

PATHFINDER SOCIETY

YEAR OF THE STOLEN STORM



PORTENT'S PERIL

By Scott Sharplin



Author • Scott Sharplin
Development Lead • Linda Zayas-Palmer
Contributing Artists • Sandra Duchiewicz, Jason Engle, Evgeny Sobolev, and Kevin Yan
Cartographers • Robert Lazzaretti and Sean Macdonald

Editor-in-Chief • F. Wesley Schneider
Creative Director • James Jacobs
Creative Design Director • Sarah E. Robinson
Executive Editor • James L. Sutter
Senior Developer • Rob McCreary
Pathfinder Society Lead Developer • John Compton
Developers • Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens, and Linda Zayas-Palmer
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • Jason Keeley, Elisa Mader, and Josh Vogt
Lead Designer • Jason Bulmahn
Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Chief Financial Officer • John Parrish
Staff Accountant • Ashley Kaprielian
Data Entry Clerk • B. Scott Keim
Chief Technical Officer • Vic Wertz
Software Development Manager • Cort Odekirk
Senior Software Developer • Gary Teter
Project Manager • Jessica Price
Organized Play Coordinator • Tonya Woldridge
Adventure Card Game Designer • Tanis O'Connor

Community Team • Liz Courts and Chris Lambertz
Customer Service Team • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, William Ellis, Lissa Guillet, Don Hayes, Julie Iaccarino, and Erik Keith

HOW TO PLAY

Pathfinder Society Scenario #8-01: Portent's Peril is a Pathfinder Society Scenario designed for 1st-through 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world.

For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



TABLE OF CONTENTS

PORTENT'S PERIL **3**

PLAYER HANDOUTS **22**

APPENDIX: STAT BLOCKS **24**

MAPS **26**

CHRONICLE SHEET. **28**

GM RESOURCES

This scenario makes use of the *Pathfinder RPG Core Rulebook*, *Advanced Player's Guide* (APG), *Bestiary*, *Bestiary 2*, *NPC Codex*, *Ultimate Combat* (UC), and *Ultimate Equipment* (UE). GMs can find the complete rules of these books available online for free at paizo.com/prd, and the relevant rules from the *Bestiary* and the *NPC Codex* are reproduced in an appendix at the back of the scenario for the GM's convenience.



Paizo Inc.

7120 185th Ave NE, Ste 120
 Redmond, WA 98052-0577

paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Society Scenario #8-01: Portent's Peril © 2016, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc.

PORTENT'S PERIL

By Scott Sharplin



Fate deals strange hands. Madreki Gael was an influential leader within the loose collection of crime families known as the Sczarni. Recently, Gael gambled and lost against his rival Guaril Karela, who allied with merchants from the prosperous nation of Qadira to create the Exchange faction of the Pathfinder Society. Betrayed and bankrupted, Gael has since sought revenge against both Pathfinders and Exchange members. He found a Sczarni swindler, Jaelli Goldtooth, living in exile outside of the city Korvosa. The con artist's fortunes had fallen when her scams were exposed by the noblewoman Lady Auralina Qualstair. Gael offered Goldtooth the chance to get revenge on the noblewoman. Lady Qualstair's Taldan heritage made her the perfect target—Taldor and Qadira have been at war many times over the centuries, and there are many within both nations looking for a reason to initiate hostilities again. If Gael can pin the blame for assassinating a noblewoman of Taldor on a Qadiran, he might just be able to ignite a conflict between nations that could fracture the Exchange.

With Qualstair due to return to Korvosa, Goldtooth and her mercenary allies posed as fortune-tellers on the road outside Korvosa. When the opportunity arose, they slipped past the City Guard and hid in Old Korvosa, awaiting the arrival of their mark. Following Gael's suggestion, Goldtooth planned to poison Lady Qualstair while disguised as a Qadiran. Then, as the two rival nations blamed one another, she and Gael would sit back and watch the political firestorm ensue. There was only thing Goldtooth could not account for: fate.

Shortly before the Goldtooth and her thugs entered the city, a generous stranger approached their caravan. This do-gooder was Zeeva Foxglove, the owner of the Green Market, a lucrative bazaar on the South Shore. The swindler spun heartbreaking tale of falling prey to highway robbery, and the businesswoman gladly shared some of her bounty. Goldtooth accepted Foxglove's charity and repaid her with a harrow reading, intending to stack the deck to ensure good omens. However, the harrow deck had notions of its own, and Goldtooth unexpectedly

WHERE ON GOLARION?

Portent's Peril takes place in Korvosa, a large city on the southeast coast of Varisia. Detailed information about this city can be found in *Pathfinder Campaign Setting: Guide to Korvosa*, available at bookstores and game stores or online at paizo.com. The final encounter in this adventure revisits the Green Market, a locale described in detail in *Pathfinder Society Scenario #4-06: The Green Market*.



turned up the Yellow Prophet, a legendary lost card she had never seen before. Flustered, Goldtooth finished the reading hastily and sent Foxglove away in confusion.

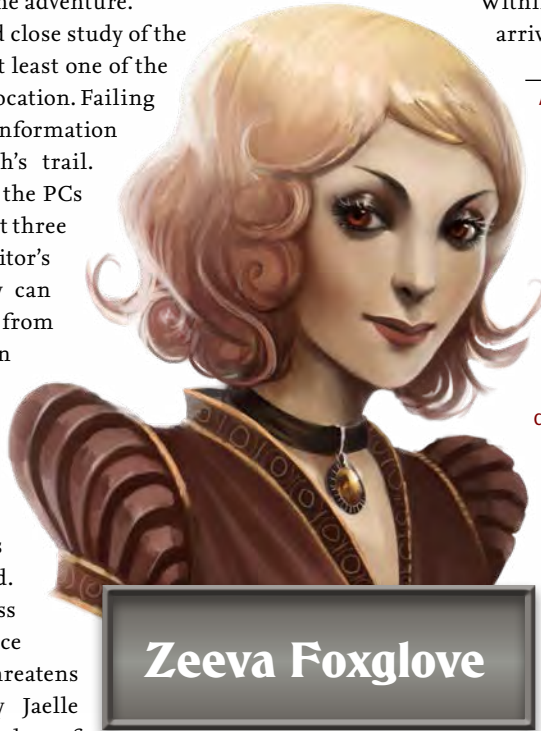
Unknown to Goldtooth, Zeeva Foxglove knows a thing or two about prophecy. After learning the Yellow Prophet is an omen of disaster, Foxglove became convinced that dark fates will soon befall her, her marketplace, or even Korvosa itself. In desperation, Foxglove begged her friends in the Pathfinder Society to help determine what disasters await and why the mysterious harrower has disappeared without a trace.

ADVENTURE SUMMARY

Venture-Captain Sheila Heidmarch dispatches the PCs to Korvosa, where they meet Zeeva Foxglove. Foxglove describes the harrow reading and her fears

of imminent tragedy. She tells the PCs about the three cards from her harrow reading that supposedly portend disaster: The Unicorn, The Betrayal, and The Cricket. Once the PCs have had a chance to see the cards, she asks them to investigate possible locations associated with the cards and to find the soothsayer who performed the reading. Before returning to the Green Market, Foxglove offers the PCs a chance to draw additional insight from her own harrow deck. The cards they draw influence their luck at later points in the adventure.

Using their knowledge and close study of the cards, the PCs can connect at least one of the cards to a specific Korvosan location. Failing that, the PCs can gather information to pick up Jaelle Goldtooth's trail. During their investigations, the PCs can avert potential mishaps at three separate locations. At Traitor's Mews in Old Korvosa, they can save homeless Varisians from collapsing masonry. At an upscale bed and breakfast, they can reunite a clutch of pseudodragons with their stolen eggs. Finally, in Kendall Amphitheater, they can repel a monstrous threat from underground. Eventually, the PCs amass enough clues to deduce that the tragedy that threatens Zeeva Foxglove is actually Jaelle Goldtooth's attempted murder of Lady Qualstair—an act fated to take place in the Green Market itself. Although a local doomsayer may place himself in their path, the PCs arrive at the market in time to save Lady Qualstair from Goldtooth's poisonous skullduggery.



Zeeva Foxglove

GETTING STARTED

When the players are ready to begin the adventure, give them **Player Handout #1**. Once they have read the handout, read or paraphrase the following.

An ill wind stirs whitecaps on the dark Jeggare River, carrying with it the faint odor of spoiled meat. Travelers crossing High Bridge into Korvosa grumble and pull their collars up against the cold. Past the somber city gates is a sprawling square plaza. Throughout the area, small clusters of people gather close together, stuffing their hands in their pockets as they engage in quiet conversation. Several guards hover around the edges of the plaza. A gray tabby cat rests nearby, its bright yellow eyes seeming to watch over the crowd.

The square plaza, as any passerby can tell the PCs, is Eodred's Plaza. If the PCs inform a guard that they are looking for Zeeva Foxglove, the cat rises to its feet and scampers off. The guard explains, "Zeeva Foxglove told us that she had important guests coming from the Pathfinder Society. She assured us that she would know when they arrived in this square. Don't really understand it myself, but I suggest waiting right here until she shows up."

Within a few minutes, Zeeva Foxglove arrives in the square.

A large-eyed woman in a green gown waves, and then introduces herself by handing out cards bearing her name—Zeeva Foxglove—and the address of the Green Market in South Shore. A cat bearing a striking resemblance to the one that rested on the square's cobbles walks alongside her. "I owe you an explanation," she says, "But let us travel as we talk, for my market cannot do without me for long. I know it sounds ridiculous, but there are actually *three* disasters waiting to strike."

The merchant walks briskly, slipping gracefully past the crowds and carriages. "It began after I heard about a Varisian caravan parked outside the city. The vagabonds had lost everything to bandits, and, my marketplace is so profitable now, I can afford to share my bounty with those whom fate mistreats. I brought them some produce, and in

return, their fortune-teller offered me a harrow reading."

Foxglove's rosy complexion pales. "The spread foretold good fortune, almost to excess—that is, until she turned up The Yellow Prophet. A legendary lost card, although I didn't know that then. Its appearance upset the soothsayer. She said the card required that three more cards be drawn, and she did so hastily, giving me hardly any insight. What I've learned since is that each of those cards portends a dark fate—a disaster."

She produces a deck of cards from her handbag. "It seemed the fortune-teller was hiding something, so I obtained my own harrow deck and researched the cards' meanings. But I am still in the dark, and my own auguries tell me that time is running short. I need brave investigators, well-versed in the arcane, to determine where these calamities will strike—or, failing that, track down that fortune-teller, so that she can explain her strange behavior."

The PCs have the chance to ask questions before Foxglove returns to work.

Why are you sure these disasters are going to happen? “Few people know this, but I’m something of a witch. Through dreams and auguries, I’ve confirmed that something dire is just on the horizon. I just don’t know what or where it will happen.”

What is “The Yellow Prophet?” “A chilling card, and not one that appears in a standard harrow deck. It depicts a fortune-teller, clad in black and yellow. My research says it signifies false presumptions and self-fulfilling prophecies. There’s no copy of it in my current deck, but I’d love to find that fortune-teller to study it in depth.”

What about the three cards? “I have them here. Harrow cards can be tricky: an ominous card isn’t always negative, and a cheery card can turn calamitous. Instead of relying on their traditional meanings, I’m guessing the cards have connections to people or places in Korvosa. Maybe you can catch something I’ve overlooked?” At this point, Foxglove shows the PCs *The Betrayal*, *The Cricket*, and *The Unicorn*. Distribute **Player Handout #2**.

Hey! These three cards all have fruit in them. “I’m a fool—studying the meanings so intently, I missed what’s right in front of me. If this means that my marketplace is in danger, I should return at once. But please, keep investigating other possibilities.”

How can we find the fortune-teller? “She and her troupe vanished into Korvosa days ago. They could be anywhere. Maybe ask around? She cut a memorable figure—a Varisian half-elf with scraggly black hair and rotting teeth.”

What’s going on with that cat? “Nimeeta and I share a close connection. She noticed that you had arrived, and came to find me.” Nimeeta is Zeeva’s familiar.

If the PCs’ questions don’t lead to the ominous harrow cards, Foxglove introduces them herself, urging the PCs to study their names and illustrations for local correspondences. She claims she has been studying them for so long now, she can hardly think straight. See the *Dark Fates* sidebar for some possible results of the PCs’ investigations.

The Choosing: Before departing, Foxglove offers to give the PCs an abridged harrow reading, called a choosing, to grant them luck and insight on their quest. She isolates and shuffles nine cards from a single suit (she chooses the suit of Books, since the Yellow Prophet is from that suit), and then prompts each PC to draw a card. The list below summarizes the effects of each card—more information on each card’s effects appears in the relevant encounter. Keep track of which card each PCs draws, and when the adventure specifies, invite them to make the relevant skill check, as if a flash of insight prompted the action. The PC also receives a +2 luck bonus on this skill check. If you do not have a harrow deck, you can perform the

DARK FATES

The PCs’ investigations determine the order in which they complete the encounters in areas **A**, **B**, and **C**. Their best leads are the three harrow cards that Zeeva Foxglove shows them. At any point while studying the cards, the PCs can gather information through the Knowledge checks listed below.

The description following each card’s name reflects Foxglove’s explanation of its meaning. More detailed interpretations can be found in the divination book accompanying the *Pathfinder Cards: Deluxe Harrow Deck*. If you have access to this book, PCs can access full descriptions of all three cards with a successful DC 15 Knowledge (arcana) check. At the GM’s discretion, certain characters, such as characters with ranks in Profession (fortune-teller), may automatically know these cards’ standard interpretations. The PCs can unlock information specific to Korvosa with different types of Knowledge checks, as listed below. In Subtier 1–2, Zeeva is able to help the PCs piece together relevant information by providing a retroactive +4 bonus on the Knowledge check if the PCs fail.

Even if the PCs do not learn of the connection between one or more cards and its location, they have not lost their opportunity to do so. The end of each card description lists the names of NPCs who also know this information. If the PCs improve one of these NPC’s attitudes to friendly or better, the NPC shares this knowledge if the card comes up in conversation.

The Betrayal: “This card can either mean selfishness or self-sacrifice or a choice between the two.”

A PC who succeeds at a DC 18 Knowledge (history) or (nobility) check knows that the *Betrayal* is known as “Viamio’s Kiss” amongst Korvosan harrowers, after Lord Amrys Viamio, the city’s most infamous traitor. Only one building in Korvosa still bears his legacy: *Traitor’s Mews*, a dilapidated manor in Old Korvosa. (NPCs: Oliver, Hamm)

The Cricket: “A card for quick-witted travelers, some of whom find glory, while others return empty-handed.”

A PC who succeeds at a DC 18 Knowledge (engineering) or (religion) check knows that the icons on the *Cricket*’s cards are symbols of Desna—stars, moons, and planets—all of which figure prominently in the architecture of Kendall Amphitheater, the city’s largest performance venue. (NPCs: Lomen, Tamas)

The Unicorn: “This card promises rewards from a friend, but some friends are false, and some prizes are poison.”

A PC who succeeds at a DC 18 Knowledge (local) or (nobility) check knows that the Heights District, noble foreigners flock to a bed and breakfast called the *Frisky Unicorn*, hoping to catch a glimpse of the pseudodragons that nest in the turret. (NPCs: Tsuru, Maestro Bellowskin)

GOLDTOOTH'S GAMBIT

Jaelle Goldtooth is a ruthless opportunist, but hardly a master strategist. Madreki Gael hired her to assassinate Lady Qualstair because of Goldtooth's convenient grudge against the noblewoman who once caught her cheating at cards. Gael arranged to provide Goldtooth with equipment, and coached her on a plan that would not only eradicate Qualstair, but also destabilize international trade and perhaps even reignite a cold war. This sidebar describes each step of the Sczarnis' plan, including the intended outcome (which the PCs hopefully avert).

First, posing as victimized travelers, Goldtooth and her mercenary allies snuck into Korvosa and holed up in Traitor's Mews (area **A**). Soon after, Goldtooth met with a Sczarni associate of Gael's to obtain several poisons and alchemical items (see the Dirty Tricks sidebar on page 17).

Gael wanted witnesses to the murder, so Goldtooth sought to draw Lady Qualstair out into public. Recalling the Taldan's love of Varisian blondberries, she stopped at the Frisky Unicorn (area **B**) and left some forged flyers for the Green Market. Goldtooth correctly wagers that the fussy noblewoman would make a personal appearance, instead of just sending her chef.

Gael also instructed Goldtooth to frame Qadira for the murder. Having heard rumors about the Andoren Chameleons' "mask powder," she visited Kendall Amphitheater (area **C**) and persuaded Flavicosos Maximos to sell her some *dust of illusion*. Finally, she returned to the Unicorn and shadowed Lady Qualstair to the Green Market.

Gael believes that witnesses, connecting the fast-acting poison with the conspicuous Qadiran in the crowd, will interpret Qualstair's death as an act of war by Taldor's ancient enemies. Whether or not the incident leads to war, Gael hopes that Qadira will invest more in their local defense, to the detriment of its mercantile partnership with the Exchange—Gael's enemies among the Sczarni.

The PCs need not glean all this from their investigations (they probably won't learn of Gael's master plan unless they capture Goldtooth alive), but they should be able to collect enough of Goldtooth's breadcrumbs to know that something shady is afoot. If Goldtooth's trail grows too cold, GMs can use Gorlak (area **D**) to light a fire beneath PCs.

choosing by printing out and shuffling the cards in the GM reference **The Suit of Books** on page 23 or by rolling a d10 (rerolling a 0 or any repeated results).

1. *The Hidden Truth*: The PC who drew this card can attempt a Perception check in Traitor's Mews (area **A**).

2. *The Wanderer*: The PC who drew this card can attempt a Diplomacy check when interacting with the Empty (area **A**).

3. *The Foreign Trader*: The PC who drew this card can attempt a Sense Motive check when interacting with Craik (area **B**).

4. *The Joke*: The PC who drew this card can attempt a Sense Motive check when interacting with the hippogriff (area **B**).

5. *The Vision*: The PC who drew this card can attempt a Knowledge (engineering, history, local, or nature) check in Kendall Amphitheater (area **C**).

6. *The Idiot*: The PC who drew this card can attempt a Sense Motive check when interacting with Flavicosos Maximos (area **C**).

7. *The Inquisitor*: The PC who drew this card can attempt an Intimidate check when interacting with Gorlak (area **D**). Alternatively, if time does not permit running the optional encounter, this card grants its bonus on Sense Motive checks against Jaelle Goldtooth (area **E**).

8. *The Snakebite*: The PC who drew this card can attempt a Perception check in the Green Market (area **E**).

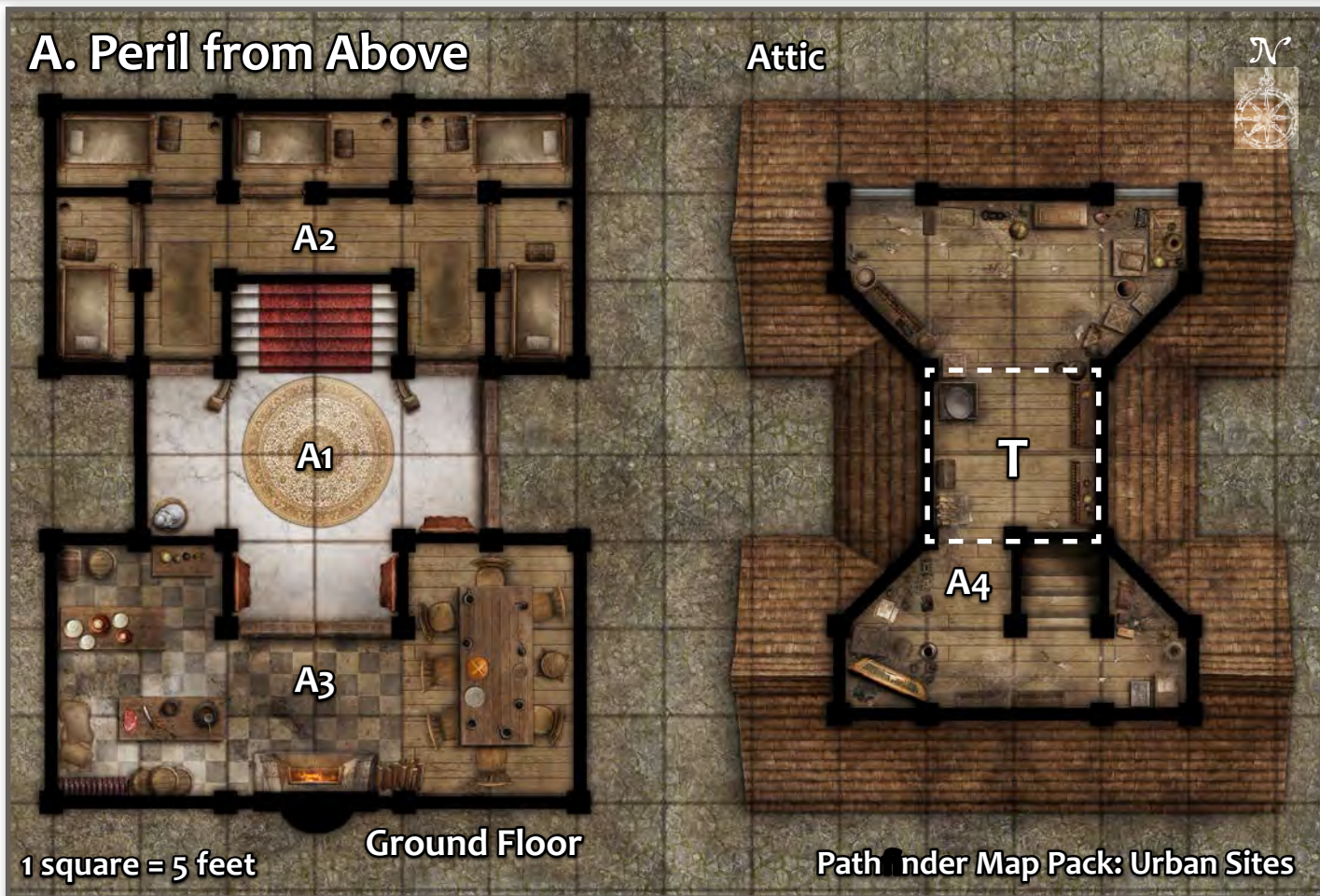
9. *The Rakshasa*: The PC who drew this card can attempt a Heal check in the Green Market (area **E**).

Development: The PCs may investigate areas **A**, **B**, and **C** in any order. However, if they fail all of their Knowledge checks when examining the cards, they also have the option of asking around about the fortune-teller Foxglove mentioned. In this case, after 1d4 hours of inquiry, they learn that penniless Varisians often gather in a building called Traitor's Mews in Old Korvosa, and that the fortune-teller was recently seen near that building. Proceed to area **A**.

A. TRAITOR'S MEWS

Wedged among the many-tiered tenements that clog Korvosa's poorest district, this rambling black-brick manor house has been claimed by displaced families. The wary eyes of countless waifs, beggars, and other people in tattered clothes peer through shattered windows, their spirits as weathered as the building itself.

Korvosa's government decreed that this building be left permanently vacant as a cautionary lesson about its owner, Lord Amrys Viamio, whose treachery during the Cousins' War earned him a beheading. Now called Traitor's Mews, the manor houses a few destitute Varisians who have nowhere else to find shelter. In Korvosa, homeless people and beggars are collectively referred to as the Empty, a reference to both their lack of opportunities and the lack of concern most of Korvosan society holds for their well-being. Additionally, Traitor's Mews is Jaelle Goldtooth's hideout, and though she is absent when the PCs arrive, she has left some clues, plus a trap that could spell disaster for the manor's inhabitants.



The second floor is not depicted on the map. It once contained Lord Viamio's chambers, sitting room, and private dining room, but all of the furniture from those rooms has been stripped and sold. The only notable feature of the second floor is a haphazard maze of bedrolls, where a few people are sleeping.

A1. The Entryway

The formerly opulent entry hall is filled with piles of straw and rags that serve as chairs, as well as the tattered sacks where its residents keep their meager possessions.

Creatures: The **Empty** (100 N male and female human [Varisian] commoners 1) are suspicious of strangers. They look to their leader, a sunken-eyed woman named Tsura, to determine how to approach strangers. Gaining information from any of the people in Traitor's Mews requires speaking to Tsura first. In Subtier 1–2, Tsura is wary but willing to hear the PCs out in case they have something offer her or her companions—as a result, her starting attitude is indifferent. In Subtier 4–5, she is more deeply suspicious and begins with an attitude of unfriendly. The PCs must improve her attitude to at least indifferent before she considers answering any of their questions. In both subtiers, her Charisma score is 10. The

PCs receive a +2 circumstance bonus on all skill checks to influence Tsura during this encounter if any of them are Varisian, or if they offer the Empty any food or valuables. These bonuses stack.

If the PCs ask Tsura about a fortune-teller matching the description that Zeeva gave, Tsura comments vaguely that she has seen many fortune-tellers. Her young son Tamas clings to her skirt, his eyes full of worry, and she pulls him close reassuringly. If her attitude is indifferent, the PCs must succeed at a DC 15 Diplomacy or Intimidate check to convince her to share information about the fortune-teller they seek (DC 20 in Subtier 4–5). She identifies the fortune-teller as a woman named Goldtooth, a Sczarni criminal who sometimes impersonates a harrower. She says that Goldtooth fled Korvosa after trying to cheat “some fancy lady from overseas” but recently returned with some mercenaries and took over a room upstairs. She insisted that she be left alone. Tamas admits that he wandered upstairs to see what she was doing. He saw her “looking at a big map and writing lots of things really fast,” but then she yelled at him to get out. “Her friends had swords. She’s scary,” Tamas says. The boy thinks they aren’t there right now. Tamas and Tsura can also help interpret the three harrow cards (see the Dark Fates sidebar on page 5).

SCALING ENCOUNTER A4

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

Both Subtiers: Reduce the Perception and Disable Device DCs for the collapsing roof pit trap by 2. If the trap triggers, reduce the number of successes required at both locations to 5.

Tsura does not have reason to suspect that Goldtooth's crimes extend beyond stealing from non-Varisian people, so she does not see Goldtooth as a physical threat to her son or anyone else in Traitor's Mews. However, she believes that as long as Goldtooth lingers, there is the risk that other people in the Mews may take up her lifestyle, or that her son could be influenced by the swindler's way of life.

The Choosing: If the PC who drew The Wanderer interacts with the Empty, offer them a Diplomacy check with a +2 luck bonus to improve Tsura's attitude. Even if this skill check fails, that PC doesn't risk antagonizing the leader and is instinctively aware that she (or any PC) can attempt the Diplomacy check again.

A2. Sleeping Rooms

These rooms were once the manor's servant quarters. The current occupants still sleep in the old beds, as well as on the floors and the hallways between the rooms. Other people sleep upstairs, in the rooms where Lord Viamio once spent much of his time.

A3. Kitchen

Each evening, the Empty gather together the food they have managed to acquire during the day and cook it in this kitchen. On cold nights, they pack the elderly and the children into this room to sleep by the fire.

A4. The Attic (CR 3 or CR 6)

This ramshackle attic is filled with knickknacks of all sorts. Most of it has been thoroughly scavenged for anything of value, leaving rat-chewed paintings, shards of porcelain, and cobwebs. On the far end of the attic, a crate serves as a makeshift desk, holding a stack of papers and an inkwell. A flyer is nailed to the wall above the desk. The window beside the crate is shattered, letting in the cold air from outside.

The papers on the crate are a catalogue of poisons and related substances—collectively, they form a copy of an infamous poisoner's handbook called *The Deleterious Grimoire*. If the PCs examine the papers closely and succeed at a DC 15 Perception check, they discover that two listings have been circled: a potent ingested poison called

crocodile's tears and a protective alchemical substance called blackfingers paste (see the Dirty Tricks sidebar on page 17). The "big map" that Tomas saw is nowhere to be found—Goldtooth took it with her when she left. The flyer above the desk is a playbill advertising *The Gambler's Tragedy*, as performed by The Andoren Chameleons at Kendall Amphitheater. One phrase is circled: "Marvel at their breathtaking disguises!"

Trap: Suspicious even of other Varisians, Goldtooth loosened some bricks near the ceiling and ran a tripwire that dislodges part of the roof onto intruders. Anyone entering the area marked **T** on the map must succeed at the trap's Perception check or spring the trap. In fact, the building is less stable than Goldtooth knows, and the bricks trigger a partial collapse of the floor below and create a strong cross breeze throughout the attic (see Hazards below).

The Choosing: If the PC who drew The Hidden Truth approaches within 10 feet of the trap, she receives an automatic Perception check with a +2 luck bonus. If the PC also has the trap spotter rogue talent, the card's bonus Perception check occurs in addition to, rather than instead of, the automatic check provided by that talent.

SUBTIER 1-2 (CR 3)

COLLAPSING ROOF PIT TRAP CR 3

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

EFFECTS

Trigger manual (tripwire); **Reset** none

Effect falling bricks (1d6 damage) plus pit trap (2d6 falling damage); DC 20 Reflex save halves the damage from bricks and negates the falling damage; multiple targets (all targets in a 10-ft.-square area)

SUBTIER 4-5 (CR 6)

COLLAPSING ROOF PIT TRAP CR 6

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger manual (tripwire); **Reset** none

Effect falling bricks (4d6 damage) plus pit trap (2d6 falling damage); DC 20 Reflex save halves the damage from bricks and negates the falling damage; multiple targets (all targets in a 10-ft.-square area)

Hazards: If the PCs spring the trap, falling masonry falls squarely on top of Tsura, burying her alive. Cries of "Disaster!" and Tamas' terrified wails downstairs alert the PCs to Tsura's plight. At the same time the collapsed roof produces a cross breeze with the broken window that begins to blow the pages of *The Deleterious Grimoire* out the window.

During this encounter, each PC has three phases in which to act. A PC can spend a phase moving between the attic and the ground floor, working to unbury Tsura, or trying to save the pages of the *Deleterious Grimoire*. Any PCs who fell into the pit trap land on top of the rubble and begin on the ground floor—all other PCs begin in the attic. A PC can move from the attic to the ground floor without spending a phase by jumping down the newly created hole in the floor. At the beginning of each phase, ask each PC what she wants to do, and then run their efforts at each of the two locations.

On the ground floor, the Varisians are doing their best to unbury Tsura, but their combined strength is insufficient for the job. Without the PC's help, Tsura will perish. To save Tsura, the PCs must achieve a total of 7 successes across the three phases. Actions that earn a success include succeeding at a DC 12 Strength check to move rock (DC 14 in Subtier 4–5) or a relevant DC 15 skill check (DC 19 in Subtier 4–5). For example, the PCs might attempt a DC 15 Knowledge (engineering) check to come up with a plan or a DC 15 Diplomacy or Intimidate check to coordinate the Varisians effectively. If a PC comes up with a particularly effective tactic, he may earn a success without a skill check—for example, a PC who produces a shovel automatically earns a success. Companion creatures such as animal companions and familiars may assist at the GM's discretion.

In the attic, a brisk wind is quickly shoving the pages of *The Deleterious Grimoire* out the window. If the PCs do not achieve 7 successes across the three phases, they do not save enough of the grimoire to be useful or valuable—the remaining pages appear to be a disjointed collection of pages from a manual on herbs. The PCs can save pages by succeeding at a DC 12 Dexterity check to grab them out of the air (DC 14 in Subtier 4–5) or a relevant DC 15 skill check (DC 19 in Subtier 4–5). For example, the PCs might attempt a DC 15 Acrobatics or Perform (dance) check to leap into the air in the way of flying papers or a DC 15 Knowledge (engineering) check to predict the wind's direction. As in the challenge on the ground floor, a PC who comes up with a particularly effective tactic might earn a success without a skill check—for example, a PC who casts a *gust of wind* spell to redirect a portion of the current earns a success automatically. Companion creatures such as animal companions and familiars may assist at the GM's discretion.

Do not share the number of required successes with PCs in advance, but emphasize their choice between selfishness and sacrifice, or the risk they take in attempting to pursue both objectives at the same time. Be sure to reward creative solutions to this dilemma.

Treasure: If saved in time, the pages comprising *The Deleterious Grimoire* are worth 450 gp. In Subtier 4–5, a

scroll of neutralize poison (CL 9) is among the papers the PCs rescue. Additionally, PCs who search Goldtooth's chamber thoroughly discover a *potion of delay poison* and two doses of blackfingers paste (worth 50 gp each; see the Dirty Tricks sidebar on page 17). In Subtier 4–5, they also discover a +1 *starknife*. Finally, if the PCs rescue his mother, Tamas offers them one of his only possessions: a child's spinning toy with a clear tourmaline set into the handle. The gem is worth 80 gp.

Rewards: If the PCs do not stop *The Deleterious Grimoire* from blowing away, reduce each PC's gold earned by the amount listed below. If they also do not save Tsura, reduce each PC's gold earned by the amount listed in parentheses.

Subtier 1–2: Reduce each PC's gold earned by 37 gp (or 83 gp).

Out of Subtier: Reduce each PC's gold earned by 74 gp (or 211 gp).

Subtier 4–5: Reduce each PC's gold earned by 112 gp (or 340 gp).

B. THE FRISKY UNICORN

For wealthy visitors, a stay at the Frisky Unicorn in Citadel Crest is a must, if only to catch a glimpse of the famous pseudodragons who roost in the lodge's turret. The guest list currently includes Auralina Qualstair, a Taldan noblewoman with a merchant fleet at her command. Lady Qualstair's entourage includes her chef, Craik, an epicure who privately hopes to treat his mistress to a controversial recipe: pseudodragon eggs. Last night, Craik snuck into the turret to steal a few eggs, but the dragons objected, causing him to drop one egg before he escaped. Now, the nest is in an uproar, and the hotel's owner fears he might lose his main attraction, his most valued customer, or both.

As the PCs approach the Frisky Unicorn, they hear a cacophony of shrieks and growls from within. Periodically, tiny dragons dart out of windows in the turret before flying into other rooms to wreak havoc.

The rooms of the Frisky Unicorn are described below. The PCs hear a loud argument emerging from the kitchen.

B1. The Lobby: This spacious lobby features comfortable couches and tables laden with refreshments. Guests lounge on the couches, speculating idly about what could have pseudodragons so upset, while servants look toward the kitchen. The guests' theories are fanciful, and none of them is remotely close to the truth. Their most popular theory is that the inn's proprietor, Oliver Cadmion, decided to start charging them rent. A stack of flyers for the Green Market can be found on one table.

B2. Dining Room: Concerned guests take cover here, while servants hold a whispered conversation about what to do about the argument taking place in the kitchen.

B3. Private Dining Room: A guard stands at attention outside of the door to this private room. Within, Lady

B. The Frisky Unicorn



Ground Floor

1 square = 5 feet



The Turret

H : Hippogriff

Qualstair grows increasingly agitated, periodically bellowing “Where’s my breakfast?”, “Is this what passes for service in your ramshackle excuse for an inn?”, and similar statements.

B4. Kitchen: This area is detailed below.

B5. Bedrooms: These bedrooms contain spacious beds adorned with fine silk sheets, and furniture imported from Irrisen. Pseudodragons occasionally dart into these rooms and tear them apart, ripping drawers out of dressers and blankets off of beds, as well as scattering the guests’ belongings.

B6. Toilets and Servants’ Rooms: The eastern rooms contain cots for the inn’s servants. The western rooms hold toilets. A stick of incense burns at the end of the hallway, masking any odors.

B7. The Turret: This area is detailed on page 11.

B4. Kitchen

This well-appointed kitchen is in disarray. Several nervous cooks and other kitchen workers linger at the sides of the room, watching the loud argument unfolding in front of them. **Lomen**, the resident cook, and **Craik**, Lady Qualstair’s personal chef (LN male human experts 2), are bickering over how Lady Qualstair should

be served. Upon seeing the PCs, Lomen rushes to fetch the inn’s owner, while Craik surreptitiously asks, “Are you here about the beasties?” He confides his belief that at least one of the pseudodragons is actually a full-sized dragon—based upon the racket, he claims, although in truth, he got a firsthand glimpse of the turret’s largest inhabitant when he snuck up to steal the eggs.

After 1 minute, Lomen returns with the Frisky Unicorn’s proprietor, **Oliver Cadmion** (LG male human aristocrat 2). Cadmion mistakes the PCs for a team of pseudodragon experts whom he requested from the Acadamae. He says “his dragons” are normally docile, but something has agitated them, and now they are flying into guests’ rooms and tearing apart their belongings. So far, no one has been hurt, but Cadmion worries the creatures may become violent—or worse, move out, which would be a disaster for his business. He offers the PCs a reward if they can calm the creatures without killing them or driving them away.

Before they head upstairs, Craik takes one PC aside (his instincts lead him to choose any non-good PC, or else the shadiest-looking character) and offers to top Cadmion’s reward if they can bring him a single dragon egg, “for my mistress’s sake.” Unless intimidated, Craik does not mention his previous foray into the turret, nor

the two eggs he has hidden in the kitchen. A PC who searches the kitchen thoroughly and succeeds at a DC 16 Perception check finds the eggs hidden in the back of a cupboard containing specialized pans and trays (DC 20 in Subtier 4–5). They are the size of chicken's eggs, with brown speckles and a leathery surface. Identifying that the eggs come from a pseudodragon requires a PC to succeed at a DC 16 Knowledge (arcana) check, unless the PCs have already seen the pseudodragon eggs in area **B7**. Lomen or Oliver quickly recognize the eggs' origin.

The stairs in the southern end of the room lead down to a storage cellar. The Frisky Unicorn stores all of its food and some of its supplies in this room. The stored food does not include any eggs.

The Choosing: If the PC who drew The Foreign Trader interacts with Craik, offer her the chance to make a DC 16 Sense Motive check, with a +2 luck bonus, to notice the chef is hiding something (DC 20 in Subtier 4–5). The Sense Motive DC is lower in Subtier 1–2 to reflect Craik's growing unease over the situation.

B7. The Turret (CR 3 or CR 6)

A PC ascending the stairs to the turret can attempt a DC 15 Perception check to notice a shattered pseudodragon egg on the uppermost stair—Craik fumbled one of his three stolen eggs while fleeing last night. The doors into the turret room are unlocked. When the PCs enter, read or paraphrase the following.

Designed to emulate Castle Korvosa's Seawatch Tower, this turret is cramped but has a high ceiling, with wooden rafters crisscrossing overhead. Slim windows offer breathtaking views of the city and beyond. The furnishings are covered with drop cloths, which are themselves bedaubed with many seasons' worth of dragon droppings.

Creatures: A clutch of four pseudodragons live here, along with a curious adoptee: a juvenile hippogriff, whose egg the dragons "rescued" from the Sable Company stables last winter. Though still young, the hippogriff is larger than its adoptive brethren, so instead of roosting in the rafters, it hunkers in a recessed area near one of the windows. A PC entering the room must succeed at a DC 18 Perception check to notice it—though no such check is required to spot the fledgling pseudodragon who sits squalling in the rafters, 20 feet above the center of the room.

The other three members of the clutch are searching the rest of the hotel for their missing eggs, although the fledgling's cries summon one or more of them in 1d4 rounds (see Tactics below). The fledgling pseudodragon does not attack, and flies away if threatened.

The Choosing: If the PC who drew The Joke is in the room when the hippogriff attacks, offer him a DC 15

SCALING ENCOUNTER B7

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

Subtier 1–2: The young hippogriff is a runt. Decrease its maximum and current hit points to 13, its Fortitude save bonus to +2, its bite damage to 1d3, and its claw damage to 1d2.

Subtier 4–5: Two of the three pseudodragons are standard pseudodragons without the advanced template.

Sense Motive check with a +2 luck bonus to intuit that the hippogriff is just roughhousing, and might back down with a successful Handle Animal or wild empathy check.

SUBTIER 1–2 (CR 3)

JUVENILE HIPPOGRIFF

CR 1

Young hippogriff (*Pathfinder RPG Bestiary 2* 293, 156)

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 16 (3d10)

Fort +3, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft., fly 100 ft. (average)

Melee bite +3 (1d4), 2 claws +3 (1d3)

TACTICS

Before Combat Kitten-like, the juvenile beast does not understand the crisis of the lost eggs. Instead, it just wants to roughhouse, although its form of play is potentially lethal for its targets.

During Combat The hippogriff charges and bites the PC wearing the flashiest clothing. Then it delivers full attacks, switching targets if anyone else attacks it. A PC who succeeds at a DC 15 Sense Motive check discerns that the hippogriff is merely trying to play. It does not pursue PCs that leave the turret.

Morale A PC who succeeds at a DC 20 Handle Animal check or a DC 18 wild empathy check as a standard action convinces the hippogriff to retreat to its perch. As a free action, any of its three pseudodragon parents can make it stand down with a telepathic command. Otherwise, the hippogriff flees if it is reduced to 6 hit points or fewer.

STATISTICS

Str 11, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +3; **CMD** 18 (22 vs. trip)

Feats Dodge, Wingover

Skills Acrobatics +4 (+8 to jump), Fly +9, Perception +9; **Racial Modifiers** +4 Perception

PSEUDODRAGON CR 1

hp 15 (*Pathfinder RPG Bestiary* 229; see page 25)

TACTICS

Before Combat 1d4 rounds after combat begins, the hippogriff's pseudodragon sire flies in through the eastern window.

During Combat The pseudodragon attacks PCs threatening the hippogriff, or any PCs attempting to steal an egg (see *Treasure* below). He telepathically yells to them, "Get out, friends of egg thieves!" Even if the PCs are not attempting to steal eggs, he assumes they are friends of Craik.

Morale Though he fights furiously, the pseudodragon is willing to hear reason. A PC who succeeds at a DC 20 Diplomacy check as a standard action or who returns a stolen egg can initiate a telepathic parley (see *Development* below). However, if the PCs steal an egg or kill any member of his clutch (including the hippogriff), the pseudodragon fights to the death.



Pseudodragon

SUBTIER 4-5 (CR 6)

ANGRY PSEUDODRAGONS (3) CR 2

Advanced pseudodragons (*Pathfinder RPG Bestiary* 224, 229)

NG Tiny dragon

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)

hp 19 each (2d12+6)

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

Immune paralysis, sleep; **SR** 12

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee bite +8 (1d2), sting +8 (1d3)

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

TACTICS

Before Combat As in Subtier 1-2, except three pseudodragons arrive simultaneously from different windows.

During Combat As in Subtier 1-2.

Morale As in Subtier 1-2, except the Diplomacy skill check DC is 24. The PCs either convince all of the pseudodragons to stand down or none of them.

STATISTICS

Str 11, **Dex** 19, **Con** 17, **Int** 14, **Wis** 16, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +4 (-4 when jumping), Diplomacy +7, Fly +17, Perception +8, Sense Motive +8, Stealth +21 (+25 in Forests), Survival +8; **Racial Modifiers** +4 Stealth (improves to +8 in forests)

Languages telepathy 60 ft.

SQ poison

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 16; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

JUVENILE HIPPOGRIFF CR 1

Young hippogriff (*Pathfinder RPG Bestiary* 2 293, 156; see page 11)

hp 16

TACTICS

As in Subtier 1-2.

Treasure: The dragons have no treasure in the turret, but a nest inside a torch sconce in the northern wall contains one speckled pseudodragon egg. A PC attempting to steal the egg from under the pseudodragons' noses must succeed at a DC 20 Sleight of Hand check (during combat, the DC is 15). If the PC fails, the pseudodragons notice the attempt, and their attitudes become irreversibly hostile. Other treasures become available once the PCs

return from the turret (see *Development* below).

Development: If the PCs parley with the dragons, they describe a human matching Craik's description who snuck into the turret last night and stole three eggs (including the one dropped on the stairs). If the PCs retrieve the two remaining eggs (which are currently hidden in area **B4**), the pseudodragons agree to stay in the tower, and even reward the PCs in a surprising way (see the *Raising a Pseudodragon* sidebar on page 13). Cadmion rejoices at this outcome, and rewards the PCs with a gold statuette of a unicorn worth 450 gp (or a platinum statuette worth 1,500 gp in the higher subtier).

Alternatively, if the PCs deliver the final egg to Craik, he slips them a pouch of gems worth 450 gp (1,500 gp in the higher subtier), but Cadmion declaims the results as disastrous for his business, and bad luck for Korvosa itself. These two outcomes are designed to be mutually exclusive. If devious PCs somehow manage to claim both rewards, they receive an additional 83 gp on their chronicle sheet (250 in Subtier 4-5). However, the uproar when the PCs' treachery is finally discovered means they

failed their tasks here for the purposes of boons and the secondary success condition.

Once the crisis is resolved, the PCs can ask about the three harrow cards (see the Dark Fates sidebar on page 5) or inquire about a Varisian fortune-teller. Both Lomen and Cadmion report seeing such a woman in the lobby yesterday, depositing a stack of flyers for the Green Market. These flyers resemble the cards Foxglove gave to the PCs, but a DC 10 Linguistics check reveals they are forgeries, and no check is required to see that they bear an additional phrase: "Free samples to foreign visitors!" See the Goldtooth's Gambit sidebar on page 6 for the role these flyers play in Goldtooth's plot.

Rewards: If the PCs do not parley with the pseudodragons or deliver an egg to Craik, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 83 gp.

Out of Subtier: Reduce each PC's gold earned by 166 gp.

Subtier 4–5: Reduce each PC's gold earned by 250 gp.

C. THE KENDALL AMPITHEATER (CR 3 OR CR 6)

Located in Cliffside near the South Shore district, the Kendall Amphitheater is an architectural jewel in Korvosa's crown. Of the multitude that flock there to see plays, musical events, or non-violent competitions, few are aware that the structure surmounts a massive sinkhole. In fact, the Amphitheater's long-standing ban upon gladiatorial contests exists mostly to discourage subterranean predators to burrow upwards, drawn by the smell of blood.

When their investigations lead them here, the PCs find the Amphitheater's many doors closed but unlocked. With a successful DC 15 Perception check, the PCs can hear indistinct shouting and the sounds of combat emerging from within.

C1. Storage: This area is filled with stage props, costumes, wigs, and stage weapons.

C2. Dressing Room: These two rooms are used by the actors before going on stage.

C3. Backstage Hallway: These corridors lead to offices, workshops, and similar rooms.

RAISING A PSEUDODRAGON

Last autumn, the Frisky Unicorn pseudodragons impulsively stole a hippogriff egg to replace one of their own. Now the fledgling hippogriff is part of their family, and while they would never willingly part with her, they have begun to feel some guilt about the theft. When Craik steals their eggs, they feel like fate is punishing them.

They are relieved when the PCs return their eggs, but they still feel the urge to make amends for their mistake—by letting another child leave the nest.

Following an intense conference of chirps and growls, the three parents send their pseudodragon child down to perch on one PC's shoulder. Using telepathy, they inform the PC that their broodling needs a traveling companion and mentor to show her the world. They ask the PC to protect their child until she chooses to return home.

GMs should carefully consider which PC is best suited for this responsibility. Good-aligned sorcerers, wizards, rangers, or druids are best, although any PC who showed honor to the clutch might also qualify. The broodling has not yet chosen a name for herself, so PCs who befriend her may get to influence her choice. Accepting the pseudodragon grants the PCs the "Draconic Sidekick" boon.

The dragon remains an NPC for the rest of *Portent's Peril*. Though clever and kind-hearted, she knows little of the outside world, and her curiosity manifests at awkward times—disrupting social encounters, accidentally exposing stealthy characters, and the like. However, she can also be helpful, spotting clues that the PCs overlook. Use her sparingly, and in ways that enhance the fateful tone of the adventure.



**Flavicosos
Maximos**

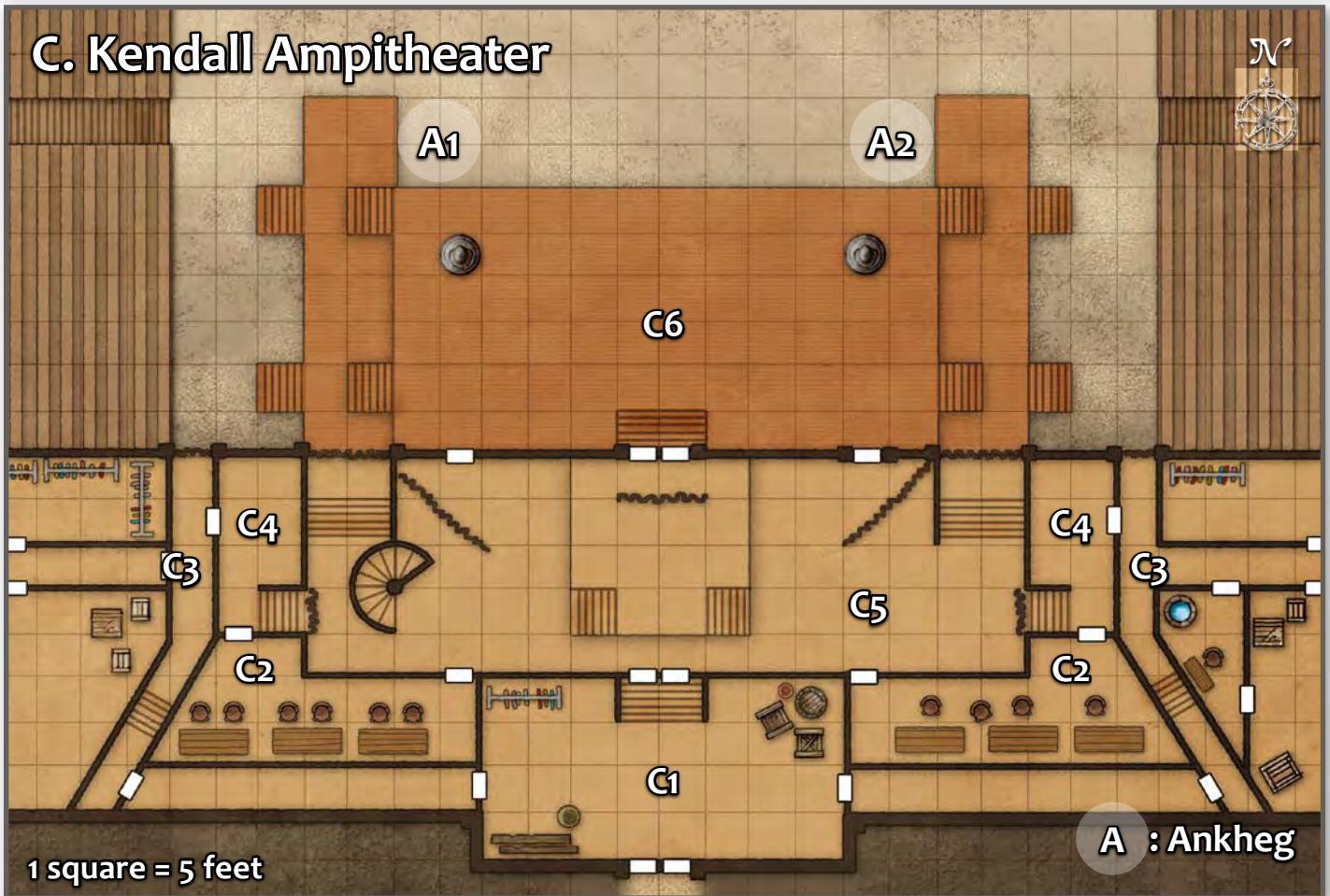
C4. Wings: These areas are kept empty to allow clear passage to the backstage area.

C5. Backstage: Heavy black curtains keep the audience from seeing too much of the backstage area.

C6. Stage: Two pillars flank the northern edge of this two-level stage.

The Choosing: As the PCs enter Kendall Amphitheater, offer the PC who drew *The Vision* the chance to attempt a Knowledge (engineering, history, local, or nature) check with a +2 luck bonus to learn some or all of the information below. That PC counts as being trained in

C. Kendall Amphitheater



SCALING ENCOUNTER C

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

Both Subtiers: The ankhegs already used their spit acid ability to burrow through the stage.

the Knowledge skill he chooses even if he doesn't have any ranks in it.

15+: Pillars and buttresses near the auditorium's wooden base suggest that the theater is ingeniously secured above a wide depression in the ground.

20+: The hole must be the fabled Kendall Vault, a cave complex from which subterranean creatures have been rumored to emerge.

25+: The presence of the Vault explains the rule that contests held at Kendall Amphitheater must be bloodless, since burrowing predators would be drawn to the scent.

Creatures: When the PCs enter, they see a group of 12 performers scrambling about the stage, rehearsing several scenes at once. The Andoren Chameleons are a troupe of tragedians renowned for their powers of disguise. Their hectic rehearsal of *The Gambler's Tragedy*, which opens

tomorrow, includes a rapier fight between **Hamm the Lesser** and **Flavicomos Maximos** (N male human experts 2). Nearby, the company's manager, Maestro **Bellowskin** (NG male gnome expert 3) tugs at his white top hat nervously.

The PCs' arrival triggers a mishap and sets in motion a potentially deadly chain of events. Choose a particularly loud or flashy PC to create the distraction (the pseudodragon from area **B** is another candidate, if she has joined the PCs by now). Even if the PCs are being discreet, Maestro Bellowskin spots them, and leaps up, shrieking "Closed rehearsal!" startling the stage combatants, and causing Hamm's sword to slip and graze Maximos's arm. If the PCs prove utterly sneaky, an ill-timed thunderclap can create the same effect.

Although the wound is minor (1d6 points of damage), Bellowskin decries it as "an utter disaster," since "Maximos's sword arm is the only stageworthy part of the buffoon!" The ensemble quarrels over how they'll adapt. Hamm suggests that a sword-wielding PC replaces the actor, using some of the troupe's "mask powder" to disguise the PC as Maximos. During these exchanges, the Chameleons' attitudes remain unfriendly, although Maximos's attitude shifts to friendly if the PCs offer him healing, magical or otherwise.

Meanwhile, the scent of blood draws one or more ankhegs up from the Vaults. It takes the creatures 2 minutes to arrive. Two rounds before their arrival, any PC who succeeds at a DC 25 Perception check hears a low scraping sound as the beasts burrow through the understage. One round later, any PC who succeeds at a DC 15 Perception check smells a caustic stench (the ankhegs' acid). Finally, the beasts emerge from beneath the stage to attack. If no PC succeeded at either Perception check, the PCs are surprised.

The Choosing: If the PC who drew The Idiot interacts with Flavicomos Maximos, offer her a Sense Motive check with a +2 luck bonus. With a successful DC 18 check, the PC observes that Maximos seems to be hiding something, shuffling guiltily whenever the actors mention "mask powder."

SUBTIER 1-2 (CR 3)

ANKHEG **CR 3**
hp 28 (*Pathfinder RPG Bestiary* 15; see page 24)

TACTICS

During Combat The ankheg climbs onto the stage and attacks the nearest target with its bite and grab attack. It attempts to drag its prey beneath the stage, but drops that foe and switches targets if attacked.

Morale If reduced to half its hit points, the ankheg spits acid and then attempts to retreat underground.

SUBTIER 4-5 (CR 6)

ADVANCED ANKHEGS (2) **CR 4**
 Advanced ankhegs (*Pathfinder RPG Bestiary* 294, 15)
 N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +10

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)
hp 34 each (3d10+18)
Fort +8, **Ref** +5, **Will** +4

OFFENSE

Speed 30 ft., burrow 20 ft.
Melee bite +7 (2d6+7 plus 1d4 acid and grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks spit acid

TACTICS

As in Subtier 1-2.

OPTIONAL ENCOUNTER

If the PCs have less than 1 hour remaining in which to complete the scenario, omit encounter **D**.

STATISTICS

Str 20, **Dex** 14, **Con** 21, **Int** 5, **Wis** 17, **Cha** 10
Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 21
Feats Skill Focus (Perception), Toughness
Skills Climb +10, Perception +10

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 16 half). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.



Symbol of Groetus

Development: If the PCs protect the Chameleons from the ankhegs, the NPCs' attitudes become helpful. If questioned about the three harrow cards, they are enthusiastically helpful (see the Dark Fates sidebar on page 5), but if asked about the fortune-teller, Flavicomos Maximos becomes gruff and evasive. A PC who succeeds at a DC 15 Bluff, Diplomacy, or Intimidate check (DC 19 in Subtier 4-5) prompts his confession: earlier today, he sold a packet of the troupe's "mask powder" to a Varisian fortune-teller who repeatedly asked if the magic could make her appear Qadiran (see the Goldtooth's Gambit sidebar on page 6 for more information).

Treasure: If the PCs prevented the ankhegs from capturing and devouring any of the actors, Bellowskin rewards them with another pack of "mask powder"—that is, *dust of illusion*. Additionally, at the higher subtier, Maximos shyly offers his favorite PC his lucky coin, which he says, "helps me remember my lines, sometimes." It is a *coin of the untrodden road* (*Pathfinder RPG Ultimate Equipment* 289).

D. DOOMSAYER'S WARNING (CR 2)

This roleplaying encounter occurs after the PCs have visited all three card-based locations. If they have not

E. The Green Market



- G : Jaelle Goldtooth
- M : Mercenary
- Q : Lady Qualstair
- Z : Zeeva Foxglove

1 square = 5 feet

yet pieced together Goldtooth's plot (see the Goldtooth's Gambit sidebar on page 6), this encounter can fill in the blanks and persuade them to hurry back to the Green Market to avert one last disaster.

Creatures: **Gorlak** (CN male half-orc adept 4) is a zealous street preacher, prophesying blood and destruction in Groetus's name. Most passersby dismiss Gorlak's lunatic screeds—yet while the doomsayer is unquestionably insane, he has recently been blessed with a rare vision featuring the PCs. When he spots them, his raven familiar shrieks “Blood!” and Gorlak leaps down from his barrel to offer the PCs “a smear of what the future wreaks.” A wild-eyed half-orc clad in bloody rags and rusty chains, Gorlak entices the PCs with cryptic references to “disasters past, but more yet to come.” A PC who succeeds at a DC 15 Knowledge (religion) check recognizes the holy symbol worn by Gorlak as that of Groetus, god of the end times. His followers often wander the world lost in their own dark thoughts, shouting predictions of suffering and doom.

If any PCs agree to let Gorlak read their fortunes, he performs a unique divination ritual: cutting the PCs' hands with his jagged holy symbol (or, if they all refuse, cutting himself instead), he smears blood across the cobblestones to spell out the answers to three questions. Regardless of the questions the PCs ask, however, his visions prompt the following replies.

- “A Gael stirs the embers of war, if Finders tarry.”
- “Tears fall on fruit, if Finders tarry.”
- “One gold tooth bites and a green place turns red, if Finders tarry.”

From these riddles, Gorlak realizes that the longer it takes the PCs to reach their destination, the likelier a disaster will be. In a twisted attempt to appease his patron, he tries to delay the PCs further by taunting, grabbing, and generally harassing them.

The Choosing: If a PC drew The Inquisitor, offer her a Bluff or Intimidate check against Gorlak (see Tactics below) with a +2 luck bonus.

BOTH SUBTIERS (CR 2)

GORLAK

CR 2

Doom prophet (*Pathfinder RPG NPC Codex* 245; see page 24)

hp 30

TACTICS

During Combat A coward at heart, Gorlak does not attack the PCs outright, but he tries to goad them into harming him, so that he may revel in holy pain.

Morale Gorlak continues hounding the PCs until they reach the Green Market unless one of them drives him away

DIRTY TRICKS

This adventure features the following items that do not appear in *Pathfinder RPG Ultimate Equipment*.

Blackfingers Paste: This inky paste aids unskilled poison-users. When smeared on the fingers, a dose of blackfingers paste prevents accidental poisoning while applying poison to a weapon, as if the user possessed the poison use ability. A single dose of blackfingers paste lasts for 1d6 hours, but the black stains the stuff creates on the user's fingers lasts for days. A single dose of this alchemical item costs 50 gp. This substance originally appeared in *Pathfinder Campaign Setting: Rival Guide*.

Crocodile's Tears: Unlike most ingested poisons, this rare Qadiran concoction takes effect swiftly, causing the victim to choke, cough, and convulse as her throat swells shut. The poison inflames the victim's lips, nostrils, and tear ducts, provoking the copious tears that give this heinous poison its name. One dose costs 1,000 gp.

Poison—ingested; *save* Fort DC 18; *onset* 1 round; *frequency* 1/minute for 4 minutes; *effect* 1d4 Con damage; *cure* 2 consecutive saves

with a successful DC 18 Bluff or Intimidate check (at the higher subtier, DC 22). Alternatively, if a PC attacks or even threatens his raven familiar, Gorlak bursts into tears and scrambles away. The PCs may use other creative solutions to drive him off.

Development: If Gorlak manages to follow the PCs all the way to the market without getting chased off, he delays them enough to alter the events in that encounter. See encounter E below for more information.

E. THE GREEN MARKET

If the PCs find themselves adrift after their investigations, the GM can remind them that Zeeva Foxglove expects a report on their findings. The cards she handed them when she introduced herself contain her address at the Green Market in South Shore, but practically any Korvosan can direct the PCs there.

When the PCs enter the market, read or paraphrase the following description.

Customers from every district of Korvosa and beyond crowd the kiosks and surround the stalls that comprise the Green Market. Along with its vast selection of imported and domestic produce, clothing, jewelry, and wine, the high-roofed, barn-like building boasts several impressive features, including a central fountain, an indoor green park at its northern end, and numerous glass skylights that can be accessed and opened with ladders and extending poles.

SCALING ENCOUNTER E

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

Subtier 1-2: Remove the giant wasp and shadow essence poisons from Goldtooth's weapons and her gear.

Subtier 4-5: Remove the giant wasp and shadow essence poisons from Goldtooth's weapons and her gear. Zeeva Foxglove carries a *potion of cure moderate wounds*. If a PC falls unconscious, she feeds the potion to that PC.

The Green Market has wooden walls (hardness 5, hp 20, break DC 23) and 25-foot-high ceilings. During the day, the iron gates at its southern entrance are kept open, while the northeast corner includes an unlocked wooden door and a loading bay.

Hazard: The Green Market is congested with customers noisily browsing, gossiping and haggling with merchants. When the PCs arrive, treat all squares inside the market as crowded, except those already occupied with stalls or other large objects. The crowds provide cover to anyone moving through them, and crowded squares count as difficult terrain for the purposes of calculating movement.

If violence erupts, the crowds surge away from danger at 30 feet per round at initiative count 0, unless otherwise directed. It takes a successful DC 15 Diplomacy check (as a full-round action) or DC 20 Intimidate check (as a free action) to affect the crowds' movements. For more information about crowds, see page 436 of the *Pathfinder RPG Core Rulebook*.

Creatures: When the PCs arrive, Lady **Auralina Qualstair** (N female human aristocrat 2) is engaged in some informal trade negotiations with Zeeva Foxglove. As they tour the market, Lady Qualstair samples the produce; she is currently lingering beside a crate of Varisian blondberries.

Jaelle Goldtooth lurks nearby, mere moments away from assassinating the noblewoman. Goldtooth is magically disguised as a Qadiran woman. Her fingers bear telltale smears of blackfingers paste (see the Dirty Tricks sidebar on page 17). A PC who sees her fingers identifies the substance with a successful DC 18 Craft (alchemy) check. In the higher subtier, two mercenaries also hide nearby, with instructions to protect Goldtooth if she is exposed.

Unless Gorklak delayed the PCs (see encounter **D** above), they arrive on round 1 of the following series of events. If Gorklak successfully delayed them, they arrive on round 3. Each event happens at initiative count 10. A PC must succeed at a DC 20 Perception check to spot Goldtooth (DC 24 in Subtier 4-5) unless otherwise noted. The swindler switches to the actions outlined in her tactics as soon as the PCs spot her.

Round 1: Goldtooth stealthily approaches the crate of blondberries while extracting a vial of crocodile's tears poison from a pouch on her belt (see the Dirty Tricks sidebar on page 17 for more information about this poison). She also uncaps the vial. A successful DC 24 Perception check is necessary to spot her (DC 28 in Subtier 4-5), although PCs gain a +2 circumstance bonus if they state they are searching the crowd for Qadirans, and another +2 circumstance bonus if they specifically look for evidence of poison or blackfingers paste. These two bonuses stack.

Round 2: Goldtooth pours poison onto the crate of blondberries, drops the vial on the ground, and moves 15 feet through the crowd toward the northeast exit. PCs must succeed at a DC 20 Perception check to observe this action (DC 24 in Subtier 4-5). The bonuses from round 1 still apply.

Round 3: Lady Qualstair pops a blondberry into her mouth (no checks are required to observe this). Goldtooth turns to see if her quarry has been poisoned and moves 15 feet through the crowd toward the nearest exit. A PC must succeed at a DC 20 Perception check to notice her (DC 24 in Subtier 4-5). The bonuses from Round 1 still apply.

Round 4: Lady Qualstair fails her saving throw against the poison and begins to choke and convulse (see Development below). Goldtooth moves 30 feet through the crowd towards the northeast exit, making no effort to hide.

Round 5+: Goldtooth moves 30 feet through the crowd towards the northeast exit, making no effort to hide.

The Choosing: The PC who drew The Snakebite gains a +2 luck bonus on his first Perception check to spot Goldtooth in the crowd. The PC who drew The Rakshasa gains a +2 luck bonus on her first Heal check to treat poison during this encounter. If the PCs did not encounter Gorklak in area **D**, the PC who drew the Inquisitor gains a +2 bonus on his first Perception or Sense Motive check against Jaelle during the combat encounter with her.

Hazard: If Jaelle Goldtooth chooses to throw a flame fountain firework (see her Tactics on page 19), a fire erupts in its square. Each round on initiative count 10, the fires spread to one adjacent 5-foot square for every two squares that are already burning (for example, a fire with four 5-foot squares ignites two more, six 5-foot squares ignites three more, and so on). Only squares with market stalls or other wooden structures can burn, and if there isn't enough space for the fire to spread into its maximum number of squares, it merely spreads as far as it can. Whenever a PC moves through a space that is on fire or starts her turn in a space that is on fire, she must succeed at a DC 15 Reflex save or catch on fire, taking 1d6 points of damage that round and every round she remains on fire

(see page 444 of the *Pathfinder RPG Core Rulebook* for full rules on catching on fire).

A PC can extinguish a 5-foot square with a successful DC 15 Survival check; for every 5 points by which the check exceeds the DC, the PC extinguishes 1 additional adjacent square. Casting *create water* has a 50% chance of extinguishing a square, while higher-level spells with the cold or water descriptor extinguish 1 square per spell level squared (1 square with a 1st-level spell, 4 squares with a 2nd-level spell, and so on) unless the spell specifies otherwise. Encourage the players to come up with other creative ways of extinguishing the flames.

SUBTIER 1-2 (CR 3)

JAELE GOLDTOOTH CR 3

Female half-elf rogue
(Szarni swindler) 4
(*Pathfinder Player Companion: The Harrow Handbook* 13)
NE Medium humanoid
(elf, human)

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

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

hp 33 (4d8+8)

Fort +2, **Ref** +8, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk short sword +8 (1d6+2 plus poison/19-20)

Ranged harrow cards +8 (1d4+2 plus poison)

Special Attacks sneak attack +2d6

TACTICS

Before Combat Goldtooth has already anointed her sword with giant wasp poison and three of her harrow cards with shadow essence. As soon as the PCs spot her, she activates her let fate decide ability. GMs can determine the outcome by flipping a coin, or by having the PCs randomly select one of two harrow cards (see below).

During Combat If she draws the Avalanche, Goldtooth gains a +2 luck bonus on her Climb checks for 1 minute. She moves to the eastern wall and attempts to scale a ladder to one of the open skylights. She then launches poisoned harrow cards at the PCs using her card sharp rogue talent and Distance Thrower feat. If any PCs climb the ladder, she

shatters the skylight from above, delivering 1d4 points of slashing damage to anyone directly below (Reflex DC 15 half). Finally, she draws her short sword and readies a sneak attack against the first PC up the ladder.

If she draws the Uprising, Goldtooth gains a +2 luck bonus on her Bluff checks for 1 minute. With a cry of "Qadira shall dance on your ashes!" she throws her flame fountain firework 10 feet onto the nearest market stall. This action also serves as a diversion to hide from the PCs. If Goldtooth succeeds at a Bluff check opposed by the PCs' Sense Motive checks, she gains the opportunity to attempt a Stealth check hide among the crowd. Every round thereafter, the panicked crowd kicks the hissing, blazing tube an additional 10 feet in a random direction. Any time the firework lands on a square occupied by a stall, it sets the stall on fire. If the fire is not doused, it spreads to nearby stalls. See the Hazard section for rules on the fire's spread and the ways the PCs can douse it. The firework itself winks out after 10 rounds.

Meanwhile, Goldtooth sneaks up on the

PCs and uses her false attacker rogue ability to maintain cover and total concealment while striking the PCs with her short sword.

Morale If brought to fewer than 10 hit points, Goldtooth surrenders, offering to lay her "cards on the table" about Madreki Gael's plot, provided the PCs promise to be merciful.

STATISTICS

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

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

Feats Deadly Dealer (see below), Distance Thrower^{UC}, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +6 (+2 when jumping), Bluff +8, Climb +6, Diplomacy +7, Disguise +7, Knowledge (local) +6, Perception +8, Profession (gambler) +7, Sense Motive +0, Sleight of Hand +8, Stealth +11; **Racial Modifiers** +2 Perception

Languages Common, Elven, Varisian

SQ elf blood, let fate decide, poker face, quicker than the eye, rogue talents (card sharp, false attacker; see below)

Combat Gear *potion of cure light wounds*, *potion of undetectable alignment*, giant wasp poison, shadow essence (3); **Other Gear** +1 *studded leather*, flame fountain firework^{UE}, harrow deck^{UE} (54 cards), mwk short sword, disguise kit, mwk thieves' tools, 75 gp



Jaelle Goldtooth

SPECIAL ABILITIES

Card Sharp This rogue talent grants Jaelle the Deadly Dealer feat (see below). The talent appears in *Pathfinder Player Companion: The Harrow Handbook*.

Deadly Dealer Jaelle throw a card as though it were a dart, with the same damage, range, and other features. Harrow cards are treated as masterwork weapons when thrown using this feat, but are destroyed after they are thrown. This feat appears in *Pathfinder Player Companion: The Harrow Handbook*.

False Attacker (Ex) Whenever Jaelli strikes a foe from hiding, she can attempt a Bluff check as an immediate action before rolling damage to convince the foe that another creature was the attacker. She attempts to convince the PCs that her attacks emerge from within the crowds. This Bluff check is opposed by the target's Perception or Sense Motive check, whichever has a higher bonus. It applies the normal modifiers for convincing a creature of a falsehood, but can be accomplished with just physical trickery (a shared language is not required). For example, she does not take a penalty on this Bluff check if the markets are still full of crowds, as there is another plausible origin for the attack. The GM should use her discretion to apply increasing penalties based on how little of the crowd remains in the Green Market. If the Bluff check is successful, and Jaelli maintains concealment or cover, her stealth does not end. This rogue talent appears in *Pathfinder Player Companion: Heroes of the Streets*.

Let Fate Decide (Ex) Jaelli can declare two different actions that rely on different types of rolls or checks, such as attacking a creature (an attack roll) or sneaking past the same creature (a Stealth check). As a standard action, she can use a random method to choose one of the declared activities, such as flipping a coin, rolling a die, or drawing a harrow card. If she performs the chosen activity by the end of the next round (most likely, on her next turn), she gains a +2 luck bonus on the roll type required for that activity—attack rolls with a specific weapon, a specific skill check, a specific ability check, or a specific saving throw—for 1 minute. If the swindler does not perform this action in the round after using this ability, she becomes shaken for 1 minute instead. She can use this ability three times per day.

Poker Face (Ex) Jaelli gains a +1 bonus on Bluff, Profession (gambler), and Sense Motive checks. She can also attempt to feint against non-humanoid targets without penalty, though she still takes a -8 penalty on feint attempts against creatures with animal intelligence and she cannot feint against mindless creatures.

Quicker Than the Eye (Ex) When Jaelli uses Sleight of Hand, creatures take a -2 penalty on their Perception checks to notice the attempt. She also reduces the normal -20 penalty when attempting a Sleight of Hand check as a move action instead of as a standard action to -16. Lastly, she can draw

hidden weapons or objects from her person as a move action instead of the usual standard action.

ZEEVA FOXGLOVE

CR 3

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

CG Medium humanoid (human)

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

DEFENSE

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

hp 22 (4d6+6)

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

OFFENSE

Speed 30 ft.

Melee unarmed strike +1 (1d3-1)

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

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

2nd—*augury*, *fog cloud*, *locate object*

1st—*charm person* (DC 14), *command* (DC 14), *identify*, *unseen servant*

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

TACTICS

During Combat Zeeva is unarmed and ill prepared for combat.

She tries to stay out of harm's way, using her fortune and healing hexes to assist the PCs. If directly threatened, she takes the total defense action.

Morale If all the PCs are knocked unconscious or killed, Zeeva defends her marketplace to the death.

STATISTICS

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

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

Feats Alertness, Dodge, Iron Will, Extra Hex^{APG}

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

Languages Common, Infernal, Shoanti, Varisian

SQ witch's familiar (cat named Nimeeta)

Gear *wand of reduce person* (12 charges)

SUBTIER 4-5 (CR 6)

JAELE GOLDTOOTH

CR 3

hp 33 (see page 19)

TACTICS

As Subtier 1-2.

SCZARNI MERCENARIES (2)

CR 3

Male charlatans (*Pathfinder RPG NPC Codex* 145; see page 24)

hp 21 each

Gear The mercenaries carry 29 gp, rather than 129 gp.

TACTICS

During Combat The mercenaries hide in the crowd until

any PCs pursue Goldtooth into the northern half of the marketplace. Then they sneak attack with their rapiers, flanking if possible.

Morale Fearing reprisal from Madreki Gael if they back down, the mercenaries fight to the death.

ZEEVA FOXGLOVE

CR 3

hp 22 (see above)

TACTICS

As Subtier 1–2.

Development: Defeating Jaelle Goldtooth is only half a victory; to avert the last disaster, the PCs must also save Lady Qualstair's life. If the PCs were unable to prevent her from eating the poisoned berry, Lady Qualstair dies within 5 minutes unless treated. To treat the poison, a PC must succeed at two DC 18 Heal checks—the first occurring 10 rounds after she ingested the poison, and the second 10 rounds after that. The PCs may instead use magic such as *neutralize poison*. Even a *delay poison* spell or potion (such as the one the PCs may have found in area A) is sufficient to grant the noblewoman time to obtain stronger curative magic from a church. While the PCs are attempting to treat the poison, Zeeva runs out to the street while yelling for help in an attempt to bring any nearby clerics to help. In Subtier 1–2, Zeeva's familiar Nimeeta helps the PCs treat the poison, giving them a +2 bonus on both Heal checks.

Treasure: If the PCs save Lady Qualstair's life, she makes a public show of thanks, rewarding them with a necklace of yellow garnets and black onyxes worth 400 gp. In Subtier 4–5, the gift is instead a gold tiara with black pearls worth 1,000 gp.

CONCLUSION

The adventure assumes that the PCs investigate areas A, B, and C before returning to the Green Market. If they complete only one of these encounters before going to the Green Market, run encounters D and E as written, but have Zeeva Foxglove send the PCs out again thereafter to ensure that no more disasters are waiting to strike. If they reach a dead end, Foxglove can perform a divination to send them to any locations they missed.

If the PCs capture Goldtooth alive, she bitterly reveals Madreki Gael's plot (see the Goldtooth's Gambit sidebar on page 6). She knows little of Gael's current whereabouts—their last rendezvous was over a month ago in Kaer Maga—and she does not know the names of the Sczarni black marketeers who equipped her with poisons. If the PCs turn her over to the Korvosan

authorities as Zeeva Foxglove recommends, Goldtooth laughs and boasts, "I already dodged their dungeons once. My luck will hold."

Unless the PCs inquire first, Foxglove asks Goldtooth why the Yellow Prophet frightened her during their initial reading. Goldtooth laughs off Foxglove's fears, declaring, "Dark fates and prophecies. All just part of the game." If the PCs point out that the harrow cards helped apprehend her, she begrudgingly admits their power. When Foxglove or the PCs inspect Goldtooth's harrow deck, the Yellow Prophet is nowhere to be found. If the PCs do not consider their victory to be satisfying, Foxglove reassures them, pointing out the PCs' diligent detective work helped prevent several disasters of varying scales.

As long as the PCs saved Lady Qualstair, Zeeva Foxglove performs a harrowing for them. This harrowing proves to be particularly auspicious—each PC earns the Fortune's Return boon on her Chronicle sheet. If the PCs succeeded at all of their efforts, have each player cross off two of the entries from below the boon. For each of areas A, B, and C in which the PCs did not avert disaster—where "averting disaster" means earning credit toward their secondary success condition in that area—have each player cross off one more entry. If the PCs report failing in any of their endeavors, Foxglove admits that sometimes fate cannot be cheated. In some cases, the PCs' presence may have actually contributed to distractions or disasters, in which case Foxglove blames herself for dispatching them in the first place—after all, as she points out, the Yellow Prophet is a card of paradox and self-fulfilling prophecies. "Perhaps," she says, "Korvosa is better off without it."

PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary success conditions for this scenario if they defeat Jaelle Goldtooth and save the life of Lady Auralina Qualstair. Doing so earns each PC 1 Prestige Point

SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary success conditions if they complete three or more of the following five tasks: return the two stolen eggs to the pseudodragons, rescue the Varisians affected by the collapsing floor; defeat the ankhegs before they harm any NPCs, deduce that Lady Qualstair is Jaelle Goldtooth's target before returning to the Green Market, and intervene in Goldtooth's scheme before Lady Qualstair eats the poisoned blondberry. Doing so earns each PC 1 Prestige Point.

PLAYER HANDOUT #1: THE MISSION

Greetings,

I will cut straight to the point. The owner of the Green Market, Zeeva Foxglove, needs our help. I'd normally require a more substantial explanation than what she's given us, but Zeeva is a friend, and she knows a thing or two about prophecies. If she says disaster is about to strike Korvosa, I believe her.

Time is of the essence. When you receive this message, head to Korvosa at once. Travel to Eodred's Square and inform the local guards that you are looking for Zeeva, and she will come out to meet you. I've enclosed a letter of credit that should be sufficient to secure you passage to Korvosa. Best of luck to you, Pathfinders. I look forward to reports of your success.

Venture-Captain Sheila Heidmarch

PLAYER HANDOUT #2: CARDS OF DARK FATE



GM REFERENCE: THE SUIT OF BOOKS



APPENDIX: STAT BLOCKS

The following stat blocks appear in this scenario.

ANKHEG CR 3

Pathfinder RPG Bestiary 15

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 28 (3d10+12)

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

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks spit acid

STATISTICS

Str 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +8, Perception +8

ECOLOGY

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 half). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

CHARLATAN CR 3

Pathfinder RPG NPC Codex 145

Human rogue 4

CN Medium humanoid (human)

Init +2; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 21 (4d8)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6-1/18-20)

Ranged light crossbow +5 (1d8/19-20)

Special Attacks sneak attack +2d6

Rogue Spell-Like Abilities (CL 4th, concentration +5)

3/day—*prestidigitation*

2/day—*disguise self*

TACTICS

Before Combat The charlatan attempts to use Bluff or Disguise to avoid combat.

During Combat The charlatan uses Improved Feint to make sneak attacks while trying to escape.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Expertise, Deceitful, Improved Feint

Skills Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +11

Languages Common, Elven

SQ rogue talents (major magic, minor magic), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *scroll of bless*, *scroll of burning hands*, *scroll of cure light wounds*, *scroll of magic missile*, alchemist's fire (2), holy water, thunderstone;

Other Gear+1 *studded leather*, light crossbow with 10 bolts, mwk rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp

DOOM PROPHET CR 2

Pathfinder RPG NPC Codex 245

Half-orc adept 4

CE Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 30 (4d6+16)

Fort +3, **Ref** +1, **Will** +6

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +7 (1d8+4)

Ranged mwk sling +3 (1d4+4)

Adept Spells Prepared (CL 4th; concentration +6)

2nd—*darkness*

1st—*burning hands* (DC 13), *cause fear* (DC 13), *command* (DC 13)

0 (at will)—*detect magic*, *guidance*, *read magic*

TACTICS

Before Combat The doom prophet reads his *scrolls of bear's endurance* and *bull's strength*.

Base Statistics Without *bear's endurance* and *bull's strength*, the doom prophet's statistics are **hp** 22; **Fort** +1; **Melee** mwk heavy mace +5 (1d8+2); **Ranged** mwk sling +3 (1d4+2); **Str** 14, **Con** 11; **CMB** +4; **CMD** 14.

STATISTICS

Str 18, **Dex** 10, **Con** 15, **Int** 9, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 16

Feats Skill Focus (Intimidate), Toughness

Skills Fly +3, Intimidate +7, Knowledge (religion) +3

Languages Common, Orc

SQ orc blood, summon familiar (bat), weapon familiarity

PSEUDODRAGON

CR 1

Pathfinder RPG Bestiary 229

NG Tiny dragon

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

DEFENSE

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

hp 15 (2d12+2)

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

Immune paralysis, sleep; **SR** 12

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee sting +6 (1d3–2 plus poison), bite +6 (1d2–2)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

STATISTICS

Str 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6; **Racial Modifiers** +4 Stealth (improves to +8 in forests)

Languages Draconic; telepathy (60 ft.)

DESCRIPTION

This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger.

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.



PORTENT'S PERIL

Pathfinder Society Scenario #8-01: Portent's Peril

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court
 A B C D

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
 System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Portent's Peril © 2016, Paizo Publishing, LLC; Author: Scott Sharplin.



Pathfinder Society Scenario #8-01: Portent's Peril

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Draconic Sidekick: You returned several stolen pseudodragon eggs to their clutch. Now, the pseudodragons of the Frisky Unicorn have selected you as the traveling companion and mentor for one of their hatchlings. The young pseudodragon has not yet chosen her name, and she allows you to help her decide. As long as you do not mistreat your new ally and your alignment does not become evil at any time, she agrees to travel with you. You may use this boon in one of two ways. First, you may take a pseudodragon (*Pathfinder RPG Bestiary* 229) as a familiar with the Improved Familiar feat as long as you are a spellcaster of at least 5th level (rather than 7th). This pseudodragon's sting counts as silver for the purposes of bypassing damage reduction.

Alternatively, you may cross this boon off your chronicle sheet to gain a pseudodragon that follows you loyally for one adventure. Its sting also bypasses DR/silver, as the pseudodragon familiar. This pseudodragon allows you to bypass the normal limit of one combat creature per player per scenario.

Fortune's Return: Despite the ill omens of the Yellow Prophet, you saved Lady Qualstair from assassination and prevented unfortunate accidents from carrying deadly consequences. You gain up to four of the six abilities below (your GM will tell you if you did not earn all four). Cross off the ones you do not choose.

You may activate an ability that you did not cross off by checking off the box next to it. Doing so grants you a +1 luck bonus on an attack roll, saving throw, skill check, or ability check associated with the corresponding ability score. Apply the bonus before you roll. The bonus increases to +2 if you use it for the specific use listed below.

- The Suit of Hammers (Strength):* Sundering or otherwise breaking an object
- The Suit of Keys (Dexterity):* Picking a lock
- The Suit of Shields (Constitution):* Fortitude saves or Constitution checks against fatigue or exhaustion
- The Suit of Books (Intelligence):* Performing research
- The Suit of Stars (Wisdom):* Avoiding getting lost or otherwise navigating
- The Suit of Crowns (Charisma):* Speaking to a person in a position of authority

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	255	509

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	597	1,194

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	940	1,879

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD		
	Starting XP	
+	XP Gained (GM ONLY)	<small>GM's Initials</small>
=	Final XP Total	

EXPERIENCE		
	Initial Prestige	Initial Fame
+	Prestige Gained (GM ONLY)	<small>GM's Initials</small>
-	Prestige Spent	
	Current Prestige	Final Fame

FAME		
	Starting GP	
+	GP Gained (GM ONLY)	<small>GM's Initials</small>
+	Day Job (GM ONLY)	<small>GM's Initials</small>
-	Gold Spent	
=	Total	

All Subtiers	Subtier 4-5
<i>blackfingers paste</i> (50 gp; <i>Pathfinder Campaign Setting: Rival Guide</i> 53) <i>dust of illusion</i> (1,200 gp) <i>flame fountain firework</i> (100 gp; <i>Pathfinder RPG Ultimate Equipment</i> 106) <i>giant wasp poison</i> (210 gp, limit 1) <i>Harrow deck</i> (100 gp; <i>Pathfinder RPG Ultimate Equipment</i> 66) <i>potion of delay poison</i> (300 gp) <i>potion of undetectable alignment</i> (300 gp) <i>shadow essence</i> (250 gp, limit 3)	<i>coin of the untrodden road</i> (6,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 289) <i>potion of cure moderate wounds</i> (300 gp) <i>scroll of neutralize poison</i> (CL 9th; 900 gp, limit 1)

For GM Only

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