



Year of the Open Road



PATHFINDER SOCIETY

LIONS OF KATAPESH

By Adam Meyers

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How to Play

Pathfinder Society Scenario #1-14: Lions of Katapesh 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

Lions of Katapesh makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as *Pathfinder Flip Mat Classics: Desert* and *Pathfinder Flip Mat Classics: Dragons Lair*. 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 Bestiary 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 features travel, exploration, and intense combat encounters that the PCs will generally have regular opportunities to rest between.

ADVENTURE BACKGROUND

In 4718 AR, the city of Katapesh experienced massive upheaval among the Pathfinder Society venture-captains who had long managed the organization's affairs in the area. Venture-Captain Roderus, the most senior and arguably most beloved of the Katapeshi venture-captains, retired to sell the Winding Road inn and set off on one last adventure. During the turmoil that followed, two of the remaining venture-captains, an unscrupulous half-orc named Phlegos Dulm and the human seer Wulessa Yuul, fought for control of Roderus's territory. The conflict revealed Phlegos to be a traitor and slave trader, thanks in part to the assistance of a goblin merchant named Yigrig Moneymaker.

In the year since, Yigrig and his family, many of them former slaves, have proven an invaluable asset to Wulessa Yuul and the Society's operations in the area. Because most of Katapesh's other residents actively ignore their presence, the goblins excel at information gathering, bolstering their connections and supply lines far beyond the eponymous city's boundaries.

Yigrig's family made arrangements to fund and oversee the building of a bridge across the Elemion River as part of a trade agreement the goblin brokered between the leaders of two cities; Solku, which is part of the nation of Katapesh, and Oenopion in Katapesh's southern neighbor, Nex. The residents of Solku, constantly besieged by nearby gnoll raiders, have a need for Oenopion's alchemical bombs and elixirs, while the merchant companies of Oenopion are interested in securing a trade deal that could spare them from paying expensive port and shipping fees. The bridge remains the focal point of the trade agreement, as without it, negotiations are likely to die out before they even begin. Trade between Solku and Oenopion depends upon reliable passage across the Elemion that does not require extended stops for passengers to rest or load cargo that would leave these shipments vulnerable to attacks by bandits or nearby predators. If Yigrig can build and maintain the bridge, he and his family stand to gain significant wealth by garnishing a cut of the profits generated by trade between these cities.

The members of Yigrig's family are reasonably industrious, and his son Zig has grown into an intelligent and resourceful goblin capable of exerting control and

WHERE ON GOLARION?

Lions of Katapesh begins in the metropolis of Katapesh where anything imaginable can be bought or sold, and the city's masked rulers, known as the Pactmasters, care for nothing as much as keeping the flow of commerce moving. More information on Katapesh can be found on pages 51-52 of the *Lost Omens World Guide*, available in book stores and games stores and online at paizo.com.



authority almost equivalent to his father's. Zig's first few weeks at the construction site went well, until a group of vicious felines discovered the goblin camp and began attacking and devouring workers that fled from the site's protection or wandered out on their own at night. As the goblin's terror of the felines grew, they took precautions to deter the beasts, such as carrying lit torches and keeping large fires around the camp's perimeter. Unfortunately, these efforts led to even more casualties as the goblins' relatively short attention spans and fascination with burning things has resulted in disaster.

Now, Yigrig has reached out to his allies in the Pathfinder Society to help him secure the bridge and minimize further harm to his family.

ADVENTURE SUMMARY

The PCs receive a mission to join a goblin caravan on its way to the construction site for a bridge. After a few days' travel, the PCs are attacked by the scenario's secondary antagonists, who have a mission from the scenario's primary antagonist to keep the camp from being reinforced. (More information about the primary and secondary antagonists can be found on pages 5-6).

After arriving at the construction site, the PCs are given the task of fortifying the work camp, building fences, and patrolling the area at night to defend against attacks from

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magically agitated wildlife. The camp is attacked every other night, and the PCs must find a way to fend off the attacks while protecting the goblin workers. Eventually, either by tracking the felines to their lair or by drawing out the primary antagonist, the PCs have the chance to either defeat or broker a deal with the primary antagonists, neutralizing the threat so the bridge can be built.

GETTING STARTED

The adventure begins in a meeting room in Katapesh, where the PCs are briefed on their mission by Yigrig Moneymaker.

Read or paraphrase the following to proceed.



Yigrig Moneymaker, the powerful goblin merchant, slumps in a large chair. His face, normally so proud and assured, looks troubled. “It’s good to see you, Pathfinders! I have a lot of respect for the Society. You’ve been good to me in the past, and my family has aided you in return. But today I come before you, my hat in my hands, in need of help.

“My family and I have almost brokered a trade agreement between the cities of Solku and Oenopion. It’s a beneficial deal, one where Solku gains the materials it needs to defend itself, Oenopion gains a new trading partner, and everyone stands to make a heap of coin. There’s only one issue standing in the way of the negotiation being finalized: a bridge must be constructed over the Elemion River to facilitate safe travel between the two cities. My family is responsible for building and maintaining this bridge. It should have been a simple job... easy to pull off.

“It has been anything but easy.”

The old goblin leans forward. “Every morning at the work camp, it is discovered that more of my children have been pulled from their beds in the night, presumed dead. Every shipment of aid I send gets attacked. The last one I sent did not even arrive.

“There is a lot of money riding on this deal, but I admit this isn’t about money anymore. This is personal. Someone is harming my family and I can’t sit by and let that happen.

“I have contracted the Pathfinder Society to protect the bridge and surrounding work camp while construction is completed. I have a caravan ready to leave, filled with new workers and supplies for the bridge site. I want you on it. When you see it safely to the bridge site, I need you to stop the attacks on the camp by any means necessary until the job is complete. When you get to the work camp, you will meet my son Zig, the overseer of the project. Sweet kid... takes after his old man. He’ll be your liaison with the workers and see to your needs.

“Nothing is more important than family. Nothing. And so, I’m asking you to take care of mine. Our future is in your hands.”

If the PCs ask Yigrig questions, he responds with the following answers.

What is attacking the bridge camp? “Since the attacks began, information has been spotty getting out. However, I know that some sort of large animals have been attacking the work camp during the night, and something else has been aggressive toward anyone that tries to leave or enter the site, no matter what time of day. Bandits? Animals? Accounts have been conflicting, but whatever they are, they’re dangerous.”

Is there more help coming? “I have already tried to help as much as I can, and what I’ve done has proven insufficient; that’s why I need you. If you can’t protect the bridge, then the only option left is to close the site

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and abandon negotiation on the trade agreement before any more goblins in the camp die or go missing.

How do we protect the camp? “Zig will give you more information, but so long as you can prevent goblins from being killed or abducted, the bridge can be built on schedule. If the threats to the goblin workers persist, the builders will remain too scared to finish the job. Personally, I can’t blame them for that.”

Nature

If a PC attempts a Nature check to Recall Knowledge (DC 15), they know the information corresponding to the outcome of their roll.

Critical Success: The PC recognizes that the area they are visiting is home to great beasts such as lions, panthers, dire wolves, and more. The PC’s understanding of these creatures gives them a +1 circumstance bonus to all initiative rolls made against them during this scenario as the PC is better able to anticipate these animals’ behaviors.

Success: The PC realizes that the area they are visiting is home to great beasts such as lions, panthers, dire wolves, and more. Such creatures might be responsible for the attacks on the camp.

Failure: The PC knows nothing of note about the area.

Critical Failure: While the PC remains confident that they understand the local fauna, they absolutely don’t. The PC takes a -1 circumstance penalty to initiative rolls during encounters that include animals as the PC’s errant information constantly leads them astray.

RUNNING THIS SCENARIO

This scenario is designed for replayability and includes 3 possible primary antagonists, 3 possible secondary antagonists, and a Morale Points system (page 7).

Primary Antagonists

The following information details the primary antagonists of this scenario.

Keff the Lion: Keff is an old and grizzled awakened lion that gained intelligence as part of a wizard’s experiment. He has spent years wandering lands typically controlled by humanoids, studying magic whenever the opportunity arose. Over time, he has grown unsatisfied with masquerading as just another lion amongst his mundane kin. Vowing that he would not be the last of his kind, Keff recently stopped traveling to assert his dominance over a small group of felines. In an attempt to expand mental and physical abilities of these cats, he combines rigorous physical training with magical experimentation. As he continues to modify the abilities of the animals under his control, he has begun to view these felines and the area

TABLE 1: CHOOSING PRIMARY AND SECONDARY ANTAGONISTS

To select the primary and secondary antagonists, roll on the following table.

1d10	Primary Antagonist	Secondary Antagonists
1	Keff the lion	Bandits
2	Keff the lion	Wolves
3	Keff the lion	Kobolds
4	Kip the druid	Bandits
5	Kip the druid	Wolves
6	Kip the druid	Kobolds
7	Visu Mas the lich	Bandits
8	Visu Mas the lich	Wolves
9	Visu Mas the lich	Kobolds
10	Reroll	Reroll

It is recommended that GMs who are unfamiliar with this scenario roll or simply choose which antagonists to use beforehand. However, GMs who are familiar with this scenario can instead ask the players to roll the die at the beginning of the adventure.

they prowl as his part of his own personal fiefdom, ruling the local wildlife like a king.

When the goblin workers began construction on the bridge, Keff saw a perfect opportunity to test his followers and the effectiveness of their magical enhancements and training. Spurred by his own prejudicial beliefs that goblins are lesser beings, he has shown little remorse for those killed by his minions.

Kip the Druid: Kip is a criminal wanted in many surrounding cities for murder. Years ago, Kip abandoned her village home to fully embrace living as an animal, going so far as to hunt and consume weaker humanoid creatures from a variety of settlements in an effort to better embrace her connection to primal magic. When she was finally driven from her hunting grounds, she encountered a small group of great cats that she quickly dominated, becoming their leader.

While she spends most of her time living amongst the felines and behaving as one of them, Kip still enchants, trains, and expands the abilities of her animal allies, so that they might protect her if those who hunted her before should find her again. However, she sees the bridge as a sign of civilization’s dismissal and abhorrence for nature and wishes to see the construction site razed to the ground to maintain the natural balance in the area.

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Visu Mas the Lich: Visu Mas is a wizard who made a horrible mistake when attempting a magical ritual to transform herself into a lich. Instead of creating a phylactery and becoming undead, she ripped her soul away completely, transforming herself into a shade less powerful than a common ghost. After years of experimentation, she discovered her ability to possess the forms of animals, albeit incompletely. In an attempt to find the strongest animals in the area, she dominated a small group of great felines, compelling them to become her servants. While her ability to possess these animals grants the felines a portion of her intelligence and allows Visu to feed from their life force, her control is not complete and she has a long way to go before she can gain the influence and resources she'll need to discover a way to reverse her situation. However, when the goblins entered the area to begin bridge construction, Visu hatched a new plot to restore her former power. By slaying as many goblins from the work camp as possible and using her power to animate their corpses, she plans to amass an army of loyal undead and unleash it to achieve her goals.

Secondary Antagonists

The following information details the secondary antagonists, as well as their relationship to the different primary antagonists.

Bandits: The bandits are a small band of brigands who live in the desert and survive by raiding nearby settlements. While they have not directly attacked the goblins yet, they have been watching the perimeter of the camp to prevent them from being reinforced while the primary antagonist deals with them.

Keff the Lion: The bandits came upon Keff's feline minions and were completely overcome. The few who survived pledged fealty to Keff. While the newer bandit recruits don't know their true leader, the more senior members of their band know that the 'bandit king' who actually calls the shots and takes a percentage of their cut is a talking lion named Keff.

Kip the Druid: The leader of the bandits is an old friend of Kip. Even after the druid turned her back on civilization, the two maintained a working relationship as she allowed the bandits to salvage the equipment from her most spectacular kills. When the goblins arrived to begin construction, Kip and the bandit leader joined forces once again to harass the camp and deter progress.

Visu Mas the Lich: As Visu Mas has expanded her powers, she has managed to enact a small amount of control over one human; the bandit leader. While this is not a true possession, she has influenced him enough to guide the actions of the bandits in ways that serve her ends.

Cinder Wolves: When the primary antagonist took control of the area, they not only dominated a group of great felines, but also several other creatures who lived in the surrounding area, including a pack of wolves. These wolves guard the area around the goblin camp, preventing the workers from receiving outside aid. Like the great felines, these wolves are still animals, though much more intelligent than normal wolves. Thus, the influence of the primary antagonist allows the wolves to perform complex tasks and enact complicated battle plans that far surpass the tactics of their mundane kin.

Keff the Lion: While Keff does not consider these wolves kin, he has been experimenting on them as well, using them to test ideas first before using them on his fellow felines.

Kip the Druid: Kip has dominated the wolves just as she has the great felines and uses them to protect her territory and sow terror among the workers at the bridge site.

Visu Mas the Lich: Ever looking to expand her army, Visu Mas has dominated the wolves as well as the felines, keeping them around to serve as border guards while she gathers more strength.

Kobolds: Yigrig MoneyMaker and his goblins are not the only ones who have tried to establish themselves in the markets of Katapesh. The Greenlick kobold clan, led by elder Eitook, have also done their best to establish themselves, albeit with lesser results. Incensed with Yigrig's rampant success in the face of their middling efforts, the Greenlicks have been moving against MoneyMaker in an effort to dampen his operations and steal some of his profits. They are doubly angry because their efforts up until now have been so fruitless that its uncertain if Yigrig himself actually knows they exist.

The building of the bridge is the final straw for the Greenlicks, who have decided to sabotage the construction efforts by any means necessary. After becoming aware of the primary antagonist, they brokered an agreement to work together to destroy the goblins.

Keff the Lion: The kobolds have brokered a deal with Keff; they acknowledge his control of the area and have agreed to bring him goods that are unobtainable in the wilds in exchange for the destruction of the bridge builders.

Kip the Druid: Kip views the kobolds as incompetent, and thus doesn't give them much attention. The kobolds have been using Kip's attacks to cover sabotage of their own, bringing any goblin kills they manage to Kip in an attempt to garner her favor.

Visu Mas the Lich: The kobolds don't know or understand what controls the great felines, but they do know it favors killing goblins. Thus, they are happy to make it offerings and patrol the area so that Visu Mas can work against the goblins undisturbed.

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Morale Points

The goblins working on Yigrig's bridge are quickly losing their morale in light of all the animal attacks.

The goblins begin with a number of Morale Points equal to the number of PCs. For every goblin killed in any encounter during this scenario, the goblins lose 1 Morale Point. Lost Morale Points lower the final Treasure Bundle payout as described on page 13. If the goblin's Morale Points are reduced to 0, the goblins abandon the bridge site completely in order to protect their own lives. If this occurs, the PCs must immediately find and defeat the primary antagonist (such as by tracking them to their lair), or the scenario ends in defeat. Certain actions taken by the PCs throughout this scenario can increase the goblins' Morale Points, such as those described below and on page 8. Because the goblins' Morale Points can rise in the beginning of the scenario and fall as it progresses, you might consider using a d20 or similar device that the players can see at the table to track them.

A. THE CARAVAN

After the PCs finish talking to Yigrig, he leads them to a goblin caravan. The goblin caravan consists of 4 Huge wagons and 20 nervous goblin workers. It also contains a trove supplies including wooden beams and food. The leader of the caravan is a goblin named Muckmuck, who remains terrified of his responsibilities and fearful of what could happen on the ensuing journey. He has little to say to the PCs and doesn't contribute much beyond driving the caravan. Because many goblins loathe horses, the caravan's wagons are pulled by camels.

Read or paraphrase the following.

Muckmuck laughs to himself.

"You longshanks think you can protect us? You can't save Muckmuck. You're weak. Face facts. We're all going to die.

"You sit there in the back and talk to the workers. We're all scared. Doesn't matter what we do. We're all going to die.

"Tell you truth, I don't want to go. Yigrig reads too many books. He's lost his mind. We all think about leaving before he gets us killed. Not help that the minstrel lost hand in teeth-brushing accident. Much blood. Can't play lute anymore.

"Tell you what. You want to help? You be the minstrel. Make fancy music. Make goblins feel less likely to run away. Convince them we're not all going to die."

The caravan takes two days to reach the camp with one overnight stay on the side of the path. The PCs have the chance to speak with the goblin workers. Just as Muckmuck says, they are terrified to travel to the camp.

However, the caravan is filled with goblins, and despite their fear, their wandering attention span quickly turns to

revelry in its many forms. The night is filled with fights and cackling laughter as the goblins try to impress the PCs and each other with feats of physical prowess. If the PCs so choose, they can partake in this revelry, lifting the spirits of the goblins and gaining their trust through their impressive displays.

The following checks include some of the various ways the PCs might attempt to impress the goblins and raise their spirits. Each PC can attempt a total of two checks, and no check listed below can be attempted more than three times before the caravan arrives at the bridge camp.

Acrobatics

Goblins attempt to impress each other with feats of acrobatics. A PC can attempt a DC 15 Acrobatics check (DC 18 in Subtier 3–4) to Tumble Through the crowd while trying to display agility and grace.

Critical Success The PC can tumble almost as good as a bouncy goblin! The goblins gain 2 Morale Points.

Success The goblins gain 1 Morale Point.

Failure The PC stumbles and makes the goblins laugh but doesn't do much to make the goblins more assured the PCs can actually protect them.

Critical Failure The PC injures themselves trying to attempt the tumble. They take 1d4 damage and the goblins lose 1 Morale Point.

Athletics

The goblins show off their bravery by climbing tents, cliffs, trees or anything so high that falling from it results in a nasty impact. A PC can attempt a DC 15 Athletics check (DC 18 in Subtier 3–4) to Climb so well they impress the goblins with their physical prowess.

Critical Success The PC climbs as high as they can go! The goblins gain 2 Morale Points.

Success The goblins gain 1 Morale Point.

Failure The PC can't climb high enough to impress the goblins.

Critical Failure The PC falls during their climb. The PC takes 1d4 damage and the goblins lose 1 Morale Point.

Deception

The goblins love impressions, and if a PC can Impersonate Muckmuck or otherwise impress them with this skill, they fall over with laughter. A PC can attempt a DC 15 Deception check (DC 18 in Subtier 3–4) to Impersonate Muckmuck or another goblin in the caravan.

Critical Success The PC makes a greater Muckmuck than Muckmuck. The goblins gain 2 Morale Points.

Success The goblins gain 1 Morale Point.

Failure The goblins remain unimpressed.

Critical Failure Muckmuck takes offense at the PC's bad impression. The goblins lose 1 Morale Point.

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Performance

A PC can attempt a DC 15 Performance check (DC 18 in Subtier 3–4) to Perform for the goblins.

Critical Success The goblins are so entertained that they don't even throw things at the PC, and the goblins gain 2 Morale Points.

Success The goblins gain 1 Morale Point.

Failure The goblins are unimpressed with the PC's attempts and heckle the performer mercilessly.

Critical Failure The PC's performance is so awful that the goblins are actively discouraged. The goblins lose 1 Morale Point, and if the PCs used an instrument during their performance and don't have someone on watch throughout the night, they wake up the next morning to find the instrument has been tampered with in some way (rags stuffed into trumpets, strings loosened on lutes, etc.)

A1. Ambush

Moderate

The next day, just as the PCs approach the bridge site, they are ambushed by the secondary antagonists. The goblins scatter and hide, but the secondary antagonists aren't specifically looking to kill the goblins; they seek to destroy the wagons, and they do not appreciate interference.

BANDIT SUBTIER 1-2

BANDIT SCOUTS (3) CREATURE 0

Page 15

BANDIT SUBTIER 3-4

BANDIT SCOUTS (3) CREATURE 0

Page 20

BANDIT LIEUTENANT CREATURE 2

Page 21

KOBOLD SUBTIER 1-2

KOBOLD WARRIORS (2) CREATURE -1

Page 16

KOBOLD SCOUT CREATURE 1

Page 16; art on page 27

KOBOLD SUBTIER 3-4

KOBOLD SCOUT CREATURE 1

Page 21; art on page 27

KOBOLD DRAGON MAGES (2) CREATURE 2

Page 21

WOLF SUBTIER 1-2

CINDER WOLVES (2) CREATURE 1

Page 16; art on page 28

WOLF SUBTIER 3-4

DIRE CINDER WOLVES (2) CREATURE 3

Page 22; art on page 28

If the PCs manage to take any of the bandits or kobolds prisoner and interrogate them, the secondary antagonists make it clear they are only subordinates. Neither the bandits nor kobolds have any information on who the primary antagonists are. They can reveal only that they were told to stop all reinforcements from reaching the work camp, by order of their group's leader. If the PCs manage to capture a wolf and use primal magic or other supernatural means to interrogate it, they are at least able to learn whether the primary antagonist is a lion, a humanoid, or a dark spirit that haunts the region.

Morale: The goblins lose 2 Morale Points for each wagon destroyed by the secondary antagonists.

Reward: There is a hidden treasure trove taken from other victims stashed in a nearby cave. If the PCs manage to defeat or drive away the secondary antagonists, they can easily find the rocky lair where the antagonists have stored these items. If a PC Searches the area and succeeds at a DC 10 Perception Check to Seek, that PC finds a weapons cache with bolas, a khopesh (+1 *khopesh* in Subtier 3–4), and a fighting fan, representing 3 Treasure Bundles.

B. THE BRIDGE CAMP

After the ambush, nothing remains to be done but to take the wagons that survived the attack and complete the journey to the bridge camp. The surviving goblins regroup and pack anything they can salvage from destroyed wagons (if applicable) into the remaining wagons.

When the PCs arrive at the camp, they find it bustling with activity. Goblin engineers do their best to guide goblin workers as they build the decking and assemble the piers; the bridge appears simple, but sturdy, and is approximately half complete by this point.

As the wagons are unloaded, Muckmuck shows the PCs to Zig, leader of the bridge camp.

Read or paraphrase the following to proceed.

While many of the goblins at the work camp are covered in dirt and sweat, Zig stands tall and straight among them. He pours over maps of the surrounding area before speaking.

"It is good to see you. They call me Zig. I'm glad my father asked you to come here to help.

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A1. AMBUSH

Bandits start here

Kobolds start here

Wolves start here

W1

W2

W3

W4

W = Wagon

1 square = 5 feet

Pathfinder Flip-Mat Classics: Desert

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“We have been building a very important bridge. But every night, the big cats attack our camp. We leave out meat for them and they saunter right past it. Instead, they seem bent on filling their bellies with goblin flesh. If we move camp across the river; they cross over it overnight. If we light fires around the camp to scare them away, the goblins workers burn themselves in the flames. It’s a lose-lose situation.

“Every few nights, the cats come back to hunt us. Everyone is terrified and that’s bad for business. With all this talk of some saber-toothed whatever coming for us in the night, we’re all too scared to finish our work. If someone doesn’t take these furballs out, I suspect the bridge isn’t ever gonna get built.

“These kitties aren’t natural. Whatever you need, you got it. I can give you workers to build fences. But fences alone aren’t going to be enough. Either the cats go, or this bridge is history. The only other answer is death.”

The big cats (leopards for Subtier 1–2 or lions for Subtier 3–4) attack every few nights. The cats focus only on attacking goblins, grabbing a few of the workers before disappearing into the night to feast. About a dozen goblins have been killed by these creatures, and Zig needs the PCs to put an end to the slaughter. Zig asks the PCs to patrol the camp’s perimeter during the night and stop the felines from killing the goblin workers.

The camp is mostly filled with goblin workers, most of whom do not speak Common and are too busy to talk to the PCs. The areas of note in the camp are the supply depot (where tools and materials are kept for building the bridge), the mess hall (where Zig works and food is stored), the infirmary (where sick or injured goblins are cared for), and the tents where each goblin sleeps. Aside from Zig (and Muckmuck, who quickly becomes the leader of the ‘opposition’ in the camp, letting Zig know just how ready to leave all of the workers are), the only other person of note in the camp is Pearlybones, a trained doctor who tends the sick and injured. If a PC needs it, he can attempt Medicine checks with a +7 bonus to Treat Wounds. He is Trained in the skill.

Morale: The goblins lose 1 Morale Point for each goblin that is killed. If the goblins’ Morale Points are ever reduced to 0, the goblins abandon the bridge site in order to protect their own lives; if the PCs cannot immediately find and defeat the primary antagonist (such as by tracking them to their lair), the scenario ends in defeat.

Defenses: The PCs can have Zig’s workers build sections of fence for them to help them fend off the feline attacks and protect the more sensitive areas of the camp, such as the tents or the infirmary. However, since the best way to protect the camp is simply to get the bridge done, Zig can’t spare more supplies or workers to build defenses beyond those described below. He explains that

if he provided any more materials than that, there would simply not be enough left to complete the bridge.

The fences that already surround the encampment provide some protection. The PCs can place four additional segments of fence for every wagon that survived encounter **A1**. Each section of fence fills a 5-foot square, is 6 feet high, and is made of wood (10 Hardness, 40 HP, Broken Threshold 20). The PCs can place these segments of fence wherever they wish and can move the fences each day.

Daytime Activities: While they are staying in the camp, the PCs do not have much opportunity to perform other actions, as they spend their evening on patrol and their days resting as best they can. It is assumed generally the PCs do not have the chance to Craft items or conduct research. The PCs can perform some other Exploration and Downtime activities, such as putting time towards training a Bonded Animal, Learning a Spell that takes more than 4 hours to learn, or Treating a Disease, but PCs who perform such activities are fatigued during any events that take place that night (such as one of the camp attacks described in area **B1**). A few of the activities the PCs are likely to use are outlined below.

Track the Felines: A PC can attempt a DC 20 Survival check to Track the felines to their lair. If the felines have attacked and killed at least one goblin, the PCs gain a +2 circumstance bonus to this check and can do so untrained, as the fresh blood dragged across the desert is easy to follow.

Build More Defenses: A PC might wish to dig a pit, or otherwise alter the terrain. Altering the terrain in a 5-foot square takes a PC 1 day.

The GM can decide the results of other activities the players might take and is encouraged to reward creative problem-solving.

B1. Camp Attack **Severe**

The feline attacks occur the first night after the PCs arrive at the camp and every other night thereafter (repeating this encounter each time).

Creatures: Two leopards (lions in Subtier 3–4) descend onto the camp in darkness. The felines focus their attacks on either of the groups of tents or on the infirmary.

NATURE (RECALL KNOWLEDGE)

A PC can attempt a DC 15 Nature check to learn about the leopards or lions that attack.

Critical Success The PC knows that these animals are expressing uncanny intelligence in their attack pattern. However, the PC discerns some secrets about their behavior, granting the PC a +5 bonus to Survival checks to Track these felines and a +2 circumstance bonus to attacks and damage rolls against these creatures.

Lions of Katapesh

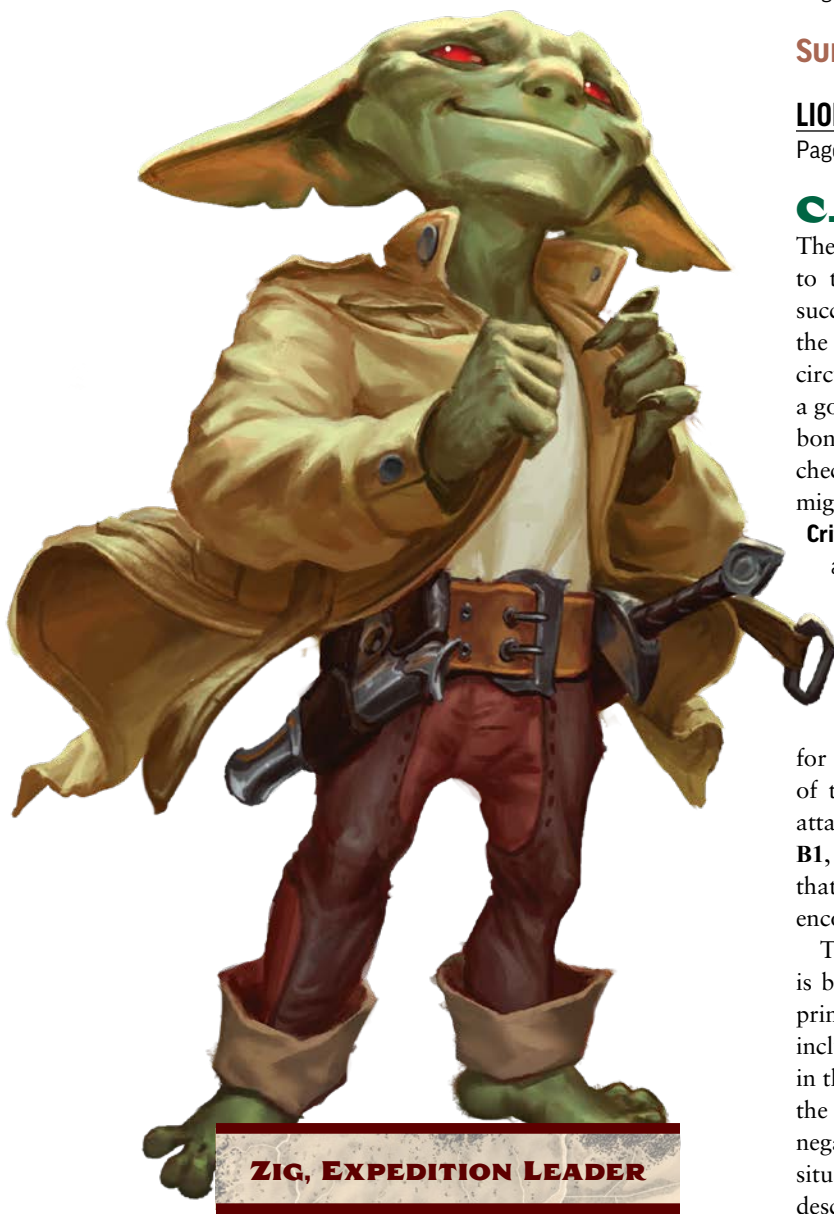
B. THE BRIDGE CAMP



Lions of Katapesh

VENDETTAS

If a leopard or lion is reduced to fewer than half its maximum Hit Points but manages to escape a raid alive, it bears a distinctive scar the next time it is encountered (either during the next raid or encounter **C1**)—making it easy to identify as an animal that was previously injured. Such a creature also gains a +1 circumstance bonus to all of its attack rolls, damage rolls, and saving throws made against the PC whose attack first reduced it to fewer than half HP or who was otherwise most responsible for its injuries, as determined by the GM.



ZIG, EXPEDITION LEADER

Success The PC recognizes the type of feline attacking the camp (lion or leopard), and knows what sort of locations they often lair in. This PC gains a +2 circumstance bonus to checks to Track these creatures.

Failure The PC learns nothing about the felines.

Critical Failure The PC becomes incorrectly convinced that they know the secret of the felines, taking a -1 circumstance penalty to all attack rolls made against the leopards or lions for the remainder of the adventure.

SUBTIER 1-2

LEOPARDS (2)

CREATURE 2

Page 17

SUBTIER 3-4

LIONS (2)

CREATURE 3

Page 23; art on page 30

C. THE LION'S LAIR

There are three main ways that the PCs might advance to the final battle in encounter **C1**. First, a PC who succeeds at a DC 15 Survival check to Track can follow the leopards or lions to their lair. The PC gains a +1 circumstance bonus to this check if the felines have killed a goblin and escaped with its body, or a +2 circumstance bonus if a member of the party succeeded at a Nature check to Recall Knowledge regarding where the felines might be hiding.

Critical Success: The PC learns the location of the lair as well as the number of leopards or lions dwelling there.

Success: The PC learns the location of the lair.

Failure: The PC doesn't learn the location of the lair.

Critical Failure: The PC travels far off course and becomes fatigued for the rest of the day.

Second, if the PCs successfully defend the camp for two raids resulting in no goblin deaths and kill one of the felines, then the primary antagonist decides to attack the goblin camp directly. Instead of encounter **B1**, the next night raid instead includes all of creatures that would normally be found in encounter **C1** and the encounter occurs on the map used for encounter **B1**.

The third way the PCs can trigger the final encounter is by taking some sort of drastic action that forces the primary antagonist's hand. Examples of such actions include starting a brush fire to flush out all the wildlife in the area or finding a way to divert the river and flood the feline's cave, or any other action that would have negative consequences for the primary antagonist. In this situation, the primary antagonist attacks the camp, as described above.

Lions of Katapesh

C1. Lion's Lair

Severe

The felines that survived encounter **B1** are also present inside the lion's lair and are still subject to any injuries that they have sustained in previous fights.

Creatures: In Subtier 3–4, in addition to the felines and the primary antagonist, some of the secondary antagonists join the fight: the liaisons between the bandits or kobolds and the primary antagonist, or the remaining cinder wolves.

SUBTIER 1–2

LEOPARDS (0–2) **CREATURE 2**
Page 18

VARIANT 1 (KEFF THE LION)

KEFF THE LION **CREATURE 3**
Page 18; art on page 30

VARIANT 2 (VISU MAS)

GOBLIN SKELETONS (4) **CREATURE -1**
Page 18

VARIANT 3 (KIP THE DRUID)

KIP THE DRUID **CREATURE 3**
Page 19; art on page 31

SUBTIER 3–4

LIONS (0–2) **CREATURE 3**
Page 24; art on page 30

VARIANT 1 (KEFF THE LION)

KEFF THE LION **CREATURE 3**
Page 24; art on page 30

VARIANT 2 (VISU MAS)

GOBLIN SKELETONS (4) **CREATURE -1**
Page 25

VARIANT 3 (KIP THE DRUID)

KIP THE DRUID **CREATURE 3**
Page 25; art on page 31

SECONDARY ANTAGONISTS (BANDITS, KOBOLDS, OR WOLVES)

KOBOLD SCOUTS (2) **CREATURE 1**
Page 25; art on page 27

CINDER WOLVES (2) **CREATURE 1**
Page 25; art on page 28

BANDIT LIEUTENANT **CREATURE 2**
Page 25

Reward: The feline's lair is filled with the bodies of goblins and other creatures that have been killed by the group of felines. A variety of odds and ends can be found among the fallen, including 36 gp in assorted coins (75 gp in Subtier 3–4) representing 3 Treasure Bundles.

CONCLUSION

The PCs return to Yigrig. If they successfully ended the hostilities, the bridge is completed and they are rewarded with a sack of gold whose value depends on the goblin's morale points at the end of the scenario. The PCs earn 4 Bundles if they earned a number of Morale Points that is at least twice the number of PCs. For every 2 Morale Points fewer that they earned, they lose 1 Treasure Bundle. For example, a group of 4 PCs earns 4 Treasure Bundles for 8 or more Morale Points, 3 Treasure Bundles for 6–7 Morale Points, 2 Treasure Bundles for 4–5 Morale Points, 1 Treasure Bundle for 2–3 Morale Points, and 0 Treasure Bundles for 0–1 Morale Points. If they failed, the bridge is not built and the trade agreement is abandoned.

Reporting Notes

If the goblins complete the bridge, check box A. If the PCs defeat the primary antagonist, check box B.

Primary Objectives

The PCs fulfill their primary objective if they defeat the primary antagonist and allow the bridge to be successfully built. 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 managed to defeat the primary antagonist before the goblins' Morale Points have been reduced to 0. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Lions of Katapesh

C1. LION'S LAIR



Primary
Antagonists

Lions

Secondary
Antagonists

1 square = 5 feet

Pathfinder Flip-Mat Classics: Dragon's Lair

Lions of Katapesh

APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this scenario, including any variation described in the text.

Encounter A1 (Subtier 1-2)

No matter which group of secondary antagonists the PCs face, their plan is the same: cut the camp off from the outside world by destroying the caravan before it reaches the work camp. Their tactics are likewise the same: use Stealth to hide as the caravan approaches and then attempt to destroy it. Once the battle starts, the goblins scatter and attempt to hide, but the secondary antagonists aren't specifically looking to kill the goblins this time; they seek to destroy the wagons. If the PCs face either the bandits or kobolds, the enemies throw their lesser alchemist fires on the wagons, continuing the assault on the wagons until the PCs attack them. If the PCs face the wolves, the animals rush the wagons, using their flaming jaw attacks to light the wagons on fire before turning their attention to the PCs.

The caravan has 4 wagons. Each has 50 Hit Points and is 10 feet wide and 15 feet long. When a wagon is dealt fire damage, it ignites and takes 1d6 fire damage per round; this fire damage increases by 1d6 each round (maximum 3d6). A PC who is adjacent to a wagon can spend 1 action and attempt a DC 14 Reflex save to Interact with the wagon to put out a fire using blankets, water, or some other appropriate tool. The fire is extinguished if its damage per round is reduced to 0. The outcome of the Reflex save depends on the results of the PC's roll.

SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

Bandits: For every 2 Challenge Points beyond 8, add 1 additional bandit scout to the encounter.

Kobolds: For every 2 Challenge Points beyond 8, add 1 additional kobold warrior to the encounter.

Wolves: For every 3 Challenge Points beyond 9, add 1 cinder wolf to the encounter.

Critical Success: The fire's damage is reduced by 2d6.

Success: The fire's damage is reduced by 1d6.

Failure: The PC's efforts have no effect on the fire.

Critical Failure: The PC takes 1d6 fire damage.

Spells like *create water* are also effective at extinguishing the flames.

The secondary antagonists attempt to cause as much destruction and chaos as possible, but do not fight to the death. They attack bystanders, cause fires, and generally attempt to dishearten the PCs as much as possible. When a secondary antagonist is reduced to half of its maximum Hit Points or fewer, it attempts to flee.

BANDIT SCOUTS (3)

CREATURE 0

NE MEDIUM HUMAN HUMANOID

Perception +5

Skills Acrobatics +4, Athletics +3, Stealth +6, Intimidation +2

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

Items lesser alchemist's fire (3), shortbow (10 arrows), shortsword, studded leather armor

AC 17; **Fort** +4, **Ref** +7, **Will** +5

HP 10 each

Speed 30 feet

Melee ◆ shortsword +5 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

Ranged ◆ lesser alchemist's fire +5 (range increment 20 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Ranged ◆ shortbow +5 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

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

Lions of Katapesh

KOBOLDS

KOBOLD WARRIORS (2)

CREATURE -1

LE SMALL HUMANOID KOBOLD

Perception +3; darkvision

Languages Draconic

Skills Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

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

Items lesser alchemist's fire (3), leather armor, sling (20 bullets), spear

AC 16; **Fort** +4, **Ref** +7, **Will** +3

HP 8 each

Speed 25 feet

Melee ✦ spear +3, **Damage** 1d6+1 piercing

Ranged ✦ lesser alchemist's fire +5 (range increment 20 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Ranged ✦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

Ranged ✦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

Hurried Retreat ✦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

KOBOLD SCOUT

CREATURE 1

LE SMALL HUMANOID KOBOLD

Perception +8; darkvision

Languages Common, Draconic

Skills Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

Items lesser alchemist's fire (3), crossbow (20 bolts), leather armor, shortsword, snare kit

AC 18; **Fort** +5, **Ref** +9, **Will** +6

HP 16

Speed 25 feet

Melee ✦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

Ranged ✦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ✦ lesser alchemist's fire +9 (range increment 20 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Hurried Retreat ✦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold scout Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold warrior deals an extra 1d6 precision damage to flat-footed creatures.

WOLVES

CINDER WOLVES (2)

CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +5, Stealth +7, Survival +7

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

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 24

Speed 35 feet

Melee ✦ jaws +9, **Damage** 1d6+3 piercing plus 1 fire and Knockdown

Pack Attack The cinder wolf's Strikes deal 1d4 extra precision damage to creatures within reach of at least two of the wolf's allies.

Lions of Katapesh

Encounter B1 (Subtier 1-2)

The leopard attacks occur the first night after the PCs arrive at the camp and every other night thereafter, repeating this encounter each time with the same leopards. This means that if the PCs are able to injure one of the leopards, it heals 4 Hit Points each night between attacks due to rest, but otherwise damage dealt to these animals persists.

When an attack comes, the leopards descend onto the camp in darkness. The goblins scatter as best they can, but it is not important to track the movements of each individual goblin. Instead, the leopards each attack one of the groups of tents or the infirmary.

If a leopard spends an Interact action while adjacent to a tent or the infirmary, it automatically kills a goblin inside. The first leopard who kills a goblin then drags the corpse back into the night, moving at full speed doing its best to disappear with its kill and retreat from the battle. If it escapes beyond the boundaries of the map, it retreats into the darkness beyond pursuit. The remaining feline attempts to cover its companion's retreat, fighting until it is reduced to 1/3 of its Hit Points, at which point it retreats as well. If a leopard is unable to reach the infirmary or the tents (for example, because the PCs are standing in their way), it attempt to fight or sneak their way through, overpowering the PCs before heading in to kill a goblin.

While the leopards encountered here are animals, they are smarter than normal creatures of their kind, and can enact simple plans; if the PCs have fenced in an area, they might avoid it, or they might try to break the fence down in a coordinated attack. If one area is heavily fortified, they might try to sneak in from another direction, or attempt hit and run tactics to catch the PCs off guard. They might even attack two places at once to divide the PCs or cause a disturbance at the supply depot or mess hall in an attempt to draw the PCs away while the others sneak by.

SCALING ENCOUNTER B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustment. These adjustments are not cumulative.

10-11 Challenge Points: Increase the leopards' Hit Points by 10.

12-13 Challenge Points: Add an additional leopard to the encounter.

14-15 Challenge Points: Add an additional leopard to the encounter and increase each leopard's Hit Points by 10. The third leopard fights to the death.

16-18 Challenge Points: (5+ players): Add two additional leopards to the encounter. Both of these additional leopards fight to the death.

LEOPARDS (2)

CREATURE 2

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +7, Stealth +8 (+11 in undergrowth)

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

AC 18; **Fort** +8, **Ref** +10, **Will** +5

HP 30 each

Speed 30 feet, climb 20 feet

Melee ✦ jaws +10 (finesse), **Damage** 1d10+3 piercing plus Grab

Melee ✦ claw +10 (agile, finesse), **Damage** 1d6+3 slashing

Maul ✦ The leopard makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks are made.

Pounce ✦ The leopard Strides and makes a Strike at the end of that movement. If the leopard began this action hidden, it remains hidden until after this ability's Strike.

Sneak Attack The leopard deals 1d4 extra precision damage to flat-footed creatures.

Lions of Katapesh

Encounter C1 (Subtier 1-2)

The statistics for the leopards, secondary antagonists, and primary antagonists are found below. Each of these protagonists are cunning and use whatever tactics are available and appropriate to the situation during the course of the fight.

If scaling the encounter in **B1** introduced additional animals, do not include these additional animals in this encounter. If leopards managed to escape to this encounter, stagger the threat provided by the opponents so that the PCs do not face the primary antagonist during the first round of combat.

If the primary antagonist is Visu Mas, he inhabits a leopard that did not participate in the attack on the goblin's camp.

LEOPARDS (0-2)

CREATURE 2

N **MEDIUM** **ANIMAL**

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +7, Stealth +8 (+11 in undergrowth)

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

AC 18; **Fort** +8, **Ref** +10, **Will** +5

HP 30 each

Speed 30 feet, climb 20 feet

Melee ✦ jaws +10 (finesse), **Damage** 1d10+3 piercing plus Grab

Melee ✦ claw +10 (agile, finesse), **Damage** 1d6+3 slashing

Maul ✦ The leopard makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks are made.

Pounce ✦ The leopard Strides and makes a Strike at the end of that movement. If the leopard began this action hidden, it remains hidden until after this ability's Strike.

Sneak Attack The leopard deals 1d4 extra precision damage to flat-footed creatures.

SCALING ENCOUNTER C1

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

Keff: For every 2 Challenge Points beyond 8, increase Keff's Hit Points by 10.

Kip: For every 2 Challenge Points beyond 8, increase Kip's Hit Points by 10.

Visu Mas: For every 2 Challenge Points beyond 8, add 1 additional goblin skeleton.

VARIANT 1 (KEFF THE LION)

KEFF THE LION

CREATURE 3

NE **LARGE** **ANIMAL**

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Arcana +7, Athletics +11, Diplomacy +7, Stealth +10

Str +2, **Dex** +2, **Con** +2, **Int** +2, **Wis** +2, **Cha** +2

AC 17; **Fort** +9, **Ref** +9, **Will** +7

HP 40

Speed 30 feet

Melee ✦ jaws +9, **Damage** 1d10+3 piercing plus Grab

Melee ✦ claws +9 (agile), **Damage** 1d8+3 slashing

Arcane Prepared Spells DC 17; **1st** *color spray, grease, true strike*; **Cantrips** (1st) *detect magic, electric arc, mage hand, read aura, shield*

Pack Attack The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.

Pounce ✦ The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.

Sneak Attack The lion deals 1d6 extra precision damage to flat-footed creatures.

VARIANT 2 (VISU MAS)

GOBLIN SKELETONS (2)

CREATURE -1

NE **SMALL** **UNDEAD**

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 20; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ✦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Lions of Katapesh

POSSESSED LEOPARD

CREATURE 2

As Leopard.

VARIANT 3 (KIP THE DRUID)

KIP THE DRUID

CREATURE 3

NE SMALL HALFLING

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +4, Athletics +3, Intimidation +6, Nature +9, Stealth +4, Survival +9

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

Items hide armor, wooden shield (Hardness 3, HP 12, BT 6)

AC 19; **Fort** +10, **Ref** +6, **Will** +9; +1 vs poison

HP 36; **Resistance** poison 2

Reaction shield block

Speed 20 feet

Melee ✎ claws +6 (agile, finesse), **Damage** 1d6 slashing

Primal Prepared Spells DC 16, attack +8; **2nd** *flaming sphere, web*; **1st** *heal, hydraulic push, spider sting*; **Cantrips** *detect magic, produce flame, stabilize, tanglefoot*

Druid Order Spells 1 Focus Point, DC 16; **2nd** *wild morph* (Pathfinder Core Rulebook 400)

Lions of Katapesh

APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

Encounter A1 (Subtier 3-4)

No matter which group of secondary antagonists the PCs face, their plan is the same: cut the camp off from the outside world by destroying the caravan before it reaches the work camp. Their tactics are likewise the same: use Stealth to hide as the caravan approaches and then attempt to destroy it. Once the battle starts, the goblins scatter and attempt to hide, but the secondary antagonists aren't specifically looking to kill the goblins this time; they seek to destroy the wagons, as well as anyone who stands in their way. If the PCs face either the bandits or kobolds, the enemies throw their lesser alchemist fires on the wagons, then attempt to injure the PCs with ranged attacks. If the PCs face the wolves, the animals rush the wagons, using their flaming jaw attacks to light the wagons on fire.

The caravan has 4 wagons. Each has 40 Hit Points and is 10 feet wide and 15 feet long. When a wagon is dealt fire damage, it ignites and takes 1d6 fire damage per round; this fire damage increases by 1d6 each round (maximum 3d6). A PC who is adjacent to a wagon can spend an Interact action and attempt a DC 16 Reflex save to put out a fire using blankets, water, or some other appropriate tool. (The fire is extinguished if its damage per round is reduced to 0). The outcome of the Reflex save depends on the results of the PC's roll.

Critical Success: The fire's damage is reduced by 2d6.

Success: The fire's damage is reduced by 1d6.

Failure: The PC's efforts have no effect on the fire.

Critical Failure: The PC takes 1d6 fire damage.

Spells like *create water* are also effective at extinguishing the flames.

The secondary antagonists attempt to cause as much destruction and chaos as possible, but do not fight to the death. They attack bystanders, cause fires, and generally attempt to dishearten the PCs as much as possible. When a secondary antagonist is reduced to half of its maximum Hit Points or fewer, it attempts to flee.

SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

Bandits: For every 4 Challenge Points beyond 16, add 1 bandit scout to the encounter.

Kobolds: For every 4 Challenge Points beyond 18, add 1 kobold scout to the encounter.

Wolves: For every 4 Challenge Points beyond 18, add 1 cinder wolf to the encounter.

BANDITS

BANDIT SCOUTS (3)

CREATURE 0

NE MEDIUM HUMAN HUMANOID

Perception +5

Skills Acrobatics +4, Athletics +5, Stealth +7, Intimidation +2
Str +2, **Dex** +3, **Con** +2, **Int** 0, **Wis** +1, **Cha** 0

Items lesser alchemist's fire (3), shortbow (10 arrows), shortsword, studded leather armor

HP 15 each

Speed 30 feet

Melee ✦ shortsword +5 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

Ranged ✦ lesser alchemist's fire +5 (range increment 20 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Ranged ✦ shortbow +5 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

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

Lions of Katapesh

BANDIT LIEUTENANT

CREATURE 2

NE MEDIUM HUMAN HUMANOID

Perception +8

Skills Acrobatics +6, Athletics +5, Stealth +8, Intimidation +6

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

Items lesser alchemist's fire (3), leather armor, shortbow (20 arrows), shortsword

AC 20; **Fort** +5, **Ref** +10, **Will** +5

HP 22

Speed 30 feet

Melee ✦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

Ranged ✦ lesser alchemist's fire +8 (range increment 20 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Ranged ✦ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Single Out ✦ The bandit designates one target it can see at a time. Against that target its multiple attack penalty becomes -3 (-2 with an agile weapon) and -6 (-4 with an agile weapon) for 1 minute.

KOBOLDS

KOBOLD SCOUT

CREATURE 1

LE SMALL HUMANOID KOBOLD

Perception +8; darkvision

Languages Common, Draconic

Skills Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

Items lesser alchemist's fire (3), crossbow (20 bolts), leather armor, shortsword, snare kit

AC 18; **Fort** +5, **Ref** +9, **Will** +6

HP 16

Speed 25 feet

Melee ✦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

Ranged ✦ lesser alchemist's fire +9 (range increment 20 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Ranged ✦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Hurried Retreat ✦ **Requirements** The kobold warrior is adjacent to at least one enemy. **Effect** The kobold scout Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold warrior deals an extra 1d6 precision damage to flat-footed creatures.

KOBOLD DRAGON MAGES (2)

CREATURE 2

LE SMALL HUMANOID KOBOLD

Perception +5; darkvision

Languages Common, Draconic

Skills Arcana +6, Dragon Lore +10, Deception +8, Diplomacy +8, Intimidation +8, Stealth +7

Str -1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

Items lesser alchemist's fire (3), staff

AC 17; **Fort** +4, **Ref** +7, **Will** +7

HP 25 each; **Resistances** fire 5

Speed 25 feet

Melee ✦ claw +7 (agile, finesse), **Damage** 1d6-1 slashing

Melee ✦ staff +3 (two-hand d8), **Damage** 1d4-1 bludgeoning

Ranged ✦ lesser alchemist's fire +3 (range increment 20 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage

Arcane Spontaneous Spells DC 20, attack +8; **1st** (4 slots) *fear, illusory object, magic missile*; **Cantrips** (1st) *detect magic, electric arc, ghost sound, mage hand, tanglefoot*

Illusory Retreat ✦✦✦ (arcane, illusion, manipulate, move);

Frequency once per hour; **Requirements** The kobold dragon mage is adjacent to at least one enemy; **Effect** The dragon mage creates an illusion of itself in its square and then becomes invisible (with the effects of a 2nd-level *invisibility* spell) for 1d4 rounds. The dragon mage can move up to half its Speed, but it must end its movement in a space that's not adjacent to any enemies. This is a 1st-level spell that requires a somatic component.

Sneak Attack The dragon mage deals an extra 1d6 precision damage to flat-footed creatures.

WOLVES

CINDER WOLF (0)

CREATURE 1

ANIMAL MEDIUM

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +5, Stealth +7, Survival +7

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

Smoke Vision The cinder wolf ignores the concealed condition from smoke.

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 24

Speed 35 feet

Melee ✦ jaws +9, **Damage** 1d6+3 piercing plus 1 fire and Knockdown

Pack Attack The cinder wolf's Strikes deal 1d4 extra damage to creatures within reach of at least two of the wolf's allies.

Lions of Katapesh

DIRE CINDER WOLVES (2)

CREATURE 3

N **LARGE** **ANIMAL**

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +12, Stealth +8, Survival +10

Str +5, **Dex** +3, **Con** +4, **Int** -2, **Wis** +3, **Cha** -2

AC 18; **Fort** +11 **Ref** +8, **Will** +8

HP 50 each

Buck ↻ DC 20

Speed 35 feet

Melee ♦ jaws +12 (reach 10 feet), **Damage** 1d10+5 piercing plus 1 fire and Knockdown or Grab

Pack Attack The dire cinder wolf's Strikes deal 1d4 extra precision damage to creatures within reach of at least two of the wolf's allies.

Worry ♦ (attack); **Requirements** The dire cinder wolf has a creature grabbed with its jaws; **Effect** The dire wolf fiercely shakes the grabbed creature with its teeth, dealing 1d10+2 plus 1 fire damage (DC 20 basic Fortitude save).

Lions of Katapesh

Encounter B1 (Subtier 3-4)

The lion attacks occur the first night after the PCs arrive at the camp and every other night thereafter, repeating this encounter each time with the same lions. This means that if the PCs are able to injure one of the lions, it heals 6 Hit Points each night between attacks due to rest, but otherwise damage dealt to these animals persists. When an attack comes, the lions descend onto the camp in darkness. The goblins scatter as best they can, but it is not important to track the movements of each individual goblin. Instead, the lions each attack one of the groups of tents or the infirmary.

If a lion spends an Interact action while adjacent to a tent or the infirmary, it automatically kills a goblin inside. The first lion who kills a goblin then drags the corpse back into the night, moving at full speed doing its best to disappear with its kill and retreat from the battle. If it escapes beyond the boundaries of the map, it retreats into the darkness beyond pursuit. The remaining feline attempts to cover its companion's retreat, fighting until it is reduced to 1/3 of its Hit Points, at which point it retreats as well. If a leopard is unable to reach the infirmary or the tents (for example, because the PCs are standing in their way), it attempt to fight or sneak their way through, overpowering the PCs before heading in to kill a goblin.

While the lions encountered here are animals, they are smarter than normal creatures of their kind, and can enact simple plans; if the PCs have fenced in an area, they might avoid it, or they might try to break the fence down in a coordinated attack. If one area is heavily fortified, they might try to sneak in from another direction, or attempt hit and run tactics to catch the PCs off guard. They might even attack two places at once to divide the PCs or cause a disturbance at the supply depot or mess hall in an attempt to draw the PCs away while the others sneak by.

SCALING ENCOUNTER B1

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

19-22 Challenge Points: Increase the lions' Hit Points by 10.

23-27 Challenge Points: Add an additional lion to the encounter.

28-32 Challenge Points: Add an additional lion to the encounter and increase each lion's Hit Points by 10. The third lion fights to the death.

33+ Challenge Points: Add two additional lions to the encounter. Both of these additional lions fight to the death.

LIONS (2)

CREATURE 3

N LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +11, Stealth +10

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

AC 19; **Fort** +9, **Ref** +10, **Will** +7

HP 40

Speed 30 feet

Melee ✦ jaws +11, **Damage** 1d10+6 piercing plus Grab

Melee ✦ claws +11 (agile), **Damage** 1d8+6 slashing

Pack Attack The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.

Pounce ✦ The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.

Sneak Attack The lion deals 1d6 extra precision damage to flat-footed creatures.

Lions of Katapesh

Encounter C1 (Subtier 3–4)

The statistics for the lions, secondary antagonists, and primary antagonists are found below. Each of these antagonist is cunning and use whatever tactics are available and appropriate to the situation during the course of the fight.

If scaling the encounter in **B1** introduced additional animals, do not include these additional animals in this encounter. Stagger the threat provided by the opponents so that the PCs do not face the primary antagonist during the first round of combat.

LIONS (0–2)

CREATURE 3

N **MEDIUM** **ANIMAL**

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +11, Stealth +10

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

AC 19; **Fort** +9, **Ref** +10, **Will** +7

HP 40

Speed 30 feet

Melee ✦ jaws +11, **Damage** 1d10+6 piercing plus Grab

Melee ✦ claws +11 (agile), **Damage** 1d8+6 slashing

Pack Attack The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.

Pounce ✦ The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.

Sneak Attack The lion deals 1d6 extra precision damage to flat-footed creatures.

SCALING ENCOUNTER C1

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

19–22 Challenge Points: Increase Keff's or Kip's Hit Points by 15. For Visu Mas, add 2 additional goblin skeletons.

23–27 Challenge Points: Increase Keff's or Kip's Hit Points by 30. For Visu Mas, add 4 additional goblin skeletons.

28–32 Challenge Points: As 19–22 Challenge Points. Additionally, add 2 bandit lieutenants, 3 cinder wolves, or 3 kobold scouts, as appropriate for the secondary antagonist.

33+ Challenge Points: As 23–27 Challenge Points. Additionally, add 2 bandit lieutenants, 3 cinder wolves, or 3 kobold scouts, as appropriate for the secondary antagonist.

VARIANT 1 (KEFF THE LION)

KEFF THE LION

CREATURE 4

NE **LARGE** **ANIMAL**

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +9, Arcana +8, Athletics +12, Diplomacy +8, Stealth +11

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

AC 19; **Fort** +10, **Ref** +11, **Will** +8

HP 50

Speed 30 feet

Melee ✦ jaws +12, **Damage** 1d10+6 piercing plus Grab

Melee ✦ claws +12 (agile), **Damage** 1d8+6 slashing

Arcane Prepared Spells DC 18; **1st** *color spray, grease, true strike*; **Cantrips** (1st) *detect magic, electric arc, mage hand, read aura, shield*

Pack Attack The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.

Pounce ✦ The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.

Sneak Attack The lion deals 1d6 extra precision damage to flat-footed creatures.

Lions of Katapesh

VARIANT 2 (VISU MAS)

GOBLIN SKELETONS (2)

CREATURE -1

NE SMALL UNDEAD

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 20; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

POSSESSED LION

CREATURE 3

As Lion.

VARIANT 3 (KIP THE DRUID)

KIP THE DRUID

CREATURE 4

NE SMALL HALFLING

Perception +12; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +4, Intimidation +7, Nature +10, Stealth +5, Survival +10

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

Items hide armor, wooden shield (Hardness 3, HP 12, BT 6)

AC 20; **Fort** +11, **Ref** +7, **Will** +10; +1 vs poison

HP 48; **Resistance** poison 2

Reaction shield block

Speed 20 feet

Melee ♦ claws +7 (agile, finesse), **Damage** 1d6 slashing

Primal Prepared Spells DC 20, attack +10; **2nd** *dispel magic*, *flaming sphere*, *web*; **1st** *heal*, *hydraulic push*, *spider sting*;

Cantrips *detect magic*, *produce flame*, *stabilize*, *tanglefoot*

Druid Order Spells 1 *Focus Point*, DC **2nd** *wild morph* (*Pathfinder Core Rulebook* 400)

BANDITS

BANDIT LIEUTENANT

CREATURE 2

NE MEDIUM HUMAN HUMANOID

Perception +8

Skills Acrobatics +6, Athletics +5, Stealth +8, Intimidation +6

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

Items leather armor, shortbow (20 arrows), shortsword

AC 20; **Fort** +5, **Ref** +10, **Will** +5

HP 22

Speed 30 feet

Melee ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

Ranged ♦ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Single Out ♦ The bandit designates one target it can see at a time. Against that target its multiple attack penalty becomes -3 (-2 with an agile weapon) and -6 (-4 with an agile weapon) for 1 minute.

KOBOLDS

KOBOLD SCOUTS (2)

CREATURE 1

LE SMALL HUMANOID KOBOLD

Perception +8; darkvision

Languages Common, Draconic

Skills Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

Items crossbow (20 bolts), leather armor, shortsword, snare kit

AC 18; **Fort** +5, **Ref** +9, **Will** +6

HP 16

Speed 25 feet

Melee ♦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

Ranged ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Hurried Retreat ♦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold scout Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold warrior deals an extra 1d6 precision damage to flat-footed creatures.

WOLVES

CINDER WOLVES (2)

CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +5, Stealth +7, Survival +7

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

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 24

Speed 35 feet

Melee ♦ jaws +9, **Damage** 1d6+3 piercing plus 1 fire and Knockdown

Pack Attack The cinder wolf's Strikes deal 1d4 extra precision damage to creatures within reach of at least two of the wolf's allies.

Lions of Katapesh

APPENDIX 3: ART



YIGRIG MONEYMAKER

Lions of Katapesh



KOBOLD SCOUT

Lions of Katapesh



CINDER WOLF

Lions of Katapesh



ZIG, EXPEDITION LEADER

Lions of Katapesh



LION

Lions of Katapesh



KIP THE DRUID

Lions of Katapesh



Lions of Katapesh

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

PCs who successfully defeat the lions and allow the goblins to complete the bridge gain the Big Game Hunter boon on their Chronicle Sheets.

TREASURE BUNDLES:

- Area A1, pages 8, 3 Treasure Bundles
- Area C1, pages 13, 3 Treasure Bundles
- Conclusion, 4 Treasure Bundles



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:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <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
					<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
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					<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
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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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					<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"/>		

Lions of Katapesh

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Pathfinder Society Scenario #1-14: Lions of Katapesh

Character Chronicle #

Herolab Code

Q4U9

A.K.A.	- 2	Faction _____	Reputation _____
Player Name	Character Name	Organized Play #	Character #
		Faction _____	Reputation _____
		Faction _____	Reputation _____

Adventure Summary

After a grueling trek through the deserts of Katapesh, you were welcomed into the warm and worrisome comfort of a goblin attack besieged by great cats and other occupants of the Katapeshi wastes. After defeating the possessed cat / halfling druid / angry awakened lion riling the creatures of Katapesh to violence, peace has begun to return to the region once more and the flow of trade has begun to resume.

Boons

Big Game Hunter (General): Your struggles against the fearsome wildlife of Katapesh and the being manipulating the creatures has made you particularly good at dealing with dangerous animals. Whenever you roll a critical failure on a check to Track an animal, you can check a box next to this boon to get a failure instead.

Starting XP
XP Gained
Final XP
Starting GP
GP Gained
Earn Income
Items Sold
GP Spent
Total GP
Starting Fame
Fame Earned
Total Fame

	Items	Purchases	
SUBTIER 1-2	bola (5 sp, <i>Lost Omens Gods & Magic</i> 120) fighting fan (11 sp, <i>Lost Omens Gods & Magic</i> 120) khopesh (2 gp, <i>Lost Omens Gods & Magic</i> 120)	Items Sold / Conditions Gained	
		_____	_____
		_____	_____
		_____	_____
		_____	_____
		_____	_____
		TOTAL VALUE OF ITEMS SOLD	
		Add 1/2 this value to the "Items Sold" Box	
SUBTIER 3-4	bola (5 sp, <i>Lost Omens Gods & Magic</i> 120) fighting fan (11 sp, <i>Lost Omens Gods & Magic</i> 120) +1 khopesh (35 gp, <i>Lost Omens Gods & Magic</i> 120)	Items Bought / Conditions Cleared	
		_____	_____
		_____	_____
		_____	_____
		_____	_____
		_____	_____
		TOTAL COST OF ITEMS BOUGHT	

Notes	Downtime

FOR GM ONLY				
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #