



Year of the Open Road



PATHFINDER SOCIETY

BURDEN OF ENVY

By Lysle Kapp

PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1–12: Burden of Envy is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1–4; Subtiers 1–2 and 3–4). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Burden of Envy makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as *Pathfinder Flip Mat: Docks* and *Pathfinder Flip Mat Classics: Warehouse*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides/>.



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GM SYNOPSIS

This adventure has numerous social challenges, with combat concentrated during the latter part of the adventure. Since this adventure includes navigating a large cityscape, the encounters within can happen in any order.

ADVENTURE BACKGROUND

Runelord Belimarius rules the western kingdom of Edasseril in New Thassilon through strict edicts, cruel acts, and a fervent bureaucracy. Upon magically emerging from the ancient past and into the modern day along with her capital city, Xin-Edasseril, Belimarius quickly seized the surrounding territories to expand her burgeoning nation. Despite her harsh rule, not all of Belimarius' subjects revile her. Some citizens credit Belimarius' foresight for their survival from the ravages of Earthfall. Others are grateful to the runelord for deposing the unpopular King Opir Eightfingers, who had ruled the nearby region before her city's return. Still others simply admire Belimarius, hoping to emulate her rise to power.

Most subjects, however, chafe under Belimarius' rule. Desiring freedom from the runelord's oppression is risky. Belimarius sees such "deserters" as traitors for daring to claim that any land could be superior to one under her rule. Accordingly, Belimarius threatens anyone attempting to flee her realm without permission with summary execution—sans trial.

Guaril Karela, influential leader within the Sczarni crime syndicate and former associate of the Pathfinder Society is never one to let an opportunity for profit pass him by. He has offered those seeking to flee Belimarius' rule the means to escape Edasseril's borders... for the right price.

Valais Durant, leader of the Society's Radiant Oath faction, has offered assistance to Guaril in smuggling citizens out of Edasseril and south along the Varisian coastline to Magnimar to start new lives. Valais finds Guaril somewhat distasteful, especially since the Sczarni charges hefty fee for his services, but Valais believes that the Radiant Oath's involvement in the operation will ultimately protect those fleeing Edasseril and ensure that Guaril's "business practices" don't descend into blatant abuse of his clients. Valais accepts that Guaril's enterprise requires funding for transport, bribes, and the like. She has conceded to working with the highly connected Sczarni in exchange for his strong assurances that he won't charge anyone more than they can afford to pay, and that he'll work with her to ensure

WHERE ON GOLARION?

Burden of Envy takes place primarily in the ancient city of Xin-Edasseril. The PCs' main objective is to help freedom-seeking citizens of Xin-Edasseril escape to start new lives in the city of Magnimar to the south. For more information on Xin-Edasseril and the rest of New Thassilon, see page 113-115 of the *Lost Omens World Guide*, available in hobby and book stores everywhere and online at paizo.com.



there is reputable work and lodging arranged for those leaving Edasseril.

Valais and Guaril have made most of the arrangements for the first group of refugees but have run into a snag. Guaril has become a known entity in Edasseril, and Belimarius has placed a price on the heads of the Sczarni as well as his known associates, including the leadership of the Pathfinder Society. Valais has come to realize that the best way to aid the refugees now is to the employ of a team of relatively new and unknown operatives capable of slipping into Xin-Edasseril disguised as merchants, assembling the refugees, and escorting them aboard outbound ships. These efforts are complicated by the fact that Guaril was forced to flee Edasseril before he was able to give the refugees their final instructions.

ADVENTURE SUMMARY

At the behest of Valais Durant and Guaril Karela, the PCs travel to Xin-Edasseril disguised as merchants, where they are to contact five groups of refugees and smuggle them out of the city. The PCs are told they have three days to smuggle up to five refugees out via waiting ship in Shard Cove. The remaining refugees are to leave aboard ship with the PCs once the PCs' travel papers expire in five days.

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Using a list of contacts provided by Guaril, the PCs can begin tracking down the refugees in any order. Contacting each refugee or refugee group poses its own challenges. The thief Flicht has fled his apartment and gone into hiding. Securing a meeting with the accountant Themolin requires navigating bureaucratic impediments. Also, he has garnered the suspicions of a rival, who ambushes the PCs at the accountant's warehouse. Yuleg believes his daughter is too ill to travel. The scholarly Daffrid and family have attracted the attention of a stone giant wishing to flee with them. The mysterious Garrla is a member of the Emerald Guard and tests the PCs' abilities. Along the way, the PCs must collect payment in the form of Treasure Bundles to ensure the operation is profitable and can also gain information and resources.

While making contact, the PCs can also garner information and even evidence of a fraudulent sale made by a corrupt guard. They also have opportunities to address a pair of obstacles that will make their final escape more challenging.

Once contact has been made, the PCs must get a group of refugees to Shard Cove and onto an awaiting ship. However, submerged shards in the waters make navigation treacherous, and the activities attract an ocean predator.

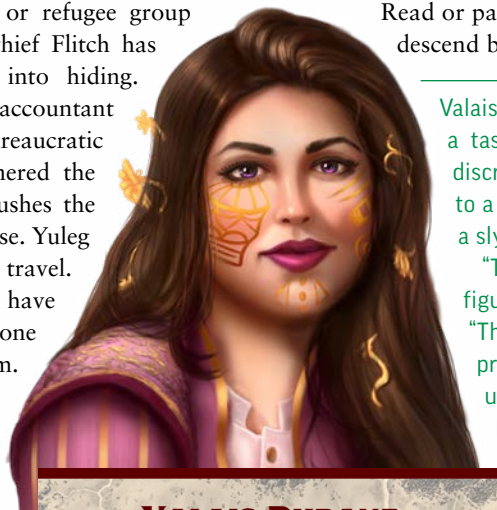
The PCs must then devise ways to get the remaining refugees past the guard checkpoint. However, inadequate preparations and circumstance present a series of obstacles that the party must overcome or bribe the guards to overlook, reducing their profits and the available Treasure Bundles. Threatening to expose the corrupt guard's fraud greases the path for a smaller bribe. Once the guards have been dealt with, the PCs are able to board their ship and get the remaining refugees to freedom.

GETTING STARTED

Having received a request for aid from **Valais Durant** of the Radiant Oath faction, the PCs have gathered aboard the *Merry Mayfly*, a ship headed toward Xin-Edasseril. En route, their ship rendezvouses with another vessel, the *Lightbringer*. The *Lightbringer's* crew escorts the PCs below deck to meet with Durant and her unlikely associate, **Guaril Karela**. The ship's interior is lit by lanterns that hang from the ceiling

overhead, swaying back and forth along with the motion of the ship.

Read or paraphrase the following once the PCs descend below decks.



VALAIS DURANT

Valais Durant begins. "I need your help for a task that requires both great risk and discretion." The aasimar woman gestures to a green-eyed Varisian man, who flashes a sly grin framed by a thin mustache.

"This is Guaril Karela, a prominent figure among the Sczarni," she continues. "The Sczarni maintain a smuggling ring, providing freedom to those chafing under the oppression of Belimarius, the Runelord of Envy and ruler of Edasseril.

Demand for such services is high," she pauses and casts a somewhat disdainful glare toward Guaril, "allowing the Sczarni to extract hefty sums from desperate patrons.

"I find the practice rather distasteful," Valais sighs. "However, collaboration with his operations grants the Radiant Oath some measure of oversight in ensuring proper treatment of the refugees. Further, I have Guaril's personal assurance that the Sczarni will not demand more in payment than their clients can afford."

"Transportation's expensive," Guaril chimes in. "Not to mention paying off border guards and harbormasters. It's dangerous work. Certainly, you wouldn't expect my people to take such risk and not be properly compensated, would you? Or have you forgotten that Belimarius has placed a price on my head?"

"Not the first to do so, I'm sure." Valais notes, before continuing, "Belimarius and her minions began to suspect Guaril's intentions the last time he was in Edasseril. Now, they seek not only his head, but those of his known associates, including those among the Pathfinder Society. It is not presently safe for them or Guaril to venture within Edasseril's borders."

"I had a number of clients ready to go, before leaving Xin-Edasseril," explains Guaril. "Most of the arrangements are already made. All you need to do is make contact with the clients. Give them the time and place for departure, then escort them out of the city—with their payment." The Sczarni stresses. "You'll get a hefty cut of the payment you secure as compensation for your hard work."

"I prepared a client list," Guaril says, handing over a sheet of scrawled paper. "Memorize it. Then, tear it up, burn it, chew it, swallow it—whatever you do, get rid of it! If Belimarius gets a hold of it, it's a death sentence for anyone named on it."

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Give the PCs a copy of **Handout: Guaril's List** (page 30), and give them a chance to read it. Allow the players to use the handout as a reference during the scenario (even if the PCs destroy it).

Valais next hands a set of legitimately obtained travel papers and a merchant's permit to each PC.

"You'll be entering Xin-Edasseril disguised as merchants," explains Valais. "These papers will allow you passage in and out of the city for five days before they expire."

"At dawn on the fourth day after your arrival in Xin-Edasseril, the ship *Rolanna's Prayer* will arrive in a bay just outside the city: Shard Cove. The boat can accommodate five clients, providing an excellent opportunity to escape undetected. One of the clients, Flicht, knows a secret tunnel to Shard Cove.

"Once the clients are aboard ship, return to the city. Any remaining clients that you weren't able to smuggle out by sea will have to be smuggled out of the city with you, which means you'll have to get them past the guards at the docks. Your ship, the *Merry Mayfly*, must depart the docks once your papers have expired."

"The clients are expecting to deal with me," cautions Guaril. "But as that's not possible, and as it's now a few days past the window when I was to make contact, the clients might need some reassurance to go through with the job."

Giving the Pathfinders a stern look, Guaril then warns, "While you're in Belimarius's back yard, be careful. You are foreigners in Xin-Edasseril, and Belimarius has eyes everywhere. Don't do anything that would draw unnecessary attention to yourselves. The last thing you want to do is tangle with the authorities. The runelord's forces are well trained and quite capable. Keep your wits about you at all times and your blades sheathed."

"We cannot afford one of you being arrested or interrogated. Pay any bribe required to remain free. I don't want to further expose any part of the operation," says Valais. "Our goal here is to bring hope and freedom to as many souls as we are able. It is risky, but hope and freedom are worth the price."

Both Valais and Guaril can answer some questions the PCs may have, although since neither has been in Xin-Edasseril for over a week, their information is limited. If the PCs have no questions, Valais asks the PCs what their plans are, and the pair provide the PCs with any relevant information from the answers below.

Can't we enter the city at night? "I would highly advise against it," Valais responds. "With curfew in effect, we don't want to risk unwanted attention."

Who should we approach first? "It is up to you, how you want to proceed," says Guaril. "But Flicht knows the secret tunnel to Shard Cove."

SPLIT TREASURE

This scenario contains more valuable treasure than other scenarios. This is because Guaril gets one-half of whatever the PCs obtain, after expenses. The Treasure Bundles listed in the scenario represent both the PCs' and Guaril's share of the spoils.

What if the clients don't want to leave? "Themolin must come," Guaril insists. "He's paying more than all the other clients combined." His response elicits a glare from Valais.

Why is *Rolanna's Prayer* arriving near dawn? "Shard Cove is only navigable to ships at high tide." Guaril explains. "Navigating the cove at night is too dangerous. The jagged crystals lying just beneath the waves of the cover are nearly impossible to avoid by day."

Why won't *Rolanna's Prayer* return to Shard Cove? "Space aboard *Rolanna's Prayer* is limited. And each voyage to the cove increases the likelihood of seized by the runelord's forces. As it was, convincing Captain Remmith to enter the cove even once required considerable skills of persuasion." Valais notes. "And considerable coinage," adds Guaril.

Where will the refugees head after we get them out of Xin-Edasseril? "*Rolanna's Prayer* and the *Merry Mayfly* will each sail on to Magnimar. Bring those refugees with you to Heidmarch Manor." says Valais. "Sheila Heidmarch and I will await you there and the refugees will be given what they need to be introduced to their new lives."

Guaril makes clear his intent to take half of whatever monies are collected, before expenses, as detailed in the Split Treasure sidebar above. Once the PCs have asked their questions, Valais wishes them well and Guaril reminds them that the operation should be profitable. At this point, the PCs can make whatever purchases they like from the *Lightbringer's* stores before they leave for Xin-Edasseril.

Boons and Hero Points: Give the PCs a few moments to slot their boons for the adventure and let each PC know that they have 1 Hero Point available for use during the adventure.

SOCIETY OR WARFARE LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society check or a DC 13 Warfare Lore check to Recall Knowledge remembers some information about Xin-Edasseril and Shard Cove. A failure grants no information, while a critical failure

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garners false information and a potential dead end to their investigation. Remember that these skill checks, like most in this scenario, should be rolled secretly.

Critical Success: In addition to the information in the success entry, the PCs know that Xin-Edasseril was trapped outside of time within a massive crystalline sphere, as the result of Belimarius' efforts to avoid the catastrophe of Earthfall. Many of the city's residents, particularly the city's guards and functionaries, are too proud to acknowledge how out of touch they are with the modern world. The PC who learned this knowledge gains a +1 circumstance bonus on Deception checks to Lie about where they're from or Impersonate a citizen of another country in the Inner Sea when dealing with Xin-Edasseril's guards and functionaries.

Success: Edasseril is the western kingdom of the nation of New Thassilon, which was founded by the two surviving runelords of ancient Thassilon. Edasseril is the domain of Belimarius, the Runelord of Envy. Xin-Edasseril, the nation's capital, is located on Peridot Isle.

Failure: The PC knows no further information.

Critical Failure: Shard Cove was so named because it once contained one of the artifacts known as the Shards of Sin, and anyone living near the cove is often overcome with overwhelming feelings of envy, regardless of their normal demeanor.

SOCIETY OR THASSILON LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check or DC 15 Thassilon Lore check to Recall Knowledge remembers some information regarding Belimarius.

Critical Success: In addition to the information in the success entry, the PC knows that to this day, the story of Belimarius' ascent to power serves as inspiration to many of the bureaucrats within her employ, which grants the PC a +1 circumstance bonus on Diplomacy checks to make a Request and Intimidate checks to Coerce any of the bureaucrats in Xin-Edasseril.

Success: Belimarius became the tenth and final Runelord of Envy upon the murder of her predecessor. Over five thousand years ago, Belimarius ruled the Thassilonian realm of Edasseril, a nation of bitter rivalries, byzantine bureaucracy, and enslaved giants, until shortly before Earthfall. As the result of Belimarius' efforts to avoid the catastrophe, the ancient city of Xin-Edasseril became trapped outside of time, allowing the runelord and her citizens to survive the worldwide calamity known as Earthfall.

Failure: The PC knows no further information.

Critical Failure: Belimarius jealously forbids the use of magic by anyone other than herself and her minions within Edasseril.

A. XIN-EDASSERIL

Xin-Edasseril is a city of gleaming architecture and beautiful vistas, although its skyline still bears scars from the events that brought it into the present day. Most of its structures stand as grand displays of the wealth and power of ancient Thassilon. Public construction projects dot the city, slowly erasing damage caused by its shift through time.

The PCs arrive at the city docks without incident. Upon disembarking, they are immediately met by two **Emerald Guards** (LE human fighter) demanding to examine their travel papers. Each guard is clearly well armed and well-trained, with gleaming magical weapons, armor, and equipment. Although this is not a combat encounter, the GM can use *Pathfinder Flip-Mat: Docks* to help players visualize the area.

The guards demand to see each of the PCs' papers. After a few minutes scrutinizing the documents, the guard sternly informs the PCs that a curfew is in effect for outsiders, permitting them to be outside for an 8-hour period during the day; they must remain indoors at all other times. They remind the PCs that their papers expire in five days, before warning the PCs to keep their weapons stowed at all times while in the city. After listing these restrictions, the guards allow the PCs to pass.

DIPLOMACY (GATHER INFORMATION) OR SOCIETY, THASSILON LORE, OR UNDERWORLD LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Diplomacy check to Gather Information for two hours, or who succeeds at a DC 20 Society or DC 15 Thassilon Lore or Underworld Lore check to Recall Knowledge, gain some information about the Emerald Guard.

Critical Success: In addition to the information in the success entry, the PCs know of a guard named Ellvard rumored to have sold a forged painting to Belimarius, but no proof has surfaced to support these claims.

Success: The Emerald Guard is the city guard of Xin-Edasseril. Highly trained and capable, they maintain a presence throughout the city. Graft and corruption are rampant among the organization.

Failure: The PCs know no further information.

Critical Failure: Newcomers to the Emerald Guard are beaten during the recruitment process.

Exploring Xin-Edasseril

With their papers in order, the PCs are relatively free to travel within the city. Xin-Edasseril is bustling with activity yet operates under the weight of oppression. Runelord Belimarius employs both uniformed watch and hidden spies who act as secret police. Most residents

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A. XIN-EDASSERIL



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avoid making direct eye contact with strangers and give wide berth to patrolling guards.

Events in the scenario are triggered by the passage of time. For ease of tracking, assume that travel from any one location in area **A** to another takes 2 hours due to the city's crowded, narrow streets, periodic checkpoints, and trouble spots.

The following locations are of interest to the PCs.

A1. Flitch's Flat

This rundown flat is typical of the residences of Envy Row East. A poor lock (simple lock in Subtier 3–4) bars the front door. The windows are boarded over, and fragments of a flowerpot lie beneath one window sill. A PC can Force Open the window for entry with a successful DC 20 Athletics check (DC 23 in Subtier 3–4).

A thin layer of dust covers the floors of this sparsely furnished wood-walled apartment. The northern wall bears crude etchings, graffiti, and other odd markings.

Flitch's Message: Flitch went into hiding, leaving a message for anyone looking for him. A PC who is Searching the area can attempt a DC 15 Perception check to Seek to spot Flitch's name hidden in the graffiti and markings on the wall, along with a coded message. The PCs can attempt to Decipher Writing to decode the markings (see below). This is the same message that appears in area **A2**.

SOCIETY (DECIPHER WRITING)

Each PC trained in the skill can spend 10 minutes and attempt a DC 15 Society check (DC 18 in Subtier 3–4) to Decipher Writing left by Flitch. The PCs can find this same message in both area **A1** and **A2**, but they can only attempt to Decipher the Writing once.

Critical Success: In addition to the information in the success entry, the PC understands the surrounding markings form a map granting a +1 circumstance bonus to Survival checks to Track Flitch to Flitch's Sewer Hideout (see below).

Success: The PC deciphers that Flitch is hiding out in the sewers.

Failure: The PC can't decipher the message.

Critical Failure: The PC interprets the message as indicating that Flitch has already fled Xin-Edasseril.

DIPLOMACY (GATHER INFORMATION)

A PC who spends two hours and succeeds at a DC 20 Diplomacy check (DC 23 into Subtier 3–4) to Gather Information can learn of Flitch's whereabouts.

Critical Success: In addition to the information in the

success entry, the PCs gain enough information to grant a +2 circumstance bonus to Survival checks to Track Flitch to his sewer hideout (see Flitch's Hideout below).

Success: Flitch went into hiding in the city sewers after Belimarius placed a bounty on Guaril's head.

Failure: The PC knows no further information.

Critical Failure: The PC hears that Flitch fled Xin-Edasseril already.

A2. Sewers

A well-oiled grate leads down into a twisting sewer system. Graffiti covers the walls at every intersection of the labyrinth.

The city's sewer grates lead to miles of underground tunnels. When Xin-Edasseril returned to the present, portions of the sewers became dislocated or collapsed. As a result, portions of the sewers intersect with the natural sea caves and tunnels leading to Shard Cove.

Flitch's Message: Flitch left a message on the sewer walls. A PC who is Searching the area can attempt a DC 15 Perception check to Seek to spot Flitch's name hidden in the graffiti and markings on the wall, along with a coded message. The PCs can attempt to Decipher Writing to decode the markings (see above). This is the same message that appears in area **A1**.

Finding Flitch's Hideout: A PC who is trained in Survival can attempt a DC 15 Survival check (DC 18 in Subtier 3–4) to Track Flitch to his hideout. Alternatively, Vurna Bluingot can lead the PCs here if she is sufficiently healthy, as detailed in Rockfish Inn. (**A4**, see page 10).

Treasure: PCs who are Searching the sewers can find a low-grade silver shield (and also a low-grade silver longsword in Subtier 3–4) and 25 sp in loose coins in the sewers with a successful DC 15 Perception check to Seek (DC 18 in Subtier 3–4). These represent 1 Treasure Bundle.

FLITCH'S HIDEOUT

Flitch's trail leads to a small sewer maintenance chamber, where he has set up a humble campsite.

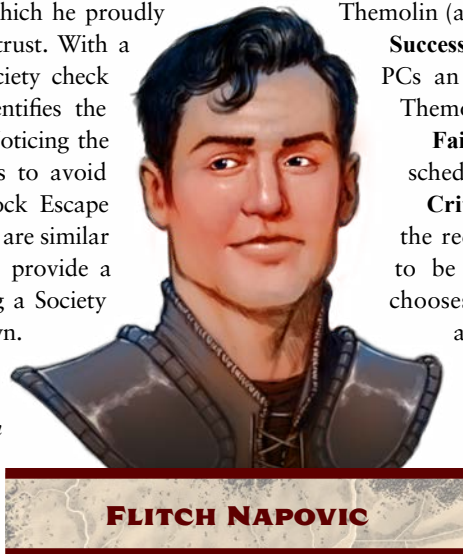
Creatures: Flitch Napovic (CN male human thief) is a mediocre criminal and the nephew of Jaster Frallino, a notorious Szarni boss in Magnimar. Flitch's wholesome face is accented by dark hair and a single curl, dangling over his forehead, which he routinely brushes aside. Exploiting the unrequited attraction of Vurna Bluingot, Flitch learned of the tunnels leading to Shard Cove from the city's sewers. When Guaril left, Flitch abandoned his apartment and came here to hide. Initially wary of the PCs, Flitch asks the PCs if they have any messages for him, and he readily trusts them if they tell him that his

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uncle has been asking about his slippers (the key phrase from the **Handout** on page 30).

Flicht has forged travel papers, which he proudly shows the PCs once they earn his trust. With a successful DC 17 Perception or Society check (DC 20 in Subtier 3–4), a PC identifies the forgeries as being of poor quality. Noticing the flaws in the forgery allows the PCs to avoid a social obstacle, as detailed in Dock Escape (area C on page 15). Flicht's forgeries are similar enough to the actual documents to provide a +2 circumstance bonus to PCs using a Society check to Create a Forgery of their own.

Treasure: Flicht offers the PCs his disguise kit, repair kit, and *minor healing potion* (or *invisibility potion* in Subtier 3–4). These represent 1 Treasure Bundle.



A3. Ministry of Tithes

This building is the center of bureaucracy and taxation within the kingdom of Edasseril. A guard is posted at the building's outer door.

Well-dressed bureaucrats tend to the paperwork piled upon the dozens of desks, which are arranged in orderly fashion around a prominent stone likeness of Belimarius. Within the shadow of the statue, a neatly dressed woman sits a reception desk. Next to her stands a well-manicured man, also in fine attire, who is leaning over her. The two appear to be engaged in animate conversation.

Creatures: Barralbus is having a conversation with the receptionist, whom he seeks to impress with his mastery of cantrips. He hopes to one day become the Minister of Tithes. He ignores the PCs, only showing interest when they make mention of Themolin, who he considers a rival. He then softly questions the PCs as to the nature of any dealings with Themolin. If Barralbus's statistics are necessary, see the appendices on pages 21 and 23.

If asked, the receptionist informs the PCs that they can only meet with Themolin by appointment and that the accountant has an opening in his schedule in four days. Her initial attitude is indifferent. Each PC can attempt to improve her attitude with a successful DC 15 Diplomacy check (DC 18 in Subtier 3–4) to Make an Impression.

DIPLOMACY (REQUEST)

If the receptionist's attitude becomes friendly or helpful toward at least one PC, the PC can attempt a single DC 13 Diplomacy check (DC 16 in Subtier 3–4) to Request a meeting with Themolin.

Critical Success: The receptionist escorts the PCs immediately to Themolin's desk. Proceed to Meeting Themolin (area B1 on page 13).

Success: The receptionist provides the PCs an expedited appointment to meet at Themolin's desk the following day.

Failure: No expedited appointment is scheduled.

Critical Failure: Same as failure, and the receptionist also alerts the authorities to be on watch for the PCs. The GM chooses an obstacle in area C (page 15) and increases the DC(s) required to overcome it by 1.

INTIMIDATION (COERCE)

One PC can attempt a DC 17 Intimidation check (DC 20 in Subtier 3–4) to Coerce the receptionist to escort the PCs immediately to Themolin's desk.

Critical Success: As success, but the receptionist is too scared to retaliate.

Success: The receptionist agrees to escort the PCs immediately to Themolin's desk. Proceed to Meeting Themolin (area B1 on page 13). However, the receptionist alerts the authorities to scrutinize the PCs. The GM chooses an obstacle in area C and increases the DCs required to overcome it by 1. (See Dock Escape on page 15).

Failure: No expedited appointment is granted, and the receptionist alerts the authorities to be on watch for the PCs. The GM chooses an obstacle in area C and increases the DCs required to Disable it by 1. (See Dock Escape on page 15).

Critical Failure: Same as failure, and the receptionist requests that the guards escort the PC outside, barring them from reentering or making any further attempts to contact Themolin in the building.

ACCOUNTING LORE OR LEGAL LORE (RECALL KNOWLEDGE)

All PCs trained in Accounting Lore or Legal Lore can attempt a DC 13 skill check (DC 16 in Subtier 3–4) to Recall Knowledge about a form authorizing an expedited appointment.

Success: The completed form immediately authorizes the PCs receive an appointment to meet with Themolin the following day.

Failure: No expedited appointment is scheduled.

Critical Failure: Same as failure, but the rejection comes after a required 2 hour waiting period.

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Magic: Themolin's desk is fewer than 100 feet away and visible from the reception area. If the PCs target him with an adequately worded *message* spell, Themolin agrees to an immediate meeting. Proceed to Meeting Themolin (area B1 on page 13).

Scheduled Appointment: If the PCs are not escorted immediately to Themolin's desk, they must return to this location at their scheduled appointment time to proceed to Meeting Themolin on page 13. A workaholic and very private individual, Themolin's co-workers are generally unaware of where Themolin lives or spends his time outside of the Ministry.

DIPLOMACY (GATHER INFORMATION)

A PC who spends two hours and succeeds at a DC 20 Diplomacy check (DC 23 into Subtier 3–4) to Gather Information learn of Themolin's whereabouts when not at the Ministry of Tithes.

Critical Success: In addition to the information in the success entry, the PCs learn that Themolin recently purchased the warehouse (area A8) and was seen hauling various items and goods into it.

Success: The PCs learn that Themolin recently sold his personal residence. Other than the Ministry, the only place where he has been seen is near a warehouse (see area A8 on page 12) located in Envy Row West.

Failure: The PCs learn no further information.

Critical Failure: The PCs learn that Themolin frequents Sweetest Dreams (area A7).

A4. The Rockfish Inn

A sturdily built stone building with a meticulously thatched roof is marked by a hand-carved wooden sign with silver inlays that declare the building to be The Rockfish Inn.

This modest inn and tavern is owned by the dwarf Yuleg and his daughter Vurna. Upon arrival, the PCs find the establishment is boarded up. A sign on the door states the inn is closed due to illness. A stable next to the inn holds two mules and a light wagon. The inn can serve as a safe place for the PCs to meet and plan.

Creatures: **Yuleg Bluingot** (CG male dwarf merchant) tends to his ill daughter **Vurna Bluingot** (CG female dwarf ranger) within the otherwise unoccupied rooms of the inn. Yuleg is a successful businessman and protective father. He seeks a better life for himself and his daughter,

and he openly welcomes anyone willing to help his family. Vurna's health is his immediate concern, and Yuleg fears she is too ill to travel. If the PCs promise to help him and Vurna, he allows them to take anything from the inn they wish, including the mules and wagon.

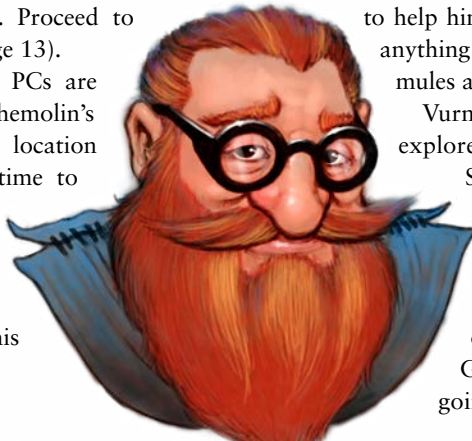
Vurna has Stage 3 filth fever. The young explorer found the tunnel leading to Shard Cove during one of her many excursions into the city's sewers. After Guaril and Flicht approached her father about leaving, she shared this information with Flicht, of whom she is rather fond. When Guaril failed to appear, she began going to the sewers nightly, looking for the ship that Flicht mentioned as coming. Days ago, during her last excursion, she contracted her illness from a rat bite.

Vurna must be Stage 2 or better (or cured) before Yuleg and Vurna will agree to travel with the PCs. Otherwise, the two remain in the city. A PC can spend 8 hours attempt a Medicine check to Treat Disease to help Vurna get better by helping her reduce the stage of her filth fever. If a PC succeeds at the Medicine check, they help her enough that she succeeds on her saving throw. Note that the PCs do not need to go outside to treat Vurna, so they can do so after curfew. If Vurna is not cured and does not depart by sea, she is too sick for the PCs to sneak her out through the gates, and both she and Yuleg stay behind in the city; Yuleg does not pay the PCs if he and Vurna choose to stay behind.

Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured; **Saving Throw** DC 15 Fortitude (DC 18 in Subtier 3–4); **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 day as long as remains sickened (1 day); **Stage 4** unconscious 1 (1 day); **Stage 5** dead.

Underground Guide: Once her illness has improved to Stage 2 or better, Vurna can serve as a guide, automatically navigating both the sewer and tunnels to Shard Cove (see page 15) and is able to lead the PCs to Flicht's hiding place in area A2 (see page 8).

Resources: Most of the inn's foodstuffs have diminished as Yuleg made plans to leave. However, six large barrels of pickled fish remain. Various rooms in the inn are modestly furnished with beds, drawers, wash basins, blankets, pillows, towels, and linens. The wagon is a four-wheeled open vehicle capable of carrying up to 1,000 pounds of cargo.



YULEG BLUINGLOT

Burden of Envy

A PC trained in Crafting who spends 8 hours can Craft a barrel into a raft that holds four creatures with a DC 17 Craft check (DC 20 in Subtier 3–4). With a critical success, the completed raft holds six creatures. On a failure, the raft is not completed. A critical failure ruins the barrel, and the PCs can no longer attempt to create a raft from it.

Treasure: Yuleg provides the PCs payment in the form of gems and coins valued at 12 gp (30 gp in Subtier 3–4). This payment represents 1 Treasure Bundle.

A5. Arcanium Abjurant

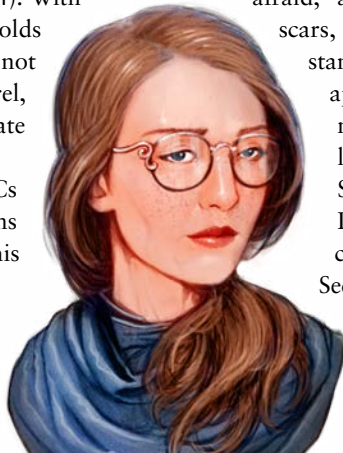
Once the centerpiece of the city, this wizardry school suffered heavy damage while Xin-Edasseril stood outside of time. Several ruined columns line the front entrance of the white marble building where vellum banners hide broken stonework. A newly restored statue of Belimarius stands in the courtyard. Beyond these measures, much of the school still lies in disrepair. The limited number of people on campus and Belimarius' dismissive attitude toward the crumbling institution means its grounds are poorly watched by the runelord's forces.

Vacant classrooms cover the first floor of the Arcanium Abjurant. A stone staircase leads to a number of modest academic offices on the second floor, each lined with cramped bookshelves, archaic charts, and chalk-filled slates.

Creatures: Daffrid Chaverly (LN female human scholar) works in an office overlooking a courtyard. Daffrid is a professor of religion and her family's matriarch. She and her faithful spouse, Tellith, (N male human librarian) were middle aged and had started a family even before Earthfall struck thousands of years ago. Trapped in Xin-Edasseril, she and her family unknowingly relived the week leading up to Earthfall over and over until the city recently returned to the present day. Since learning of her fate, Daffrid feels eager, indeed entitled, to explore a new world that, for her, has changed overnight.

Daffrid's two young children, Taffrit (CN small human female child) and Maffree (N small human male child), are inquisitive and garrulous. They frequently ask questions, particular about the smuggling operation and how the party plans to get them away from "that mean old Prunelord."

The gentle Seddothrum (N male stone giant) hides



DAFFRID CHAVERLY

among the stone rubble in the courtyard. Years of mistreatment and persecution have left him timid, afraid, and physically scarred. Aside from his scars, Seddothrum appears typical for his kind, standing at 12 feet in height and weighing approximately 1,500 lbs. Having overheard members of Daffrid's family talk about leaving the city while at the school, Seddothrum hopes to leave with them. A PC making a successful DC 24 Perception check to Seek from Daffrid's office can spot Seddothrum in the courtyard below where he has found shelter among the damaged, rocky edifices on campus. Otherwise, Seddothrum waits until he sees the PCs leaving the building before confronting them with his plea to be smuggled out of the city. Seddothrum avoids confrontation and flees if threatened with violence.

Treasure: Daffrid provides the PCs with payment in the form of a *gold nodule aeon stone* and a *scroll of air bubble (scroll of water breathing* in Subtier 3–4). These represent 1 Treasure Bundle.

Each PC can attempt a DC 14 Academia Lore, Library Lore, Thassilon Lore check, or a DC 18 Religion or Society check, to Recall Knowledge identifying much of Daffrid's library as vastly out of date. In Subtier 3–4, the DCs of these checks increase to 16 and 18, respectively. A PC who Searches the area and succeeds at a DC 15 Perception check (DC 18 in Subtier 3–4) locates a *scroll of remove disease* slipped within one of the textbooks. The scroll represents 1 Treasure Bundle.

A6. Emerald Guardhouse

Columns of this wide building are carved in the likeness of Runelord Belimarius. Its wide courtyard is filled with practice dummies and other evidence of martial training. Guards are beginning and ending their shifts. A short line has formed outside the door of a recruiting area, where a guard stands stationed.

Creatures: Astrid "Garrla" Kallade (LN female human warrior) is a member of the Emerald Guard and no stranger to bloodshed. Yet, she has grown tired of dragging innocent people to the chopping block on Belimarius's commands and seeks to leave the city. Well aware that she would be quickly executed if the runelord's spies ever uncovered her true intentions, Garrla goes to great lengths to ensure that there is no evidence linking her to any smuggling activities, even refusing to reveal her real name to the PCs. Garrla is aware of the corruption among her fellow guards and the watch.

Burden of Envy

Making Contact: If the PCs ask any of the persons present about “Garrla,” they are told that nobody by that name is known to have ever been at the guardhouse. As the PCs go about asking questions, one of them is bumped by one of the Emerald Guard traveling alone. The guardswoman states, “It is a good time for recruiting.” She then continues on to the recruiting area. PCs who succeed at a DC 15 Perception check (DC 18 in Subtier 3–4) to Seek spot a crumbled piece of paper on the ground that was not there previously, having been dropped by the Emerald Guard. The paper reads, “Ready to join.”



ASTRID KALLADE

PERCEPTION (SENSE MOTIVE)

A PC who succeeds at a DC 12 Perception check to Sense Motive can tell that the guardswoman is inviting them to follow her to the recruitment area.

Critical Success: In addition to the information in the success entry, the PC determines that the Emerald Guard is Garrla, who they were sent to contact.

Success: The PC knows the guard is not simply recruiting the party, but does want them to follow her to the recruitment area.

Failure: The PC knows the guardswoman seeks recruits.

Critical Failure: The PC knows that the mysterious guard is likely a spy who suspects the PCs have unlawful intentions.

If the PCs wait in the recruitment line, Garrla announces that those with questions should remain at the back of the line before taking a seat the recruitment desk where the short line begins. Once the PCs make it to the front of the line, Garrla points at her uniform. “If you like it and you have what it takes, it can be yours one day soon. Just tell me the time and the place.” Garrla continues to make small talk emphasizing the words “time” and “place” until the PCs provide some acknowledgment that she is their client.

During the conversation, Garrla asks to see the PCs’ travel papers. If the PCs provide them, Garrla casually mentions that a guard named Ellvard is scheduled to work at the docks. She then hands the PCs a small black notebook. “Hope you have what it takes.” she says as she points at the guard stationed outside the door. A PC seeking to leave with the notebook must make a successful DC 20 Stealth check to Conceal an Object or else the guard seizes the book and returns it to Garrla. Garrla vouches for any PC who is stopped in this way, claiming the PC was a recruit poor at following instructions.

Treasure: A PC who manages to get the book out of the recruiting area undetected finds that it contains a ledger showing a guard named Ellvard recently sold an expensive piece of art to Belimarius. Realizing its potential value, Garrla had stolen it.

Ellvard is eager to see the ledger destroyed as it evinces his part in a fraudulent sale of artwork to the Belimarius. Giving the book to Ellvard reduces the bribe he demands as detailed in Dock Escape on page 15.

Before she departs, either at Shard Cove (area B3) or the docks (area C), Garrla offers her armor and equipment (+1 *full plate*, +1 *longsword*) along with a bag of 20 gold coins. This represents 2 Treasure Bundles.

DIPLOMACY (GATHER INFORMATION)

A PC who spends two hours and succeeds at a DC 20 Diplomacy check (DC 23 into Subtier 3–4)

to Gather Information can learn Ellvard is subject to blackmail.

Critical Success: In addition to the information in the success entry, the PC learns that Ellvard recently sold a painting that is rumored to have been a forgery that he acquired for far less.

Success: The PC knows Ellvard is a guard who frequently works the docks and has been known to accept bribes.

Failure: The PC knows no further information.

Critical Failure: The PC learns that Ellvard is fiercely dedicated to Belimarius.

A7. Sweetest Dreams

This unassuming establishment appears to be a simple confectionery shop. It is, however, the home base of the poisoners’ guild. The ruddy faced clerk asks probing questions of the PCs in an effort to determine whether they are likely customers or spies. If asked, the clerk truthfully admits that he knows nothing of Themolin or of any person matching his description, but admits that his employer has many customers among the bureaucrats at the Ministry of Tithes.

A8. Themolin's Warehouse

This warehouse was recently purchased by Themolin. It is detailed in Warehouse Ambush (area B2 on page 15).

B. EVENTS

The PCs may encounter the following events in the course of their investigation.

Burden of Envy

B1. Meeting Themolin

After a PC is escorted to Themolin's desk at the Ministry of Tithes (A3) as the result of a successful skill check to schedule an appointment time, they find the accountant busy at work. Read or paraphrase the following.

A portly man with thinning hair looks up from behind several stacks of papers, some nearly toppling from the heavy wooden desk upon which they are perched.

"I-I understand that y-you've made an appointment to s-see me. H-how may I b-be of assistance?" he stammers as he hesitantly rises to his feet.

Themolin Yun (LN male human accountant) has been a nervous wreck since discovering an accounting error that Belimarius had made a month ago. The bureaucrat has since lived in constant fear that the error will be discovered and cost him his life. He was somewhat relieved when he learned of Guaril's offer to get him out of the city. However, Themolin's anxiety has become more pronounced now that he has lost contact with Guaril. He refuses to openly discuss anything related to Guaril, the smuggling plans, or his desire for freedom and, if asked, denies all knowledge of such things. Talk of such at the Ministry only exacerbates his nervous scratching and stammering, resulting in a -2 circumstance penalty to checks to Make an Impression. Themolin's initial attitude toward the PCs is indifferent. Themolin is having second thoughts about the smuggling scheme. He is wary of the PCs, whom he was not informed were coming, and refuses to accompany them (or pay them) without assurance of their ability to get him to safety.

Themolin presently spends all of his time traveling back and forth between the Ministry of Tithes and his private warehouse, having sold his modest home in anticipation of his departure. Since his initial plans for departure fell through, Themolin has taken to sleeping in his warehouse until he can escape or purchase a new home. Convincing Themolin to come with the PCs requires a successful Request (see below) or the defeat of Barralbus as detailed in Warehouse Ambush (B2) on page 15.

Treasure: A PC who is Searching the room can attempt a DC 15 Perception check (DC 18 in Subtier 3-4) to Seek to spot an item of interest on among the objects on Themolin's desk. This is an affidavit of sale bearing the name of Ellvard, which the corrupt guard submitted to the Ministry of Tithes during a recent audit. It shows that Ellvard purchased a painting from a known forger for a nominal amount. Ellvard later sold the painting to Belimarius for a hefty sum. If friendly, Themolin willing provides the affidavit to the PCs. Otherwise, a PC can obtain the affidavit with a successful DC 15 Thievery

check (DC 18 in Subtier 3-4) to Palm an Object; if a PC fails the check, Themolin demands the paper back. He puts it in a secure location away from the PCs, and his attitude toward all of the PCs decreases by one step. Giving the affidavit to Ellvard reduces the bribe he demands as detailed in Dock Escape on page 15.

DECEPTION OR SOCIETY (SECRET MESSAGE)

Each PC trained in Deception or Society can attempt one DC 17 Deception or Society check (DC 20 in Subtier 3-4) to convey to Themolin that they are working with Guaril using innuendo to cloak the actual message without others understanding their meaning. Otherwise, obtaining a private meeting with Themolin requires a successful Request (see below).

Success: Themolin understands that the PCs work with Guaril and he offers to meet them at his private warehouse later that day, an hour before curfew, and provides them its location.

Failure: Themolin remains unsure of the PCs.

Critical Failure: As failure, and Themolin's attitude toward the PC who sent the message decreases by one step.

DIPLOMACY (REQUEST)

A PC who has improved Themolin's attitude toward them to helpful can attempt Diplomacy check (DC 15) to Request that Themolin meet with them in private.

Critical Success: The PCs are permitted to fill a cancellation scheduled within the hour.

Success: Themolin agrees to meet the PCs at his private warehouse later that day, an hour before curfew, and provides them its location.

Failure: Themolin refuses to meet with the PC who made the request.

Critical Failure: As failure, and Themolin's attitude toward the PC who made the Request decreases by one step.

DIPLOMACY (REQUEST)

If the PC meet with Themolin in private, each PC who has improved Themolin's attitude toward them to friendly or helpful can attempt a DC 20 Diplomacy check (DC 23 in Subtier 3-4) to Request that the accountant agree to the smuggling operation.

Critical Success: As success, and Themolin steels himself against his phobia and agrees to any form of escape.

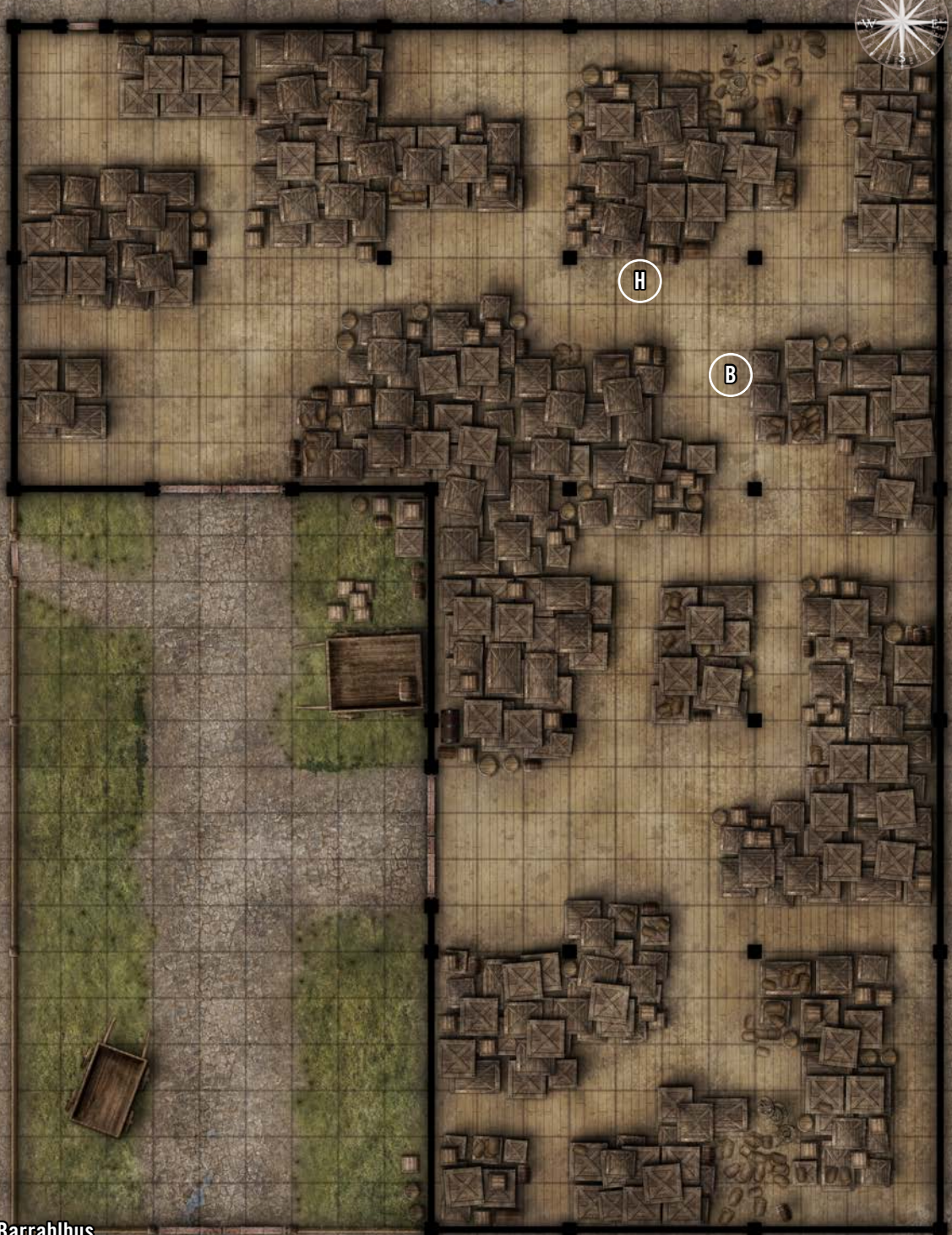
Success: Themolin agrees, but he is unwilling to enter the sewers for fear of rats.

Failure: Themolin refuses the request.

Critical Failure: As failure, and Themolin's attitude toward the PC who made the request decreases by one step.

Burden of Envy

B2. WAREHOUSE AMBUSH



B = Barrablbus
H = Hungry Blade Assassin
1 square = 5 feet

Pathfinder Flip-Mat Classics: Warehouse

Burden of Envy

B2. Warehouse Ambush

Severe

After the PCs learn of this location, they are free to travel here. The well-maintained building easily stands out from the dilapidated housing that surrounds it. The ceiling is 30 feet high. Piles of crates rise 15 feet high and fill much of the building. A few of the crates contain Themolin's possessions and payment, but most contain old financial documents and outdated almanacs. A simple door lock bars the southern door. The northern door is unlocked.

Creatures: Barralbus has come to deal with his perceived rival, Themolin. He has hired a member of the Hungry Blade assassin's guild to accompany him. If the PCs went to meet Themolin here, Barralbus, having arrived earlier, has already incapacitated the accountant and has bound him to a chair for interrogation. If the PCs have not yet met Barralbus at the Ministry of Tithes (area A3), then Barralbus lies in wait, expecting to ambush Themolin, but settling for capturing and questioning the PCs instead.

Barralbus has been suspicious of Themolin's behavior for several days, noting his rival's increased anxiety and odd behaviors. He hopes to discover some scandal or weakness to exploit to advance his career. He is unaware of the accounting error causing Themolin's anxiety.

Once Barralbus and his minions have been dealt with, the warehouse can serve as a safe place to meet and plan.

Treasure: A collection of artwork worth 65 gp is contained in a number of the crates, intended for payment. These collectively represent 2 Treasure Bundles. The items on Barralbus and the Hungry Blade assassin collectively represent 1 Treasure Bundle.

SUBTIER 1-2

BARRALBUS **CREATURE 3**

Page 21

HUNGRY BLADE RECRUIT **CREATURE 2**

Page 21

SUBTIER 3-4

BARRALBUS **CREATURE 5**

Page 23

HUNGRY BLADE APPRENTICE **CREATURE 4**

Page 23

B3. Shard Cove

Moderate

As long as they have the help of either Flitch or Vurna, the PCs can easily make it through the sewer tunnels

and gain access to the waters of Shard Cove. The tunnels are typically 10 feet tall and 5 feet wide. A PC carrying a raft through the tunnel must succeed at a DC 15 Acrobatics check to Squeeze or a DC 15 Athletics check to Shove to get the raft through a particularly narrow passage. Failure deals 2d6 damage to the raft. Apply Hardness to this damage. Crafting check to Repair is DC 15 (DC 18 in Subtier 3-4).

If Seddothrum is with the PCs, he grumbles and complains as the group enters the sewers; the ceilings are too short for his head, and walls are uncomfortably close together for the giant. Still, he isn't willing to let a bit of discomfort get in the way of rescue.

Upon reaching the water's edge at the end of the tunnel, the ship, *Rolanna's Prayer*, can be seen roughly 250 feet across the cove toward the horizon. Its crew remains below deck to avoid drawing attention and provides no assistance. The PCs will have to escort the refugees across open water. The water is calm, pure, and 40 feet deep. (Aquatic Combat rules can be found on pages 478 and 512 of the *Pathfinder Core Rulebook*.) Use the following for any raft crafted by a PC: **Raft Hardness 5, Raft HP 20 (BT 10); Immunities** critical hits, object immunities, precision damage. A raft is 2 Bulk.

Creatures: Drawn by prey injured by the submerged shards, an ocean predator routinely patrols these waters.

Hazards: The water is calm. However, the placid surface hides submerged shards of crystal whose jagged edges are difficult to see in the water.

SUBTIER 1-2

SUBMERGED SHARD (5) **HAZARD 1**

Page 22

REEFCLAW **CREATURE 1**

Page 22; art on page 29

SUBTIER 3-4

SUBMERGED SHARD (5) **HAZARD 1**

Page 24

GREAT WHITE SHARK **CREATURE 4**

page 24

C. DOCK ESCAPE MODERATE

To complete their mission, the PCs and the remaining refugees must make it aboard the *Merry Mayfly*, at the docks of Xin-Edasseril. The PC's vessel, the *Merry Mayfly*, must depart before the PC's travel papers expire or else face near-certain boarding. The waters and

Burden of Envy

B3. SHARD COVER



SS 7

SS 4

P2

SS 6

SS 1

SS 3

SS 2

SS 5

P1

SS = Submerged Shard (Hazard)
P = Predator

1 square = 5 feet

Pathfinder Flip-Mat: Warehouse

Burden of Envy

C. DOCK ESCAPE



1 square = 5 feet

Pathfinder Flip-Mat: Docks

Burden of Envy

environs around the dock are heavily watched both by patrol ships and sentries on land. With the check point located at the end of the dock, the PCs have little choice but to smuggle the remaining refugees out past the two guards stationed there.

The Plan

By this point in the adventure, the PCs should have a good grasp of the nature of the guards as well as the resources available to them. It should be clear that violence is not the solution. Allow the PCs to devise their own plans and preparations as to how to get the refugees and themselves to the ship without being caught. They should be permitted to attempt any reasonably clever or creative solutions they devise. Through their interaction with the various refugees, the PCs should have at their disposal several resources to aid with smuggling the remaining refugees.

Concealment: Yuleg's inn offers towels, linens, room furnishings, pickled fish, and barrels as potential means of concealment. Yuleg's wagon and two mules can carry items as well as possible conceal four medium size creatures or a large one. The PCs can also use their own items, such as a bedroll or tent.

Disguise: Garrla offers her guard uniform. Flicht has a disguise kit. The PCs can disguise themselves to impersonate guards or other persons of importance. They may also wish to disguise some of the refugees as the PCs, so their travel papers can be used to get the refugees to safety. Magic such as *animal form*, *illusory disguise*, *humanoid form*, and *pest form*, can also provide the group with disguises.

Documentation: Each PC was provided a set of legitimate travel papers, which can be given to a refugee in advance of the check point or, through sleight of hand, pass back for reuse during inspection. Forgeries can also have been made, although using Flicht's poor forgeries presents an **obstacle**. A PC can use Thievery to Steal documents from unsuspecting persons with a successful check (DC 20 or DC 23 in Subtier 3–4). A PC who attempts to do so receives 1 Infamy.

Graft: The PCs likely obtained some useful blackmail information on the guards and sufficient treasure to bribe them to overlook suspicious behavior.

The players have worked hard up this point and should now have the satisfaction of seeing the fruits of their labors. However, not all goes precisely as planned.

The Execution: Once the PCs completed their plans and preparations, the PCs are able to approach the final checkpoint at the dock where their ship lies without incident. There, they find lines of people waiting to proceed through the checkpoint and board nearby ships.

Creatures: Two Emerald Guards are stationed here. The more senior guard on duty is Ellvard, a man who recently sold a forged painting to the Runelord for an exorbitant price. Evidence of his misdeeds has gone missing and he is eager to see it destroyed. He is accompanied by a junior guard who simply follows Ellvard's lead.

Obstacles: Inadequate preparations and unforeseen circumstances can produce obstacles that make the PCs' smuggling efforts more challenging. For each obstacle, each PC must roll one check to attempt to overcome it. If the PCs have creative solutions to the obstacle, allow them to use other skills instead, using the listed skill DC for Lore skills and a DC that is 4 higher for other skills. A PC who succeeds on the check earns 1 Success, a PC who critically succeeds earns 2 Successes, a PC who fails earns 0 Successes, and a PC who critically fails loses 1 Success. If the PCs' plan helps address the obstacle, they gain a +2 circumstance bonus on the skill check. At the GM's discretion, the creative use of a spell, magic item, or character ability can grant the PCs 1 additional Success. If the PCs earn at least as many Successes as the number of PCs, they successfully bypass the obstacle. Depending upon the actions the PCs have taken previously in the scenario, they may be able to avoid the first two obstacles.

Failure: Failing to overcome any obstacle results in a refugee or PC falling under suspicion and becoming subject to detention by the guards. Ellvard knows his job but is corrupt, preferring to take in bribes rather than criminals. He makes clear that he will overlook "any abnormalities" for the right price. The amount of the collective bribe he seeks is equal to 1 Treasure Bundle for each obstacle that the PCs fail to avoid or overcome (to a maximum of 4 Treasure Bundles). The PCs can reduce the size of the bribe if they present their own leverage. If the PCs threaten to blackmail Ellvard with information about his fraudulent sale of artwork (see page 12), reduce the demand by 1 Treasure Bundle. Giving Ellvard the ledger stolen by Garrla (area **A6**) reduces the demand by 1 Treasure Bundle as does giving Ellvard the affidavit from Themolin's desk (event **B1**). If the PCs balk at the bribe, Ellvard warns the PCs that if they do not compensate him for the trouble of helping them out, everyone in their group will be imprisoned, and any found guilty of other crimes will be judged harshly.

Subtier 1-2

"ARE WE THERE YET?"

OBSTACLE 1

Description A refugee demonstrates the desire to ask a question or seek clarification.

Overcome Diplomacy DC 12 to Request the refugee remain quiet or Society DC 12 to answer the question.

Burden of Envy

BLECH!

OBSTACLE 1

Description Vurna displays telltale signs of nausea.

Overcome Deception DC 12 to Create a Diversion to distract the guards when she gets sick or Medicine DC 12 to help calm her stomach.

Avoid The PCs avoid this obstacle if Vurnna is not present.

UNWANTED EXPOSURE

OBSTACLE 1

Description Part of a refugee has become detectable through their concealment or disguise, or the refugee otherwise acts in a suspicious manner.

Overcome Deception DC 12 to Create a Diversion to distract the guards detecting the presence of a refugee or Stealth DC 12 to Hide what has become detectable.

WHOOOOSH!

OBSTACLE 1

Description The winds off the sea blow fiercely, blowing away the travel papers held by the PCs and refugees.

Overcome DC 12 Reflex save to hold on to the travel papers so they do not blow away or DC 12 Nature to anticipate the gust. If a PC is not holding any travel papers, the wind blows away papers held by a refugee or the refugee is otherwise revealed to the guards.

“YOUR PAPERS, PLEASE”

OBSTACLE 1

Description A guard questions a forged document's details.

Overcome Deception DC 12 to Lie to convince the guard the paper's features are correct or Thievery DC 12 to Steal legitimate papers from another PC or creature nearby.

Avoid The PCs avoid this obstacle if they do not use forged papers or the result of the check to Create Forgery on the offered papers was at least 20.

Subtier 3–4

“ARE WE THERE YET?”

OBSTACLE 3

Description A refugee demonstrates the desire to ask a question or seek clarification.

Overcome Diplomacy DC 15 to Request the refugee remain quiet or Society DC 15 to answer the question.

BLECH!

OBSTACLE 3

Description Vurna displays telltale signs of nausea.

Overcome Deception DC 15 to Create a Diversion to distract the guards when she gets sick or Medicine DC 15 to help calm her stomach.

Avoid This PCs avoid this obstacle if Vurnna is not present.

UNWANTED EXPOSURE

OBSTACLE 3

Description Part of a refugee has become detectable through their concealment or disguise, or the refugee otherwise acts in a suspicious manner.

Overcome Deception DC 15 to Create a Diversion to distract the guards detecting the presence of a refugee or DC 15 Stealth to Hide what has become detectable.

WHOOOOSH!

OBSTACLE 3

Description The winds off the sea blow fiercely, blowing away the travel papers held by the PCs and refugees.

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“YOUR PAPERS, PLEASE”

OBSTACLE 3

Description A guard questions a forged document's details.

Overcome Deception DC 15 to Lie to convince the guard the paper's features are correct or Thievery DC 15 to Steal legitimate papers from another PC or creature nearby.

Avoid The PCs avoid this obstacle if they do not use forged papers or the result of the check to Create Forgery on the offered papers was at least 23.

CONCLUSION

Once past the guards at the docks, the party and remaining refugees are able to slip out of Edasseril without further detection. Aboard the *Merry Mayfly*, they sail, unmolested to Magnimar. Once there, they meet with Sheila Heidmarch and Valais Durant to discuss the outcome of their mission and receive expressions of warm gratitude from the refugees they helped. Those who had escaped earlier aboard the *Rolanna's Prayer* are also present at Heidmarch Manor and eager to exchange stories of one another's exploits. Those freed refugees are grateful to the Pathfinder Society for their freedom and most pledge their services and good will for the benefit of the Society in the years to come. For his part, Guaril is appreciative of the PCs, but is eager to recover his portion of payment.

If the PCs did not heed Ellvard's warning and pay the bribe, he arrests them. Any clients that were with the PCs at the time of arrest do not escape Xin-Eddaseril. Additionally, each PC must spend 4 Fame to escape the prison and return to the Pathfinder Society.

Reporting Notes

If the PCs smuggled out the stone giant acquaintance of Daffrid, Seddothrum, check box A on the reporting sheet. If any of the PCs were detained by the guards and not freed by the end of the adventure, check box B. It is possible to check both of these reporting boxes in the same adventure.



Burden of Envy

Primary Objectives

The PCs fulfill their primary objective if they are able to smuggle any refugees out of Edasseril. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

The PCs fulfill their secondary objective if they fulfilled at least three of the following five objectives: successfully smuggled six or more clients, successfully smuggled Seddothrum, successfully treated Vurna for her illness, defeated Barralbus, or had at least 8 Treasure Bundles at the conclusion of the adventure. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Faction Notes

Radiant Oath: If the PCs fulfill four of the five objectives required to meet the secondary objective, the Radiant Oath is pleased with the PCs' efforts. Each PC earns 2 additional Reputation with the Radiant Oath faction, in addition to any other Reputation earned as a result of completing this scenario, and the Valais's Assurance boon on their Chronicle sheet.

Burden of Envy

APPENDIX I: SUBTIER 1-2 STAT BLOCKS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text. Some encounters require adding creatures to scale for different party sizes. The appendixes for these encounters have the alternative creatures marked “(0)” to indicate that they should not be added to the encounter unless specified. These additional creatures are not listed with the abbreviated stat blocks in each encounter in the main body of the scenario, as the base encounters are designed for four players. Follow the instructions in the Scaling Encounter sidebars in the appendixes to select the appropriate creatures.

Encounter B2 (Subtier 1-2) **Severe**

Barralbus lies in ambush atop a series of crates in Themolin’s warehouse, hoping to expose his rival’s activities. The wizard seeks to slow down his foes and dispatch them from a distance.

BARRALBUS **CREATURE 3**

UNIQUE LE MEDIUM HUMAN HUMANOID

Male arcanist

Perception +7

Languages Common, Jotun, Thassilonian, Varisian

Skills Accounting Lore +9, Arcana +11, Society +9, Stealth +7, Thassilon Lore +9, Thievery +9

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +1

Items *invisibility potion*, inkwell (bonded item), spellbook, staff

AC 17; **Fort** +8, **Ref** +9, **Will** +10

HP 31

Counterspell ↻ (abjuration, arcane) **Trigger** A creature Casts a Spell Barralbus has prepared. **Effect** Barralbus expends a prepared spell to counter the triggering creature’s casting of the same spell. He loses the spell slot as if he had cast the triggering spell. He then attempts to counteract the triggering spell (*Pathfinder Core Rulebook* 458).

Speed 25 feet

Melee ✦ staff +7 (two-hand d8), **Damage** 1d4 bludgeoning

Ranged ✦ crossbow +7, **Damage** 1d8 piercing

Arcane Prepared Spells DC 20, attack +12; **2nd** *blur*, *flaming sphere*, *resist energy*; **1st** *command*, *grease*, *gust of wind*, *magic missile*; **Cantrips (2rd)** *electric arc*, *mage hand*, *produce flame*, *ray of frost*, *sigil*

SCALING ENCOUNTER B1

To adjust for the PCs’ overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

12–15 Challenge Points: Add one hungry blade recruit.

16–18 Challenge Points (5+ players): Add two hungry blade recruits.

HUNGRY BLADE RECRUIT **CREATURE 1**

LE MEDIUM HUMAN HUMANOID

Female assassin

Perception +6

Languages Common, Thassilonian

Skills Acrobatics +7, Athletics +6, Intimidation +3, Stealth +7, Thievery +7, Underworld Lore +4

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0

Items rapier

AC 17; **Fort** +4, **Ref** +9, **Will** +6

HP 17

Speed 25 feet

Melee ✦ rapier +8, **Damage** 1d6+3 piercing

Ranged ✦ shortbow +8, **Damage** 1d6 piercing

Sneak Attack The Hungry Blade recruit deals an extra 1d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven’t acted yet are flat-footed to the Hungry Blade recruit.

You’re Next ↻ (emotion, fear, mental) **Trigger** The Hungry Blade recruit reduces a creature to 0 Hit Points; **Effect** Hungry Blade recruit prisoner attempts an Intimidation check with a +2 circumstance bonus to Demoralize a single creature it can see and that can see them.

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Encounter B3 (Subtier 1-2) **Moderate**

In Shard Cove, the PCs are attacked by a reefclaw as they navigate the nearly invisible submerged shards in the water, the reefclaw's hunting grounds.

REEFCRAW

CREATURE 1

CN **SMALL** **ABERRATION** **AQUATIC**

Perception +8; darkvision

Languages Common (can't speak any language)

Skills Acrobatics+7, Athletics +4 (+8 to Swim)

Str +1, **Dex** +4, **Con** +2, **Int** -3, **Wis** +1, **Cha** +1

AC 20; **Fort** +7, **Ref** +9, **Will** +4

HP 17

Death Frenzy **Trigger** The reefclaw is reduced to 0 Hit Points. **Effect** The reefclaw makes a claw Strike before dying.

Speed 5 feet, swim 30 feet

Melee **◆** claw +9 (finesse), **Damage** 1d6+3 slashing plus reefclaw venom and Grab

Constrict **◆** 1d6 bludgeoning, DC 17

Reefclaw Venom (poison) **Saving Throw** DC 17 Fortitude;

Maximum Duration 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)

SUBMERGED SHARDS (5)

HAZARD 1

ENVIRONMENTAL

Stealth 18 (trained)

Description An immense, jagged piece of clear crystal 10 feet square and forty feet high juts up from the seafloor

Disable Survival DC 13 (trained) to blunt the crystal's edges without getting cut

AC 16; **Fort** +10; **Ref** +4

Hardness 7, **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Shard **↻** (attack) **Trigger** A creature or object moves into the shard's space. **Effect** The triggering creature takes 2d6+5 piercing damage (DC 17 basic Reflex save).

Reset The hazard still damages any creature or object that enters its space, but the surface doesn't become hidden again until it settles over the course of 1 minute.

SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one reefclaw. Remove two submerged shards.

12-13 Challenge Points: Add one reefclaw.

14-15 Challenge Points: Add one reefclaw and two submerged shards.

16-18 Challenge Points (5+ players): Add two reefclaws. Remove two submerged shards.

Burden of Envy

APPENDIX 2: SUBTIER 3-4 STAT BLOCKS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text. Some encounters require adding creatures to scale for different party sizes. The appendixes for these encounters have the alternative creatures marked “(0)” to indicate that they should not be added to the encounter unless specified. These additional creatures are not listed with the abbreviated stat blocks in each encounter in the main body of the scenario, as the base encounters are designed for four players. Follow the instructions in the Scaling Encounter sidebars in the appendixes to select the appropriate creatures.

Encounter B2 (Subtier 3-4) **Severe**

Barralbus lies in ambush atop a series of crates in Themolin’s warehouse, hoping to expose his rival’s activities. The arcanist seeks to slow down his foes and dispatch them from a distance.

BARRALBUS **CREATURE 5**

UNIQUE LE MEDIUM HUMAN HUMANOID

Male arcanist

Perception +9

Languages Common, Jotun, Thassilonian, Varisian

Skills Accounting Lore +11, Arcana +14, Society +11, Stealth +9, Thassilon Lore +11, Thievery +11

Str +0, **Dex** +3, **Con** +1, **Int** +5, **Wis** +2, **Cha** +1

Items crossbow, *invisibility potion*, inkwell (bonded item), spellbook, staff

AC 20; **Fort** +11, **Ref** +12, **Will** +14

HP 53

Counterspell ↻ (abjuration, arcane) **Trigger** A creature Casts a Spell Barralbus has prepared. **Effect** Barralbus expends a prepared spell to counter the triggering creature’s casting of the same spell. He loses the spell slot as if he had cast the triggering spell. He then attempts to counteract the triggering spell (*Pathfinder Core Rulebook* 458).

Speed 25 feet

Melee ✦ staff +9 (two-hand d8), **Damage** 1d4 bludgeoning

Ranged ✦ crossbow +9, **Damage** 1d8 piercing

Arcane Prepared Spells DC 22, attack +14; **3rd** *haste*, *magic missile*, *invisibility sphere*; **2nd** *blur*, *darkness*, *flaming sphere*, *resist energy*; **1st** *command*, *grease*, *gust of wind*, *magic missile*; **Cantrips (3rd)** *electric arc*, *mage hand*, *produce flame*, *ray of frost*, *sigil*

SCALING ENCOUNTER B2

To adjust for the PCs’ overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one hungry blade recruit.

23–27 Challenge Points: Add two hungry blade recruits.

28–32 Challenge Points: Add three hungry blade recruits.

33+ Challenge Points: Add four hungry blade recruits.

HUNGRY BLADE APPRENTICE **CREATURE 2**

LE MEDIUM HUMAN HUMANOID

Female assassin

Perception +8

Languages Common, Thassilonian

Skills Acrobatics +9, Athletics +8, Intimidation +5, Stealth +9, Thievery +9, Underworld Lore +6

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0

Items rapier

AC 20; **Fort** +6, **Ref** +12, **Will** +9

HP 40

Speed 25 feet

Melee ✦ rapier +11, **Damage** 1d6+6 piercing

Ranged ✦ shortbow +11, **Damage** 1d6 piercing

Sneak Attack The Hungry Blade recruit deals an extra 1d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven’t acted yet are flat-footed to the Hungry Blade recruit.

You’re Next ↻ (emotion, fear, mental) **Trigger** The Hungry Blade recruit reduces a creature to 0 Hit Points; **Effect** Hungry Blade recruit prisoner attempts an Intimidation check with a +2 circumstance bonus to Demoralize a single creature it can see and that can see them.

Burden of Envy

Encounter B3 (Subtier 3-4) Moderate

In Shard Cove, the PCs are attacked by a great white shark as they navigate the nearly invisible submerged shards in the water, the shark's hunting grounds.

SUBMERGED SHARDS (5) HAZARD 1

ENVIRONMENTAL

Stealth 18 (trained)

Description An immense, jagged piece of clear crystal 10 feet square and forty feet high juts up from the seafloor

Disable Survival DC 13 (trained) to blunt the crystal's edges without getting cut

AC 16; **Fort** +10; **Ref** +4

Hardness 7, **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Shard ↻ (attack) **Trigger** A creature or object moves into the shard's space. **Effect** The triggering creature takes 2d6+5 piercing damage (DC 17 basic Reflex save).

Reset The hazard still damages any creature or object that enters its space, but the surface doesn't become hidden again until it settles over the course of 1 minute.

GREAT WHITE SHARK CREATURE 4

N LARGE ANIMAL AQUATIC

Perception +11; blood scent, scent (imprecise) 100 feet

Skills Acrobatics +14, Stealth +12, Survival +9

Str +6, **Dex** +2, **Con** +4, **Int** -4, **Wis** +1, **Cha** -4

Blood Scent The shark can smell blood in the water from up to 1 mile away

AC 21; **Fort** +12, **Ref** +10, **Will** +9

HP 60

Speed swim 40 feet

Melee ✦ jaws +14, **Damage** 1d12+8 piercing

Breach ✦✦ The shark Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the shark splashes back down into the water.

Savage ✦ **Requirement** The shark hit with a jaws Strike on its most recent action this turn. **Effect** The creature the shark hit takes 1d12 slashing damage.

Strafing Chomp ✦ The shark swims up to half its Swim Speed, make a jaws Strike, and then Swims up to half its Speed further. The Strike deals half damage.

SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one reefclaw.

23-27 Challenge Points: Add two reefclaws.

28-32 Challenge Points: Add a second great white shark.

33+ Challenge Points: Add a second great white shark and one reefclaw.

REEFCLAWS (0) CREATURE 1

CN SMALL ABERRATION AQUATIC

Perception +8; darkvision

Languages Common (can't speak any language)

Skills Acrobatics+7, Athletics +4 (+8 to Swim)

Str +1, **Dex** +4, **Con** +2, **Int** -3, **Wis** +1, **Cha** +1

AC 20; **Fort** +7, **Ref** +9, **Will** +4

HP 17

Death Frenzy ↻ **Trigger** The reefclaw is reduced to 0 Hit Points. **Effect** The reefclaw makes a claw Strike before dying.

Speed 5 feet, swim 30 feet

Melee ✦ claw +9 (finesse), **Damage** 1d6+3 slashing plus reefclaw venom and Grab

Constrict ✦ 1d6 bludgeoning, DC 17

Reefclaw Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)

Burden of Envy

APPENDIX 3: ART



FLITCH NAPOVIC

Burden of Envy



YULEG BLUINGLOT

Burden of Envy



DAFFRID CHAVERLY

Burden of Envy



ASTRID KALLADE

Burden of Envy



REEFCLAW

Burden of Envy

Handout: Guaril's List

Flitch—Wouldn't need my help if he was a better thief. Still, he's Frallino's nephew, so we can't just leave him hanging. If he's smart, he's laying low in his flat. Find it in Envy Row East, off the alley between Copper Street and Loyalty Way. If he questions you, tell him that his uncle's been asking about his slippers.

Themolin—This accountant's got money—lots of it! Promised quite the haul for our services. Don't let him leave without it! Works for the Ministry of Tithes, auditing taxes or some such. Seems he found some innocent error involving numbers and now lives in constant fear of being found out. His desperation is our gain. Don't forget his payment.

Yuleg—Owns the Rockfish Inn. Nice guy. Just wants a better life for him and his daughter. Don't accept fish for payment, though.

Daffrid—Teaches at Arcanium Abjurant, or what's left of it. Wants out of the city along with her spouse and two kids. Longs to see what the world is like after five thousand years. World may have changed, but her gold hasn't.

Garrla—Flitch brought me a note he found underneath an overturned flowerpot on his window sill, which read, "Ready to join. Emerald Guardhouse. Ask for Garrla. Remaining half paid upon departure." Sound risky? Sure. But, the bag the note was tied to held a lot of coins.

They're expecting to be dealing with Yours Truly, so they may need some assurances before closing the deal. Don't go messing up my reputation, you got that?

Burden of Envy

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Chronicle Sheet

If the PCs fulfill four of the five objectives required to meet the secondary objective, each PC earns the Valais's Assurance boon on their Chronicle sheet.

TREASURE BUNDLES:

- Area **A2**, page 8: 1 Treasure Bundle
 - Flich's Hideout, page 8: 1 Treasure Bundle
 - Area **A4**, page 10: 1 Treasure Bundle
 - Area **A5**, page 11 (payment): 1 Treasure Bundle
 - Area **A5**, page 11 (scroll): 1 Treasure Bundle
 - Area **A6**, page 12: 2 Treasure Bundles
 - Area **B2**, page 15: 3 Treasure Bundles
- The PCs can lose Treasure Bundles in Area C: Dock Escape. Lost Treasure:



Event Reporting Form

Date _____ Event Code: _____
Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	Scenario-based Infamy earned?	Fame Earned:
<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Player Name:			Class		Faction:		
Character Name:			Org Play #:	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
					<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
					<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
					<input type="checkbox"/>		

Player Name:			Class		Faction:		
Character Name:			Org Play #:	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
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Character Name:			Org Play #:	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
					<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
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					<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
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					<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
					<input type="checkbox"/>		

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