1 short sword, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwig (5), 60 gp

STREET PERFORMER CR 1

Human bard 2 (*Pathfinder RPG NPC Codex* 26)
CN Medium humanoid (human)
Init +2; **Senses** Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 14 (2d8+1)
Fort +1, **Ref** +5, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.
Melee dagger +1 (1d4/19-20)
Ranged dagger +3 (1d4/19-20)
Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate, inspire courage +1)
Bard Spells Known (CL 2nd; concentration +5)
1st (3/day)—*charm person* (DC 14), *expeditious retreat*, *sleep* (DC 14)
0 (at will)—*daze* (DC 13), *detect magic*, *flare* (DC 13), *ghost sound* (DC 13), *prestidigitation*

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 17
Base Atk +1; **CMB** +1; **CMD** 13
Feats Point-Blank Shot, Precise Shot
Skills Acrobatics +5, Bluff +7, Diplomacy +8, Handle Animal +8, Knowledge (local) +4, Perception +5, Perform (wind) +8, Sense Motive +5, Sleight of Hand +7, Stealth +5
Languages Common

PATHFINDER SOCIETY SCENARIO

SQ bardic knowledge +1, versatile performance (wind)
Combat Gear potions of cure light wounds (2), potion of

invisibility, caltrops, silk rope, tanglefoot bags (2); **Other Gear** masterwork chain shirt, daggers (3), 8 gp

PLAYER'S HANDOUT #1: GUARIL'S NOTE

Pathfinders,

My sources tell me that the individuals responsible for stealing my cargo are bringing a shipment of my goods into the city tonight. If we act quickly, we can take them by surprise, and perhaps learn a thing or two about who's pulling their strings. Meet me on the northernmost pier an hour before midnight, and we'll discuss our plan of attack.



PLAYER HANDOUT #2: MAP OF NIRMATHAS



PLAYER HANDOUT #3: DRAFTED LETTER TO CAPTAIN VAYLORNE

Dear Captain Vaylorne,

After our conversation last week, I've come up with a plan that will allow both of us to get what we want. I will get rid of the Pathfinders who are making themselves inconvenient to both the Aspis Consortium and to the church of Razmir and make you a political and religious hero.

First, you send me a list of secrets that would be damaging if they made it into Molthune's hands, while I make the substantial gold piece donation to the church of Razmir that we discussed. After that, I will have a several people walk around town spreading rumors that Pathfinders are working with Molthune.

With that in place, I'll contact the people I have set up in Molthune, and have them come down off of the blockade in the middle of the night. I'll send some of my friends disguised as Pathfinders and carrying the military secrets to meet them. Each of them will be wearing a wayfinder and a glyph of the open road. I'll dress up one of my halfling friends as their local leader, Venture Captain Oraiah Tolal. At that point, you swoop in with a large group of soldiers, kill the Molthuni, and capture the "Pathfinders". I'll tell them all to surrender right away, and you can arrest them. At some point when you are not on duty, I'll break them out so there is more to blame on the Pathfinder Society.

Regards,
Zurnzal

Zurnzal,

Your plan shows promise, but it relies too heavily on theatrics over substance. An entire group openly carrying wayfinders and wearing the Pathfinder's symbol is suspicious in and of itself—real Pathfinders rarely try so hard to proclaim their allegiance—to say nothing of the considerable risk of discovery that you incur when disguising someone as a known figure in the community. The Molthuni are unlikely to agree to come off of the ships, even at night, without significant persuasion. Are you intending to have me assist their journey? What are you planning to do with the real Oraiah Tolal?

As a general point of discourse—when referring to activities that some may consider illegal, do not use plain language (particularly when you are signing your name to the document). You impressed me greatly on your last mission involving the Society, and I am certain you are capable of ironing out the details in this mission. Send me your next draft for revision.

Your Friend,
MG

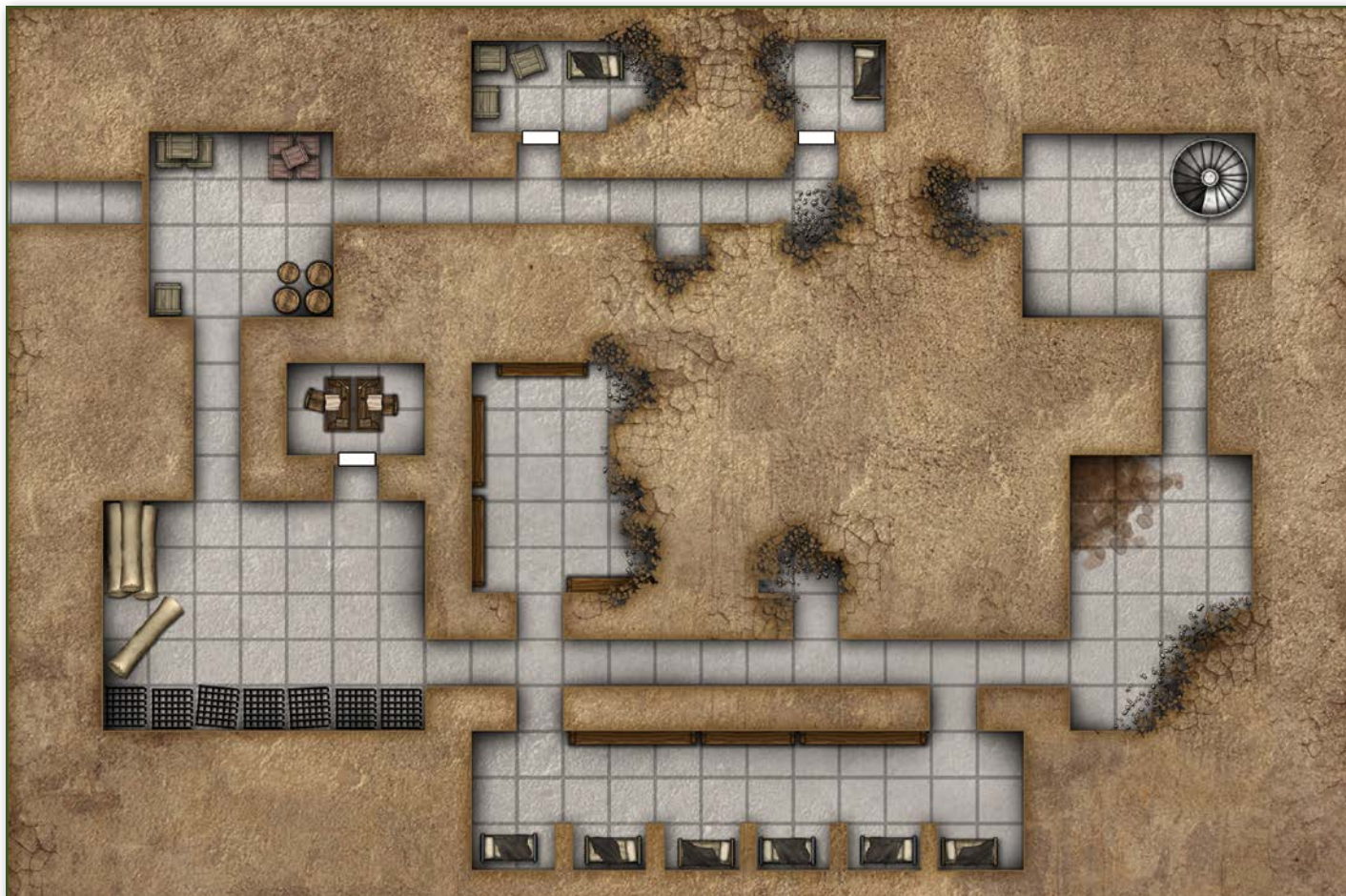
PLAYER HANDOUT #4: LETTER TO ZURNZAL

Dear Z,

I have recieved your donation. Blessed are those who open their coffers and their hearts to the Living God. Those who are sufficiently generous succeed in all of their endeavors.

The information you requested will arrive tomorrow morning in a separate letter. I'll alter the patrols to meet your group at the designated time. I can't guarantee that none of my guards will be overzealous at the sight of Molthuni, so be sure that your group is quick to surrender and drop arms.

-V



Pathfinder Society Scenario #7-07: Trouble in Tamran

| | |
|---|---|
| Event | Date |
| GM # | GM Character # |
| GM Name | GM Prestige Earned |
| <input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D | <div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> |
| Character # | Prestige Points |
| Character Name | |
| <input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court | |
| Character # | Prestige Points |
| Character Name | |
| <input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court | |
| Character # | Prestige Points |
| Character Name | |
| <input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court | |
| Character # | Prestige Points |
| Character Name | |
| <input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court | |
| Character # | Prestige Points |
| Character Name | |
| <input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court | |

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Pathfinder Society Scenario #7-07: Trouble in Tamran

Character Chronicle #

Core Campaign

| | | | | |
|-------------|--------|----------------|----------------------|---------|
| | A.K.A. | | | |
| Player Name | | Character Name | Pathfinder Society # | Faction |

This Chronicle sheet grants access to the following:

Karela's Gratitude: Guaril Karela remembers the valuable information you provided him. His contacts in Nirmathas offer you a selection of ammunition. You may spend 1,600 gp to purchase 10 pieces of ammunition selected in any combination from the following list, or 800 gp to purchase 5 pieces of ammunition. When you use this boon, cross it off your Chronicle Sheet.

- +1 *keen* ammunition*
- +1 ammunition coated in blue whinnis poison
- +1 *merciful* ammunition
- +1 *disruption* ammunition* (limit 1)

*These ammunition are an exceptions to the standard restriction of the *keen* and *disruption* properties to melee weapons.

Trusted in Tamran: Venture Captain Oraiah Total exonerated the Society without increasing tensions between Nirmathas and Molthune, thanks to the information you provided. One of the members of the Nirmathi militia offers you a selection of ammunition. You may spend 1,600 gp to purchase 10 pieces of ammunition selected in any combination from the following list, or 800 gp to purchase 5 pieces of ammunition. When you use this boon, cross it off your Chronicle Sheet.

- +1 *human bane* ammunition
- +1 *seeking* ammunition
- +1 *flaming* ammunition
- +1 *holy* ammunition (limit 1)

Zurnzal's Foe: You defeated Zurnzal's protégée Cetenna. You gain access to the following unique magic item at the listed discount.

Slippers of venomous webs (**Aura** faint necromancy and transmutation; **CL** 5th; **Slot** feet; **Discounted Price** 8,000 gp): These delicate slippers function as *slippers of spider climbing*, and provide the wearer with additional spider-like abilities. Once per day, the wearer can fire a sheet of sticky webbing as a ranged touch attack with a range increment of 10 feet, and a maximum range of 50 feet. If the attack hits, the target is entangled until he frees himself with a DC 16 Escape Artist or Strength check as a standard action. Other creatures can burst the web as a standard action with a successful DC 12 Strength check. Once per day, as a part of an unarmed strike, the wearer can cause fangs to emerge from the boots and deliver a dose of medium spider venom. This poison cannot be extracted from the boots without destroying them.

| All Subtiers | Subtier 4-5 |
|---|--|
| <p><i>elixir of the thundering voice</i> (250 gp, <i>Pathfinder RPG Advanced Class Guide</i> 229)</p> <p><i>potion of invisibility</i> (300 gp)</p> <p><i>scroll of ghostly disguise</i> (150 gp; <i>Pathfinder RPG Ultimate Magic</i> 222)</p> <p><i>scroll of summon monster II</i> (150 gp)</p> <p><i>wand of magic missile</i> (10 charges; 150 gp, limit 1)</p> <p><i>wand of unseen servant</i> (10 charges; 150 gp, limit 1)</p> | <p><i>cloak of resistance +1</i> (1,000 gp)</p> <p><i>feather token</i> (bird) (300 gp)</p> <p><i>potion of barkskin</i> (300 gp)</p> <p><i>potion of cure serious wounds</i> (750 gp)</p> <p><i>potion of invisibility</i> (300 gp)</p> <p><i>potion of greater magic fang</i> (750 gp)</p> <p><i>potion of cure moderate wounds</i> (300 gp)</p> <p><i>scroll of greater magic weapon</i> (375 gp)</p> <p><i>scroll of summon monster III</i> (375 gp)</p> <p><i>wand of alarm</i> (5 charges; 75 gp, limit 1)</p> <p><i>wand of mage armor</i> (15 charges; 225 gp, limit 2)</p> <p><i>wand of protection from evil</i> (5 charges; 75 gp, limit 1)</p> |

| | | | | |
|-------------------|---|---------------------------|-----|-------|
| MAX GOLD | SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal | 1-2 | 250 | 500 |
| | SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal | Out of Subtier | 464 | 927 |
| | SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal | 4-5 | 927 | 1,853 |
| | SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal | — | — | — |
| EXPERIENCE | Starting XP | | | |
| | + | XP Gained (GM ONLY) | | |
| | = | | | |
| | Final XP Total | | | |
| | | | | |
| FAME | Initial Prestige | Initial Fame | | |
| | + | Prestige Gained (GM ONLY) | | |
| | = | | | |
| | Prestige Spent | | | |
| | Current Prestige | Final Fame | | |
| GOLD | Starting GP | | | |
| | + | GP Gained (GM ONLY) | | |
| | = | | | |
| | Day Job (GM ONLY) | | | |
| | Gold Spent | | | |
| = | | | | |
| Total | | | | |

For GM Only

| | | | | |
|-------|------------|------|-------------------------|-------------------------|
| EVENT | EVENT CODE | DATE | Game Master's Signature | GM Pathfinder Society # |
|-------|------------|------|-------------------------|-------------------------|