

TRUE DRAGONS OF ABSALOM

By Thurston Hillman



True Dragons of Absalom

Pathfinder Society Scenario #6–99

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True Dragons of Absalom

By THURSTON HILLMAN



Nearly 20 years ago, the canny kobold sorcerer Kibizax carved out a tiny empire in the caves and sewers beneath Absalom. Being a sort of visionary, he also hired a Taldan tutor to teach his two children about the ways of humans to strengthen his tribe's influence. The plan worked well, and the Sewer Dragon tribe became one of the most influential kobold groups on the Isle of Kortos. Things only fell apart when he ordered increased attacks against Pathfinder agents traveling through the sewers, hoping to force the Society to pay tribute for the privilege of traversing his territory. As his daughter Yiddlepode feared, it instead invited armed retribution. Once a team of Pathfinder agents dispatched Kibizax, Yiddlepode took command and proposed a truce and deal that allowed the two groups to work together.

True to their agreement, the Sewer Dragons have kept the Society apprised of developments below Absalom and helped them to smuggle the occasional sensitive shipment through the city. In return, the Society has acted as a broker to help the kobolds secure weapons and materials they might not otherwise be able to purchase on the streets above.

Recently, tensions have flared between the Sewer Dragons and several of their neighbors, and the kobolds' patrols have stepped up to match this aggression. The Pathfinder Society has also noticed these worrying scuffles in the sewers. Venture-Captain Drandle Dreng personally investigated the disturbances and uncovered that the Onyx Alliance—an evil group from the Shadow Plane with a history of conflict with the Pathfinder Society—has agents hard at work creating a portal that leads directly to Shadow Absalom. Unfortunately, the Onyx Alliance detected Dreng and attacked him as he tried to make his escape. He has evaded his pursuers since, but he is still a long way from the Grand Lodge and direct Pathfinder aid. By appealing to the Sewer Dragons, he hopes to secure their aid in shutting down this invasion before it can threaten the kobolds or the Society.

WHERE ON GOLARION (AND BEYOND)

The introduction and first part of the adventure takes place in the sewers under the city of Absalom, home to the Sewer Dragon kobold tribe. The second half of the adventure takes place in Shadow Absalom, Absalom's extraplanar counterpart on Shadow Plane. For more information on Absalom, see *Pathfinder Campaign Setting: Guide to Absalom*. For more information on Shadow Absalom, see *Pathfinder Campaign Setting: The Great Beyond*. Both books are available in bookstores and game stores everywhere, and online at paizo.com.



SUMMARY

Chief Yiddlepode orders the PCs, who are all well-respected members of the Sewer Dragon tribe, to meet with one of the tribe's allies, an otyugh named Hats. The journey to Hats' lair is swift, and the PCs find the sewer dweller keeping a captive. The PCs negotiate with the otyugh briefly before being allowed to visit the captive, a severely wounded Venture-Captain Drandle Dreng.

The injured venture-captain recognizes the PCs as members of the Sewer Dragons, and calls upon the Society's pact with the kobolds to request assistance. He explains that an enemy of the Society is trying to activate a portal in the Sewer Dragons' territory, that would allow them to strike at the city. Knowing he cannot get

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Ultimate Equipment (UE)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2 (B2)*, *Pathfinder RPG Bestiary 3 (B3)*, *Pathfinder RPG Bestiary 4 (B4)*, and *Pathfinder RPG NPC Codex (NPC)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from the *Pathfinder RPG Bestiary* volumes and the *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

assistance from the Society before the gate activates, Dreng asks the PCs to assault the gate and protect their territory from intruders.

The PCs battle against a small detachment of Onyx Alliance agents stationed at the gate's entrance. With the Onyx Alliance agents defeated, the PCs have the chance to reinforce the area with traps to protect against the alliance's expected allies. The encounter culminates when Onyx Alliance agents on the Shadow Plane successfully activate the portal, and a duo of Alliance agents enters from the opposite side of the battlefield. The PCs must then contend with the newly opened extraplanar passageway.

Going through the portal, the PCs appear in an abandoned alleyway in Shadow Absalom. They have time to explore the city before a d'ziriak approaches them. The insectile creature introduces herself and explains how she followed the PCs once they arrived via the portal. She is a member of a mysterious organization of d'ziriak known as the Light-Weavers' Guild. The light-weavers are engaged in a long-term feud with the Onyx Alliance, and she was dispatched to observe the alliance's newly constructed portal. Once she learns that the PCs intend to close the portal, the d'ziriak explains that the creation of stable portals in Shadow Absalom is outlawed by decree of the city's ruler, Argrinyxia, the Shifting Lady of Ebon Scales, a mighty umbral dragon. Only a few of the great wyrm's progeny are gifted with the necessary item to activate a sustained portal within the city—a scale from Argrinyxia herself. The light-weavers know that the Onyx Alliance colluded with one of Argrinyxia's more rash children, a wyrmling named Shadrixis, and they believe that the whelp purloined one of his mother's scales when he left to form a lair of his own within the city.

The Light-Weavers' Guild freely offers the location of Shadrixis's lair, hoping the PCs can thwart the Onyx Alliance's arrangement with the wyrmling and

keep the light-weavers' involvement secret. With this information, the PCs find the lair of Shadrixis atop a soaring tower near the center of the city. Like many of his kind, Shadrixis enjoys having creatures fawn over him, and negotiates with the PCs should they appeal to his immense ego. A series of difficult negotiations, littered with the promise of fame and wealth, can turn the dragon to the side of the PCs, but the encounter likely ends in a battle with the wyrmling.

Once the PCs defeat or negotiate with the dragon, they claim the scale of Argrinyxia and use it to deactivate the portal; simply passing it through into the Material Plane shuts the portal down until the scale passes the boundary once again. As the PCs pass through the portal, they meet an entourage waiting anxiously for their return; Dreng and a group of Pathfinder agents, alongside Chief Yiddlepode and Hats, if the otyugh survived. They laud the PCs for their courage and ingenuity in disabling the portal, and the Society bestows upon them honorary field commissions, with the promise of future missions.

GETTING STARTED

Allow each player to choose one of the pregenerated kobold heroes at the back of this scenario, and provide the players several minutes to examine their characters and ask any questions they may have. The character sheets include all of the rules necessary to play the characters other than those found in the *Core Rulebook*. Once the players have familiarized themselves with their characters, read or paraphrase the following to get the adventure underway.

You are kobolds of Absalom's Sewer Dragon tribe. Made strong thanks to an alliance with the Pathfinder Society, your tribe has many enemies seeking to test its newfound might. Chief Yiddlepode, wise chieftain of the Sewer Dragons, knows that her alliance means nothing if the tribe can't defend its territory. For the past several months, the tribe has sent its best and brightest on scouting missions throughout the region, repelling others from intruding on the Sewer Dragons' rightful domain.

As the latest group assigned to protect the Sewer Dragons' interests, you have received orders from Chief Yiddlepode to make contact with an ally of the tribe—a peculiar otyugh by the name of Hats. Constant supplies and the occasional tribute have endeared the otyugh to the Sewer Dragons, and Hats now acts as further muscle for the kobolds as well as an additional set of eyes and ears in the sewers. Hats informed one of the tribe's gutter runners that he has an important captive for the Sewer Dragons to interrogate.

Your orders are clear: find and interrogate Hats' captive. Discover what intrusion has taken place within the domain of the Sewer Dragons and deal with it. Above all, don't risk the tribe's alliance with the Pathfinder Society.

Knowledge (local)

Some of the PCs have a greater understanding of their tribe's current situation. Unlike a normal Knowledge check, the PCs' lifelong experience in the sewers of Absalom allows them to roll this check untrained if they do not possess the Knowledge (local) skill.

10+ Chief Yiddlepode's alliance with the surface dwellers of the Pathfinder Society brought much power to the Sewer Dragons tribe. The Sewer Dragons stockpiled a considerable amount of armor, weapons, and magical equipment through trade with Absalom's merchants via Pathfinder intermediaries. Pathfinder allies carry magic compasses called *wayfinders*.

15+ One of the first sewer dwellers to swear allegiance to the kobolds of the Sewer Dragons was an otyugh named Hats. As one would expect, this particular otyugh has a fascination with humanoid headwear, and the Sewer Dragons provide such items as tribute to the beast to keep it complacent.

20+ A section of sewer close to Hats's lair once connected to an unfinished section of underground tunnels. The area collapsed into ruin following an explosive demonstration from the tribe's former alchemist, Yippitok. Scouts whisper of movement in the broken caverns.

25+ The ruined section of tunnel near Hats's lair is actually used by allies of the Pathfinder Society. These people working for something the surface dwellers call a museum.

Captor and Captive

The PCs arrive at Hats's lair unchallenged. The otyugh's hideaway is a partially collapsed vault off one of the sewer's less-traveled sections. The space is wide and open, but the collapsed eastern wall, along with numerous wooden coat racks placed haphazardly around the chamber, makes it seem cramped. Each of the racks supports a collection of hats of varying sizes, all of which are lathered in varying degrees of dirt and grime.

The Otyugh

Hats is a peculiar creature, which is a respectable feat for a member of a sewer-dwelling species. Hats is a hulking mutant with four flailing tentacles—three spiked and one covered in eyes—instead of his species's standard three. Hats endured the mockery of others of his kind long before his fascination with headwear manifested.

He considers himself a strong-arm for the Sewer Dragons and bombastically greets the PCs as they enter his haphazard abode, gently patting them with his one free tentacle. He uses his other two barbed tentacles to display the hat of a naval commodore and a pristine white cowl acquired from a prophet of Kalistrade. Hats does not know the PCs beyond their affiliation with the Sewer Dragons, so he asks each PC to introduce themselves. However, Hats is terrible with names and faces, and constantly asks for reintroductions.

After an exchange of pleasantries, Hats directs the PCs to the back of his chamber, which features a spacious, 15-foot-deep pit. A ragged-looking human vagrant mutters to himself as he paces below, an obvious limp slowing him down. A half-dozen hats rest in the dirt at the base of the pit. If the PCs ask Hats for more information about the captive, Hats says that he "got bored of the human's ranting and wanted him to try on some caps."

Special Note: If Engashez is present, Hats takes a particular interest in her *hat of disguise*. The otyugh repeatedly asks to "try it on," even interrupting any conversations with the captive. If the PCs give Hats the hat, the otyugh conveniently forgets to offer it back unless the PCs demand it.

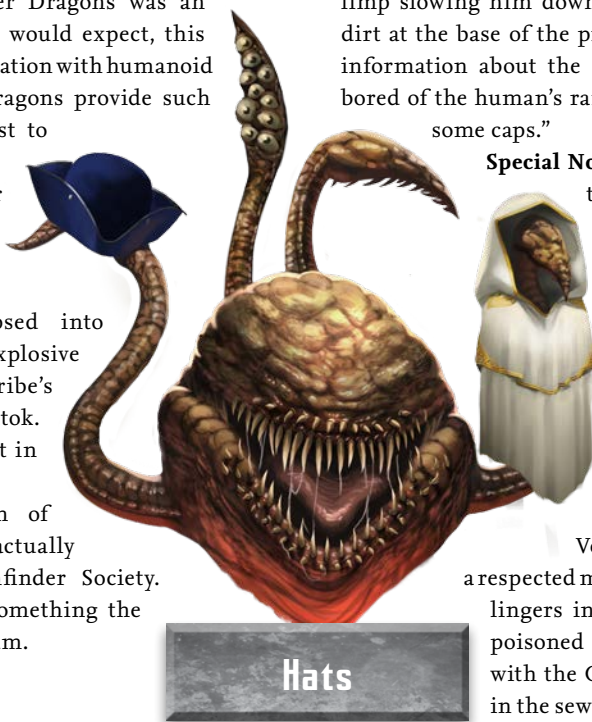
The Prisoner

Venture-Captain Drandle Dreng, a respected member of the Pathfinder Society, lingers in Hats's dank pit. Fatigued and poisoned from his previous encounter with the Onyx Alliance soldiers stationed in the sewers, Dreng knows he can't escape his powerful otyugh captor. When the PCs reveal themselves, the venture-captain is astonished to see members of the Sewer Dragon tribe.

Read or paraphrase the following:

"You lot! Excellent! Simply excellent! You're Sewer Dragons, aren't you? Oh, my apologies, I mean, you are most capable defenders of the exalted Sewer Dragon tribe of Absalom—rulers of the sewers upon which I have miserably intruded."

"I'm a member of the Pathfinder Society, you see. A venture-captain, in fact, one who helped forge our alliance! I'd been following a group of our suspected enemies above ground, and they descended into the sewers nearby. In a section of nearby tunnels, I found our enemies hard at work, constructing some sort of magical portal in a ruined sewer line. In my folly, I alerted those I was following and was waylaid. I managed to drive them



off, before your friend—the one with the headwear fascination—found me and dragged me here. That doesn't matter though. All in the past, I'd say."

"I need to warn the Society! But, I don't think there's enough time before this portal opens. You fine soldiers of the Sewer Dragons should do... only you can stop it!"

The PCs' interaction with Drandle Dreng should be handled similarly to other Pathfinder Society mission briefings. If one of the PCs is clever enough to request Dreng's *wayfinder*, the venture-captain swiftly produces it. Given the alignment of the kobolds, and the fact they've got Dreng trapped in a pit, the briefing could be more akin to an interrogation.

Who were you trailing in the sewers? "An organization opposed to the Pathfinder Society, known as the Onyx Alliance. They're from very far away, and they have a grudge against the Society because we've stopped some of their previous schemes. Most importantly, they're a ruthless band of villains, and if they're building a beachhead in the sewers, they'll be sure to clear out any potential threats—your tribe included!"

What do you know about this portal? "All I know is that it connects to a larger base of operations for the Onyx Alliance. From the few minutes I had to inspect the device, it's clear to me that the portal can only be activated from the other side, wherever the other side may be. If the Onyx Alliance successfully activates the portal, someone will need to go through and find a way to close it. From what I overheard, it is set to activate shortly after additional reinforcements arrive from the surface."

