

A PATHFINDER SOCIETY SCENARIO



THE DEVIL WE KNOW PART I: SHIPYARD RATS™

By Joshua J. Frost



THE DEVIL WE KNOW PART I: SHIPYARD RATS

PATHFINDER SOCIETY SCENARIO 29

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Pathfinder Society Scenario 29: The Devil We Know Part I: Shipyard Rats is a Pathfinder Society Scenario designed for 1st- to 7th-level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 19 of this product.

Paizo Publishing, LLC

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THE DEVIL WE KNOW PART 1: SHIPYARD RATS

BY JOSHUA J. FROST

Twelve years ago, a cleric of Groetus and member of one of Taldor's more dramatically fallen families, Dalirio Teppish, decided he'd had enough of Taldor and would do all within his and his patron deity's power to ensure the total destruction of his native homeland. The Teppish family once stood as the right hand of the Grand Prince, a family of wealth, power, and absurdly large holdings throughout northern Taldor. A Teppish once sat in the governor's seat in Cassomir Prefecture. A Teppish once led thousands in battle against the Qadirans during the Grand Campaign. A Teppish negotiated the Treaty of the Wildwood, guaranteeing Taldor a renewable source of druid-protected blackwood trees that would forever supply the empire with the ships built in Cassomir's famous Imperial Naval Shipyards.

The Teppish family's power came to a close nearly 50 years ago when a series of rival houses launched attacks on their holdings and wealth, and even went so far as to assassinate several of the Teppish family patriarchs. In just a few short years the mighty Teppish were reduced to laughingstocks in the Opparan social scene and were left with few possessions, even less gold, and no power at all. So the Teppish family did what any self-respecting Taldan family does when left destitute: they turned to a life of organized crime.

Their crimes were crimes against the state. They robbed treasury caravans, ambushed military convoys, even traveled deep into the Verduran Forest and sabotaged druid-guided logging operations. Slowly and methodically, they sought to destroy Taldor from within—a destructive ideal that soon caught the attention of Groetus, the God of End Times. Groetus sent his cultists to infiltrate the Teppish family and just over a generation later, their family has become one of the more ambitious Groetus cults in the western Inner Sea.

Dalirio Teppish was raised in this environment of seething hatred toward the homeland, and by the time he'd reached adulthood, Dalirio had dedicated his life to Groetus, training as a cleric and slowly concocting a plan to start the first in a series of catastrophes that would eventually bring hated Taldor to its knees. His

plan was simple: disrupt all ship construction in the Imperial Naval Shipyards and Taldor would cease to be a power in the west. Everyone knows the Taldan Phalanx is under-funded, that the nation's infrastructure is falling apart, and that the corruption of Taldor's Bearded class is pushing the empire toward ever-increasing acts of frivolity and excess. If it weren't for the power of Taldor's Navy, the empire would long ago have ceased to exist. Dalirio wanted to help make this happen.

The vengeful cleric spent years recruiting a small cult of Groetus followers from the underprivileged of Taldor, not telling them the full extent of his plans but offering a huge reward for obedience and loyalty. He approached a local circle of druids, known as Nature's Cataclysm, who hated the druids of the Wildwood Lodge for giving up so much of the Verduran Forest to the empire, and enlisted their help. He even traveled deep beneath Cassomir, wandering Cassomir's Locker and then the Darklands before finding the derros in Corgunbier, their city deep beneath northern Taldor, and plying them with thousands in gold before convincing them to step up their kidnapping in Cassomir to create further confusion and sow chaos. The derros agreed for their own reasons, and suddenly Dalirio found himself leading a sizeable band of miscreants with mayhem on their mind. Together they adopted the moniker of the druids, calling themselves the Cult of Nature's Cataclysm.

While wandering the Darklands, Dalirio received a dream from Groetus, telling him to seek a specific cavern to find the weapon that would help him succeed. Upon waking, Dalirio immediately followed his patron's guidance and found a bizarre grotto filled with a brackish lake, dozens of decayed, staring faces floating just above the waterline. In the center of the lake was a small stone outcropping, upon which rested a solid gold, gem-encrusted amulet. Dalirio swam out to the stone, feeling dozens of skeletal hands lightly grasping at his skin as he went, and took the amulet from its perch. Once he touched the amulet, the faces on the lake awakened, their eyes bursting with blue light. Groetus had granted Dalirio control of several huecuva, fallen clerics of Groetus that the God of End



THE DEVIL WE KNOW SERIES

Shipyard Rats is the first in a connected series of scenarios for Pathfinder Society Organized Play. Though it's best if these scenarios are played in order, they do not have to be. For example, if any of your PCs have played through *Cassomir's Locker* first (Part II of the Devil We Know series), assume they learn that the few cultists they encounter in Part II were just a prelude to the kidnappings in this adventure. There will be at least two more chapters to this story before the end of Season 1.

Times had left here as punishment. Dalirio had the final piece of his plan—undead servants who would obey him unquestionably and prove to his followers that they truly had the blessings of Groetus himself.

The nighttime kidnappings started a few months ago. Cassomir had always had some trouble with kidnappings, but this was different—only carpenters, shipwrights, and guards from the Imperial Naval Shipyards were going missing, and they were doing so at a rate of one or two a night. The Cassomir authorities tried to keep it quiet, but when ship production missed a launch deadline for the first time in a decade, the Grand Prince himself demanded action. Martial law was instituted, the shipyards were guarded heavily at night, and the streets were patrolled by an increased presence of the constabulary. These changes did nothing, and the kidnappings continued.

Then the cultists got brash—a few days before the start of this adventure they kidnapped an entire group of citizens who were gathered for a secret auction of Taldan artifacts just after sunset in the shipyards. Among that group were a young Pathfinder named Cestis and an agent of the Aspis Consortium named Kafar, there with his 16-year-old Chelaxian assistant Nefti. Nefti managed to escape by throwing himself into the harbor and swimming for safety, but no one else got away. Nefti fled back to his masters in Old Cassomir and reported what had happened. After lengthy discussion, the other Aspis Consortium agents decided enough was enough—they contacted the Pathfinder Society venture-captain in Cassomir, a woman named Hestia Themis. They had a bizarre proposal: with both groups now missing agents as the result of this recent spike in kidnappings, couldn't the Society and the Consortium work together to bring it to a halt before resuming their less-than-friendly rivalry? Hestia reluctantly agreed, knowing the Consortium must surely have a plot mixed up in this but willing to risk it. She assigned a recently arrived band of Pathfinders to the case and gave them the only lead they had: the Chelaxian assistant Nefti.

SUMMARY

The PCs are asked by Venture-Captain Themis to locate a recently kidnapped Pathfinder named Cestis. Additionally, she informs the PCs that they are also looking for a missing agent of the Aspis Consortium named Kafar who was kidnapped at the same time. She introduces the PCs to Nefti, Kafar's timid Chelaxian assistant, and orders the PCs to follow Nefti's only clue: that he believes the kidnapped victims from the auction are being held at a dockside tavern in the shipyards called the Inn of the Unlucky Sailor, currently closed for business while being remodeled.

The PCs are guided by Nefti to the Inn of the Unlucky Sailor and find a druid and his dire rat minions guarding some of the Cassomir citizens who were at the auction—they also find Kafar, drugged and unconscious. At the inn, the PCs learn from the nearly enslaved citizens that they were broken into two groups after the kidnapping—the second group was taken to a ship, called the *Prancing Prince*, docked at a nearby wharf. The kidnapped citizens admit they're not sure where the Pathfinder Cestis is being held, but if he's not at the inn, they must have taken him to the *Prancing Prince*.

The sun sets over Cassomir as the PCs arrive at the *Prancing Prince*. The ship appears deserted—no sentries or sailors on deck at all—but the PCs soon discover more kidnapped Cassomir citizens below deck guarded by a group of half-orc monks hired by Dalirio to guard the ship until such time as the Groetus cleric could gather enough funds to hire a crew for the *Prancing Prince* and sell these citizens into the Inner Sea slave market—a sale that would gather him a large sum of gold for his plans.

The PCs do not find the missing Pathfinder here, nor do they find any clues, but just as they're about to leave the ship, they encounter Luscilia Ismacco, Dalirio's sometimes lover and the woman to whom he trusted the *Prancing Prince* and its valuable cargo. Luscilia is accompanied by several undead that she was bringing to help guard the ship. Once the PCs best the cleric and her undead minions, they can learn the location beneath the shipyards where Dalirio and his remaining cultists are gathered. If the scenario is running short at this point, the PCs may also encounter a group of cultist fighters arriving dockside to help man the ship.

The PCs then travel to a warehouse in the shipyards, where they find a trap door in the office that leads down to a two-level basement below. The first level is trapped and guarded by a Nature's Cataclysm druid and his dire rat animal companion. The second level is the secret headquarters of Dalirio's cult—where the PCs encounter the mastermind himself and his heucuva minions. Dalirio and his heucuva's are guarding dozens



of Cassomir citizens including Cestis, the missing Pathfinder.

GETTING STARTED

Read the following to get the adventure underway:

Venture-Captain Hestia Themis, a small, unassuming woman of Taldan heritage with dark hair and eyes, holds a large sheaf of papers in her small hands and clears her throat. Her booming voice, the antithesis of her stature, fills the main hall of the small Pathfinder Lodge in the Taldan city of Cassomir.

“One of our own has been kidnapped. Pathfinder Cestis was taken just days ago from a relics auction in the Imperial Naval Shipyards, and we believe his disappearance to be related to the six dozen or so kidnappings of the last several months. Now that one of our own is missing, this has become a Society matter—something we’ll get to the bottom of.”

Themis gestures to a teenage boy standing beside her, who nervously regards his surroundings and sweats profusely, his thick brown hair matted and wet against his head. “This is Nefti, the assistant to the biggest thorn in my side in Cassomir—an agent of the Aspis Consortium named Kafar. Kafar is also missing, taken from the same relics auction along with Pathfinder Cestis and a dozen other citizens of Cassomir. Nefti was at the auction, saw where a small group of the kidnapped victims were taken, and his handlers in Cassomir have give us access to him so that he might guide us to our missing Pathfinder. If you happen to find Kafar...” Themis grinds her teeth. “Let him go, per the agreement I’ve just made with his superiors. Your priority is Cestis, and I think Nefti can lead you to him. Any questions?”

The PCs may have questions for Themis. Though she’d rather the PCs get the investigation and recovery underway, she’ll patiently answer any questions the PCs might have.

Why not report the kidnappings to the authorities? “They’ve been unable to recover the dozens of other Cassomir citizens who’ve gone missing in recent months. What makes you think they’ll get our Pathfinder back? Besides, Cestis has some... knowledge I’d rather the local authorities not get, and so I need you to get him for me.”

What knowledge? “It’s a high-level Society matter and none of your concern.”

What do you know about the kidnappings? “They started a few months ago. Cassomir has always had some trouble with its citizens going missing, but this was different. Only those associated with the Imperial Naval Shipyards were taken—shipwrights, carpenters, navy guards, and so on. This recent kidnapping, where they

AFFLICTIONS, DISEASES, AND POISONS

Be sure to read the rules in the *Pathfinder RPG Core Rulebook* beginning on page 555 regarding curses, diseases, and poisons, as the way they are handled has changed slightly from previous editions.

took Cestis, was brash and bold. They grabbed more than a dozen people in one attack, neglecting to grab Nefti. Their mistake is our fortune.”

Who kidnapped these people? “There are... rumors of twisted men from the Darklands who climb up through Cassomir’s Locker, the sewers, catacombs, and older ruins below the city. Alas, they are only rumors. We don’t know who’s doing it.”

Why are we working with the Aspis Consortium? “Difficult situations sometimes call for difficult choices. The Aspis have the information we need about where to start in this mystery, and if it takes dirtying our hands with them to get Cestis back, I think it’s worth it.”

ACT 1: INN OF THE UNLUCKY SAILOR (CR 2, 4, OR 7)

Perched precariously overhanging the dirty harbor water stands the Inn of the Unlucky Sailor. A fresh coat of white paint glistens on half the inn’s outside walls, and most of the windows are boarded up. The roof leans slightly toward the harbor, as if at any moment the entire thing could come off and slide into the ocean. The dock leading up to the inn is made of rotting wood connected to thick, rank-smelling pilings. Several small rowboats are currently tied up along its length.

Approaching the inn quietly is quite difficult. There is limited access to the inn from the water below and the dock leading up to the main entrance is so rotten and noisy that anyone attempting a Stealth check to move along it suffers a –5 penalty. Additionally, anyone who moves faster than a single move action along the dock on their turn must succeed on a DC 15 Acrobatics check or fall prone. The street entrance is boarded up, and though a simple DC 15 Strength check is enough to bring the boards down, it immediately alerts the cultist inside of the PCs’ approach.

The inn’s interior is in much better condition. The floors are new and quiet, the walls are covered in fresh paint, and the entire place smells of recently cut wood. Most of the furniture has been removed, though a few tables and chairs remain and are covered in sawdust



GAMEMASTERY FLIP-MAT: WATERFRONT TAVERN

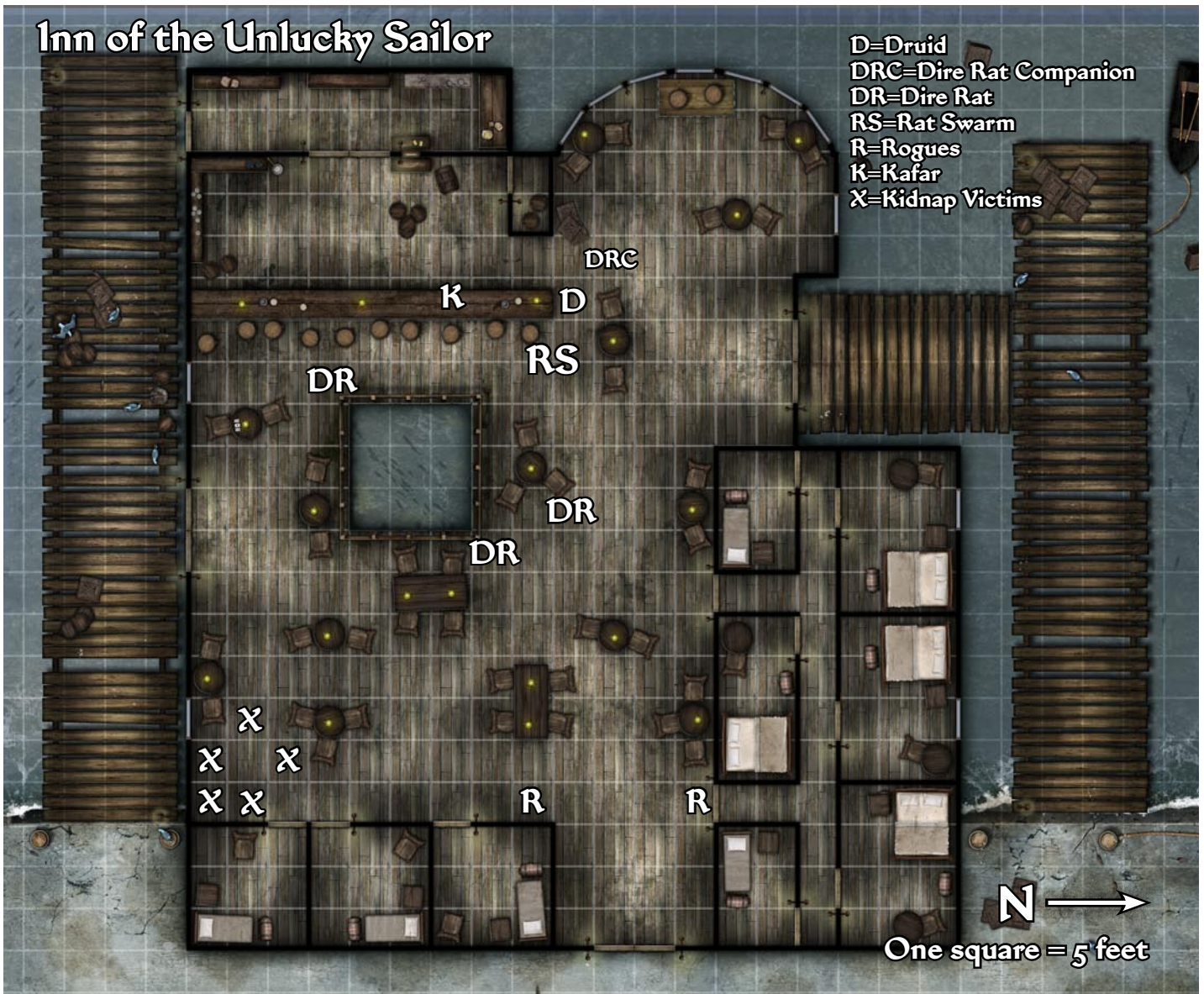
Though everything you need to run act 1 is included in this scenario, GMs wishing to use the actual map for this encounter can purchase *GameMastery Flip-Mat: Waterfront Tavern*. This Flip-Mat is available online at paizo.com or at your local game store.

and wood shavings. Several buckets of white paint sit atop the bar.

The Cult of Nature's Cataclysm uses the Inn of the Unlucky Sailor at night to store prisoners before moving them across the Imperial Naval Shipyards to their headquarters below a cooper's warehouse. The owner of the inn is currently in shackles beneath Cassomir in the cells in act 6.

Creatures: A druid and his dire rat companion and minions currently guard a small group of six kidnap

victims. All of them were present at the relics auction a few nights ago, and the druid has been keeping them here until Luscilia Ismacco comes to claim them—something she intends to do tonight, just after she visits the *Prancing Prince* (see act 2). Of the six kidnap victims, one is the missing Aspis Consortium agent named Kafar, one is an Imperial Navy guard, three are wealthy Cassomirites, and the last is the auctioneer. Kafar is drugged and unconscious and cannot be awakened unless someone casts *remove poison* or gives him at least 10 points of magical healing. For Tier 3–4 and 6–7, the druid kicks open a giant cage boiling with rats and releases a rat swarm into the fray, and in Tier 6–7 there are also two rogue cultists present who were sent to keep an eye on the druid.



Tier 1–2 (CR 2)

NATURE'S CATAclysm DRUID CR 1/2

Male human druid 1

NE Medium humanoid

Init –1; **Senses** Perception +7**DEFENSE****AC** 13, touch 9, flat-footed 13 (+2 armor, –1 Dex, +2 shield)**hp** 10 (1d8+6)**Fort** +4, **Ref** –1, **Will** +7**OFFENSE****Speed** 30 ft.**Melee** *shillelagh* club +2 (2d6+2)**Druid Spells Prepared** (CL 1st)1st—*shillelagh* (already cast)o (at will)—*detect magic, flare* (DC 13), *light***TACTICS****Before Combat** The druid is tormenting Kafar and suffers a –5 penalty on any Perception checks made to hear the PCs approach.**During Combat** The druid casts *shillelagh* on his club (already figured into his stats) and attacks the PCs with his dire rat companion and minions. He fights wildly, using *flare* on other spellcasters and screaming nonsense about ridding the world of humanity.**Morale** The druid is afraid of failing the cult and fights to the death.**Base Statistics** **Melee** club +1 (1d6+1)**STATISTICS****Str** 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13**Base Atk** +0; **CMB** +1; **CMD** 10**Feats** Iron Will, Toughness**Skills** Climb +3, Perception +7, Spellcraft +4, Survival +9**Languages** Common, Druidic**SQ** nature bond (animal companion), nature sense, wild empathy +2**Gear** leather armor, heavy wooden shield, club, 50 gp**DIRE RAT ANIMAL COMPANION** CR —

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 11 (2d8+2)**Fort** +4, **Ref** +6, **Will** +1**OFFENSE****Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +2 (1d4)**Special Attacks** disease**STATISTICS****Str** 10, **Dex** 17, **Con** 12, **Int** 2, **Wis** 12, **Cha** 4**Base Atk** +1; **CMB** +0; **CMD** 14**Feats** Skill Focus (Perception)**Skills** Perception +8, Swim +7; **Racial Modifiers** uses Dex to

modify Swim

SQ link, share spells, tricks (attack, guard, stay)**DIRE RAT (2)** CR 1/3

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4**DEFENSE****AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +5, **Will** +1**OFFENSE****Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +1 (1d4 plus disease)**Special Attacks** disease**STATISTICS****Str** 10, **Dex** 17, **Con** 12, **Int** 2, **Wis** 12, **Cha** 4**Base Atk** +0; **CMB** –1; **CMD** 12**Feats** Skill Focus (Perception)**Skills** Climb +11, Perception +4, Stealth +11, Swim +11; **Racial****Modifiers** uses Dex to modify Climb and Swim**SPECIAL ABILITIES****Disease (Ex)** Bite—filth fever; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Tier 3–4 (CR 4)

NATURE'S CATAclysm DRUID CR 1/2**hp** 10 (as Tier 1–2)**Gear** as Tier 1–2, but increase gold to 150 gp**DIRE RAT ANIMAL COMPANION** CR —**hp** 11 (as Tier 1–2)**DIRE RAT (2)** CR 1**hp** 5 (as Tier 1–2)**RAT SWARM** CR 2

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**hp** 16 (3d8+3)**Fort** +3, **Ref** +5, **Will** +2**Defensive Abilities** swarm traits**OFFENSE****Spd** 15 ft., climb 15 ft., swim 15 ft.**Melee** swarm (1d6 plus disease)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** disease, distraction (DC 12)**STATISTICS****Str** 2, **Dex** 15, **Con** 12, **Int** 2, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** —; **CMD** —

Feats Improved Initiative, Skill Focus (Perception)

Skills Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Swarm—filth fever; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Tier 6–7 (CR 7)

NATURE'S CATAclysm DRUID CR 3

Male human druid 4

NE Medium humanoid

Init –1; **Senses** Perception +11

DEFENSE

AC 15, touch 9, flat-footed 15 (+3 armor, –1 Dex, +3 shield)

hp 34 (4d8+16)

Fort +7, **Ref** +1, **Will** +11; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 30 ft.

Melee *shillelagh* club +6 (2d6+2)

Special Attacks wild shape (1/day)

Druid Spells Prepared (CL 4th)

2nd—*bull's strength* (2, already cast)

1st—*cure light wounds*, *longstrider*, *shillelagh* (already cast)

0 (at will)—*detect magic*, *flare* (DC 14), *know direction*, *light*

TACTICS

Same tactics as Tier 1–2.

Base Statistics **Melee** club +5 (1d6+1)

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 13

Feats Iron Will, Toughness, Weapon Focus (club)

Skills Climb +7, Perception +11, Spellcraft +7, Survival +13

Languages Common, Druidic

SQ nature bond (animal companion), nature sense, wild empathy +5, woodland stride, trackless step, resist nature's lure

Gear +1 *leather armor*, +1 *heavy wooden shield*, club, *cloak of resistance* +1

NATURE'S CATAclysm ROGUE (2) CR 2

Male human rogue 3

NE Medium humanoid

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

DEFENSE

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

hp 22 (3d8+9)

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

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 35 ft.

Melee +1 *short sword* +6 (1d6+2/19–20)

Special Attacks sneak attack +2d6, surprise attack

TACTICS

Before Combat The rogues sit in the shadows near the boarded-up eastern door and are difficult to see (Perception DC 19).

During Combat The rogues work together to flank a single opponent and beat him down before moving to another target.

Morale The rogues were left here to watch the druid—if the druid dies, they flee. Otherwise, they fight to the death.

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 16

Feats Fleet, Improved Initiative, Weapon Finesse

Skills Acrobatics +9, Climb +7, Escape Artist +9, Intimidate +5, Perception +7, Sense Motive +7, Stealth +9, Swim +7

Languages Common

SQ trapfinding

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *studded leather*, +1 *shortsword*

DIRE RAT (3) CR 1

hp 5 (as Tier 1–2)

RAT SWARM CR 1

hp 16 (as Tier 3–4)

Development: The kidnap victims are hog-tied with thick rope and then tied to each other by the neck. Kafar appears to have been beaten and a DC 10 Heal check reveals as much—he's not tied to the other victims and is, instead, tied over the top of the bar, his abdomen bare, bloody, and bruised. Kafar did not take the idea of slavery sitting down and fought until he was subdued. The PCs can learn either from the victims or from a captured cultist that the cult recently removed several victims from the inn and took them to a ship called the *Prancing Prince* that's moored on a dock on the other side of the shipyard. The auctioneer reveals that he heard one of the cultists saying, "Once Ismacco arrives, we'll make a lot of money for the cause by selling these slaves into the Chelaxian market." The auctioneer is certain he saw a Pathfinder with them, as one of the guards had his *wayfinder*. If asked, the auctioneer tells the PCs, "Your Pathfinder friend was guarded by some half-orcs—big, burly brutes. We don't usually see their kind 'round here. Not sure where they was from, but they sure smelled bad—like they was stomping through the sewers before they came here."

Mission Notes: PCs from the Chelaxian faction should be interested in Kafar—they need to deliver a letter to him and ensure that he is safely released. Osirion faction PCs will want to talk to the auctioneer, who refuses to share his name but can be made with a DC 20 Diplomacy or Intimidate check to reveal the location of the next auction. This can only be attempted once per Chelaxian PC. (If anyone can magically force the auctioneer to reveal



his identity, he's a former Galt citizen named Bellys.) PCs from the Andoran faction may wish to interrogate the Nature's Cataclysm cultist—a successful DC 20 Diplomacy or Intimidate check forces him to reveal that his patron deity is Groetus. Andoran PCs can attempt this during any act in which there is a cultist present, not just act 1.

Rewards: If the PCs defeat the druid and his companions, reward each tier thusly:

Tier 1–2:

Give each player 10 gp.

Tier 3–4:

Give each player 26 gp.

Tier 6–7:

Give each player 276 gp.

ACT 2: THE PRANCING PRINCE (CR 2, 4, OR 7)

The sun has set, and streaks of red and orange lace the clouds as the PCs approach the *Prancing Prince*.

A tri-masted galleon, the *Prancing Prince* appears to be in good condition and floats lazily against its mooring along a wide, crate- and barrel-filled dock. No one appears to be aboard her, however, and the standard watch typically found at the gangplank of a docked ship is nowhere to be seen. Atop her bowsprit is a gaudily painted wooden man that appears to be the exact likeness of the Grand Prince of Taldor, Stavian III, hands on his hips, a huge smile across his face, and his legs bent as though he were dancing a jig.

Prancing Prince

The *Prancing Prince* is a tri-masted galleon, a former Qadiran slave ship captured by Taldor several years ago and now owned by a nefarious coalition of thieves and slavers who use her to transport ill-gotten goods to many ports of call on the Inner Sea. Her decks, trappings, trim, and sails all have a very Qadiran feel to them, though she flies the Crown-and-Lion of Taldor and has a bowsprit in the shape of the Grand Prince himself.

P1. The Deck: The deck was recently scrubbed clean and still shows remnants of soap bubbles and puddles of water. It is otherwise deserted and completely dark.

P2. Captain's Quarters: These finely appointed quarters contain a desk, a chair, a bed, and some chests, all of which have been screwed to the deck. A single lit lamp rests on the deck and illuminates the room completely. When the PCs open the door to this room it provides **P1** with shadowy illumination. Qadira faction PCs can find

the captain's log book in the chest with a DC 15 Perception check. This room is otherwise empty.

P3. Supply Storage: A DC 12 Perception check reveals that these supplies were very recently placed here, as they have export stamps from just yesterday. A DC 12 Profession (sailor) check reveals that these supplies indicate the *Prancing Prince* is going to set sail soon, though there are only enough supplies here to perhaps reach Westcrown in Cheliax or Merab in Thuvia.

P4. Ballistae Deck: Six large ballistae are housed here, screwed to the deck and mounted on rails so they can be pushed through the swinging doors on the side of the hull and fired at nearby ships. There is no ammunition present for these weapons, however, and the deck is empty. The southwest corner of the room contains an open trap door that's a 7-foot drop down to **P7**. PCs traveling through this room should make Stealth checks—take the lowest result and have the monks in **P7** make Perception checks to see if they hear the PCs above.

P5. First Mate's Quarters: These finely appointed quarters contain a table, some chairs, bookshelf, and a few barrels, all of which have been screwed to the deck. A stack of papers on the table is from the ship's former life as a slave ship for Qadira and contain manifests and records of deliveries throughout the Inner Sea. This room is dusty and dirty and doesn't appear to have been used recently.

P6. Crew Quarters: These simple quarters contain several recently slept-in beds and the dark lantern on the floor is hot to the touch, as if it were recently lit.

P7. Lower Deck: This is where cargo would ordinarily be stored for passage, but aside from several empty barrels and a few broken crates, this room is empty of cargo.

Creatures: There are several half-orc cultists present here with more than a dozen shackled slaves, most of them prominent Cassomiran citizens. Among the slaves are Orfeo Bozbeyle, the arrogant young nephew of Cassomir's governor, and Creighton Nish, a former Andoren Eagle Knight who now works in Cassomir as a relics dealer for interests back in Andoran. If the monks heard the PCs up in area **P4** they are ready for them, and two of the monks position themselves by the stairs to ambush the first PC through the trap door. For higher tiers, the additional monks are spread throughout the rest of the room. One of the monks has the Pathfinder Cestis's *wayfinder* in his belt pouch, though the missing Pathfinder is nowhere to be found on the ship.

Tier 1–2 (CR 2)

NATURE'S CATACLYSM MONK (2)

CR 1/2

Male half-orc monk 1

LE Medium humanoid

Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE



GAMEMASTERY FLIP-MAT: SHIP

Though everything you need to run acts 2–4 are included in this scenario, GMs wishing to use the actual map for these encounters can purchase *GameMastery Flip-Mat: Ship*. This Flip-Mat is available online at paizo.com or at your local game store.

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

hp 9 (1d8+5)

Fort +3, Ref +4, Will +3

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d6+3) or

flurry of blows +2/+2 (1d6+3)

Special Attacks flurry of blows, stunning fist (1/day, DC 11)

TACTICS

Before Combat If the monks heard the PCs approaching, they ambush them as soon as the PCs drop down through the trap door.

During Combat Both monks attempt to use stunning fist on the first round and then try to stay in one place to repeatedly use flurry of blows on single opponents.

Morale Both monks are afraid of the retribution that Luscilia Ismacco and Dalirio Teppish will rain down on them if they flee—they fight to the death.

STATISTICS

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

Base Atk +0; CMB +3; CMD 16

Feats Dodge, Improved Unarmed Strike, Stunning Fist, Toughness

Skills Acrobatics +6, Intimidate +5, Perception +5, Stealth +6;

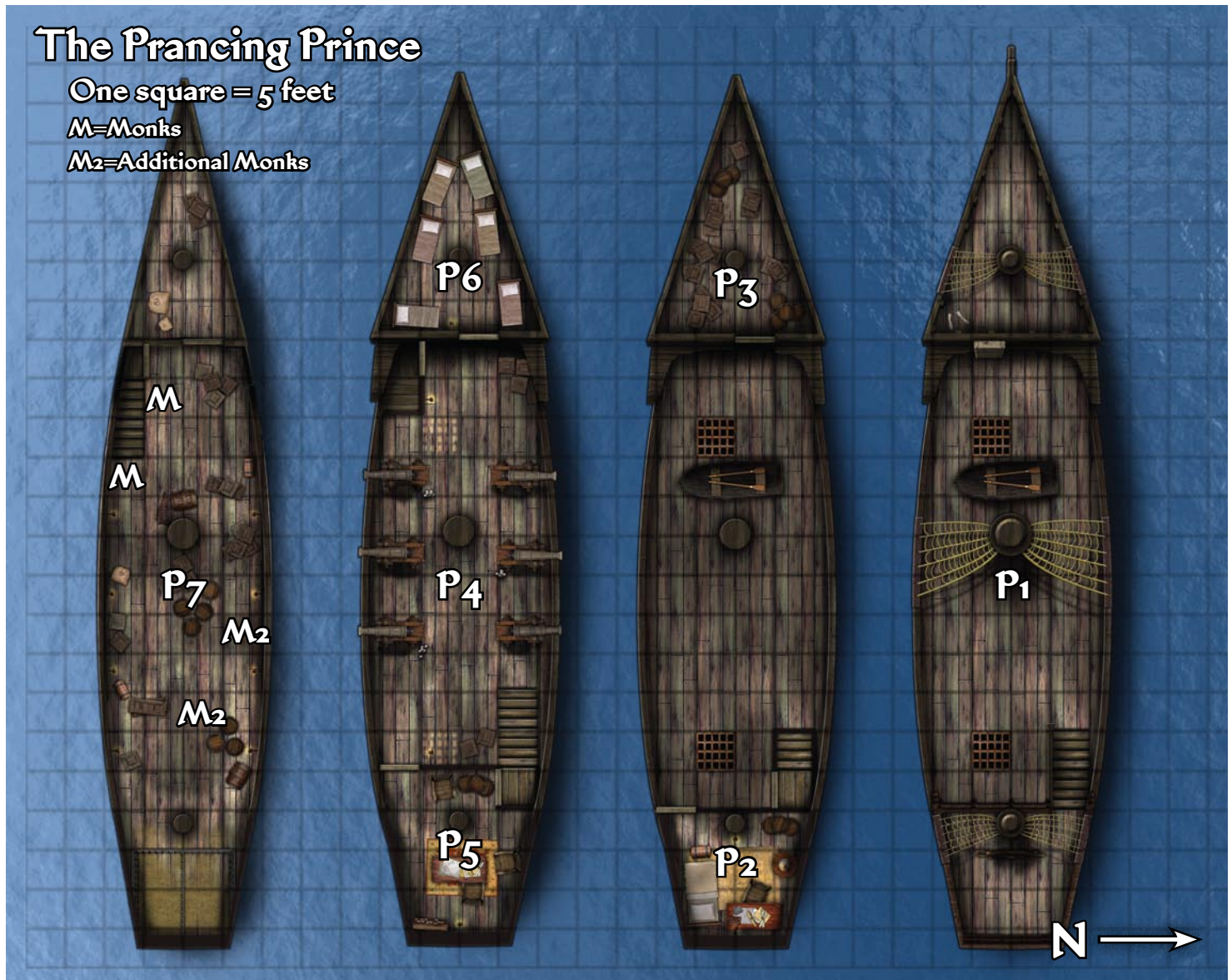
Racial Modifiers +2 Intimidate

The Prancing Prince

One square = 5 feet

M=Monks

M2=Additional Monks



Languages Common, Orc

SQ orc blood

Combat Gear *potion of cure light wounds* (2); **Other Gear** belt pouch, Cestis's *wayfinder*, key ring, 50 gp

Tier 3–4 (CR 4)

NATURE'S CATACLYSM MONK (4) CR 1/2

hp 9 (as Tier 1–2)

Tier 6–7 (CR 7)

NATURE'S CATACLYSM MONK (3) CR 4

Male half-orc monk 5

LE Medium humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +2 Dex, +1 dodge)

hp 37 (5d8+15)

Fort +5, **Ref** +6, **Will** +5; +2 vs. enchantment

Defensive Abilities orc ferocity; **Immune** disease

OFFENSE

Speed 45 ft.

Melee unarmed strike +10 (1d6+5) or

flurry of blows +10/+10/+5 (1d6+5)

Special Attacks flurry of blows, evasion, stunning fist (5/day, DC 13)

TACTICS

Same as Tier 1–2.

STATISTICS

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

Base Atk +5; **CMB** +9; **CMD** 22

Feats Dodge, Fleet, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +10 (+15 jump), Intimidate +9, Perception +9, Stealth +10; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fast movement, maneuver training, still mind, *ki* pool (3 points, magic), slow fall any distance, high jump, orc blood, purity of body

Combat Gear *potion of cure moderate wounds*; **Other Gear** *bracers of armor* +1, *amulet of mighty fists* +1, Cestis' *wayfinder*, key ring

P8. Hold/Bilge Access: This small forward compartment deep inside the *Prancing Prince* is where the ship's crew keeps anyone who break's the captain's laws. It also has a small access hatch in the floor that can be opened with a DC 12 Strength check. The hatch is just large enough for a Medium-sized creature to squeeze through and drops down into the smelly, disgusting bilge of the ship.

Development: The missing Pathfinder, Cestis, was never brought here, though one of the monks took his *wayfinder* when they grabbed him at the relics auction. The soon-to-be slaves shackled in the hold can all be unshackled using the key ring one of the monks is carrying. They all admit they were treated well and only ever heard their captors speak in Orc, though they kept saying the name "Luscilia" during their conversation. Give the PCs a few rounds to rest and recover while the various faction members fulfill their missions before moving on to act 3.

Mission Notes: PCs of the Andoran faction will want to find and ensure that Creighton Nish is freed from his imprisonment onboard the *Prancing Prince*. He is wounded and tired and in no condition to fight (in case he's still with the PCs for acts 3 and 4). They can also interrogate any Nature's Cataclysm cultists (see act 1). Qadira faction PCs will want to destroy the captain's log book on board the ship—they can find it in area P2 with a successful DC 15 Perception check.

Rewards: If the PCs defeat the Nature's Cataclysm monks, reward each tier thusly:

Tier 1–2:

Give each player 34 gp.

Tier 3–4:

Give each player 67 gp.

Tier 6–7:

Give each player 1,575 gp.

ACT 3: TOPSIDE RUMBLE (CR 3, 5, OR 8)

Once the PCs resolve act 2 and have a few rounds to rest and resolve any faction missions, have them make DC 15 Perception checks. Those that succeed hear a female voice on the top deck shouting, "Where in Asmodeus's chamber pot are my bloody slaves? Orcs! Front and center! Now!" Any Taldor faction PCs who might have gone ahead of the others to the deck to throw Orfeo overboard, see a dark-haired, muscular woman approaching the ship with one or more (by tier) shambling (or floating) humanoid creatures. Anyone with darkvision who waited on the deck to watch her approach can make a DC 10 Knowledge (religion) check to discover that she is, in fact, accompanied by one or more zombies—though these zombies move much, much faster than normal. (For Tier 6–7, it's a DC 17 Knowledge [religion] check and she's accompanied by a spectre.)

If all of the PCs stayed below deck, they continue to hear the woman scream obscenities demanding that "her orcs" report to the deck at once. If they listen long enough, she screams, "I'm bringing a crew in tonight and



CHANNEL NEGATIVE ENERGY

Luscilia uses this ability to great effect during act 3. Be sure to read the entry on Channel Energy under the Cleric section on page 40 of the *Pathfinder RPG Core Rulebook*.

we're sailing this thing out of here tomorrow. You better not be down there beating my slaves to death!"

When or how the PCs confront Luscilia Ismacco is entirely up to them, though she remains on deck assuming that the orcs will follow her orders and appear any moment. She doesn't want to bring her undead below for fear they'll attack the slaves—and she intends to sell the slaves for a good price in Westcrown. If the PCs wait too long, all of the NPCs from act 4 arrive after 10 minutes or so and go below decks to bring the orcs up. If the PCs confront Luscilia on deck before the other cultists arrive, her shock at their appearance only lasts a moment before she orders her undead to attack.

Tier 1–2 (CR 3)

LUSCILIA ISMACCO **CR 2**

Female human cleric of Groetus 3

NE Medium humanoid

Init –1; **Senses** Perception +2

Aura moderate evil

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, –1 Dex)

hp 28 (3d8+15)

Fort +6, **Ref** +0, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +3 (1d10+1/19–20)

Special Attacks channel negative energy (2d6, DC 12, 6/day), touch of darkness (1 round, 5/day), destructive smite (+1, 5/day)

Cleric Spells Prepared (CL 3rd)

2nd—*blindness/deafness*^D (DC 14, only to cause blindness), *cure moderate wounds* (2)

1st—*cause fear* (DC 13), *cure light wounds* (2), *obscuring mist*^D (at will)—*bleed* (DC 12), *detect magic*, *light*, *read magic*

D Domain spell; **Domains** Darkness, Destruction

TACTICS

Before Combat Luscilia paces the deck and screams obscenities.

If she has any reason to suspect she's about to be attacked (such as spotting a PC on the deck as she approaches), she sends her zombie ahead of her.

During Combat Luscilia lets her zombies do the brunt of the fighting and uses her Channel Energy ability frequently, choosing to either harm the PCs or heal her zombie depending on where it will do the most good. She hits the strongest melee fighter as soon as the battle starts with *blindness/deafness* (which causes blindness only) and attempts to use *cause fear* to scare anyone else away from her.

She only fights in melee if she has to.

Morale If reduced below 5 hit points, Luscilia attempts to flee back to the cooper's warehouse under which Dalirio mans the cult's headquarters.

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 12

Feats Command Undead, Extra Channel, Toughness

Skills Heal +8, Spellcraft +6

Languages Common

SQ aura

Combat Gear *potion of cure light wounds* (2); **Other Gear** +1 half-plate, masterwork heavy flail

HUMAN ZOMBIE (FAST VARIANT) **CR 1/2**

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 12 (2d8+3)

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

Immune undead traits

OFFENSE

Spd 40 ft.

Melee slam +4 (1d6+4 plus quick strikes)

Special Attack quick strikes

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Toughness

SPECIAL QUALITIES

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Tier 3–4 (CR 5)

LUSCILIA ISMACCO **CR 2**

hp 28 (as Tier 1–2)

HUMAN ZOMBIE (FAST VARIANT) (2) **CR 1/2**

hp 12 (as Tier 1–2)

Tier 6–7 (CR 8)

LUSCILIA ISMACCO **CR 5**

Female human cleric of Groetus 6

NE Medium humanoid

Init –1; **Senses** Perception +3

Aura strong evil

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, –1 Dex)

hp 57 (6d8+30)



Fort +8, Ref +3, Will +8

OFFENSE

Speed 20 ft.

Melee +1 heavy flail +6 (1d10+2/19–20)

Special Attacks channel negative energy (3d6, DC 14, 6/day), touch of darkness (3 rounds, 6/day), destructive smite (+3, 6/day)

Cleric Spells Prepared (CL 6th)

3rd—*bestow curse* (DC 16), *deeper darkness*^o, *dispel magic* (2)2nd—*blindness/deafness*^o (DC 15, only to cause blindness), *cure moderate wounds* (2), *darkness*, *hold person* (DC 15)1st—*cause fear* (2, DC 14), *cure light wounds* (2), *obscuring mist*^oo (at will)—*bleed* (DC 13), *detect magic*, *light*, *read magic*

D Domain spell; Domains Darkness, Destruction

TACTICS

Same as Tier 1–2.

STATISTICS

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

Base Atk +4; CMB +5; CMD 14

Feats Command Undead, Extra Channel, Lightning Reflexes, Toughness

Skills Heal +12, Spellcraft +9

Languages Common

SQ aura

Combat Gear *potion of cure serious wounds*; Other Gear +1 half-plate, +1 heavy flail**SPECTRE**

CR 7

LE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

hp 52 (8d8+16)

Fort +4, Ref +5, Will +9

Defensive Abilities incorporeal, turn resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed 40 ft., fly 80 ft. (perfect)

Melee incorporeal touch +9 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, Dex 16, Con —, Int 14, Wis 16, Cha 15

Base Atk +6; CMB +6; CMD 21

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Finesse

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid slain by a spectre becomes a spectre itself in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD, and only drain one level on a

OPTIONAL ENCOUNTER

Act 4 is an optional encounter. If the PCs have more than 2 hours remaining to complete the scenario, then run act 4 as normal. If they do not, skip act 4 and move straight to act 5. If the PCs are running short on time, then instead of the NPCs from act 4 arriving in act 3 after 10 minutes, Luscilia and her undead minion(s) go below deck to seek out the orcs.

touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Su) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Development: Luscilia knows everything in the introduction, and if captured alive and made at least indifferent she tells the PCs everything (she starts as hostile). If the PCs kill Luscilia, they find a note and a map on her that give the PCs directions to a cooper's warehouse on the south side of the Imperial Naval Shipyards, in which there is an office with a trap door that leads to a hidden basement where the "Cult of Nature's Cataclysm" meets and gathers supplies. The note is a love note accompanying the directions and is signed by one Dalirio Teppish. Native Taldan PCs can make a DC 15 Knowledge (history) check to remember everything about the Teppish family in the introduction, though they don't know about their recent cult activities, instead believing the Teppish family to have been wiped out a number of years ago.

Mission Notes: Andoran faction PCs, if they manage to capture Luscilia alive, can interrogate her for information about her patron deity (see act 1).

Rewards: If the PCs defeat Luscilia and her undead minion(s), reward each tier thusly:

Tier 1–2:

Give each player 180 gp.

Tier 3–4:



Give each player 180 gp.

Tier 6–7:

Give each player 401 gp.

ACT 4: LATE TO THE PARTY (CR 3, 5, OR 8)

A rough wind gusts in off the harbor, blasting the rope lines on the *Prancing Prince* into a whip-crack frenzy. Suddenly, a throaty male voice from down the gangplank says, “Well, what have we ’ere, boys? Come for some work, find some sport instead, eh?”

Creatures: These men were hired by Luscilia and are here to help her man the ship and take care of the slaves. If they don’t see Luscilia, they assume something has gone wrong and attack the PCs.

Tier 1–2 (CR 3)

NATURE’S CATACLYSM FIGHTER (3) CR 1/2

Male or female human fighter 1

NE Medium humanoid

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

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)

hp 11 (1d10+6)

Fort +4, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee quarterstaff +3 (1d6+2)

TACTICS

During Combat These fighters use a cautious and defensive fighting style to keep enemies away. They always use combat expertise every round to increase their AC to 16.

Morale If reduced to 1 hit point or lower, they fling down their quarterstaves and surrender.

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Combat Expertise, Dodge, Toughness

Skills Intimidate +3, Perception +2

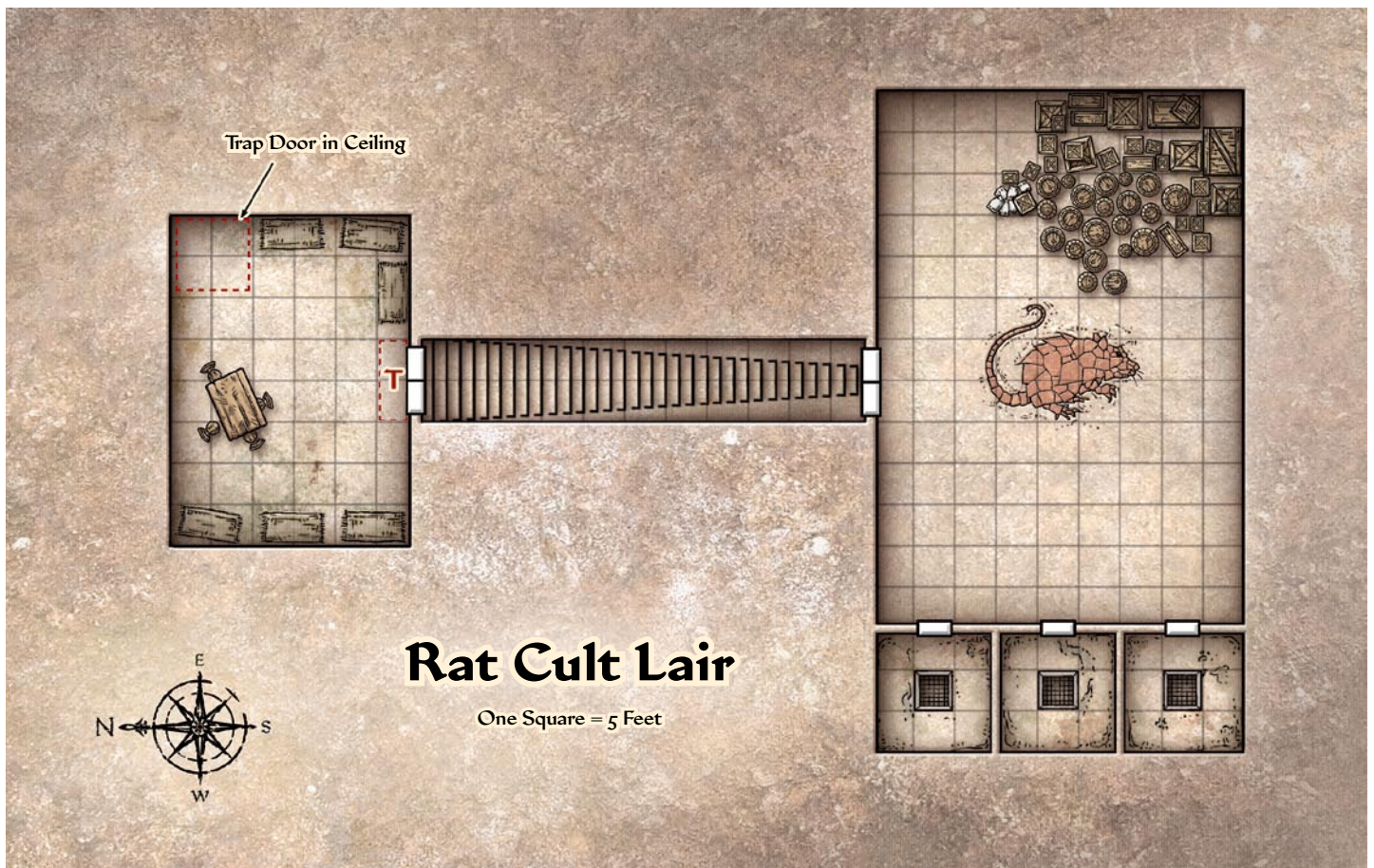
Languages Common

Other Gear leather armor, quarterstaff

Tier 3–4 (CR 5)

NATURE’S CATACLYSM FIGHTER (5) CR 1/2

hp 11 (as Tier 1–2)



Tier 6–7 (CR 8)

NATURE'S CATAclySM FIGHTER (4) CR 4

Male or female humanoid fighter 5

NE Medium humanoid

Init +7; Senses Perception +6

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 47 (5d10+20)

Fort +6, Ref +4, Will +2; +1 vs. fear

OFFENSE

Speed 30 ft.

Melee quarterstaff +8 (1d6+3)

TACTICS

During Combat These fighters use a cautious and defensive fighting style to keep enemies away. They always use combat expertise every round to increase their AC to 19 (reducing their attack roll with quarterstaves to +6). If surrounded by more than two PCs, they use whirlwind attack to strike multiple foes.

Morale If reduced to 5 hit points or lower, these fighters fling down their quarterstaves and surrender.

STATISTICS

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

Base Atk +5; CMB +7; CMD 21

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Whirlwind Attack

Skills Intimidate +7, Perception +6

Languages Common

SQ armor training +1, bravery +1, weapon training (monk +1)

Gear leather armor, quarterstaff

Development: These men were hired months ago by Luscilia to help her man the *Prancing Prince* when it set sail for Cheliox. The slave galleon was to have sailed in the morning, but the PCs have messed that up. The fighters are all loyal to the cult, though they're more loyal to the money the cult is paying them. They're trained in a Vudrani fighting style that eschews metal armor and weapons and instead fight defensively and strike when their opponents are weak. They're evil, but if they surrender they claim they were just hired for a night's work and don't know anything about Luscilia and her cult.

Mission Notes: Andoran faction PCs, if they manage to capture any of these men alive, can interrogate them for information about the cult's patron deity (see act 1).

Rewards: If the PCs defeat all of the fighters, reward each tier thusly:

Tier 1–2:

Give each player 3 gp.

Tier 3–4:

Give each player 4 gp.

Tier 6–7:

Give each player 3 gp.

ACT 5: INTO THE CULT'S LAIR (CR 1, 3, OR 6)

Once the PCs find the cooper's warehouse on the south side of the Imperial Naval Shipyard, locate the trap door, and look inside, read the following:

A smell, not unlike wet dog, fills this room. The corners are occupied by dirty straw pallets covered by wrinkled, mildew-encrusted blankets. A single dilapidated table and four cracked and uneven chairs surround it. The floor is covered in a thin layer of dust and mud and footprints clearly cross the room from the trap door in the ceiling to a set of wooden double doors in the west wall.

This is the first level of the headquarters of the Cult of Nature's Cataclysm. This room is guarded at all times. The double doors in the west wall are trapped; something the guard knows. The guard also knows how to disable the trap and reveals as much with very little prodding. The room appears to be well lived-in, though not by anyone who values cleanliness. Insects skitter along the floor, small annoying clouds of flies buzz near the ceiling about 10 feet up, and a sickly, wet smell permeates the room—a smell that gets stronger as the PCs approach the doors to the west. There is a single ladder leaning up against the wall near the trap door in the ceiling, though the first PC through the trap door must drop down (Acrobatics DC 10 check to drop 10 feet, otherwise 1d6 falling damage) before he can ready the ladder for his companions.

Creatures: A druid and several dire rats guard this room. The moment the druid spots the PCs, he begins shouting in Druidic that "intruders are entering the lair!" He orders his rats to attack, casts *shillelagh* on his club, and then attacks the PCs as well. There are additional druids at higher tiers. These druids are among Dalirio's most loyal cultists and they fight to the death to protect this room.

Traps: The set of wooden doors to the west is trapped—for Tier 1–2, the trap is a swinging axe trap and for the upper tiers it's a wall scythe trap. A switch under the nearest straw pallet (Perception DC 20 to find) disables both traps. Keep in mind that the swinging axe trap is a one-shot trap, while the wall scythe trap resets automatically until disabled.

SWINGING AXE TRAP CR 1

Type mechanical; Search DC 20; Disable Device DC 20

EFFECTS



Trigger location; **Reset** manual

Effect Atk +10 melee (1d8+1/×3); multiple targets (all targets in a 10-ft. line)

WALL SCYTHE TRAP CR 4

Type mechanical; **Search** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic reset

Effect Atk +20 melee (2d4+6/×4)

Tier 1–2 (CR 1)

NATURE’S CATAclysm DRUID CR 1/2

hp 10 (as act 1, Tier 1–2)

DIRE RAT ANIMAL COMPANION CR —

hp 11 (as act 1, Tier 1–2)

DIRE RAT CR 1

hp 5 (as act 1, Tier 1–2)

Tier 3–4 (CR 3)

NATURE’S CATAclysm DRUID (3) CR 1/2

hp 10 (as act 1, Tier 1–2)

DIRE RAT ANIMAL COMPANION (3) CR —

hp 11 (as act 1, Tier 1–2)

Tier 6–7 (CR 6)

NATURE’S CATAclysm DRUID (3) CR 3

hp 34 (as act 1, Tier 6–7)

DIRE RAT ANIMAL COMPANION (3) CR —

hp 11 (as act 1, Tier 1–2)

Development: The double doors to the west open onto a long, steep staircase leading down to the room Dalirio Teppish calls “the rat’s nest.” Anyone moving down these stairs faster than normal movement must succeed on a DC 10 Acrobatics check or risk falling down the stairs (1d6 falling damage for every 20 feet).

Treasure: For Tier 1–2, there is a chest under the table that’s unlocked and contains 1,600 gp in Cassomir trade bars. For Tier 3–4, the chest contains 6,000 gp in Cassomir trade bars. For Tier 6–7, the chest is empty.

Mission Notes: Andoran faction PCs, if they manage to capture any of these druids alive, can interrogate them for information about their patron deity (see act

1), though these druids in particular are much harder to interrogate, requiring successful DC 25 Diplomacy or Intimidate checks to get them to talk.

Rewards: If the PCs defeat the druids and their rats, reward each tier thusly:

Tier 1–2:

Give each player 268 gp.

Tier 3–4:

Give each player 1,004 gp.

Tier 6–7:

Give each player 829 gp.

ACT 6: THE MASTER REVEALED (CR 3, 5, OR 8)

Tall vaulted ceilings disappear into darkness high above as candles and torches barely illuminate the lower reaches of this room. Along the north wall are three cell doors, thick wooden affairs bracketed by solid steel bracings with small, six-inch-square windows set high in them. Enormous crates, barrels, and sacks of goods are stacked neatly in the southwest corner of the room. The floor is clean granite, etched with a wavy-line pattern that permeates throughout the entire room; the design even climbs the walls and disappears into the vaults above. A rat-shaped chalk drawing dominates the floor in the center of the room, clearly depicting a dire rat leaning forward as if to pounce. Thick wooden doors in the east wall lead to a set of steep stairs beyond.

This is the Rat’s Nest, Dilario’s headquarters and his “throne” for the destruction of Taldor. He has months and months of supplies stored here for the coming “war” he hopes to start, and this is where he keeps his slaves before later moving them to locations deeper in Cassomir’s Locker to sell them to the derros. (These deeper vaults are beyond the scope of this scenario.) The cells to the north are packed full of Cassomirites of all stripes, including the missing Pathfinder Cestis who is alive but appears to have been badly beaten. Much like his counterpart, Kafar, Cestis resisted capture until he was knocked unconscious, though he has since awakened in his cell.

Creatures: Dalirio Teppish is here with his heucuva servant, which he controls with the *cataclysm amulet*. The *amulet* only functions when worn by Dalirio, as it is a minor artifact bestowed on him by Groetus himself. For the higher tiers, there are additional heucovas here aiding Dalirio.



Tier 1–2 (CR 3)

DALIRIO TEPPISH

CR 1/2

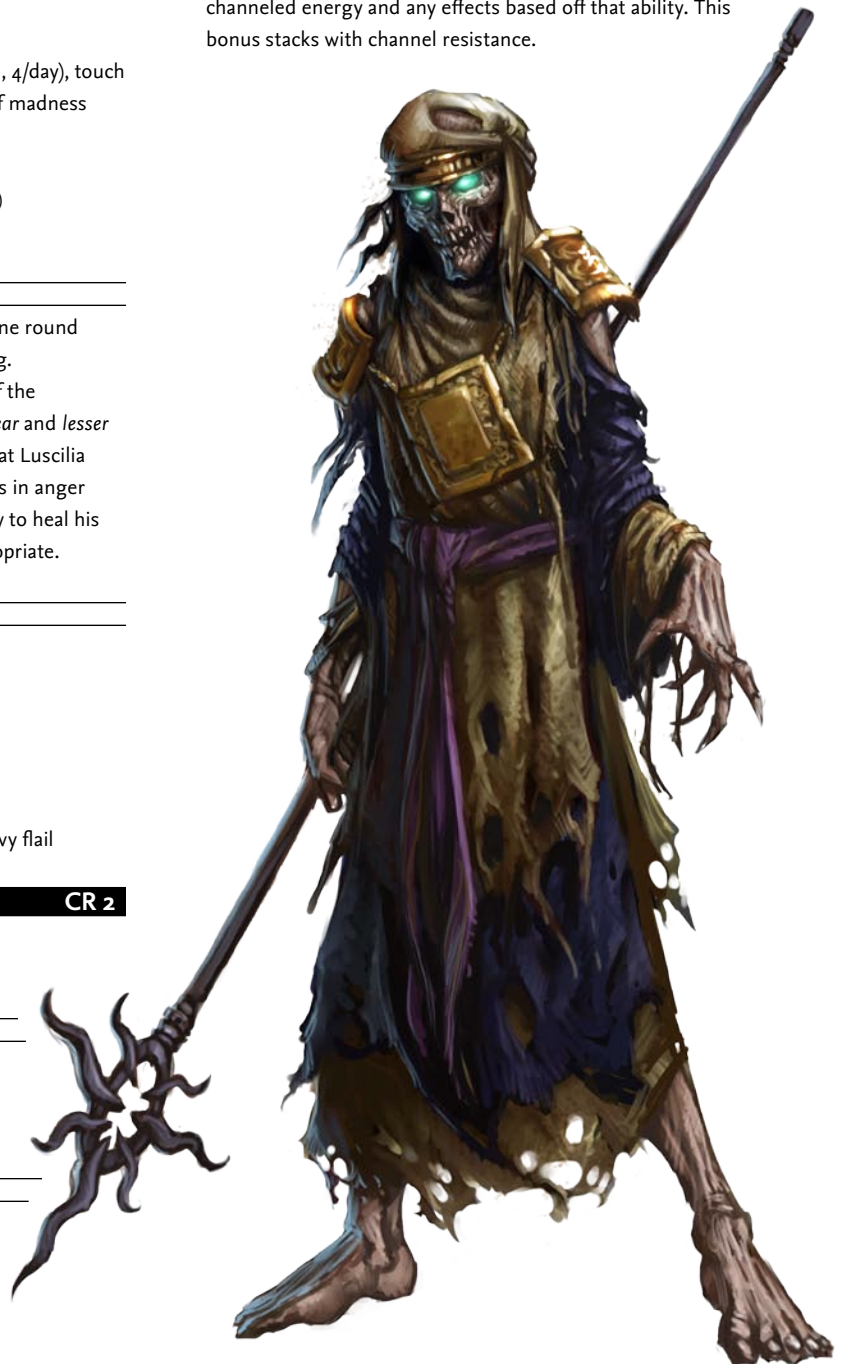
Male human cleric of Groetus 1

NE Medium humanoid

Init –1; **Senses** Perception +2**Aura** faint evil, madness**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)**hp** 11 (1d8+7)**Fort** +5, **Ref** –1, **Will** +4**OFFENSE****Speed** 20 ft.**Melee** mwk heavy flail +2 (1d10+1/19–20)**Special Attacks** channel negative energy (1d6, DC 13, 4/day), touch of chaos (5/day), vision of madness (5/day), aura of madness (DC 12)**Cleric Spells Prepared** (CL 1st)1st—*cause fear* (2, DC 13), *lesser confusion*^D (DC 13)o (at will)—*bleed* (DC 12), *detect magic*, *light***D** Domain spell; **Domains** Chaos, Madness**TACTICS****Before Combat** If the druids in act 5 spent at least one round shouting, Dalirio is aware that the PCs are coming.**During Combat** Dalirio lets his heucuvas do most of the fighting, preferring to hit melee PCs with *cause fear* and *lesser confusion*. If any of the PCs happen to mention that Lusclia is dead (whether or not she really is), Dalirio howls in anger and charges that PC. Dalirio uses Channel Energy to heal his heucuva servant or harm the PCs whenever appropriate.**Morale** Dalirio is a fanatic and fights to the death.**STATISTICS****Str** 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 15, **Cha** 13**Base Atk** +0; **CMB** +1; **CMD** 10**Feats** Improved Channel, Toughness**Skills** Heal +6, Spellcraft +4**Languages** Common**SQ** aura**Gear** breastplate, *cataclysm amulet*, masterwork heavy flail**HUECUVA**

CR 2

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +5**Aura** faithless (30 ft.)**DEFENSE****AC** 17, touch 12, flat-footed 15; (+2 Dex, +5 natural)**hp** 16 (3d8+3)**Fort** +2, **Ref** +3, **Will** +4**DR** 5/magic or silver; **Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** 2 claws +4 (1d6+1 plus disease)**Spell-Like Abilities** (CL 3rd)3/day—*disguise self***STATISTICS****Str** 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Improved Initiative, Weapon Focus (claw)**Skills** Perception +5, Stealth +7**SPECIAL ABILITIES****Disease (Ex)** Claw; *save* Fort DC 12; *frequency* 1d3 days/1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.**Faithless (Su)** The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and any effects based off that ability. This bonus stacks with channel resistance.

Tier 3–4 (CR 5)

DALIRIO TEPPISH CR 1

Male human cleric of Groetus 2

NE Medium humanoid

Init –1; Perception +3

Aura moderate evil, madness

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 armor, –1 Dex)

hp 20 (2d8+11)

Fort +6, Ref –1, Will +5

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +3 (1d10+1/19–20)

Special Attacks channel negative energy (1d6, DC 14, 4/day), touch of chaos (5/day), vision of madness (5/day), aura of madness (DC 13)**Cleric Spells Prepared** (CL 2nd)1st—*cause fear* (2, DC 13), *cure light wounds*, *lesser confusion*^D (DC 13)o (at will)—*bleed* (DC 12), *detect magic*, *light*, *resistance*D Domain spell; **Domains** Chaos, Madness**TACTICS**

Same as Tier 1–2.

STATISTICS

Str 12, Dex 8, Con 16, Int 10, Wis 15, Cha 13

Base Atk +1; CMB +2; CMD 11

Feats Improved Channel, Toughness

Skills Heal +6, Perception +3, Spellcraft +5

Languages Common

SQ aura

Gear half-plate, masterwork heavy flail, *cataclysm amulet***HUECUVA (2)** CR 2

hp 16 (as Tier 1–2)

Tier 6–7 (CR 8)

DALIRIO TEPPISH CR 7

Male human cleric 8

NE Medium humanoid

Init +3; Senses Perception +7

Aura strong evil, madness

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 armor, –1 Dex)

hp 76 (8d8+40)

Fort +10, Ref +4, Will +10

OFFENSE

Speed 30 ft.

Melee +1 *heavy flail* +8 (1d10+2/19–20)**Special Attacks** channel negative energy (4d6, DC 15, 4/day), touch of chaos (6/day), vision of madness (6/day), chaos blade (4 rounds, 1/day), aura of madness (DC 17)**Cleric Spells Prepared** (CL 8th)4th—*confusion*^D, *freedom of movement*, *inflict critical wounds* (DC 17)3rd—*cure serious wounds* (2), *deeper darkness*, *invisibility*, *purge*, *rage*^D2nd—*bull's strength*, *darkness*, *hold person* (2, DC 15), *touch of idiocy*^D (DC 15)1st—*cause fear* (2, DC 14), *cure light wounds* (3), *lesser confusion*^D (DC 14)o (at will)—*bleed* (DC 13), *detect magic*, *light*, *resistance*D Domain spell; **Domains** Chaos, Madness**TACTICS****Before Combat** If the druids in act 5 spent at least one round shouting, Dalirio is aware that the PCs are coming and casts *bull's strength* and *rage* on himself (these spells are not figured into his stats).**During Combat** Dalirio lets his heucvas do most of the fighting, preferring to hit melee PCs with *confusion*, *deeper darkness*, and *hold person*. If any of the PCs happen to mention that Lusclia is dead (whether or not she really is), Dalirio howls in anger and charges that PC. Dalirio uses Channel Energy to heal his heucuva servant or harm the PCs whenever appropriate.**Morale** Dalirio is a fanatic and fights to the death.**STATISTICS**

Str 13, Dex 8, Con 16, Int 10, Wis 16, Cha 13

Base Atk +6; CMB +7; CMD 16

Feats Combat Casting, Improved Channel, Improved Initiative, Lightning Reflexes, Toughness

Skills Heal +10, Perception +7, Spellcraft +11

Languages Common

SQ aura

Gear *cataclysm amulet*, *cloak of resistance* +1, +1 *full plate*, +1 *heavy flail***HUECUVA (3)** CR 2

hp 16 (as Tier 1–2)

Development: Half of the crates in this room are marked with gigantic red X's, painted on with a wide brush. The supplies include flour, grains, sugar, coffee, tea, dried goods, and so on—everything the cult needs to supply its operations. The citizens held captive in the cells to the north thank the PCs profusely for helping them and tell tales of dark- or gray-skinned humanoids with enormous gray eyes who came frequently to negotiate with Dalirio before buying a handful of captives and taking them from the room. Where these creatures took them, the captives don't know and Dalirio won't say—this is beyond the scope of this adventure.**Mission Notes:** Osirion faction PCs will want to recover the *cataclysm amulet*. Qadira faction PCs will want to collect one of the crates, marked with a red X, and return it to the surface. This is a difficult task, since each crate weighs 500 lbs. Qadira faction PCs may have to hire help

from the city to get a crate to the surface, unless their Pathfinder companions wish to aid them. Taldor faction PCs want Dalirio captured alive so they can deliver him to the Cassomir constabulary. If they haven't already, Andoran faction PCs that manage to capture Dalirio alive can interrogate him for information about his patron deity (see act 1).

Rewards: If the PCs defeat Dalirio and his heucuva minions, reward each tier thusly:

Tier 1–2:

Give each player 43 gp.

Tier 3–4:

Give each player 43 gp.

Tier 6–7:

Give each player 289 gp.

from the Taldor faction who throw Governor Bozbeyli's nephew Orfeo overboard from the *Prancing Prince* in act 2 earn 1 bonus Prestige Award.

CONCLUSION

Killing or defeating Dalirio doesn't end the derro threat to Cassomir—in fact, Dalirio, despite all his blustering to the contrary, was a rather small player in the plots that unfold deep beneath Cassomir. For now, the more brazen kidnappings stop and the PCs have restored some semblance of peace to the city. How long that peace will last is unknown.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who free Creighton Nish in act 2 earn 1 Prestige Award. PCs from the Andoran faction who force a follower of Nature's Cataclysm to reveal Groetus as their patron deity earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who deliver the message to Kafar in act 2 and ensure his safe release earn 1 Prestige Award. PCs from the Cheliox faction who drop Zarta's trinket in the bilge hold of the *Prancing Prince* in act 2 earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who recover the cataclysm amulet from Dalirio Teppish in act 6 earn 1 Prestige Award. PCs from the Osirion faction who convince the kidnapped auctioneer in act 1 to reveal the location of the next secret relics auction earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who arrange to have one box of the supplies stored by the Cult of Nature's Cataclysm in act 6 returned to the surface earn 1 Prestige Award. PCs from the Qadira faction who secretly destroy the log book on the *Prancing Prince* in act 2 earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who ensure that Dalirio Teppish is captured alive and turned over to the Cassomir constabulary earn 1 Prestige Award. PCs



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Andoran Faction Handout

Scion of Freedom,

Your presence in that snake pit gives me pause in my daily complaints about Absalom. Watch your back in Cassomir lest you find a poisoned dagger in it. One of our own, a relics dealer and former shipmate of mine, was not so careful and we've heard he, too, was taken in the raid on the relics auction a few days ago. His name is Creighton Nish—it would be a personal favor to me if you would return him safely to Absalom. Also, whispers have reached my ears about the patron deity of these thugs who are perpetrating these kidnappings in Cassomir. So close to our borders, we're worried about their origins. Find a member of the group responsible and get him to admit who his patron deity is.

Capt. Colson Maldris

In Service to the People,

Captain Colson Maldris



Cheliox Faction Handout

Delicious Flesh Morsel,

This man Kafar is actually a double-agent working directly for me. He is the eyes of our faction inside the Aspis Consortium. It would pain me if he were to be killed—see to it that he is safely freed and not held by those crass fools in Taldor. There is a sealed letter attached to this one—make sure Kafar gets it without any of your friends seeing you do so. I have also heard rumors of a few ships in the Cassomir harbor that may be selling these fresh captures into the Inner Sea slave market. These ships are getting in our way and need to be stopped. I have delivered a small item of no consequence to you along with this letter. Make sure this trinket finds its way into the bilge of the first slave ship you find in the harbor. Remember: success means we dance together upon your return—failure means I weep the most at your funeral.

Zarta Draldeen

Paracountess Zarta Draldeen

Qadiran Faction Handout

Servant of the Satrap,

Your time spent in the land of the infidels may just help us solve a few mysteries of our own. We have word from our business associates in Cassomir that those responsible for these recent kidnappings are being supplied by none other than Andoran smugglers. These smugglers are an uncreative lot and mark their crates with a giant red "X." If you see a crate marked thusly, do whatever you can to bring it to the surface unopened and put it on a ship for katheer immediately. My agents there have also informed me that one of our former vessels, a slave galleon called the Prancing Prince, may be involved in this mess. If so, find and destroy the captain's log book. His trade with us cannot be known.

Sincerely,
Pasha Muhlia Al-Jakri

Muhlia Al-Jakri



Osirion Faction Handout

Honored Servant of the Ruby Prince,

These kidnappings are troubling—so brazen, so brash, and so Taldan. I have no qualms believing this to be the work of yet another decadent Taldan cult. How much better the world would be to see these fools no longer on it.

My divinations tell me that your travels will take you near an artifact of great power. It is a necklace or amulet or brace—I cannot see it specifically. I do know that the young rake responsible for all of this is wearing it. Return it to me. And while you're in Taldor, there was an auctioneer at that relics auction who was taken with everyone else. I know not his name and doubt he will share it—what I want you to convince him to share is the location of the next secret relics auction in Cassomir. If you find him, make him reveal this information to you.



In service to Knowledge,

Amenophus

Amenophus, The Sapphire Sage

Taldor Faction Handout

Valiant Hero of the Empire,

Your triumphant return to our glorious lands shall be heralded by all! While you are here, perhaps you can do Taldor some grand favors whilst you're traipsing about the midnight streets of Cassomir. This fool, this idiot who is perpetrating these kidnappings, must be stopped and he must be stopped publicly. When you find him, ensure that he is left alive, bound and gagged, and deposited on the steps of the constabulary in Old Cassomir. His public hanging at Pharasma's Pulpit will benefit the citizens of Taldor greatly. We've also heard that the Governor's own nephew, one Orfeo Bozbeyli, was taken from that relics auction several nights ago. If you find him, drag him to the water's edge, whisper into his young ears that his uncle the governor did not appreciate the interruptions at that feast a fortnight ago, and then toss his ungrateful ass into the harbor. We don't want to harm him—we just want to humiliate him.



For Taldor and Glory!,

Baron Jacquo
Baron Jacquo Dalsine





SCENARIO 29: THE DEVIL WE KNOW PART I: SHIPYARD RATS

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

Scenario Chronicle # _____

TIER		
1-2	→	538 gp
TIER		
3-4	→	1,324 gp
TIER		
6-7	→	3,473 gp

MAX GOLD

Items Found During This Scenario

TIER 1-2 No additional items

TIER 3-4 No additional items.

TIER 6-7

- Amulet of mighty fists +1 (5,000 gp)
- Bracers of armor +1 (1,000 gp)
- Cloak of resistance +1 (1,000 gp)
- Potion of cure moderate wounds (300 gp)
- Potion of cure serious wounds (750 gp)

EXPERIENCE

Starting XP _____

+1 XP _____

Final XP Total _____

Prestige Award

Starting PA _____

PA Gained (GM ONLY) _____

Final PA Total _____

GOLD

Start GP _____

+ GP Gained (GM ONLY) _____

+ Items Sold _____

= Subtotal _____

- Items Bought _____

= Subtotal _____

- Gold Spent _____

= Subtotal _____

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD _____

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT _____

For GM Only

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