What do you need us to do? "I believe the best course of action would be to strike at the forces guarding the portal; I've already given them a good licking myself, so they shouldn't be too difficult to deal with. After that, reinforcements from the surface are supposed to come, so you'll want to prepare. I hear kobolds are quite determined and skilled when it comes to setting traps! Once you've dispatched the reinforcements, the portal should activate. You'll need to go through to the other side, and figure out how to disable it!"

Why should we help you? "The Society would be further indebted to your great tribe if you were to handle this threat. Not to mention, if the Onyx Alliance does complete their portal, it could have dire repercussions for your holdings here in Absalom's sewers!"

Can you help us? "I'm afraid that my scuffle with the portal's sentries wounded me far beyond what I expected.

The ruffians used some sort of poison that's sapped the strength from me. That is why your friend up there was able to capture me so easily. I'd be of little use in a fight, and besides, I should be off to warn the Society of what's happening down here!"

The Mission

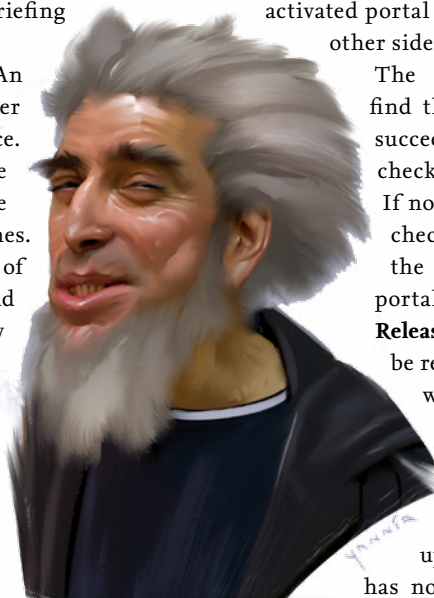
Following their briefing with Drandle Dreng, the PCs should be clear on their assignment. They must defeat the Onyx Alliance forces stationed at the portal, prepare for additional reinforcements from the surface, defeat the reinforcements, and then travel through the activated portal to find a way to close it from the other side.

The PCs already know where to find the Onyx Alliance forces if they succeeded at a DC 20 Knowledge (local) check at the beginning of the scenario. If none of the PCs succeeded on this check, Dreng or Hats directs them to the section of the sewers where the portal is located.

Releasing the Captive: Dreng requests to be released following his conversation with the PCs. The venture-captain wants to bring Society agents into the sewers as a backup plan in case the PCs fail. How the PCs handle this request is up to the group; releasing Dreng has no real impact on the remainder of the scenario. If the PCs leave Dreng in Hats's custody, Hats eventually loses interest in his captive, and the canny venture-captain makes an escape while

the otyugh is sleeping.

A (Big) Friend: If the PCs agree to let Dreng go, they have the option of trying to recruit Hats for their mission. The mutant otyugh is an ally of the Sewer Dragon tribe, but he is unwilling to assist in a dangerous mission without substantial tribute. If Engashez is one of the PCs, and she offers her *hat of disguise* as tribute, Hats agrees to accompany the PCs. He will only assist them during their encounters in the sewers; he panics when the portal activates and refuses to travel to the Shadow Plane.



Drandle Dreng

HATS	CR 5
Advanced variant otyugh (<i>Pathfinder RPG Bestiary</i> 223, 294)	
N Large aberration	
Init +2; Senses darkvision 60 ft., scent; Perception +11	
DEFENSE	
AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)	

hp 51 (6d8+24)

Fort +5, **Ref** +4, **Will** +8

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +9 (1d8+6 plus disease), 3 tentacles +5 (1d6+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+3)

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 9, **Wis** 17, **Cha** 10

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 23 (25 trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +11, Stealth +4 (+12 in lair); **Racial Modifiers** +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Headwear Connoisseur (Ex) Hats always clutches some form of headwear in two of his tentacles. This habit prevents Hats from making an attack with two of his three tentacles. Every time Hats takes damage from an enemy, there is a 10% chance the attack causes him to drop one of his hats. If he drops a hat, he enters a rage (as per the barbarian class ability) for the following 5 rounds and attacks the closest creature. While in a rage, Hats's statistics are: **AC** 19, touch 9, flat-footed 17; **hp** 63; **Fort** +7, **Will** +10; **Melee** bite +11 (1d8+8 plus disease), 3 tentacles +7 (1d6+4 plus grab); **Str** 26, **Con** 21; **CMB** +13 (+17 grapple); **CMD** 25 (27 trip)

Mutant (Ex) Hats has a third barbed tentacle, which grants him a third tentacle attack.

A. ONYX Foothold

Over the course of the past several months, the Onyx Alliance has been stocking a construction site located in a disused section of Absalom's sewer system with equipment necessary to construct one side of an extraplanar portal. With the assistance of renegade elements within the famed Blakros family of Absalom, the alliance assembled a stable portal to their home base in Shadow Absalom on the Shadow Plane. With all the pieces finally in place, the alliance prepares to activate the portal.

The Onyx Alliance invested significant resources to transport a small cadre of defenders to the portal. Once the defenders arrived, their task was to secure the nearby sewer tunnels for a larger contingent arriving from Shadow Absalom. The arrival of Drandle Dreng complicated their mission, as the venture-captain slew

EVIL PCS

All of this scenario's pregenerated characters are evil-aligned. Kobolds, by and large, are evil creatures and this scenario is meant to give players the rare opportunity to enjoy roleplaying such characters. That being said, some players may be tempted to go off the rails in disruptive ways.

Plotting to kill Drandle Dreng and take over the Sewer Dragons may sound fun to some players, and in fact could be an excellent premise for a home game, but such an event should be treated like trying to kill an actual venture-captain in a normal Pathfinder Society scenario. If the PCs entertain these ideas, remind them that should they proceed to attack Dreng or ignore the mission, they effectively forfeit the Sewer Dragons' alliance with the Pathfinder Society, ending their mission before it begins. Now, as for blackmailing or threatening Dreng in a way that advances the story, well, evil is as evil does.

When running this scenario in a public setting with strangers, let the players know that the fundamentals of the organized play campaign are still in effect: don't kill each other's characters, and don't be a jerk. If everyone in the group is already a friend, you might consider relaxing these rules; while everyone is getting settled, discuss the options with your group and decide where the line is between evil and obnoxiousness. No matter what, be mindful of your audience, and be prepared to rein in the tone if anyone's depictions of evil actions become too distasteful.

In the end, you're an experienced GM. Use your best judgment, and keep the game fun for everyone.

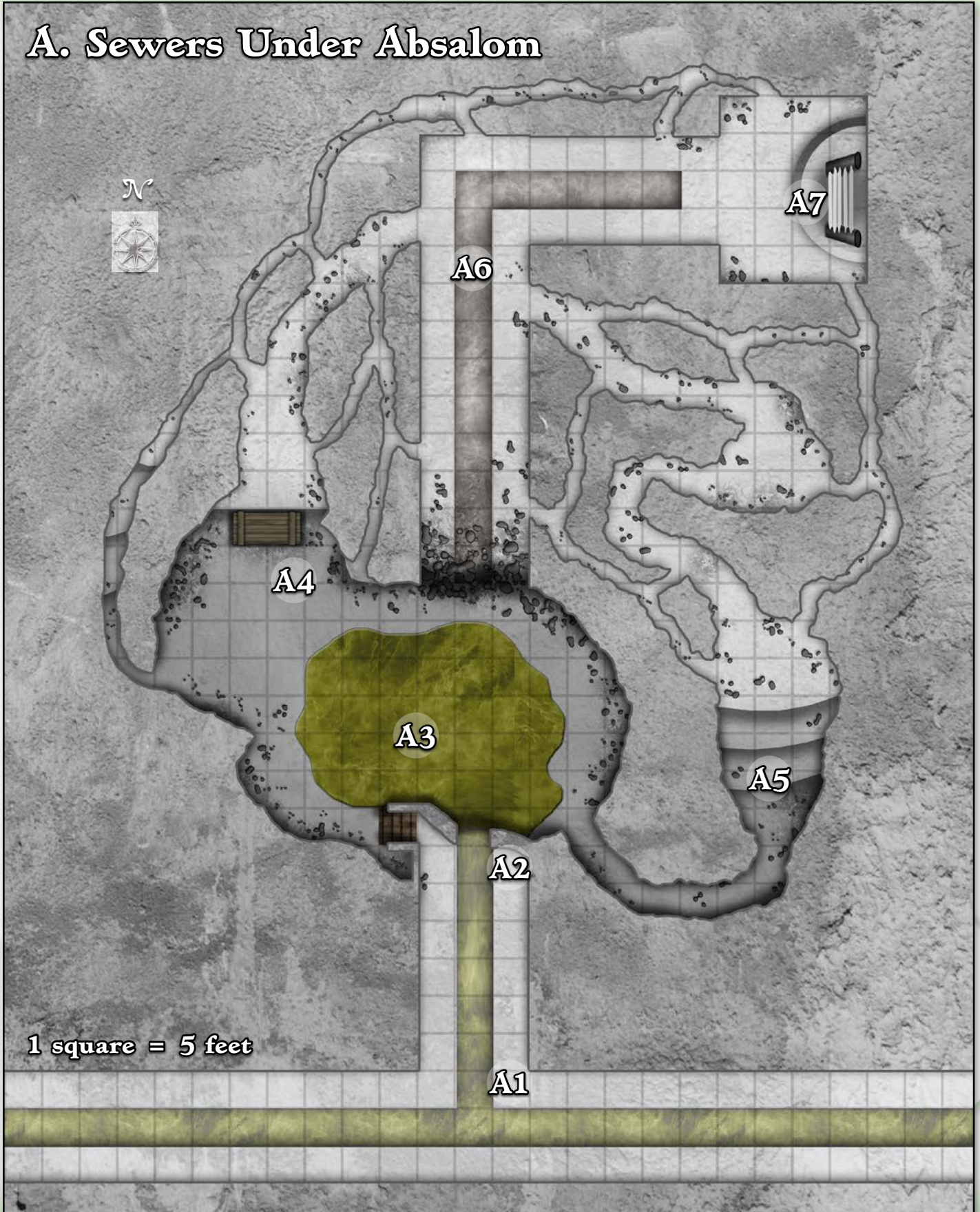
several of the defenders before they drove him off. The junior Onyx Alliance agents who survived eagerly await their Blakros allies' arrival, which will herald the activation of the portal and further reinforcements from Shadow Absalom.

The alliance-occupied tunnels were once the beginnings of an underground vault that the Sewer Dragons were building to store their most prized possessions; however, the Sewer Dragons' former alchemist Yippitok set off a series of charges that caused a massive collapse in the deviating tunnel. The Sewer Dragons have avoided these tunnels ever since.

A crevice almost 20 feet below the main sewer line separates the two disconnected ends of the tunnel. To the west, several snaking arterial tunnels crisscross and connect to the larger tunnels, cramped for human-sized creatures, but usable for smaller creatures. These tunnels are unlit.

Terrain: The tunnels are sized for kobolds. Medium creatures must squeeze in order to navigate the tunnels, but kobolds can pass through without impediment.

A. Sewers Under Absalom



A1. Sewer Tunnels

Five-foot-wide sidewalks run alongside a five-foot wide sluice of murky sewer water. The path reaches a T-junction, with paths leading east, north, and west. The eastern and western tunnels go on for an indeterminate length, while the northern tunnel abruptly ends in a drop. The sound of rushing water intensifies to the north.

The eastern path leads to the main tunnel, as well as the eventual arrival point of the Blakros relief team. The western path leads to Hats's lair, and beyond that into the domain of the Sewer Dragon tribe.

A2. Tunnel Collapse

The sewer path ends in a section of scorched stonework. The sewer here has collapsed into a vast cavern, and the sewer water tumbles in a filthy waterfall to a makeshift lake twenty feet below. A wooden ladder on western end of the collapsed tunnel leads down to the cavern floor.

The ladder is solid wood (hardness 5, 30 hp). Other than the ladder, the only ways down from the top of the collapsed tunnel are to dive into the water of A3 or to succeed at a DC 15 Climb check.

A3. Fetid Lake

The sewer line casts down a sludge-like torrent of water and other matter into a growing lake of grime.

Several small tunnels under the lake siphon the water from the sewer, allowing the pile of excrement and other sewer detritus left behind to steadily grow. Creatures in the water count as being in calm water (DC 10 Swim check); however, the sludge is thick enough that creatures swimming in it swim at half their usual swimming speed.

PCs who succeed at a DC 15 Perception check discover the remains of three humanoid creatures in the lake. Stripped of equipment, these bodies are roughly the shape of humans, though particularly gaunt in frame. These corpses the remains of those slain by Drandle Dreng during his escape, hurled into the sluice after the venture-captain fled.

Hazard: Even for sewer-dwelling creatures such as kobolds, the stench of this lake is deeply unpleasant. A kobold inside the water must succeed at a DC 12 Fortitude save at the beginning of its turn or be sickened for 1d6 rounds. Creatures that are not accustomed to life in the sewers are instead nauseated for 1d6 rounds on a failed saving throw. Hats, however, is immune to the stench's effects entirely.

SCALING ENCOUNTER A6

To accommodate groups of four PCs, make the following adjustments: the onyx hound ate tainted food in the sewers, and currently has the sickened condition.

A4. Wooden Scaffold

A sturdy wooden scaffold topped with a platform allows access to the edge of a cliff twenty feet above. A ladder ascends the side of the scaffold from the bottom of the cavern.

A previous Blakros team constructed this scaffold. The platform is difficult to destroy (hardness 6, 120 hp), though the ladder ascending it is easier to target (hardness 5, 30 hp). A creature can climb the scaffolding itself with a successful DC 10 Climb check, or the cliff with a successful DC 15 Climb check.

A5. Ascending Cavern

This cavern slopes upward from its southern edge. Three slopes give the chamber a stark slant. The northern edge of the cavern ends in a plateau connected to various side caverns.

The slopes in this chamber bring the caverns level with the sewer tunnels. Creatures standing north of their opponent in this chamber always count as being on higher ground than their opponents.

A6. Cut-Off Tunnel (CR 4)

Similar to the main sewer lines of Absalom, the channel in this tunnel is empty, save for long desiccated remnants of filth. Two major holes break off into larger caverns from the walls of this tunnel, while a pile of collapsed rock and dirt blocks the passage to the south. Following a sharp turn east, the tunnel leads to another widening chamber.

Several arterial caverns connect to the disused tunnel here, giving numerous points of entry for smaller creatures. Humanoid creatures are best able to enter the chamber via the eastern and western tunnels leading to A4 and A5.

Creature: A small shadow mastiff guard hound working with the Onyx Alliance vanguard stalks the southern edge of the halls here, sniffing around the debris of the collapsed roof. Because of its scent ability, the mastiff automatically notices the PCs' approach. If the mastiff bays, the fetchlings in area A7, who are immune to the bay's effects, arrive in 1d4 rounds. Due to its small size, the hound can pursue the PCs into the tunnels without impediment.

SCALING ENCOUNTER A7

To accommodate groups of four PCs, make the following adjustments. Remove two of the fetchlings from the encounter. Two members of the Onyx Alliance who outrank the members of the vanguard (Jegan and Renza from Wave 3) stored a bag containing two *potions of invisibility* here for their future use, and the members of the vanguard are too afraid of their superiors to open it. The PCs find this bag as soon as they enter the chamber if they succeed at a DC 20 Perception check. Otherwise, the PCs automatically find the potions during the Trap Preparation phase (see below).

ONYX HOUND CR 4

Young shadow mastiff (*Pathfinder RPG Bestiary 3* 241, 291)
NE small outsider (evil, extraplanar)

Init +8, **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

hp 39 (6d10+6)

Fort +6, **Ref** +9, **Will** +5

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +9 (1d6+2 plus trip), tail slap +4 (1d4+1)

Special Attacks bay

TACTICS

During Combat The shadow mastiff bays on the first round of combat, before moving in to strike at the most threatening-looking PC. It trusts its shadow blend ability to protect it from the brunt of the PCs' attacks.

Morale The shadow mastiff flees if it is reduced to 10 or fewer hit points, trusting its fast movement to allow it to outrun the kobolds.

STATISTICS

Str 15, **Dex** 19, **Con** 13, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +7, **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +16, Survival +10

Languages Common (cannot speak)

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will saving throw or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame*

spell, does not negate this ability; a *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

A7. Portal Chamber (CR 4)

This chamber widens to become twenty-five feet across and twenty feet long. A foot-tall semicircular dais rests in the eastern end of the room. Atop the dais is a structure comprising a duo of black metallic rods connected by a series of inch-thick gray metal shafts, making it resemble a squat ladder whose steps are far too close together to be usable.

This chamber houses the Onyx Alliance's portal to Shadow Absalom. The portal is currently inert, awaiting a specific event at the other end to spring to life. Despite the portal's thin and fragile appearance, magical rites used to bolster the portal render it immune to any of the PCs' attempts to destroy it. The portal can only be deactivated once the PCs retrieve the activation key—a scale of the umbral great wyrm Argrinyxia—from the other side.

Creatures: This chamber is the temporary home of the remaining Onyx Alliance vanguard, six fetchlings sent to protect the portal until its activation. The guardians wait in front of the portal, eager to battle any intruders. Each is armed with a rapier made of a curving sinuous gray metal.

ONYX VANGUARD (6) CR 1/2

Fetchling rogue 1 (*Pathfinder RPG Bestiary 2* 123, see page 22)

hp 10 each

Melee mwk rapier +4 (1d6+1/18-20)

TACTICS

Before Combat If the bay of the hound in area A6 warns the fetchlings of the presence of intruders, they use *disguise self* to appear as a human sewer worker crew and move to investigate.

During Combat The fetchlings maneuver into flanking position against the kobolds. They attempt to avoid the narrow tunnels if possible.

Morale Horrified by the deaths of several of their companions and expecting no mercy from the kobolds, the fetchlings fight to the death.

STATISTICS

Gear chain shirt, mwk rapier, 44 gp

Development: The defeat of the Onyx Alliance vanguard gives the PCs time to prepare for the arrival of the Blakros reinforcements and the subsequent activation of the portal.

Rewards: If the PCs do not defeat the onyx vanguard, reduce each PC's gold earned by 220 gp.

Trap Preparation

The PCs have about half an hour before renegade elements of the Blakros family and their allies arrive to reinforce the portal. As kobolds, the PCs are skilled in the crafting of traps, and this time gives them ample opportunity to craft traps to vex their enemies. To represent the PCs' abilities as trapsmiths, this event allows them to craft a simplified list of traps at a rate far faster than the normal Craft skill rules allow.

Building Traps: A list of kobold traps is provided as an appendix to this adventure (see page 21); this list details information on construction and activation of the traps presented. The time the PCs have to prepare is broken into 5 phases that are each about 6 minutes long. During each phase, a PC can craft one trap, unless the trap requires more than 1 phase to construct, in which case the PC continues construction into the ensuing phases. Each phase represents roughly 6 minutes of time. PCs can take 10 on these checks, but cannot take 20 due to the somewhat rushed nature of their defense.

A PC succeeding at the necessary Craft (traps) check creates the desired trap, placing it in a location available on the map based on the trap's size. In addition, unless the trap has a special note, there is no cost to create a trap—it's assumed the PCs have the necessary tools and equipment on hand.

Moving Through Traps: Creatures moving through the PCs' traps trigger them as normal. Enemy waves activating a trap become wary of further devices, and begin to actively assign a scout to search ahead for traps, unless pressured into direct combat with the PCs.

As masters of setting traps, the PCs do not incur any chance of activating traps by moving through trapped squares. However, a PC caught in the area of a trap when another creature activates it falls victim to the trap's effects.

Defective Traps: If a PC fails a Craft (traps) check by 5 or less, the trap may still be usable. Place the trap on the map as normal, but if someone springs the trap, there is a 50% chance the trap does not trigger. In addition, PCs moving through squares with defective traps trigger them with the same 50% chance as all other creatures.

Development: After the PCs finish their attempts at trap building, the first wave of Blakros reinforcements arrives, as described in the following event.

Wave 1: Lambs to the Kobolds (CR 5)

Hidden elements within the Blakros family have formed a pact with the Onyx Alliance, siphoning resources to support the alliance's efforts to create a stable portal to Absalom. Reinforcing their position with the alliance, the dissident Blakros element dispatched a group of trained guides and soldiers to help lead the arriving Onyx Alliance forces against the Pathfinder Society. Of

SCALING WAVE 1

To accommodate groups of four PCs, remove one Blakros guard from the encounter.

course, before moving against the Society, these forces will first move against the Sewer Dragons, unless the PCs can stop them.

Tactics: The Blakros dissident forces come in two waves. Both waves enter area A1 from the east. From there, they climb down the ladder at A2. The first wave then move up the scaffolding at A4 and toward the portal. If the scaffolding has been damaged, then the group switches to using the northern caverns through A5. The second wave moves in the opposite direction; it does not attempt to climb the scaffolding, and approaches via the caverns of A5.

Most importantly, the goal of this encounter is to show the PCs their traps in action. The second wave should move through an area of traps not yet been activated, so long as there is a reasonable path for them to do so.

Creatures: The first wave of Blakros forces consists of three Blakros guards, a hired sorcerer, and a sewer scout. If the PCs are stealthy, they can catch the group discussing that the "other group" is late, alerting the PCs to the presence of a second wave.

BLAKROS GUARDS (3)

CR 1

Guard (*Pathfinder RPG NPC Codex* 267, see page 22)

hp 22 each

TACTICS

During Combat The guards prefer to attack from reach with their guisarmes. If foes close to melee, they switch to their longswords.

Morale The guards are loyal to the renegade elements within Blakros family and the Onyx alliance. A guard surrenders if he is reduced below 11 hit points and both other guards are unconscious.

HIRED SORCERER

CR 1/2

Mercenary magician (*Pathfinder RPG NPC Codex* 160, see page 22)

hp 8

TACTICS

Before Combat if the hired sorcerer expects a fight, he uses a *scroll of shield*.

During Combat The hired sorcerer uses *color spray* if he can target more than 1 PC without hitting his allies. He uses his *wand of shocking grasp* if forced into melee. He only uses his *scroll of dancing lights* if the scout's lantern goes out.

Morale The sorcerer is not particularly loyal to the Onyx Alliance. If the fight turns sour and he believes that the PCs

SCALING WAVE 2

To accommodate groups of four PCs, make the following adjustments to Wave 2. Remove one Blakros guard, one hired sorcerer (the one with the *wand of magic missile*), and one sewer scout from the encounter. Remove Raegrath's *potion of bull's strength*.

are likely to kill him, he flees and uses a *scroll of disguise self* to conceal his appearance.

STATISTICS

Combat Gear Add a *scroll of dancing lights* and replace the *wand of sleep* (11 charges) with a *wand of shocking grasp* (11 charges).

SEWER SCOUT

CR 1/2

Novice scout (*Pathfinder RPG NPC Codex* 128, see page 22)
hp 12

TACTICS

Before Combat The sewer scout travels in the lead of the group. She carries a hooded lantern and keeps her longsword sheathed.

During Combat The sewer scout sets her lantern on the ground and draws her longbow. She attempts to fire at the PCs from within 30 feet.

Morale If the scout is reduced to fewer than 6 hit points, or if two of the other members of the group are knocked unconscious or dropped into pit traps, she throws her smokestick on the ground and attempts to flee.

STATISTICS

Gear hooded lantern

Development: Following the defeat of the first wave, the PCs have 2 minutes (20 combat rounds) until the arrival of the second wave. During this time, the PCs can use abilities or items to recuperate, but may also wish to survey the battlefield and hide any obvious signs of battle that may alert the next wave. This is also a good time for the player controlling Athrax to set up bomb traps or Varanog create rune traps.

Rewards: If the PCs fail to defeat the first wave, reduce each PC's gold earned by 366 gp.

Wave 2: Blakros Reinforcements (CR 6)

The second wave of agents is more numerous and powerful than the first.

Creatures: A vicious half-orc named Raegrath leads this wave. His underlings have bestowed upon him the title "The Unpleasant," and he bears it proudly. Once an aspiring Pathfinder, Raegrath fell short during his confirmation, and was instead assigned as muscle to the Blakros Museum. Seething over his premature dismissal

from the Society, he was eager to join the dissident Blakros conspiracy, despite being kept in the dark on its goals or masterminds.

The half-orc leads three sewer scouts, two guards, and two hired sorcerers. All three sewer scouts clutch lanterns.

BLAKROS GUARDS (2)

CR 1

Guard (*Pathfinder RPG NPC Codex* 267, see page 22)

hp 22 each

TACTICS

During Combat The guards prefer to attack from reach with their guisarmes. If foes close to melee, they switch to their longswords.

Morale The guards are loyal to the renegade elements within Blakros family and the Onyx Alliance. A guard surrenders if he is reduced below 11 hit points and Raegrath is unconscious.

HIRED SORCERERS (2)

CR 1/2

Mercenary magician (*Pathfinder RPG NPC Codex* 160, see page 22)

hp 8 each

TACTICS

Before Combat if the hired sorcerers expect a fight, they use their *scrolls of shield*.

During Combat One of the hired sorcerers uses *color spray* at the start of combat to attempt to take out as many PCs as possible without hitting his allies. The other attempts to take PCs out of commission with her *wand of sleep* instead. Once Raegrath closes to melee, they switch to single-target effects to avoid hitting allies. If the PC's traps make the approach particularly precarious, they repeatedly cast *magic missile* to avoid having to walk over dangerous ground.

Morale The sorcerers are not particularly loyal to the Onyx Alliance. If the fight turns sour, they flee.

STATISTICS

Gear Replace the *wand of sleep* (11 charges) for one of the sorcerers with a *wand of magic missile* (11 charges).

RAEGRATH THE UNPLEASANT

CR 2

Traitorous brigand (*Pathfinder RPG NPC Codex* 81, see page 23)

hp 30

Melee +1 greataxe +7 (1d12+5/×3)

TACTICS

During Combat Raegrath is a fierce warrior who enjoys challenging fights. If the sorcerers knock PCs unconscious with their spells, he does not attempt to coup de grace them, and orders his allies not to do so either; instead, he focuses his efforts on conscious PCs. If his team seems to be at a disadvantage, he drinks one or more of his potions to recover hit points and improve his combat prowess.

Morale Raegrath is confident and prideful, and unwilling to show weakness in front of the other agents. He fights to the death.

STATISTICS

Gear Replace the listed mwk greataxe with a +1 greataxe

SEWER SCOUTS (3)

CR 1/2

Novice scout (*Pathfinder RPG NPC Codex* 128, see page 22)

hp 12 each

TACTICS

During Combat The sewer scouts sets their hooded lanterns on the ground. Two of the scouts enter combat with longswords to support Raegath, while the other attacks with a longbow.

Morale If a scout is reduced to fewer than 6 hit points, or if two of the other members of the group are knocked unconscious, she throws her smokestick on the ground and attempts to flee.

STATISTICS

Gear hooded lantern

Development: With the defeat of Raegrath and the remaining Blakros reinforcements, the PCs no longer have to fear further intrusion from the sewers. However, the portal in A7 soon activates, meticulously timed to when the Onyx Alliance expected their Blakros guides to be present. The exact timing of the portal's opening and the beginning of the next event is left open, allowing GMs to somewhat tailor the difficulty of the following encounter by giving the PCs more or less time to recuperate.

Rewards: If the PCs fail to defeat the second wave, reduce each PC's gold earned by 366 gp.

Wave 3: The Gate Opens! (CR 4)

Soon after the PCs dispatch the second wave of Blakros forces, the portal activates. Read or paraphrase the following to any PCs within line of sight of the portal:

Sparks of vibrant green light dance off the portal's frame, while arcs of similarly colored lightning sputter forth. A strong actinic stench fills the area surrounding the portal as the rungs between the rods enliven, creating a series of tears in the space. The tears coalesce into a roughly square threshold of pitch black, held in place by the portal frame's twin rods.

The opened portal now acts as a gateway to the Shadow Plane, specifically Shadow Absalom. Travel through the portal is as simple as stepping through, instantaneously transporting the creature to Shadow Absalom, as described in Part 3 of the adventure.

The umbral wyrmling Shadrixis activated the portal using one of his mother's scales as a focus. Shadrixis has no interest in being near the portal after its activation; however, if the PCs peer through the portal right away, they catch a vague glimpse of the wyrmling taking off into the muted sky of the shadow city. PCs who peer into the portal also notice the outlines of two humanoids on the

SCALING WAVE 3

To accommodate groups of four PCs, make the following adjustments to Wave 3. Remove Jegan and Renza's *potions of invisibility*. Instead of arriving at the same time as Jegan, Renza arrives on the second round of combat between Jegan and the PCs.

other side for a moment, before one of them disappears (see Creatures below).

Creatures: Two fetchling members of the Onyx Alliance step through the portal. They are surprised to see kobolds in place of the Onyx Alliance agents they expected, and are eager to clear the PCs out of their way.

JEGAN AND RENZA

CR 2

Fetchling slayer 3 (*Pathfinder RPG Advanced Class Guide* 53, *Pathfinder RPG Bestiary* 2 123)

NE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

hp 27 each (3d10+6)

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

Defensive Abilities shadow blending; **Resist** cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee mwk kukri +7 (1d4+2/18-20)

Special Attacks sneak attack +1d6, studied target +1

Spell-Like Abilities (CL 3rd; concentration +3)

1/day—*disguise self*

TACTICS

Before Combat On the first round after the portal's activation, Renza quaffs a *potion of invisibility* while Jegan quickly uses *disguise self* to impersonate a human. On the second round after the portal opens, the two emissaries step through to assess the situation. Confronted with the unexpected sight of the PCs, Jegan does his best to negotiate, attempting to turn the PCs against the Pathfinder Society and join the Onyx Alliance. With this diversion, he hopes to buy Renza time to study a target and position herself for a sneak attack. A PC who succeeds at a DC 15 Sense Motive check realizes that he is stalling and intends to attack. A PC who succeeds at this check by 5 or more notices him glancing behind them, as if he expects someone to pop out and attack.

During Combat Jegan and Renza target the toughest-looking opponents first, flanking with each other whenever possible. If the PCs bring a light source, they use *oil of darkness* to counteract it.

Morale Jegan and Renza flee if reduced to 7 hit points or fewer. However, if the PCs did not clear away the bodies of the Onyx Alliance's allies and either Jegan or Renza are knocked

unconscious, the fetchlings are unwilling to leave their companion behind and fight to the death.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 18

Feats Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +8, Knowledge (local) +6, Perception +6, Sense Motive +6, Stealth +10, Survival +6; **Racial Modifiers** +2 Stealth

Languages Common

SQ slayer talent (finesse rogue), track +1

Combat Gear *oil of darkness*, *potion of cure light wounds*, *potion of invisibility*; **Other Gear** mwk chain shirt, mwk buckler, mwk kukri, *dust of tracelessness*, 37 gp

Development: The defeat of the emissaries leaves the PCs with unrestricted access to the Onyx Alliance’s portal. The alliance did not want to place undue attention on their illegal entryway, so it will be some time before other members of their organization notice that their allies are missing. If the otyugh Hats is with the party and he survived the encounters, the opening of the portal startles and scares him, and he refuses to enter.

Rewards: If the PCs fail to defeat the third wave, reduce each PC’s gold earned by 366 gp.

SHADOW ABSALOM

When the PCs step through the portal in the sewers of Absalom, they arrive the streets of Shadow Absalom. This shifting city is an imperfect mirror of its Material Plane counterpart, with many regions and districts of its own. In one of the more striking examples, the ground beneath Shadow Absalom is comprised of intersecting tunnels belonging to the numerous hives of d’ziriak, an insectile humanoid race. Luckily for the PCs, the streets of Shadow Absalom are a forlorn affair; the city lacks the bustling avenues one would expect to find in a settlement of its size. The portal dumps the PCs into an abandoned alley, right across from a boarded-up shop whose peeling sign reads “Organs and Sundries.” The side of the portal on the Shadow Plane looks identical to the side that the PCs entered.

The Way Home: As creatures of the Material Plane, the PCs find themselves oddly attracted to the portal. As long as the portal remains open, the PCs have an instinctive connection with it, and they know what path to take through the sinister city to rediscover their point of entry. With this in mind, the PCs should feel empowered to explore the city, as there are no obvious clues in the alley where they first appear.

A PC who succeeds at a DC 18 Knowledge (arcana) or Spellcraft check identifies that the portal is drawing power from some external force, most likely a magical

focus item, and knows that such an item would only be effective within a range of a few miles.

Gathering Information

After the PCs depart the confines of the alley, they have the opportunity to mingle with some of Shadow Absalom’s locals. Roughly half of the city’s populace consists of fetchlings, while the remaining half includes a wide variety of unfamiliar humanoid species. Unlike cities of the Material Plane, the streets of Shadow Absalom are accommodating to most species—kobolds included. With this fortuitous luxury to walk unmolested, the PCs have the chance to chat with locals and learn about the local area. PCs can roll a Diplomacy, Knowledge (local or planes), or Perception check; the information they learn is based on the result of this check.

10+: The city is called Shadow Absalom and is located on the Shadow Plane. As its name would suggest, the city rests at a coterminous point with Absalom’s location on the Material Plane. The locals are used to strangers winding up in the city, by mistake or by odd turns of fortune.

15+: The great wurm umbral dragon Argrinyxia, the Shifting Lady of Ebon Scales, rules Shadow Absalom. By her decree, planar portals and gateways are prohibited within the borders of the city without her blessing. The sole exception is a stable planar portal located in the city’s heart, a site that matches up with the Material Plane equivalent of Starstone Cathedral. Those lost in the Shadow Plane are urged to exit via the strange portal in the city’s heart, as it always returns those who entered the Shadow Plane to their previous point of entry.

20+: While dozens of factions operate within the planar city, two are of interest to the PCs’ expedition. The Onyx Alliance maintains several safe houses and bases within the city. The alliance’s headquarters is probably located somewhere within the city, though only its members know for sure. A second organization, known as the Light-Weavers’ Guild, is comprised of several resident d’ziriak hives that make their living by adding luminescent accoutrements to clothing and armor. The light-weavers maintain a longstanding grudge against the Onyx Alliance, based on some past slight unknown to the people of Shadow Absalom.

25+: One of Argrinyxia’s lesser spawn—the wyrmling Shadrixix—has made some bargain with the forces of the Onyx Alliance. The exact details of the arrangement are unknown, but many suspect that the wyrmling has sought to spite his mother by assisting the Onyx Alliance. Others comment how Shadrixix stole one of his mother’s scales, the key to opening planar portals in the city.

Special: The d’ziriak Y’zilix trails the PCs as soon as they leave the alleyway. She keeps her distance to avoid

the PCs' notice, always staying at least 60 feet away, but a PC who succeeds at a DC 25 Perception check notices her trailing the party. If the PCs confront her, refer to the Light-Weavers' Emissary section below.

Fantastic Sights

Shadow Absalom is a diverse metropolis where almost any creature can blend in among the inhabitants. On the Material Plane, kobolds are viewed with suspicion if not outright hostility; here on the Shadow Plane, though, the PCs are just another curious oddity that the city's peculiar inhabitants don't bother. The following are some quick sights and encounters the PCs may experience as they explore the streets of Shadow Absalom. These mini-encounters are optional and should only be used if time permits. The GM can work them into descriptions of the results of gather information checks for added atmosphere. The PCs can also encounter one of these groups on their way to Shadrixis's perch.

Fetchling Light Addicts: A half-dozen fetchlings in rags slump against the sealed entrance of a church bereft of iconography. Each of them partakes in a ritual involving crushing crystalline prisms that, when broken, emit vibrant, multicolored light. The light moves into the fetchling's eyes, absorbing like water down a drain. This light is a potent drug making its way through Shadow Absalom, provided by renegade d'ziriak light-weavers. Each of the fetchlings is highly addicted, and is only able to maintain incoherent conversations.

Kyton Processional: Four sacristan kytons (*Pathfinder RPG Bestiary* 4 177) create an unerringly equidistant perimeter around a single elven child who skips along the empty streets of the city. The procession is frustratingly elusive, as they always appear just at the edge of vision. If confronted, the sacristans turn with great grins, simply stating "This one is for Vevelor of the Broken Dream." Immediately following this proclamation, the kytons fade into darkness, as the child skips ahead out of sight.

Lost Adventurers: Three well-equipped adventurers approach the PCs, asking for directions to the center of town. The party consists of a proud knight named **Sir Melnas** (LG male human cavalier 10), his trusty companion **Yong** (LG foo horse^{B3}), a scarred duergar her companions call **The Unbroken** (LN female duergar^{B1} monk 11), and a regal, dark-skinned Ekujae elf called **Larinor Arthrin** (CN female elf ranger 9), who is guiding the group with a magical portable astrolabe. The group is not at all disturbed by the PCs' presence or monstrous nature, and Sir Melnas acts with nothing but civility when asking for directions; meanwhile Larinor attempts to hurry her group onward. If the conversation lasts more than a minute, the worried elf demands that her compatriots move along, as she believes that "Aslynn's

SHADOW ABSALOM AT A GLANCE

A somber reflection of its Material Plane counterpart, Shadow Absalom is a bustling hub of activity on the otherwise sparsely populated Shadow Plane. Mirroring Absalom proper, the city's dimensions bear odd quirks that muddle those using Absalom's layout as a guide. A light akin to a blazing white sun shines from the center of the city, a brilliant reflection of the Starstone Cathedral. Thousands of magically imbued lights and conjured fires let off a sickly palette of light, dousing the walls and buildings in pastels of muted purple, navy blue, and stark blacks. Throughout the area, entire city blocks are demolished, replaced by vast termite-like mounds encrusted with glowing runes—the hives of the d'ziriak. These hives extend far below the surface, expanding into a vast network of interconnected tunnels underneath the city.

The proverbial shadow of the great wyrm Argrinyxia silently guards the city, and while she permits some acts of minor vandalism or violence, the draconic overlord has little tolerance for disruptions to her city. The PCs' visit should be short enough that it does not merit her attention, though they may hear her name through rumors or the awe-filled words of flagellant fetchlings parading their devotion to the wyrm and self-mutilation throughout the streets.

minions are not far behind, and we must make haste to Galisemni." A PC who succeeds at a DC 20 Knowledge (planes) check knows that Galisemni is a city adrift in the Maelstrom, the primary chaotic neutral plane.

Wyrms' Shadow: A wash of blackness eclipses the otherwise dim light of the city as a massive form blots out the light from above. The PCs catch the briefest shadow of a great wyrm flying overhead, before it disappears into the distance. Nearby fetchlings prostrate themselves before the figure, whispering the name of their patron "Argrinyxia," while other nearby creatures only seem to take cursory note, as though this passing shadow were a common occurrence.

The Light-Weavers' Emissary

Unless the PCs are particularly successful at gathering information, their sojourn through Shadow Absalom is as confusing as it is unfamiliar. The Onyx Alliance is well versed in keeping secrets, and leads on the portal are extremely difficult to track down. Luckily for the PCs, they have an ally from a rival organization: the Light-Weavers' Guild.

An agent of the Light-Weavers' Guild, a d'ziriak by the name of Y'zilix, notices the PCs entering the city. Y'zilix pursues the PCs to determine if they are members of the Onyx Alliance. She interrogates anyone the PCs interact

with during their information gathering, eventually gauging that the PCs are not in fact members of the alliance. Once the PCs have had ample time to explore the city, she approaches them.

Offer of Information: Y'zilix prefers to approach the PCs in an open area. She communicates telepathically. Her mental discourse sounds like a monotonous voice accented with the chittering of mandibles and the ominous tones of constant humming. She explains that she is a member of a group opposed to the Onyx Alliance, and that she believes that she and the PCs could work together. Assuming the PCs don't pretend to be members of the alliance, she continues to speak, indicating her organization's wish to see the planar portal closed.

A successful DC 20 Diplomacy or Intimidate check is sufficient to gather further information on Y'zilix's motives; she informs the PCs of her service to the Light-Weavers' Guild. Operating under orders from guildmaster Z'mandrik, Y'zilix was sent to monitor the Onyx Alliance's portal without leaving any trace of the guild's involvement. Should the portal be activated, she

was to arrange a way to disable it. As such, she sees the PCs as perfect agents to complete her mission.

As long as the PCs do not greet Y'zilix with hostility, she explains the situation to them as follows.

"The imbeciles of the Onyx Alliance disregard the rules of our city's matron, the great Argrinyxia. She has forbidden the creation of any planar gateways without her express consent—consent only given in the form of one of her vaunted scales. Unable to retrieve such a blessing on their own, the alliance managed to trick one of great Argrinyxia's whelpings into stealing such a scale. Now, that misbegotten child, the wyrmling Shadrixis, has been gifted a lair as an offering from the Onyx Alliance. Were you to retrieve the scale and slay the whelping, then it would be a simple matter to close the portal that intrudes on your world. Of course, this would also accomplish my goals."

The PCs' interaction with Y'zilix is meant to be brief, guiding them along to their final objective, but they no doubt have questions for the light-weavers' emissary.

Can you come with us? "My involvement must remain strictly confidential. As such, I can only guide you to the lair of Shadrixis. I cannot risk my involvement being discovered by the Onyx Alliance."

What do you know of Shadrixis and his lair? "The umbral wyrmling is like most children of his species, indolent and insufferable. As a dragon, he wishes to be fawned over, but despises his lesser role in the great machine of Shadow Absalom. As for his dwelling, the Onyx Alliance provided for him a great spire to roost upon—a spire built on a hive of my people, destroyed by the alliance during one of their many expansions in the city."

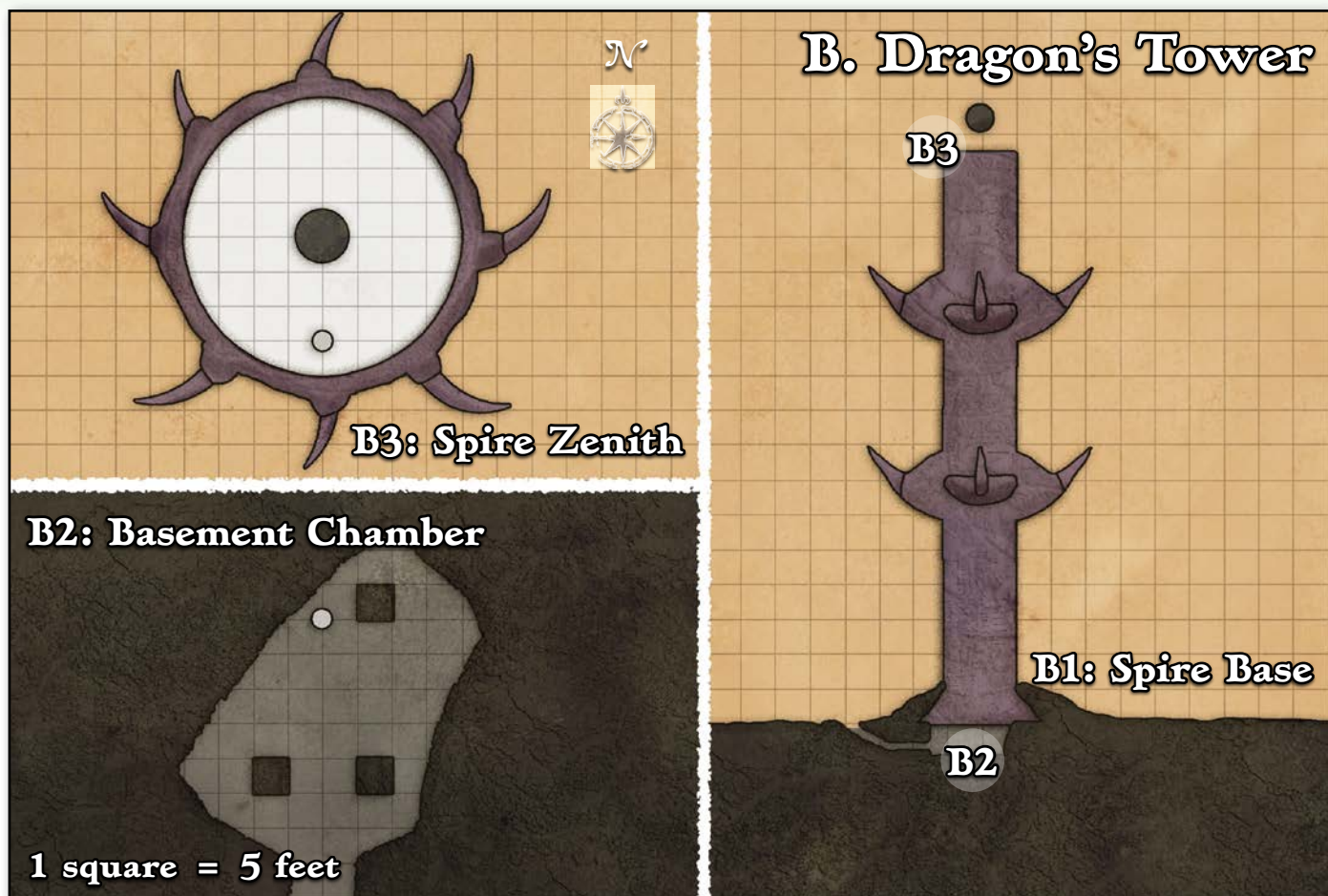
Development: When the PCs are ready, Y'zilix guides the PCs until the dragon's newly bequeathed home is within sight. She suggests that the PCs rest first if they are not at full strength; after all, even a wyrmling dragon is a formidable foe. Even if the PCs insist that they plan to negotiate rather than fight, she suggests that they prepare for a fight anyway, in case they unintentionally incur the dragon's wrath.

If the PCs antagonize Y'zilix enough that she does not give them the information they need, the PCs can find the information from another source. Other agents of the Light-Weavers' Guild, or even an emissary of Argrinyxia herself, are potential alternate sources. The great wurm knows of her wayward child's dealings, but believes that his misbehavior is unworthy of her personal attention.

B. SHADRIXIS'S PERCH

The unnamed spire where Shadrixis resides soars almost 400 feet into the skyline of Shadow Absalom. An imposing edifice of near-black violet and navy blue, the spire has no





windows or slits to view inside, and only pristine knife-like metal embellishments emerge from its smooth sides. There are no buildings within at least 100 feet of the spire, instead, only an open plain of darkened dirt stretches around the perimeter. A steep rise in the surrounding dirt obscures the base of the tower, covering its edges like a hill.

The Onyx Alliance constructed the tower after a surprise attack on a newly formed d'ziriak hive in what the alliance claimed as their territory within the city. The alliance destroyed the hive and erected the tower as a symbol of their victory. In the decades that followed, the tower sank into the hive.

B1. Spire Base

A soaring edifice of darkened violet stone looms in the city's skyline, some four hundred feet above. Jet-black dirt extends a hundred feet around the tower in a sizable mound that obscures the spire's base. Engraved in the hills around the tower are strange symbols, each the size of a standing human. There are no visible entrances to the tower, though a single tunnel descends into the hill surrounding the spire.

A PC who succeeds at a DC 16 Knowledge (arcana) check identifies that the magical etchings correspond to the magical runes commonly found on d'ziriak hives. Normally these symbols glow with luminous energies, indicating ownership of the region to a given hive, but the glowing light went out when the Onyx Alliance destroyed the hive. Following the single tunnel leads to the base of the tower proper, area B2.

B2. Basement Chamber (CR 4)

The underground tunnel opens up into what was once a vast circular chamber. Portions of the northwest and southeastern sections of the room have collapsed. Three pillars rise up twenty feet to a stone ceiling above, each of their sides covered in black marble polished to a reflective sheen. A perfectly spherical mirror floats in the air at the northern end of the space, roughly two feet in diameter. An audible hum emanates from the orb and echoes throughout the room.

Long ago, this chamber rested above the mouth of the d'ziriak hive's entrance. Time and pressure caused the tower to sink into the opening, effectively moving the

SCALING ENCOUNTER B2

To accommodate groups of four PCs, make the following adjustments to the soulslivers. Both soulslivers have already used their *mirror image* spell-like ability. In addition, these soulslivers' death throes are less dangerous than usual. They deal 1d6 points of damage within a 10-foot-radius burst.

OPTIONAL ENCOUNTER

If fewer than 45 minutes remain in which to complete the scenario, remove the *mirror gate* defect trap and the soulslivers.

tower's entryway below ground. Around the collapsed dirt mounds of the chamber are dozens of insectile husks, each the long-decayed body of defending d'zirriak of the hive.

The Onyx Alliance used a series of devices known as *mirror gates* to travel between the spire's floors. Connecting to the half-dimensions of nearby mirrors, these odd magic items allow for instantaneous transport within a preconfigured set of destinations. Now, only two *mirror gates* are active, one in this chamber and another at the tower's summit. Previously, each of the floors was accessible via a separate *mirror gate*, but the Onyx Alliance was swift to disable the other floors after arranging their deal with Shadrixis, essentially converting the sealed rooms into long-term storage that is inaccessible to outsiders. The Onyx Alliance reactivated this room's *mirror gate* and the one in **B3** to allow them to speak with Shadrixis, whom they provided the tower's apex as a roost.

The floating orb that hovers 2 feet off the ground in the northern edge of the chamber is a *mirror gate*. Touching the orb causes the mirror reflection of the current chamber to frost over, and over the course of the next minute the reflection shifts into that of the matching *mirror gate* in area **B3**. Once this transformation is complete, a creature that touches the orb travels to the matching orb at the tower's apex.

Trap: The mirrored pillars in this room do more than support the ceiling; they also act as a focal point for the *mirror gates*. One of the original four pillars was crushed when the tower sank, and now the *mirror gate* ritual is somewhat defective—and dangerous. The demiplane that the device uses to complete its transportations now has a small hole that allows creatures from other regions of the Shadow Plane to slip through. Unless the PCs detect and fix this defect, activating the *mirror gate* creates an unexpected opening and attracts a pair of extradimensional shapechangers from a less-inhabited portion of the Shadow Plane.

MIRROR GATE DEFECT

Type magic; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch; Reset none

Effect creates an opening to the chamber mirrors, which attracts a pair of soulslivers (see below).

Creatures: Unless the PCs disable the *mirror gate* trap, the activation of the *mirror gate* attracts the attention of two soulslivers. These vicious creatures normally stalk less-frequented portions of the Shadow Plane, but they feel the presence of the defect and move into the chamber 1 round after the gate begins to activate. They arrive from any of the three pillar mirrors left standing in the chamber.

SOULSLIVERS (2)

CR 2

hp 19 each (*Pathfinder RPG Bestiary 4* 250, see page 23)

TACTICS

Before Combat The soulslivers spend a round inside the mirrors to observe the PCs. They each choose a different target, and emerge mimicking the appearance and voice of their target.

During Combat The soulslivers attack their enemies with reckless abandon, using mirror travel to move around the chamber and out of line of sight.

Morale Driven to claim this interesting chamber as their own, the soulslivers fight to the death, and they attempt to catch as many PCs as possible in their death throes when they are defeated.

B3. Spire Zenith

Crisp air swirls around the unguarded edges of the spire's apex. Polished mirrored marble covers the circular floor, spreading out in a forty-foot radius. A pile of gleaming copper coins with a dragon-shaped indent rests on the northern end of the platform. Beyond the edges of the platform, the dim lights of the city below are visible, accented by multi-colored glyphs adorning the sides of what appear to be massive termite hives in the distance. A floating mirror-like sphere rests in the southern edge of the platform, while a larger sphere floats in the center. The central sphere lacks the mirror-consistency of the gate and instead swallows the already dim light of the region like a black hole.

The roof of the spire is home to the umbral wyrmling Shadrixis. The wyrmling has spent much of his time since leaving his mother's nest crafting an unstable portal to the Negative Energy Plane with one of his mother's scales. This pinprick gateway appears as the roiling sphere of negative energy floating 5 feet above the center of the platform.

Hazard: The 10-foot-wide sphere of negative energy roiling above the center of the platform is another result of Shadrixis shamelessly using his mother's scale to open portals. A pinprick hole to the Negative Energy plane, the life-draining aura of the sphere deals 1d6 points of negative energy damage to any creature that spends a full round inside it, or 1d3 points of damage to any creature that passes through it. Shadrixis can use the sphere's energy to heal 1d6 points of damage if she spends a full round inside the sphere, or 1d3 points of damage if she passes through the portal.

Creature: Shadrixis is the sole inhabitant of the spire's uppermost level. The vainglorious umbral whelp resides here, enjoying his perceived victory over his progenitor. Ever vigilant for flying intruders, the wyrmling is not expecting the PCs' arrival via the *mirror gate*. Clutching his mother's scale in one claw, Shadrixis moves warily around the perimeter of the platform.

It is possible for the PCs to negotiate with Shadrixis, though the dragon requires a constant stream of praise and supplication to his magnificence. Shadrixis is astonished if the kobolds don't immediately bow in adoration to him, though he is willing to forgive the initial slight. In order for the PCs to earn the trust and respect of the dragon, they must first succeed at two DC 16 checks using any combination of Bluff, Diplomacy, or Perform. If the PCs succeed at these checks, they convince Shadrixis to listen to them. If the PCs press their luck, and request the dragon deactivate the portal to Absalom, or—more brazenly—demand that he turn over the scale, the dragon becomes annoyed by their insolence. Only a successful DC 25 Bluff, Diplomacy, or Perform check is enough to convince the dragon to acquiesce to the PCs, and only then if they offer their tribe's subservience to him as their new patron. Failing any of these checks earns the full ire of Shadrixis, who bores of the PCs and immediately attacks.

SHADRIXIS **CR 6**

Wyrmling umbral dragon (*Pathfinder RPG Bestiary 2* 102)

CE Small dragon (native)

Init +6; **Senses** dragon senses; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)

hp 52 (7d12+7)

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

Immune cold, death effects, negative energy, paralysis, sleep

OFFENSE

Speed 40 ft., fly 150 ft. (average)

Melee bite +9 (1d6+1), 2 claws +9 (1d4+1)

Special Attacks breath weapon (20 ft. cone, 2d8 negative energy, DC 14)

SCALING ENCOUNTER B3

To accommodate a party of 4 PCs, alter the portal to the Negative Energy Plane. Shadrixis has been tirelessly constructing the portal over the course of the last several days, heedless to his limits. When the PCs arrive, he is fatigued. The portal's negative energy leak is intermittent in strength, and not currently strong enough to provide healing; however, Shadrixis still attempts to use the portal to heal.

TACTICS

During Combat At the beginning of combat, Shadrixis clutches his mother's scale in both claws. The dragon prefers to start combat by flying around the platform, unleashing breath weapon attacks when able, and otherwise occasionally swooping down to bite the PCs. Shadrixis flies through the negative energy sphere to heal himself whenever he has a good opportunity to do so.

Morale If reduced below 20 hit points, Shadrixis changes



Shadrixis

tactics and makes full attacks on enemies, still opting to ignore one claw attack in favor of clutching the scale. If reduced below 10 hit points, Shadrixis drops the scale and flees the tower, assuming (incorrectly) that his mother will take him back.

STATISTICS

Str 13, **Dex** 14, **Con** 13, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +7; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Hover, Improved Initiative, Power Attack, Wingover

Skills Bluff +12, Fly +14, Intimidate +12, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +16

Languages Common, Draconic, Undercommon

SQ umbral scion

SPECIAL ABILITIES

Umbral Scion (Ex) Umbral dragons have negative energy affinity (they are healed by negative energy and harmed by positive energy). They are also immune to energy drain and death effects.

Development: By claiming the scale of Argrinyxia, the PCs accomplish their mission. With the scale in hand, they can return through their original portal. The PCs may instead choose to toss the scale into the negative energy portal. Such an action has an immediate effect, with a violent sonic boom of air filling the space above the tower. Each creature on the spire's zenith takes 3d6 points of sonic damage (DC 20 Reflex half), and creatures that fail their saving throw are knocked prone. After the boom, the planar portal here and the portal that back to Absalom are both permanently closed. See the Conclusion section for alternate options to get the PCs home.

Treasure: Shadrixis may only be a few years old, but he has managed to amass a horde for himself. His horde contains 13,338 cp, 3,219 sp, 95 gp, and 12 pp, as well as an onyx gem worth 80 gp. He has also buried a few minor magic items within the coins: a *traveler's any-tool*^{UE}, a black velvet pouch filled with *dust of emulation*^{UE}, and an *aegis of recovery*^{UE}.

Rewards: If the PCs do not defeat Shadrixis or convince him to ally with the Sewer Dragons, reduce each PC's gold earned by 313 gp.

CONCLUSION

With the scale of Argrinyxia in hand, the PCs have several options to return to the sewers of Absalom. Simply returning through the portal from which they entered is the most obvious method—the PCs still have their intrinsic link to the location and can unerringly return to it. Going through the portal with the scale destabilizes the portal, and any remaining PCs only have a few minutes to move through before the portal permanently

shuts down on the Shadow Absalom side. Should the PCs somehow find themselves stuck in Shadow Absalom, the unique portal at the city's heart provides a simple method of escape; any PCs walking through the portal immediately find themselves back at their original point of entry (the sewer portal in the Material Plane). The citizens of Shadow Absalom are used to directing lost outsiders to the portal at the center of the city, and the PCs can find someone willing to give them directions without much difficulty.

When the PCs emerge from the sewer portal, a great gathering of Sewer Dragons led by chief Yiddlepode celebrates their triumphant return. A contingent of Pathfinders led by Drandle Dreng stands to the side, having just prepared to enter the breach themselves. If he survived the events of the adventure, the mutant otyugh Hats is also present, enthusiastically clapping his tentacles, knocking a beaten derby against a tricorne hat in the process. The assembled group celebrates as the portal closes. Yiddlepode personally congratulates the PCs on a job well done, followed by a brief thanks from Drandle Dreng, who is eager to debrief the PCs and hear tales of exploits in the Shadow Plane. Once the PCs finish telling their tales, he bestows upon each of them an honorary field commission, and promises them future missions for the Pathfinder Society as full and respected members, if they are interested.

If the PCs return without closing the portal, Yiddlepode reluctantly nods to Drandle Dreng and asks him to send in his team of Pathfinders. The chief is disappointed that some of the proudest members of the Sewer Dragon tribe failed in this mission. The PCs lose some of their status within the tribe, but they are all too prominent to be exiled for their failure.

REPORTING NOTES

If the PCs successfully ally with the Light-Weavers' Guild by defeating Shadrixis and claiming the scale, check box A on the reporting sheet. If the PCs instead manage to form an alliance with Shadrixis, earning the scale as a reward for their tribe's patronage, check box B. If the PCs return the scale of Argrinyxia to the Sewer Dragon tribe, check box C. If the PCs destroy the scale, most likely by throwing it into the Negative Energy Plane, check box D.

PRIMARY SUCCESS CONDITION

If the PCs defeat the Onyx alliance waves in Part A, each PC earns 1 Prestige Point.

SECONDARY SUCCESS CONDITION

If the PCs disable the Onyx alliance portal, award each PC 1 additional Prestige Point.



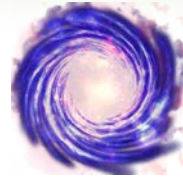
Arrow



Axe



Dart



Magic



Pit



Spear



Spiked Pit

APPENDIX 1: KOBOLD TRAPS

The pregenerated PCs can craft the following traps.

Basic Traps

The following basic traps are available for crafting.

ARROW TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Craft DC 17; **Set-up Time** 1 phase; **Size** 5-ft. square (arrow fires from wall within 30 ft.)

EFFECTS

Trigger location; **Reset** none
Effect Atk +15 ranged (1d8+1/×3)

PIT TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Craft DC 18; **Set-up Time** 2 phases; **Size** 10-ft. square

EFFECTS

Trigger location; **Reset** manual
Effect 20-ft.-deep pit (2d6 points of falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

POISONED DART TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Craft DC 17 (plus poison dose); **Set-up Time** 1 phase; **Size** 5-ft. square (dart fires from wall within 30 ft.)

EFFECTS

Trigger location; **Reset** none
Effect Atk +10 ranged (1d3 plus poison*)
Special Requires expenditure of one dose of poison.

SWINGING AXE TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Craft DC 17; **Set-up Time** 1 phase; **Size** 5 ft. by 10 ft.

EFFECTS

Trigger location; **Reset** none

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

Advanced Traps

The following advanced traps are available for crafting.

ALARM SPELL TRAP

Type magic; **Perception** DC 26; **Disable Device** DC 26
Craft DC 20 plus 1 per level of the embedded spell (do not include *alarm*); **Set-up Time** 2 phases; **Size** 5-ft. square (see below)

EFFECTS

Trigger proximity (*alarm*); **Reset** none
Effect spell effect; multiple targets (both determined by embedded spell)
Special Requires expenditure of *alarm* spell and an additional spell from the crafter's spell list or from a scroll or wand. The additional spell's effect centers on a single 5-foot square, but it triggers with the activation of the *alarm* spell.

JABBING SPEAR TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Craft DC 19; **Set-up Time** 2 phases; **Size** 5 ft. by 10 ft.

EFFECTS

Trigger location; **Reset** automatic reset (1 round)
Effect Atk +10 melee (1d8+1/×3); multiple targets (all targets in a 10-ft. line)

SPIKED PIT TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Craft DC 22; **Set-up Time** 3 phases; **Size** 10 ft. square

EFFECTS

Trigger location; **Reset** manual
Effect 10-ft.-deep pit (1d6 points of falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 points of damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

APPENDIX 2: STAT BLOCKS

This scenario makes use of the following stat blocks.

FETCHLING CR 1/2

Fetchling rogue 1 (*Pathfinder RPG Bestiary 2* 123)

N Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

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

hp 10 (1d8+2)

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

Defensive Abilities shadow bending; **Resist** cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4+1/19-20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st; concentration +3)

1/day—*disguise self* (humanoid only)

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Appraise +3, Bluff +6, Diplomacy +6, Knowledge (local) +3, Knowledge (planes) +2, Perception +3, Sense Motive +3, Stealth +7; **Racial Modifiers** +2 Knowledge (planes), +2 Stealth

Languages Common

SQ trapfinding +1

SPECIAL ABILITIES

Shadow Blending (Su) Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

GUARD CR 1

Human warrior 3 (*Pathfinder RPG NPC Codex* 267)

LN Medium humanoid (human)

Init -1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/×3) or

mwk longsword +6 (1d8+2/19-20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

MERCENARY MAGICIAN CR 1/2

Human sorcerer 1 (*Pathfinder RPG NPC Codex* 160)

LN Medium humanoid (human)

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

DEFENSE

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

hp 8 (1d6+2)

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

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Ranged dart +2 (1d4)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *magic missile*

0 (at will)—*daze* (DC 13), *detect magic*, *ray of frost*, *read magic*

Bloodline arcane

STATISTICS

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

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

Feats Alertness, Combat Casting, Eschew Materials, Iron Will

Skills Bluff +7, Intimidate +7, Knowledge (local) +5, Perception +1, Sense Motive +1, Spellcraft +5

Languages Common, Draconic

SQ arcane bond (familiar [rat]), bloodline arcana (+1 DC for metamagic spells that increase spell level)

Combat Gear *potion of cure light wounds*, *scrolls of disguise self* (2), *scrolls of shield* (2), *wand of sleep* (11 charges), alchemist's fire (2); **Other Gear** darts (5), quarterstaff, 33 gp

NOVICE SCOUT CR 1/2

Half-elf ranger 1 (*Pathfinder RPG NPC Codex* 128)

LN Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+3/19-20) or

shortspear +3 (1d6+2)

Ranged longbow +4 (1d8/×3)

Special Attacks favored enemy (orcs +2)

STATISTICS

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

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

Feats Point-Blank Shot, Skill Focus (Perception)

Skills Climb +6, Knowledge (local) +1, Knowledge (nature) +4,

Perception +10, Stealth +7, Survival +5

Languages Common, Elven

SQ elf blood, track +1, wild empathy +0

Combat Gear *potion of cure light wounds*, alchemist's fire, mwk arrows (3), smokestick; **Other Gear** mwk studded leather, longbow with 20 arrows, longsword, shortspear, 15 gp

TRAITOROUS BRIGAND

CR 2

Half-orc fighter 3 (*Pathfinder RPG NPC Codex* 81)

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor)

hp 30 (3d10+9)

Fort +5, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +7 (1d12+4/x3) or

sap +6 (1d6+3 nonlethal)

Ranged javelin +4 (1d6+3)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Climb +5, Intimidate +9, Survival +3, Swim +5

Languages Common, Orc

SQ armor training 1, orc blood, weapon familiarity

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of enlarge person* (CL 3rd); **Other Gear** masterwork breastplate, javelins (4), masterwork greataxe, sap, sack, gold necklace (worth 100 gp), 124 gp

SOULSLIVER

CR 2

NE Medium outsider (extraplanar, shapechanger) (*Pathfinder RPG Bestiary* 4 250)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural)

hp 19 (3d10+3); fast healing 1

Fort +4, **Ref** +6, **Will** +2

Resist acid 5, fire 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +5 (1d4+2)

Special Attacks death throes

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mage hand*, *open/close*, *silent image* (DC 12)

1/day—*mirror image*

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative

Skills Acrobatics +9, Bluff +7, Disguise +7 (+11 when using change shape), Perception +7, Sense Motive +7, Stealth +9;

Racial Modifiers +4 Disguise when using change shape

Languages Aklo, Common

SQ change shape (any humanoid, *alter self*), compression, mirror travel, perfect copy, sound mimicry (voices)

SPECIAL ABILITIES

Death Throes (Su) When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 12 half). The save DC is Constitution-based.

Mirror Travel (Su) At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using dimension door (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy (Su) When a soulsliver uses change shape, it can assume the appearance of a specific individual.

However, it is always the mirror image of the person it copies, which might give away that something is wrong.



The Mad Bomber

Athrax's greatest joy in life is the sound of his explosives detonating, and the ensuing cries of anguish from his mutilated victims.

ATHRAX

Male kobold alchemist (alchemical trapper^{MC}) 4 (*Pathfinder RPG Bestiary* 183, *Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Monster Codex* 128)

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 29 (4d8+8)

Fort +6, **Ref** +8, **Will** +2; +2 vs. paralysis, poison, and sleep

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *shortspear* +4 (1d4)

Ranged bomb +8 (2d6+3 fire)

Special Attacks bomb 9/day (2d6+3 fire, DC 15)

Alchemist Extracts Prepared (CL 4th; concentration +7)

2nd—*fire breath*^{APG} (DC 15), *spider climb*

1st—*bomber's eye*^{APG}, *disguise self*, *expeditious retreat*, *shield*

STATISTICS

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

Base Atk +3; **CMB** +1; **CMD** 14

Feats Brew Potion, Extra Bombs^{APG}, Point-Blank Shot, Throw Anything

Traits Blood of Dragons^{UCA}, Meticulous Concoction^{UCA}

Skills Acrobatics +4, Craft (alchemy) +12 (+16 to create alchemical

items), Craft (traps) +14, Escape Artist +7, Knowledge (local) +7,

Perception +9, Spellcraft +10, Stealth +13; **Racial Modifiers** +2 Craft

(traps), +2 Perception

Languages Common, Draconic, Dwarven, Gnome, Undercommon

SQ alchemy (alchemy crafting +4), bomb trap, mutagen (+4/-2,

+2 natural armor, 40 minutes), poison use, swift alchemy,

trapping +2

Combat Gear *boro bead* (1st level), *potion of bear's endurance*,

potion of cat's grace, *potion of cure light wounds* (2), *potion*

of cure moderate wounds (3), *potion of jump*, *potion of spider*

climb, alchemist's fire (3), itching powder^{ME}, smokestick (2),

tanglefoot bag; **Other Gear** +1 *shortspear*, *cloak of resistance* +1,

alchemy crafting kit^{APG}, formula book^{APG} (contains all prepared

extracts plus *cure light wounds*, *enlarge person*, *jump*, *reduce*

person, *true strike*, *cure moderate wounds*, and *invisibility*),

masterwork tool (craft [alchemy]), masterwork tool (craft [traps]), alchemical results journal, non-functional *wayfinder*, a glass with a beetle drenched in honey, 110 gp

SPECIAL ABILITIES

Alchemy (Su) Athrax prepares his spells by mixing ingredients into a number of extracts, and then "casts" his spells by drinking the extract. If anyone else drinks one of the extracts, the extract has no effect. Athrax deals 3 additional points of damage with splash weapons, such as alchemist's fire. Athrax can spend one round alchemist to use Craft (alchemy) to identify potions as if using *detect magic*.

Alchemy Crafting Kit This kit contains all the ingredients and tools that Athrax needs to make his bombs and extracts.

Blood of Dragons Athrax's draconic lineage grants him a +2 trait bonus on saving throws against effects that cause sleep and paralysis.

Bomb (Su) Alchemists are adept at swiftly mixing volatile chemicals and infusing them with their magical reserves to create powerful bombs. Mixing and throwing a bomb is a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Those caught in the splash damage take 5 points of damage and can attempt a DC 15 Reflex save for half damage.

Bomb Trap (Su) Athrax can expend one of his bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. A creature that steps on that square triggers the trap and takes 2d6+3 fire damage.

Creatures in adjacent squares take 5 points of damage (Reflex DC 15 half). The DCs of the Perception check to notice the bomb trap and the Disable Device check to disable it are both 15. The bomb trap lasts for 40 minutes, after which it becomes inert.

Extra Bombs This feat grants Athrax 2

additional bombs per day. Its effects are already included in his stat block.

Extracts Below are descriptions of some of the alchemist extracts Athrax has prepared.

Bomber's Eye: While this extract is in effect,

Athrax receives a +1 insight bonus on attack rolls

made with thrown weapons and increases the range of thrown weapons by 10 feet.



Disguise Self: For 10 minutes, Athrax can change his appearance (including his clothing, armor, weapons, and equipment) to whatever he likes, although he cannot change his creature type. He can, however, appear as another subtype of humanoid.

Expeditious Retreat For 1 minute, Athrax can increase his land speed by 30 feet.

Fire Breath: Up to thrice during this spell's duration of 4 rounds, Athrax can belch forth a 15-foot cone of fire as a standard action. The first cone deals 4d6 points of fire damage to every creature in the area. And the second and third cones deal 2d6 and 1d6 points of fire damage, respectively. A successful DC 15 Reflex save halves this damage. After the third cone of flame, the spell ends.

Shield: Athrax gains a +4 shield bonus to AC for 1 minute and becomes immune to *magic missile*.

Spider Climb: For 10 minutes, Athrax or a touched creature can climb on vertical surfaces or ceilings. The affected creature gains a climb speed of 20 feet and a +8 racial bonus on Climb checks. It does not need to make Climb checks to traverse a vertical or horizontal surface (even a ceiling), but it cannot use the run action while climbing.

Formula Book Athrax's formula book contains the formulas for all of the extracts he knows. It functions like a wizard's spellbook.

Meticulous Concoction Once per day, Athrax can either add a +2 trait bonus to the saving throw DC against one of his bombs, or extend the duration of one of his extracts for 2 rounds.

Mutagen (Su) Athrax can brew a mutagen that he can drink as a standard action to heighten his physical prowess at the cost of his personality. The mutagen grants him a +2 natural armor bonus, a +4 alchemical bonus a physical ability score, and a -2 penalty to a mental ability score for 40 minutes. His three possible mutagens are +4 Strength/-2 Intelligence, +4 Dexterity/-2 Wisdom, and +4 Constitution/-2 Charisma. Athrax can brew a mutagen in 1 hour, and he can only have one active mutagen at a time; if he brews a second mutagen, the first becomes inert. A non-alchemist who drinks a mutagen becomes nauseated for 1 hour (DC 15 Fortitude negates).

Swift Alchemy (Ex) Athrax can craft alchemical items at twice the normal speed.

Combat Gear Below are descriptions of some of Athrax's consumables.

Alchemist's Fire: Athrax's alchemist's fire deals 1d6 points of fire damage on a hit and 1 damage to all adjacent creatures (a "splash"). On the next round, the target of a direct hit takes another 1d6 points of damage.

Boro Bead (1st level): Once per day as a standard action, Athrax can recharge any one extract that he had mixed and then consumed that day. The extract is then reconstituted and usable again, just as if it had not been drunk.

Itching Powder: This powder causes targets to suffer from uncontrollable itching until they spend at least 1 round washing it off. A packet of itching powder is a thrown splash attack with a range increment of 10 feet. Anyone standing on the square of impact must succeed at a DC 12 Fortitude save to resist the powder, while those in adjacent squares must succeed at a DC 8 Fortitude save. Creatures that fail the save take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks until they wash the powder off. This is a poison effect.

Ever shunned by his kobold peers, Athrax only earned the respect and fear of his fellow tribe members after the death of the Sewer Dragons' former alchemist, Yippitok, at the hands of vengeful Pathfinder agents. Overjoyed at his sudden "promotion" to chief alchemist of the tribe, Athrax came to excel in the creation of powerful explosives, eventually merging his hobby with the innate kobold lust for traps. One side project kept by the alchemist is his desire to craft an exploding insect, attempting to lather a beetle in honey and fill it with explosive. Athrax hopes that this "furious honey elemental" will distract enemies long enough to approach and be caught in the ensuing explosion. Athrax is convinced that this theory will result in a terrifying new weapon for the Sewer Dragons, despite the derision his friends and tribe mates sometimes level his way.

Owing his new station in life to the Pathfinder Society, Athrax developed a sort of fetishism over the agency. Clutching onto a broken *wayfinder*, the alchemist believes himself one step away from being an honorary member of the Society; every day he looks for a chance to join the Society proper.

Subverting the ideals of "Explore, Report, and Cooperate," Athrax believes in exploring new ways of creating explosions, reporting his horrific findings in his journal, and cooperating by following the orders of chief Yiddlepode.

Kobold Slang: A "shiny shiny" is a treasure, regardless of how shiny it actually is.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder Player Companion: Kobolds of Golarion* (KOG), and *Pathfinder RPG Ultimate Campaign* (UCA).



The Dragon Speaker

Engashez has spent her whole life preparing for a meeting with a true dragon. She tirelessly studies the difficult arts of oratory and inspiration, secure in the knowledge that one day she will find a draconic patron and become the dragon's voice to the tribe.

ENGASHEZ

Female kobold bard (dragon yapper) 4 (*Pathfinder RPG Bestiary* 183,

Pathfinder RPG Monster Codex 128)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 12, flat-footed 17 (+4 armor, +1 Dex, +1 natural, +1 shield, +1 size)

hp 29 (4d8+8)

Fort +3, **Ref** +6, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk shortsword +5 (1d4/19-20)

Ranged sling +5 (1d3)

Special Attacks bardic performance 13 rounds/day (countersong, distraction, yapping song, inspire competence +2, inspire courage +1)

Spell-Like Abilities (CL 4th, concentration +6)
2/day—ghost sound (DC 11)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—glitterdust (DC 15), mirror image

1st (4/day)—charm person (DC 14), feather fall, grease, hideous laughter (DC 14)

0 (at will)—dancing lights, daze (DC 13), ghost sound (DC 13), mage hand, message, prestidigitation

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 13

Feats Extra Performance, Skill Focus (Perform [sing])

Traits Draconic Echo^{KOG}, Desperate Resolve^{UCA}

Skills Acrobatics +8, Bluff +13, Craft (traps) +3, Diplomacy +10, Disguise +20, Knowledge (arcana) +10, Knowledge (local) +10, Perception +2,

Perform (percussion) +9, Perform (sing) +13, Sense Motive +13,

Stealth +11; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic, Undercommon

SQ bardic knowledge +2, bardic performance: yapping song, versatile performance (sing)

Combat Gear potion of cure light wounds (2), scroll of grease, scroll of



haste, scroll of minor image (DC 13), *wand of heroism* (3 charges), *caltrop*; **Other Gear** +1 studded leather, *cloak of resistance* +1, *hat of disguise*, mwk buckler, mwk shortsword, sling with 20 bullets, artisan's tools, ball (5 in. diameter), kobold "heraldic banner", fishhook (10), flint and steel, masterwork drum, scroll case, 105 gp

SPECIAL ABILITIES

Desperate Resolve Engashez gains a +1 trait bonus on concentration checks. This bonus increases to +4 when she is grappled, pinned, in violent weather, or entangled.

Yapping Song (Su) Engashez can use performance to annoy those who hear it, causing them to take a -1 penalty on attack and damage rolls and a -1 penalty on saves against fear effects and charm effects as long as she continues performing. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent.

Engashez represents a different breed of kobold, one who shunned the many tropes of her species and instead struck out to become a diplomat. Eschewing the traditional trappings of kobolds, Engashez has dedicated her life to eventually meeting a true dragon, and then convincing that creature to become the patron of the Sewer Dragon tribe. Many of her fellow kobolds scoff at Engashez's odd life goal, but she endures their constant torment, soothing her periods of rest with dreams of riding atop a fierce dragon and directing the creature to consume those that once spoke out against her decisions.

Until such time as her sweet draconic destiny manifests, Engashez is still considered a valuable member of the Sewer Dragons, for her uncanny ability to direct her allies in combat is unparalleled. Able to support those around her with impressive displays of magic, she also possesses a unique item in the form of a *hat of disguise*. In tandem with her odd diplomatic skills, Engashez is able to negotiate with members of various other species by assuming a basic disguise to maintain her dealings. Impressive as a skill, she is still mocked by others of her tribe for her clunky skills at crafting traps—a skill that the tribe believes all true kobolds should possess, but she lacks.

Kobold Slang: A "trueblood" is a kobold; a "true trueblood" is a dragon.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder Player Companion: Kobolds of Golarion* (KOG), and *Pathfinder RPG Ultimate Campaign* (UCA).





The Trap Master

A loner in a tribe of kobolds, the master trapsmith Fazzgyn believes in preparation above all things. All Fazzgyn needs is the time to prepare the traps necessary to slaughter his foes.

FAZZGYN	
Male kobold unchained rogue 4 (<i>Pathfinder RPG Bestiary</i> 183, <i>Pathfinder RPG Pathfinder Unchained</i> 20)	
LE Small humanoid (reptilian)	
Init +5; Senses darkvision 60 ft.; Perception +9	
DEFENSE	
AC 20, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 natural, +1 size)	
hp 29 (4d8+8)	
Fort +2, Ref +8, Will +1	
Defensive Abilities danger sense +1, evasion, uncanny dodge	
Weaknesses light sensitivity	
OFFENSE	
Speed 30 ft.	
Melee +1 <i>shortsword</i> +7 (1d4+5/19–20) and <i>mwk shortsword</i> +7 (1d4+2/19–20) or +1 <i>shortsword</i> +9 (1d4+5/19–20)	
Ranged <i>mwk shortbow</i> +9 (1d4–1/×3)	
Special Attacks sneak attack +2d6	
STATISTICS	
Str 9, Dex 18, Con 12, Int 14, Wis 10, Cha 10	
Base Atk +3; CMB +1; CMD 15	
F feats Skill Focus (Craft [traps]), Two-Weapon Fighting, Weapon Finesse	
Tr <i>Tactics</i> ^{UGA} , <i>Trap Savvy</i> ^{KOG}	
Skills Acrobatics +11, Bluff +7, Climb +6, Craft (traps) +17, Disable Device +15, Escape Artist +11, Knowledge (dungeoneering) +9, Knowledge (engineering) +6, Perception +9, Stealth +15; Racial Modifiers +2 Craft (traps), +2 Perception	
Languages Common, Draconic, Dwarven, Undercommon	
SQ debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, rogue talents (fast stealth, trapsmith savant), trapfinding +2	
Combat Gear <i>potion of cure moderate wounds</i> (2), <i>greenblood oil</i> (2), <i>giant wasp poison</i> (2), <i>large scorpion venom</i> (2); Other Gear +1 <i>studded leather</i> , +1 <i>shortsword</i> , <i>crossbow bolts</i> (20), <i>mwk shortbow</i> , <i>mwk shortsword</i> , <i>masterwork thieves' tools</i> , <i>masterwork tool</i> (Craft[traps]), <i>satchel of broken locks</i> , <i>cracked ventriloquist's dummy</i> , 96 gp	
SPECIAL ABILITIES	
Cunning Trigger Fazzgyn can use a swift action to set off any trap within 30 feet that he constructed.	
Danger Sense (Ex) Fazzgyn gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. He	

also gains a +1 bonus on Perception checks to avoid being surprised by a foe.

Debilitating Injury (Ex) Whenever Fazzgyn deals sneak attack damage to a target, he can also apply one of the following penalties for 1 round. *Bewildered*: The target takes a –2 to AC against all attacks, and an additional –2 penalty to AC against Fazzgyn's attacks.

Disoriented: The target takes a –2 penalty on all attack rolls, and an additional –2 penalty on all attack rolls against Fazzgyn. *Hampered*: All of the target's speeds are reduced by half (minimum 5 feet), and the target cannot take a 5-foot step.

Fast Stealth (Ex) Fazzgyn can move at full speed using the stealth skill without any penalty.

Finesse Training (Ex) Fazzgyn gains Weapon Finesse as a bonus feat and may add his Dexterity modifier in place of his Strength modifier on damage rolls with shortswords. These effects are already factored in to his statistics.

Poison Fazzgyn carries several poisons, whose effects are summarized below.

Giant Wasp Poison—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 1 save.

Greenblood Oil—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Con damage; *cure* 1 save.

Large Scorpion Venom—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Sneak Attack As the *Core Rulebook* rogue ability of the same name, except Fazzgyn can sneak attack creatures with concealment, but not total concealment.

Tactician Fazzgyn gains a +1 trait bonus on Initiative checks. Once per day when he makes an attack of opportunity, he may add a +2 bonus on his attack roll.

Trap Savvy You gain a +1 trait bonus on Craft (traps) checks, and gain a +1 bonus to AC against attacks by traps or on saving throws against effects created by traps. These bonuses stack with the bonuses granted by danger sense.

Trapsmith Savant(Ex) Even when embroiled crafting traps himself, Fazzgyn can direct allies to construct their traps more efficiently. Up to two PCs receive a +2 competence bonus on checks to craft traps if Fazzgyn wishes. This cannot be used on allies taking 10 to complete their check. If Fazzgyn opts not to grant this bonus to allies, he can instead reduce the construction time of any trap he is working on by 1 round (to a minimum of 1 round).

There is nothing a trap can't handle: so goes the creed of Fazzgyn. A consummate stalker of Absalom's sewers, the kobold trapsmith

has personally laid over a hundred traps in locations throughout the territories of the Sewer Dragon tribe. Those who stumble into one of his traps are often scarred by the encounter, and many Sewer Dragons bear the "cut of Fazzgyn" as a result. Still, chief Yiddlepode relies on Fazzgyn's uncanny ability to coordinate and set up traps when forces move against the tribe.

If there's one thing that motivates Fazzgyn more than laying expert traps, it's the thought of finding a new device or contraption that he can incorporate into his own mad creations. Fazzgyn's ambitions are larger than protecting the small domain of the Sewer Dragons; any opportunity to explore a new locale intrigues him.

Kobold Slang: A "slow fang" is a trap.
Special Note: When using Fazzgyn outside of this scenario, replace the unique rogue talent trapsmith savant with bleeding attack.

Bleeding Attack (Ex) Fazzgyn causes living creatures that he hits with a sneak attack to bleed. Bleeding creatures take 2 points of damage each round at the start of each of their turns. The bleeding can be stopped with a successful DC 15 Heal check or with any effect that heals hit point damage. Bleed damage from this ability does not stack with itself, but it does bypass the creature's damage reduction.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder Player Companion: Kobolds of Golarion* (KOG), *Pathfinder RPG Ultimate Campaign* (UCA).



The Muscle

Lesser races often claim that kobolds are weak. Pethjun has fought against this preconception since she was a young clutchling. Ever proving enemies wrong, the bull-headed bruiser of the Sewer Dragons has only made more of a name for herself since prying a magical belt off a dead adventurer.

PETHJUN

Female kobold fighter 4 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 22, touch 13, flat-footed 20 (+6 armor, +2 Dex, +1 natural, +2 shield, +1 size)

hp 34 (4d10+8)

Fort +5, **Ref** +3, **Will** +2; +1 vs. fear

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 rapier +10 (1d4+6/18-20) and mwk razored tail +4 (1d6+1/19-20) or

+1 rapier +10 (1d4+6/18-20)

Ranged spear +7 (1d6+4/x3) or sling +7 (1d3+3)

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 18

Feats Power Attack, Tail Terror^{me}, Toughness, Weapon Focus (rapier),

Weapon Specialization (rapier)

Traits Dirty Fighter^{me}, Frost Spitter^{me}

Skills Craft (traps) +8, Intimidate +3, Perception +7, Stealth +7, Survival +5; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic

SQ armor training 1

Combat Gear *potion of cure light wounds*, *potion of fly*; **Other Gear**

+1 rapier, belt of giant strength +2, mwk breastplate, mwk heavy wooden shield, mwk razored tail^{me}, sling, sling bullets (20), spear (5), masterwork tool (Craft[traps]), two sacks of discarded human trinkets, raven-feather headdress, 10 gp

SPECIAL ABILITIES

Dirty Fighter Pethjun adds a +1 trait bonus on damage rolls against opponents she is flanking.

Favored Class Bonus Pethjun adds +2 to her damage rolls against opponents that she is flanking and opponents who are denied their Dexterity bonus to AC.

Frost Spitter Once per day as a standard action, Pethjun can breathe a frigid cloud of dense fog, which sinks to the ground to create a 10-foot-square sheet of ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks on the ice increases by 5. A successful DC 10 Acrobatics check is required to run or charge across an ice sheet.

Razored Tail Pethjun's razored tail attachment augments the natural attack she gains from the tail terror feat. The effects of this augmentation are factored in to her statistics.

Tail Terror This feat allows Pethjun to attack with her tail as a secondary natural attack.

Pethjun was a fighter from birth, slaying those of her siblings who dared try and take food or trinkets she'd claimed. Spending her time developing physical aspects over mental or social endeavors, by the time Chief Yiddlepode assumed command of the Sewer Dragons, Pethjun has already declared herself as the chieftain's personal protector. Unwilling to antagonize the temperamental kobold, Yiddlepode allowed Pethjun the honor of being her protector, except on the occasions when Pethjun was sent off on missions for the tribe. Sometimes, those "missions" had little to do with tribe business and more to do with the chief's exasperation with the fighter.

Beyond feats of strength, little interests Pethjun as much as the thrill of combat. Wielding light weaponry to compensate for her large wooden shield, the self-declared bodyguard has also mastered the use of her tail as a weapon, augmenting it with a vicious razor implement. It is Pethjun's life goal to prove herself as a martial paragon of the tribe—something the rest of the tribe would never question anyway—though she only sees defeating a truly worthy opponent as a means of preserving her legacy in the Sewer Dragons' history. She is constantly on the lookout for an opponent worthy of her skill.

Kobold Slang: A "bigfoot" is a Medium or larger humanoid.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Advanced Player's Guide* (APG), and *Pathfinder Player Companion: Kobolds of Golarion* (KOG).



The Disciple of Destruction

Few willingly serve Dahak, the patron of evil dragons, but Skyrahk has known no other life. Blessed with visions of the Sorrowmaker, as Dahak is known, Skyrahk chants of a time of destruction and woe for those that oppose the great Sewer Dragons.

SKYRAHK

Female kobold cleric of Dahak 4 (*Pathfinder RPG Bestiary* 183)

NE Small humanoid (reptilian)

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

DEFENSE

AC 18, touch 12, flat-footed 17 (+5 armor, +1 Dex, +1 natural, +1 size)

hp 29 (4d8+8)

Fort +6; **Ref** +4, **Will** +8

Defensive Abilities chameleon aspect^{KOG}

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3–1/19–20)

Special Attacks channel negative energy 5/day (DC 14, 2d6), destructive smite (+2, 6/day)

Cleric Spells Prepared (Cl. 4th; concentration +7)

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*^o, *sound burst* (DC 15)

1st—*alarm*^o, *command* (DC 14), *doom* (DC 14), *magic stone*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *resistance*

D Domain spell; **Domains** Trickery (Ambush subdomain^{KOG}), Destruction

STATISTICS

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

Base Atk +3; **CMB** +1; **CMD** 12

Feats Improved Initiative, Selective Channeling

Traits Deft Dodger^{KOG}, Kobold Faith^{KOG}

Skills Craft (traps) +8, Diplomacy +6 (+8 vs. other kobolds), Knowledge (religion) +7, Perception +5, Spellcraft +5; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic

Combat Gear *hand of the mage*, *pearl of power* (1st level), *scroll of magic bless* (2), *scroll of magic weapon*, *scroll of remove fear*, *scroll of magic vestment* (2), *scroll of obscuring mist*, *scroll of spiritual weapon*, *wand of cure light wounds*; **Other Gear** +1 chain shirt, dagger, cloak of resistance +1, iron holy symbol of Dahak, masterwork tool (Craft[traps]), cookbook detailing how to “make meals well done,” 18 gp

SPECIAL ABILITIES

Chameleon Aspect As a swift action up to 6 times per day, Skyrahk can subtly blend the color of her scales into the surrounding environment. When she does so, she gains concealment (20% miss chance) against creatures more than 10 feet away, and total concealment (50% miss chance) against creatures more than 40 feet away.

Deft Dodger Skyrahk's experience jumping out of the way of danger grants her a +1 trait bonus on Reflex saves, which is already included in her statistics.

Kobold Faith Skyrahk gains a +2 trait bonus on Diplomacy checks when dealing with other kobolds, and qualifies for the Ambush subdomain.

Religion is a treasured history among kobold tribes, passed down and changed from generation to generation. Skyrahk's devotion to Dahak is pure, and stems from a series of visions gifted by the god himself. Skyrahk has given up her reclusive lifestyle and pledged herself to assisting Chief Yiddlepode and the rest of the Sewer Dragons in what she believes will be a time of trial.

The vision of a great dark wyrm has clouded Skyrahk's vision of fate, and the priest is unsure if it is an image of her deity or an omen. Skyrahk believes in a time when the Sewer Dragons will have a great patron to elevate them beyond their current begging at the feet of the Pathfinder Society, but only believes such an upheaval will come at the blotting of the sun by a great chromatic dragon patron. The cleric believes only in the purity of chromatic dragons, seeing all others as pale imitations of that perfect breed of beings. Until such a fate is assured, the disciple of Dahak is more than willing to accept the Society's allegiance and aid, knowing it only brings strength to the Sewer Dragons, and the promise of greater destruction in the future. To Skyrahk, the sooner that destruction comes about, the better.

Kobold Slang: “Goldfever” is excessive greed or bravado.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder RPG Advanced Player's Guide* (APG), and *Pathfinder Player Companion: Kobolds of Golarion* (KOG).



The Master of Magic

All shall tremble before the might of Varanog the Majestic! Imbued beyond the blood of dragons, Varanog is a paragon of kobold lineage, with a gift of innate magic that allows him to overcome any challenge that dares to stand in his way.

VARANOG

Male kobold sorcerer 4 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 16, touch 15, flat-footed 12 (+3 Dex, +1 dodge, +1 natural, +1 size)

hp 26 (4d6+8)

Fort +2, **Ref** +4, **Will** +5

Defensive Abilities trap sense +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d3–3/19–20)

Sorcerer Spells Known (CL 4th; concentration +9)

2nd (4/day)—*scorching ray*

1st (7/day)—*alarm, floating disk, magic missile, ray of enfeeblement* (DC 14)

0 (at will)—*acid splash, daze* (DC 13), *detect magic, mending, ray of frost, read magic*

Bloodline Kobold^{DRG}

STATISTICS

Str 4, **Dex** 16, **Con** 12, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +2; **CMB** –2; **CMD** 12

Feats Combat Casting, Dodge, Eschew Materials

Traits Focused Mind^{DRG}, Imposing Scion^{UCA}

Skills Appraise +5, Bluff +7, Craft (traps) +9, Intimidate +10 (+12 vs. kobolds), Knowledge (arcana) +8, Knowledge (planes) +2, Perception +3, Spellcraft +5; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Common, Draconic, Undercommon

SQ trap rune

Combat Gear *potion of cure moderate wounds* (3), *reach metamagic rod* (lesser) carved with a pair of dragon heads, *scroll of fireball* (CL 7th), *scroll of haste, scroll of mirror image, wand of chill touch* (29 charges), *wand of mage armor* (20 charges); **Other Gear** dagger, masterwork tool (Craft [traps]), small wooden statue carved in his own likeness, list of names (he knows what they did), majestic cape, silver crown, satchel filled with delicious mauve mushrooms, two vials filled with the tears of orphaned dire weasels, 44 gp

SPECIAL ABILITIES

Bloodline Arcana Whenever Varanog casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by +2.

Kobold Bloodline Varanog gains *alarm* as a bonus bloodline spell.

Trap Rune (Sp) As a standard action, Varanog can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface. When Varanog creates a rune, pick one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than Varanog who steps on or touches the rune's area causes the rune to explode. The rune's explosion deals 1d8+4 points of energy damage to anything in its square (DC 15 Reflex half). The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is the same as the Reflex saving throw to halve the damage. Varanog can use this ability a number of times per day equal to 3 + his Charisma modifier. Each rune lasts for 24 hours or until discharged.

Kobolds born with magical blood in their veins typically display the heritage of true dragons; Varanog breaks this mold by displaying a lineage of blood more akin to those of great kobold heroes. The kobold sorcerer barely restrains his megalomaniacal ego, occasionally muttering about his eventual rise to power over the Sewer Dragons and the enslavement of all of Absalom.

Although he prefers to travel atop of a conjured *floating disk*, Varanog understands the importance of conserving his magical powers and only makes such overt displays of power once or twice in a day, as his whims dictate. He places his spells and traps in the most visible of locations, preferring his targets and allies to witness his awesome and overwhelming power. The kobold sorcerer values two of his material possessions above the rest. The first is his oversized *metamagic rod* carved with two dragon's heads, whose maws breathe the tiny cones of pale blue light whenever he uses it to augment spells. The second item is a sacred scroll once written by a previous sorcerer of the tribe, a near-holy artifact like item of the tribe: a *scroll of fireball*, only to be used in the direst of circumstances.

Kobold Slang: A “softscale” is a weak, incompetent, or dull-witted kobold who the tribe would be better without.

Sources: This character makes use of the following Pathfinder Roleplaying Game sources: *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), and *Pathfinder RPG Ultimate Campaign* (UCA).



Pathfinder Society Scenario #6-99: True Dragons of Absalom

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> Prestige Points
Character # _____	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	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
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Character # _____	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	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points

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Pathfinder Society Scenario #6-99: True Dragons of Absalom

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Field-Commissioned Kobold: When you could play a 4th-level pregenerated character in a Pathfinder Society scenario, you can cross this boon off the Chronicle sheet to play your kobold PC from this scenario.

Trapmaker: A kobold from the Sewer Dragon tribe taught you a few trap-making tricks and provided you with a few specialized supplies. You can use these supplies, together with materials that you have collected in your adventures, to assemble the swinging axe trap below with a successful Craft (traps) check. You can attempt to make the trap more deadly, at the cost of making it more difficult to craft. Before attempting the check, you may increase the DC of the Craft (traps) check by up to +1 per character level. For each point by which you increase the Craft DC, increase the trap's Perception and Disable Device DCs by 1, its attack bonus by 1, and the damage it deals to each target by 2. Assembling the trap takes 5 minutes. If you fail the Craft (traps) check, you do not create a functioning trap, but you still expend the materials. Once you use this boon, cross it off your Chronicle Sheet.

SWINGING AXE TRAP

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

Craft DC 17; **Size** 5 ft. by 10 ft.

EFFECTS

Trigger location; **Reset** none

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

All Subtiers

- aegis of recovery* (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
- dust of emulation* (800 gp; *Ultimate Equipment* 294)
- dust of tracelessness* (250 gp)
- oil of darkness* (300 gp)
- potion of bull's strength* (300 gp)
- potion of cure moderate wounds* (300 gp)
- potion of enlarge person* (CL 3rd, 150 gp, limit 1)
- potion of invisibility* (300 gp)
- traveler's any-tool* (250 gp, *Ultimate Equipment* 323)
- wand of magic missile* (11 charges; 165 gp, limit 1)
- wand of shocking grasp* (11 charges; 165 gp, limit 1)
- wand of sleep* (11 charges; 165 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3-5	817	1,634
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
FAME	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
		Starting XP		
		+	<small>GM's Initials</small>	
		XP Gained (GM ONLY)		
		=		
		Final XP Total		
		Initial Prestige	Initial Fame	
		+	<small>GM's Initials</small>	
		Prestige Gained (GM ONLY)		
		-		
		Prestige Spent		
		Current Prestige	Final Fame	
GOLD	Starting GP			
	+	<small>GM's Initials</small>		
		GP Gained (GM ONLY)		
		+	<small>GM's Initials</small>	
		Day Job (GM ONLY)		
		-		
		Gold Spent		
		=		
		Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #