



SLAVE PITS OF ABSALOM™

BY LOU AGRESTA

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PATHFINDER SOCIETY SCENARIO 08

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Pathfinder Society Scenario 08: Slave Pits of Absalom is a Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4–5). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 16 of this product.

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SLAVE PITS OF ABSALOM

BY LOU AGRESTA

One week ago, someone kidnapped Lady Anilah Salhar—wife of Dremdhet Salhar, one of Osirion’s many Grand Ambassadors to Absalom—and enslaved her. Since then, Salhar’s demands to the Absalom government for his wife’s safe return have gone unheeded. With nowhere left to turn, the Grand Ambassador asked his long-time contact in the Society, Venture-Captain Alissa Moldreserva, for help. Ordinarily, the Society wouldn’t trouble itself with local political issues, but Grand Ambassador Salhar is responsible for many of the official documents the Society needs in its frequent delves into Osirion’s tombs, and refusing his request for help could seriously impact the Society’s acquisition of ancient Osirian artifacts. Wishing to keep relations with Osirion the way they are, the Society assigns Anilah’s rescue to the PCs.

The story behind Lady Anilah’s capture and kidnapping is complicated. It begins with a Taldan spy named Renmil Emrey, an ambitious and young hothead prone to taking matters into his own hands. When told that Taldor sought ways to embarrass Osirion’s Grand Ambassador to Absalom, Emrey took it upon himself to hatch the plan that resulted in Lady Anilah’s bondage. Emrey employed a one-eyed grit junky named Fredrik to kidnap Lady Anilah as she strolled through her gardens. Fredrik did his job well and delivered Lady Anilah to Pardu Pildapush in Misery Row, a Vudrani slaver willing to bend the law to make a quick gold piece. Fredrik, meanwhile, took his earnings and lost himself in a grit den in Puddles called the Second Chance while the Vudrani slaver sent word to a gnoll slave ship, the *No Return*, that he had a noble slave for sale. Slaves of former western nobility fetch a high price in the Far East and the captain of the *No Return*, a grizzled gnoll named Gnarl Bonegather, quickly agreed and arranged for the purchase.

SUMMARY

Venture-Captain Alissa Moldreserva, a fiery Galtan Pathfinder, assigns the rescue of Lady Anilah to the PCs. She sends them to the Second Chance, a dockside grit den in the Puddles, to find a one-eyed Andoren junky named Fredrik. Upon arrival, the PCs find themselves immersed in a full-on brawl, started by thugs hired by the Grand Ambassador himself. Salhar wasn’t confident in the Society’s ability to find his wife and employed others to do the same. Once rescued, Fredrik reveals that he sold the Grand Ambassador’s wife to Pardu Pildapush, a Vudrani slaver.

Once the PCs track down Pildapush at his office in Misery Row, also called the Slave Pits of Absalom, they force the wily flesh merchant to admit he sold Lady Salhar to a gnoll slaver, the captain of the Katapeshi galley *No Return*. The PCs then must locate the *No Return* on Absalom’s busy docks, but before they can board her, they fend off a dockside ambush by the Puddlejumpers, a halfling knifer gang working for Pildapush. Once the knifers are down, the PCs board the *No Return* and fight her crew and the ship’s gnoll foreman, Snarl Sorehackle. After battling through the sailors above decks, the party moves below to challenge the slave galley’s gnoll captain, Gnarl Bonegather, as well as the vile Vudrani slaver Pardu Pildapush, and free Lady Salhar from enslavement.

GETTING STARTED

Read or paraphrase the following to start the scenario:

Venture-Captain Alissa Moldreserva, a fiery red-headed woman who climbed from the depths of Galtan revolution to become one of the Society’s finest (and most well-connected) venture-captains, stands in the great meeting hall of the Grand Lodge in Absalom. She stares down her hawkish nose and sighs.

“I ask for the best and they send me you. Lucky me. The

GRIT

Grit is a dangerous, unpredictable drug that originated in the Puddles District of Absalom twenty years ago. It's a combination of alchemically strengthened barbarian chew, boiled down to a thick paste and dried on cotton sheets, and several volatile plant-based chemicals like redroot and bitterbark. Grit is most often sold as a powder that is eaten, snorted, or mixed with qat or flayleaf and smoked. No two batches of grit are exactly the same and therein lies the danger: everyone has a different reaction to grit. For some, it induces intense, horrifying hallucinations; for others it causes a dangerous numbing of the nervous system; and still for others it can cause furious, physical rage. No one survives long as a grit addict and its addiction is one of the hardest to break. Grit is incredibly expensive, which often results in grit addicts committing ever increasing acts of violence to get the money they need to buy more.

Society's best contact in Osirion, Grand Ambassador Dremdhet Salhar, informed me this morning that his lovely Chelish wife, the Lady Anilah Salhar, was kidnapped and sold into slavery.

"Normally, I wouldn't care a bulette's eyeball about who was or was not enslaved in Absalom, but Salhar is the Society's best avenue for acquiring all of the necessary official paperwork to make our frequent delves into the tombs of Osirion cheap and legal. This is a relationship we want to preserve and since the Ambassador made it clear that our status is in jeopardy, I've been instructed to send our best agents to find her and return her safely to Salhar.

"I guess you'll do.

"Salhar hasn't sat idle since his wife was taken—his own agents are prowling the streets and dug up one possible lead. A one-eyed Andoren, a grit junky named Fredrik, is known for selling or helping to sell nobility into foreign markets that desire house slaves. Being enormously illegal, this trade makes Fredrik a fair bit of coin that Salhar's agents assure me all go straight into the pockets of the Second Chance, a grit den dockside in Puddles. That's all I have to get you started. Go quickly. The fate of our Osirian exploits is in your hands."

Development: If the PCs have further questions, Alissa becomes impatient and exclaims, "You will be responsible for the Society's losses in Osirion with your incessant questions. I've told you all I know—if you desire further employment beneath these hallowed pillars, you'll think twice before asking me inane questions. Be gone!"

It's important to note that while slavery isn't illegal in Absalom, kidnapping nobles and selling them into slavery is. Slaves are largely gathered from locations elsewhere and brought to Absalom—or sometimes plucked from the ranks of the condemned, petty criminals, or those

with excessive debt. To most of the civilized nations surrounding the Inner Sea, to steal a member of the nobility and sell her into slavery is an affront to the foundations of society. The lone exception is Andoran, who actively fights against slavery throughout Golarion.

**ACT 1. THE SECOND CHANCE
(EL 2 OR EL 5)**

The Second Chance is a one-room, run-down tavern-turned-grit-den located dockside in Puddles. It has one main entrance and three small rear entrances. Once the PCs enter, read or paraphrase the following:

Dimly lit by cheap oil lamps sputtering on walls punctuated by painted-over windows, the Second Chance reeks of unwashed humanity and pungent ash. Threads of sickly sweet smoke drift like smog from tin hookahs. Ale kegs lurk in each corner, and cheap clay mugs hang from nails on the walls.

No matter when the PCs arrive, the Second Chance is in the midst of a frenzied, grit-induced brawl. Next to the bar, the owner of the den, a thick scowling Keleshite named Elo, grips a bloody scimitar in one fist, blocking one of the den's rear doors. At his feet lies a fresh corpse, blood slowly seeping into the floor boards from the dead man's slashing wounds. The corpse is one of two agents sent to the Second Chance by Salhar—he wasn't certain the PCs would extract the necessary information from Fredrik and sent two thugs, Helok and Needle, to throttle the information from the Andoren grit junky.

Their loud and violent conversation with Fredrik soon sent the bar into a rage as desperate drug addicts realized one of their own was worth money if captured and returned to Grand Ambassador Salhar. Helok was struck down by the den's owner, Elo, when he pulled a dagger on Fredrik, violating the den's only rule—no weapons. Needle's unconscious body lies in a corner in the back, beaten down by junkies as they grabbed for Fredrik.

Fredrik is a skinny, one-eyed retch in tattered clothing, and perches atop a wobbling table at the center of the room, frantically kicking at several drugged-out thugs who try to pull him off.

If the PCs draw weapons, Elo jams two fingers in his mouth and cuts loose a high-pitched whistle, summoning his mangy hound, Slobber. Then, with one or more thugs now armed with clubs, he wades into the melee, attacking anyone wielding a weapon. If the PCs brawl bare-knuckled with the bar thugs to rescue Fredrik, Elo stays out of it—either way, the fight has everyone's blood up, and short of magical influences the brawlers are beyond Diplomacy checks.

Feel free to describe the other combatants who seem to fight one another just for the thrill of the brawl. Scattered



about the room, too, are a variety of junkies in various states of hallucination, sprawled on the floor, or draped across their chairs. They seem completely unaware of the melee raging about them. The combatants below are the only ones who pay the PCs any attention. Use the stats for a grit den thug for Fredrik—he won't fight in the melee, though, and the brawlers want to capture him alive.

Tier 1–2 (EL 3)

GRIT DEN THUGS (3)

CR 1/2

Human commoner 1
CN Medium humanoid
Init +0; Senses Listen +0, Spot +0

DEFENSE

AC 10, touch 10, flat-footed 10

hp 4 (1d4)

Fort +2, Ref +0, Will +0

OFFENSE

Spd 30 ft.

Melee unarmed +0 (1d3)

GAMEMASTERY FLIP-MAT: TAVERN

The map for this encounter is taken directly from GameMastery Flip-Mat: Tavern which is available on paizo.com or at your local gaming store.

or club +0 (1d6)

TACTICS

During Combat As long as the brawl remains weaponless, grit den thugs fight with their fists. If the PCs draw weapons, they grab makeshift clubs and join Elo in battle.

Morale The grit den thugs are high on grit and fight until they're unconscious.

STATISTICS

Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Base Atk +0; Grp +0

Feats Great Fortitude, Skill Focus: Craft (carpentry)

Skills Craft (carpentry) +7, Intimidate +2, Knowledge (local) +2.

Languages Common

Gear club, 1 gp

ELO **CR 1**
 Male human rogue 1
 LE Medium humanoid
Init +6; **Senses** Listen +4, Spot +4

DEFENSE

AC 16, touch 12, flat-footed 14
 (+4 armor, +2 Dex)
hp 7 (1d6+1)
Fort +1, **Ref** +4, **Will** +0

OFFENSE

Spd 30 ft.
Melee mwk scimitar +1 (1d6+1/18-20)
Special Attacks sneak attack +1d6

TACTICS

Before Combat Elo only fights if one or more of the PCs draw a weapon.
During Combat Elo attacks anyone with a weapon drawn. He uses Slobber or the thugs fighting with him to flank his enemies.
Morale Elo hates people who break the rules and fights until he's staggered, after which he flings down his weapon and begrudgingly surrenders.

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8
Base Atk +0; **Grp** +1
Feats Improved Initiative, Combat Reflexes
Skills Balance +7, Bluff +3, Decipher Script +6, Gather Information +3, Handle Animal +1, Listen +4, Open Lock +7, Sense Motive +4, Spot +4, Tumble +7.
Languages Common, Kelish
Gear masterwork studded leather, masterwork scimitar, 100 gp
SQ trapfinding

SLOBBER **CR 1/3**
 Dog, riding
hp 6 (MM 272)

Tier 4–5 (EL 5)
 As Tier 1–2 with the following changes:

GRIT DEN THUGS (6) **CR 1/2**
hp 4 each (use stats from Tier 1–2)

SLOBBER **CR 1**
 Wolf
hp 13 (MM 283)

Development: Once the combat ends, Fredrik attempts to run for the front door. He's at the end of a grit high and falls flat on his face as he stumbles over a broken chair. As long as at least one PC is conscious, there should be no trouble catching the one-eyed Andoren.

Fredrik is too drugged to resist interrogation. Any amount of intimidation and he smugly informs the PCs

he was hired to kidnap Lady Anilah and sell her into slavery. "I fobbed her off on Pardu Pildapush at his office in the Pits. 'Nough gold for a whole week o' grit!" After his speech, he hacks up a bloody cough, red phlegm foaming on his lips. A DC 10 Heal check reveals Fredrik is on death's door after his recent grit binge—what the PCs feel they need to do about it (or simply what to do with Fredrik) is entirely up to them. If Fredrik manages to escape, he returns to the Second Chance the next morning. A DC 10 Knowledge (local) or bardic knowledge check reveals the "pits" to be Misery Row, known to most locally as the Slave Pits of Absalom.

Elo keeps an unlocked strongbox behind the counter that contains 100 gp from the morning's grit sales. For Tier 4–5, the strongbox contains 1,200 gp. Finding the lockbox requires a DC 12 Search check.

Mission Notes: Osirion faction members learn the first piece of their mission puzzle—Fredrik was hired to kidnap Lady Anilah and sell her into slavery.

Rewards: If the PCs defeat the brawl and find the strong box, reward each tier thusly:

Tier 1–2
 Give each player 75 gp.

Tier 4–5
 Give each player 259 gp.

ACT 2. THE SLAVE PITS OF ABSALOM (EL 2)

Pardu Pildapush keeps an office on Misery Row, the only street in Absalom on which slaves are legally bought or sold. Misery Row is a massive elevated platform running the length of the Coins' eastern edge. The platform's base forms a wall between the Coins and Merchant districts. The slavers sunk cages inside the walls, accessible only from the top of the Row and filled with languishing slaves. These are the windows through which a prospective buyer sizes up future chattel. Between the cage pits and the slave trade, all of Absalom knows Misery Row as the Slave Pits of Absalom.

To find Pildapush, the PCs must first reach Misery Row. The easiest access is up the heavily guarded stairs placed every few hundred feet. A DC 15 Diplomacy check gains the PCs access to Misery Row, though every gold piece spent bribing the guards gives a +1 to the check. Once on Misery Row, the PCs can easily locate Pildapush Chattel—a sign announces it: "Pildapush Chattel: Absalom's Finest." Pildapush's strong wooden front door is locked (Open Lock DC 20) and a "Closed" sign swings from the latch. The few visible windows to the front of Pildapush Chattel are barred from the inside and take considerably longer to break through (hardness 15, 35 hp).

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Misery Row is filled with shoppers, slavers, and slaves at all times of day and night. The guards protect the stairways and assume anyone they've let through will generally keep the peace. As such, it's fairly easy to conceal a single PC attempting to pick the lock on Pildapush's door—breaking the door down is another matter. If the PCs resort to smashing through the door or chopping through the bars on the windows, they have 1 round to do as much damage as they can without anyone noticing. During each round after the first, have all of the PCs engaged in breaking down the door or smashing through the bars roll a Move Silently check. Treat the crowd as a single observer with a +0 Spot check and roll the crowd's spot against the lowest Move Silently result. If the PCs are spotted, people in the crowd shout, "THIEVES! CALL THE GUARDS!" and rush off to bring the Misery Row guards. This, of course, assumes the PCs are trying to break in quietly—if they're not, they're spotted immediately with the same results.

If the guards arrive and the PCs haven't yet gained access to Pildapush's, the heavily armed and armored security of Misery Row points barbed spears at the PCs and orders them out of the Slave Pits. If the PCs draw weapons, the guards flee and summon the Coins District watch, known as the Token Guard. This should not be a fight—if the PCs want one, feel free to bring the entirety of the Token Guard down on them, resulting in death or imprisonment. Imprisonment means a PC is no longer playable in Pathfinder Society Organized Play, as he is most likely sold into slavery for being a petty thief—death is handled normally.

When the PCs gain access to Pildapush's Chattel, read the following:

Pildapush's Chattel is tastefully appointed: colorful Katapeshi rugs adorn the stone floor, while water trickles gently from a decorative, mosaic fountain. Simple rosewood chairs surround a round table through which the shiny top of a hookah pokes, one braided and ebony-tipped smoking arm per chair. Beyond stands a large, ornate mahogany desk. Two man-sized oval cages, bolted to the stone floor, sit behind the desk.

If the PCs gain access to Pildapush's with an Open Lock check or smash through the door or window in a single round, Pardu Pildapush, a middle-aged Vudrani man, sits behind his large, mahogany desk reviewing his accounts. If the PCs have to batter down the door or cut their way through the barred windows over multiple rounds, Pildapush slings loud, rude, and vile insults at the PCs, hoping the noise he makes will summon the guard (it doesn't). He'll continue in this manner until made Unfriendly through Diplomacy checks.

Pildapush is surprised to see the PCs—just a few hours previous he sent his loyal gang of freed slave halfling

knifers to track down the Pathfinders and Fredrik and kill them all (see Act 3). He obviously doesn't reveal this fact to the PCs, but was confident they were taken care of already. The cages behind the mahogany desk are occupied by slaves, one each, who fear the Vudrani's wrath and remain silent throughout the encounter.

Pildapush's attitude begins as Unfriendly. If made Indifferent (through Diplomacy or Intimidate), he stops insulting the PCs and instead becomes very evasive. "Perhaps someone of that description came through here. Lots of slaves come through here. I will check my records. Come back tomorrow. I may have an answer for you then."

If Pildapush is made Friendly, he freely admits that he bought and sold Lady Anilah but declares, "I had no idea who she was—I swear it!" A DC 20 Sense Motive check reveals that Pildapush is lying. If made Friendly, he'll also admit that he sold the Grand Ambassador's wife to a Katapeshi slave ship in the docks called the *No Return*, though he has no idea where it's located.

If Pildapush is made Helpful, he'll tell the PCs anything they want to know. He knows Renmil Emprey ordered Fredrik to kidnap Lady Anilah, that Renmil is a Taldan spy, and that the *No Return* is captained by a gnoll named Gnarl Bonegather.

Regardless of the results of this act, Pardu already ordered his halfling knifer gang, the Puddlejumpers, to seek out and kill Fredrik and the PCs. Nothing they do here will cause Pardu to reveal this fact or warn the PCs of it happening.

PARDU PILDAPUSH

CR 2

Male human expert 3

NE Medium humanoid

Init +0; Senses Listen +2, Spot +2

DEFENSE

AC 10, touch 10, flat-footed 10

hp 11 (3d6)

Fort +1, Ref +1, Will +3

OFFENSE

Spd 30 ft.

Melee mwk dagger +2 (1d4/19-20) (Tier 1-2)

Melee +1 dagger +2 (1d4+1/19-20) (Tier 4-5)

TACTICS

During Combat If combat starts, Pildapush flees at the first opportunity. (For Act 2; for Act 5 he fights to the death.)

Morale Pildapush surrenders after the first point of damage.

(For Act 2.)

STATISTICS

Str 10, Dex 10, Con 11, Int 15, Wis 14, Cha 15

Base Atk +1; Grp +1

Feats Blind-Fight, Combat Expertise, Run

Skills Appraise +4, Bluff +8, Diplomacy +8, Forgery +4, Gather Information +4, Knowledge (Economics) +4, Profession (Merchant) +3.

Languages Common, Katapeshi, Qadiran

Gear masterwork dagger (Tier 1–2), +1 dagger (Tier 4–5), 20 gp

Development: There are a few key possibilities with this encounter: Pildapush might escape the PCs, which means they’ll have to come back again later or use Gather Information to track the Vudrani slaver down. The PCs might also want to drag Pildapush with them to the docks, to keep an eye on him or simply to keep Pildapush from warning the slavers that the PCs are coming. It’s also possible that the PCs are run off by the Misery Row guards—if this happens, give them a chance to return and attempt the break-in again or to track Pildapush between his office in the Slave Pits and his home in the Coins and encounter him somewhere in between.

Pildapush’s desk conceals a secret compartment. A DC 15 Search check finds it and a DC 15 Open Lock check grants access. Inside, the PCs find a record of slave sales, including Lady Anilah’s purchase from Fredrik and her sale to the *No Return*. Next to Fredrik’s name in the ledger is another name—the Taldan spy Renmil Empey.

Mission Notes: Cheliox faction members have an opportunity to free the two slaves in Pildapush’s office to fulfill their faction mission. PCs of the Osirion faction, through skillful diplomacy or brutal intimidation, can use the Vudrani slaver to learn everything there is to know about how Lady Anilah was sold into slavery. Taldor faction PCs should be quite interested in making sure that Pildapush doesn’t reveal that Renmil Empey is a Taldan spy. Give Taldor faction PCs an opportunity to shout Pildapush down if he starts to ramble about Renmil. “There was this guy—Renmil Empey—I think he ordered Fredrik to kidnap Lady Anilah. He’s linked to somebody... uh... let me think...” Offer Taldor faction PCs a lengthy pause so they might suggest to Pildapush that Renmil is Qadiran or Thuvian or anything other than Taldan.

Rewards: If the PCs fight Pildapush in Act 2 (rather than Act 5) and defeat him, reward each tier thusly:

Tier 1–2

Give each player 29 gp.

Tier 4–5

Give each player 195 gp.

ACT 3. PILDAPUSH’S PAYBACK (EL 3 OR 7)

Pardu Pildapush is a cautious man and cautious men keep an eye out for trouble. When Fredrik turned up at Pildapush’s offices peddling a kidnapped noblewoman, the Vudrani slaver couldn’t resist the coin he’d make selling her, but he also couldn’t let Fredrik tell the world what he’d

done. To that end, Pildapush sent a gang of halfling knifers, all slaves freed by him, to watch the Second Chance and follow Fredrik until Lady Anilah Salhar was sold and any evidence of Pildapush’s illegal transaction was swept under the table. When the knifers, known as the Puddlejumpers, reported to Pildapush that Fredrik spilled the whole story to a group of Pathfinders, he panicked and sent the gang to kill both Fredrik and the grit junky’s would-be saviors. Invading Pildapush’s office only gives the Vudrani slaver another reason to see the party dead.

Regardless of how the PCs approach the Absalom Docks, the Puddlejumpers are waiting for them. For both tiers, two halflings perch on the rooftop of the Sudden Sailor Inn firing shortbows into the melee. The remaining gang members leap out from behind crates (at night) or pop out of the crowd (during the day) and assault the PCs. A DC 24 Spot check (Tier 4–5; DC 32) is needed to see the halflings before the attack, giving anyone who notices the knifers a surprise round to act. A DC 15 Climb check is needed to climb the walls to the roof at 1/4 speed.

If the following encounter takes place during the day, the PCs need to deal with fleeing crowds of sailors and dock workers for 2 rounds (difficult terrain). By day or by night, barrels and crates awaiting stowage litter the dock. The 5-foot-high cargo crates offer cover and concealment, while the 3-foot-high barrels provide cover.

Throughout this entire encounter, the crew of the *No Return* cheers and whoops for the Puddlejumpers and shouts insults at the PCs. They are under orders not to leave their galley, however, and make no move to intervene.

Tier 1–2 (EL 3)

PUDDLEJUMPER RUFFIANS (5)

CR 1/2

Male or female halfling warrior 1

CN Small humanoid

Init +1; **Senses** Listen +2, Spot +0

DEFENSE

AC 15, touch 12, flat-footed 14

(+3 armor, +1 Dex, +1 size)

hp 8 (1d8)

Fort +3, **Ref** +2, **Will** +1; +2 against fear

OFFENSE

Spd 20 ft.

Melee short sword +3 (1d4–1/19–20)

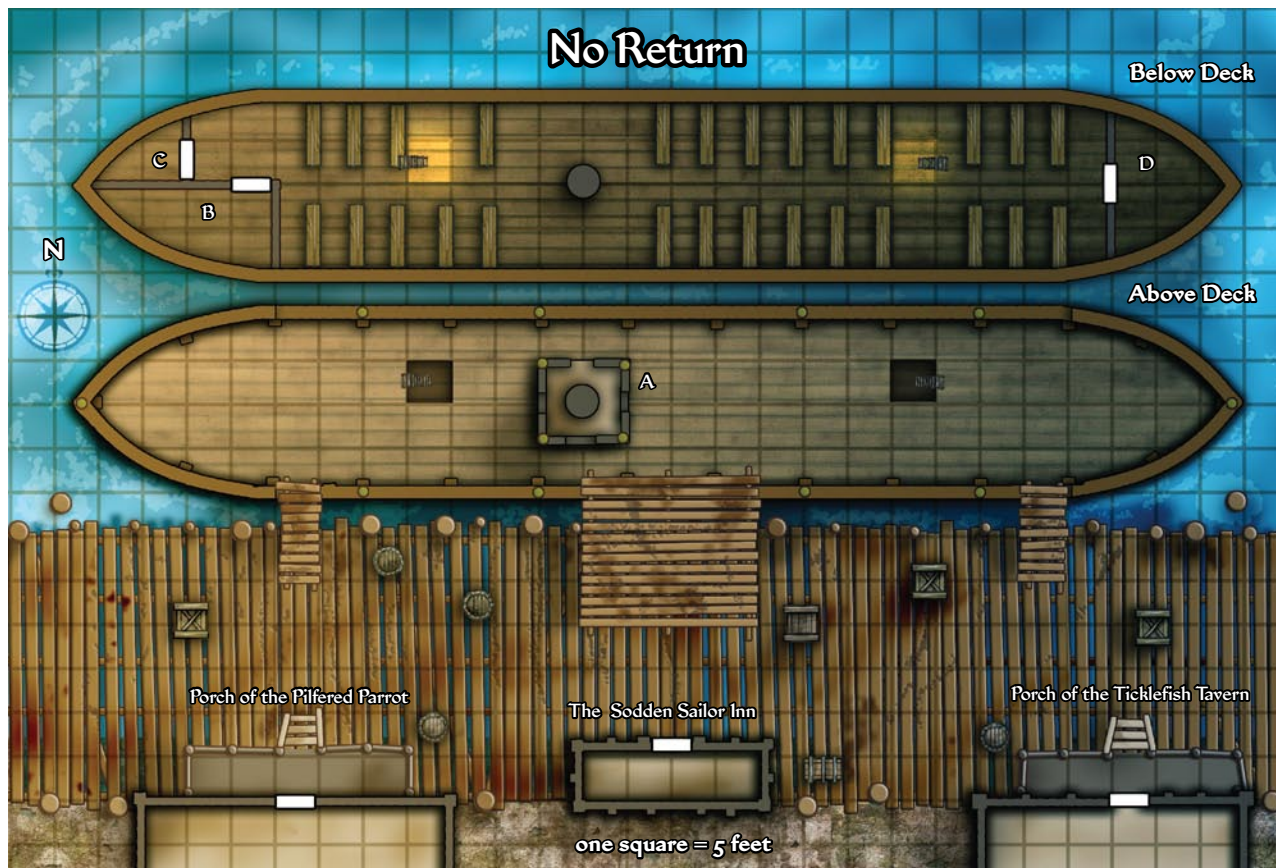
Ranged short bow +3 (1d4/x3)

TACTICS

Before Combat Runners warn the Puddlejumpers of the PCs’ approach and the knifers lie in wait.

During Combat The two Puddlejumpers on the roof focus their ranged attacks on casters, starting with obvious clerics. The three Puddlejumpers on the ground focus entirely on one PC at a time.

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Morale If reduced to 1 hp or lower, an individual Puddlejumper surrenders. If more than three surrender or are killed, the rest attempt to flee.

STATISTICS

Str 9, **Dex** 13, **Con** 11, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **Grp** -4

Feats Weapon Finesse (melee ruffians) or Precise Shot (rooftop ruffians)

Skills Climb +4, Hide +4, Jump +4

Languages Common, Halfling

Gear short bow with 20 arrows (rooftop ruffians only), short sword, studded leather armor

Tier 4-5 (EL 7)

PUDDLEJUMPER KNIFER (6)

CR 2

Male or female halfling rogue 2

CN Small humanoid

Init +3; **Senses** Listen +6, Spot +4

DEFENSE

AC 17, touch 14, flat-footed 14

(+3 armor, +3 Dex, +1 size)

hp 18 (2d6+4)

Fort +3, **Ref** +7, **Will** +0; +2 against fear

Defensive Abilities evasion

OFFENSE

Spd 20 ft.

Melee mwk short sword +6 (1d4-1/19-20)

Ranged mwk short bow +6 (1d4/x3)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Runners warn the Puddlejumpers of the PCs approach and the knifers lie in wait.

During Combat The two Puddlejumpers on the roof focus their ranged attacks on casters, starting with their *sleep arrows* and switching to regular arrows to finish off the PCs. The four on the ground split into two groups of two and flank attackers, taking full advantage of their sneak attack ability.

Morale If reduced to 3 hp or lower, an individual Puddlejumper surrenders. If more than four surrender or are killed, the rest attempt to flee.

STATISTICS

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

Base Atk +1; **Grp** -4

Feats Weapon Finesse (melee knifers) or Precise Shot (rooftop knifers)

Skills Balance +10, Climb +6, Hide +12, Jump +8, Listen +6, Move Silently +10, Open Lock +8, Spot +4, Tumble +10

Languages Common, Halfling

Gear masterwork short bow with 20 arrows (rooftop knifers only), masterwork studded leather, masterwork short sword, *sleep arrow* (4) (rooftop knifers only), 22 gp

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of invisibility*

SQ trapfinding

Development: Despite the Vudrani’s profession as a slaver, the Puddlejumpers are fanatically loyal to Pardu Pildapush since he both freed them and pays them. They initially refuse to admit they work for him and will not give up that information short of magical influence. However, a DC 20 Knowledge (local) or bardic knowledge check reveals that the halfling knifers work for Pildapush, and that they prowl the Coins carrying out his wishes. Likewise, Diplomacy or Intimidate checks work on the Puddlejumpers. Their initial attitude is Hostile, but if they can be brought up to at least Indifferent, they’ll begrudgingly admit they work for Pildapush and offer this tidbit: “We just work for the Vudrani—we didn’t know he was sellin’ nobles. That Renmil fellow knew, though. He knew when he told Fredrik to grab her. I think he works for...” Give the Taldor PC a chance to cut in here, redirecting the conversation away from Taldor.

If the PCs brought Pildapush with them, he attempts to escape during the battle and flees to the *No Return*, where he’ll wait for the PCs in Act 5.

Mission Notes: As noted above, Taldor faction PCs have a chance to keep Renmil’s name from being linked to Taldor during this encounter.

Rewards: If the PCs defeat the Puddlejumpers, reward each tier thusly:

Tier 1–2

Give each player 20 gp.

Tier 4–5

Give each player 733 gp.

ACT 4. RAID ON THE NO RETURN (EL 4 OR 7)

Capped by a bloody-mouthed dragon ram and carrying a 15-foot fighting tower around her mast, the lateen rigged Katapeshi slave galley, *No Return*, floats dockside, tethered by four mooring lines. She’s 130 feet long and 20 feet wide, her deck nearly level with the dock, with crew access across three gangplanks: a wide plank mid-deck, and two narrow planks fore and aft. Steep stairs in two narrow hatches, fore and aft, lead to the hold.

Aboard the *No Return* a skeleton crew keeps watch. The rest spend their last leave in the pesh dens, grit holes, and brothels of the Coins. Two officers remain aboard:

the captain, Gnarl Bonegather, waits below deck and his foreman, Snarl Sorehackle, keeps an eye on the ship and crew from the north side of the fighting tower (Area A). The officers remain aboard because they must: gnolls are illegal in Absalom.

The No Return

A. Fighting Tower: This 15-foot fighting tower surrounds the *No Return*’s main mast. The north side of the fighting tower has an attached ladder that leads to the tower’s lookout point above.

B. Snarl’s Quarters: This smelly, cramped quarter contains only a bunk and piles of trash and empty rum bottles. The name “Snarl” is carved into the walls and deck of this room hundreds of times.

C. Punishment Pen: A tiny, lightless hold, this room is used to punish slaves and sailors who displease the *No Return*’s gnoll officers.

D. Captain’s Quarters: This room contains a small desk that folds down from the rear wall and a large, filthy bed. For Tier 1-2 only, this room also contains a medium-sized chest containing 975 gp (this treasure is figured into the rewards for Act 5).

TIER 1–2 (EL 4)

FOREMAN SNARL SOREHACKLE

CR 2

Male gnoll warrior 2

LE Medium humanoid

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

DEFENSE

AC 15, touch 11, flat-footed 14

(+3 armor, +1 Dex, +1 natural)

hp 33 (4d8+12)

Fort +9, **Ref** +1, **Will** +0

OFFENSE

Spd 20 ft.

Melee mwk whip +9 (1d3+4 nonlethal) or

mwk handaxe +8 (1d6+4/x3)

TACTICS

Before Combat Sorehackle keeps out of sight on the north side of the fighting tower (Area A), so as not to give away the presence of gnolls aboard the ship.

During Combat Sorehackle throws caution to the wind. From behind his crew, he attempts trip attacks hoping to send PCs through the five-foot gap between the dock and ship into the waters below. If the PCs get close to him, he drops the whip and resorts to his handaxe.

Morale Sorehackle fights to the death.

STATISTICS

Str 19, **Dex** 12, **Con** 16, **Int** 12, **Wis** 11, **Cha** 6

Base Atk +3; **Grp** +7

Feats Exotic Weapon Proficiency (whip), Weapon Focus (whip)

Skills Climb +7, Listen +6, Profession (sailor) +3, Spot +6



CAPTAIN GNARL BONEGATHER

Languages Common, Gnoll

Gear hide armor, masterwork handaxe, masterwork whip, 34 gp

Combat Gear *potion of cure light wounds*

SAILORS (2)

CR 1

Male or female human warrior 2

NE Medium humanoid

Init +1; **Senses** Listen +3, Spot +1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 12 (2d8+4)

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

OFFENSE

Spd 30 ft.

Melee light hammer +3 (1d4+2)

Ranged javelin +3 (1d6+2)

TACTICS

Morale The sailors fight to the death as long as their gnoll officers are alive. Once the gnolls are dead, they flee.

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +2; **Grp** +4

Feats Dodge, Power Attack

Skills Climb +3, Intimidate +5, Jump +6, Listen +3, Swim +7.

Languages Common, Katapeshi

Gear javelin, light hammer, 3 gp

TIER 4–5 (EL 7)

As Tier 1–2, except increase the number of Sailors to seven.

Development: If Snarl trips the PCs and dumps them into the gap between the dock and the deck, give them a DC 15 Reflex save to grab the galley’s thick tie lines and hang from them. The water beneath the galley is 40 feet deep. If the PCs brought Pildapush with them, he attempts to break free during the battle to flee below deck where he waits for the PCs in Act 5.

Mission Notes: Once Snarl is defeated, PCs of the Qadira faction can use his body as evidence to prove that gnolls are at work on the Absalom docks. In order to receive the Prestige Award, Qadira faction PCs must display Snarl’s body publicly and at least give a small speech about gnolls in Absalom.

Rewards: If the PCs defeat Snarl and his sailors, reward each tier thusly:

Tier 1–2

Give each player 63 gp.

Tier 4–5

Give each player 66 gp.

ACT 5. IN THE BELLY OF THE BEAST (EL 3 OR EL 6)

When the PCs enter the hold of the *No Return*, read the following:

Chained the length of the ship, two to a bench, are 50 filth-encrusted oar slaves bleeding from lacerations and open sores and slumped in sleep or exhaustion. The benches form a five-foot-wide aisle down the center of the galley, constricting movement in all but three areas: a 10-foot diameter around the main mast, slightly fore of midship, and the extreme ends of the galley which hold rooms.

The slavers imprisoned Lady Anilah Salhar in a punishment pen at the fore of the *No Return* (Area C). Regardless of how the PCs access the ship, Captain Bonegather waits outside the door of Area C. If the PCs left Pardu Pildapush behind in Act 2 or if he escaped from the PCs in Acts 3 or 4, he stands behind Captain Bonegather, his dagger drawn.

Tier 1–2 (EL 3)

CAPTAIN GNARL BONEGATHER

CR 2

(Use the stats for Foreman Snarl Sorehackle in Act 4, Tier 1–2, with the following changes)

TACTICS

During Combat Captain Bonegather uses his masterwork whip the first round of combat to trip the PC with the largest weapon. After that, he drops the whip and uses his handaxe to pound his foes to meat.

Morale Captain Bonegather fights to the death.

STATISTICS

Combat Gear *potion of cure moderate wounds* (2)

Tier 4–5 (EL 6)

CAPTAIN GNARL BONEGATHER

CR 6

Male gnoll fighter 5

LE Large humanoid

Init +1; **Senses** darkvision 60 ft.; Listen +10, Spot +10

DEFENSE

AC 14, touch 11, flat-footed 14

(+1 natural, +4 armor, –1 Dex)

hp 70 (2d8+6 plus 5d10+15)

Fort +10, **Ref** +5, **Will** +3

OFFENSE

Spd 30 ft.

Melee +1 greataxe +12 (3d6+8/x3)

Space/Reach 10 ft. / 10 ft.

TACTICS

Before Combat Captain Bonegather drinks his *potion of enlarge person* once the PCs begin descending the stairs. The potion is

figured into his stats and the effect lasts for 10 rounds.

During Combat Captain Bonegather attacks the first PC he sees.

Morale Captain Bonegather fights to the death.

Base Statistics

LE Medium humanoid

AC 17, touch 12, flat-footed 16

(+1 natural, +5 armor, +1 Dex)

Melee +1 greataxe +12 (1d12+7/x3)

Str 20

STATISTICS

Str 22, **Dex** 13, **Con** 16, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +6; **Grp** +11

Feats Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Listen +10, Spot +10

Languages Common, Gnoll

Gear chain shirt, +1 greataxe

Combat Gear *potion of cure moderate wounds, potion of enlarge person*

Development: The fighting wakes the slaves on their benches, though their chains prevent them from reaching into the aisle. During the battle, they beg the Pathfinders for freedom. If the Pathfinders free the slaves—by picking the lock at the aft end of the galley (Open Lock DC 20) or breaking the chain (hardness 10, hp 5, break DC 26)—the slaves clog the hold (difficult terrain) for 5 rounds, as they swarm the ladders to the deck above and flee the ship.

PCs can leave the aisle and jump (DC 15) from bench to bench, navigating through the slaves at 1/4 movement. A failed Jump check drops a PC prone between the benches. The PCs can free Lady Anilah from Area C by using the key around Captain Bonegather's neck. If they're not able to get the key, a DC 15 Open Lock check is sufficient to open the simple wooden door.

Mission Notes: PCs of the Andoran faction can search the captain's quarters (Area D) to find his logbook. Cheliox faction PCs can have a field day here—there are 50 galley slaves below deck all begging to be freed. Osirion faction PCs, if they don't already know, now know the names of the gnoll slavers responsible for purchasing Lady Anilah. Qadira faction PCs can use the bodies of both Captain Bonegather and his foreman to convince the public of Absalom that gnolls are trading across their docks.

Rewards: If the PCs defeat Captain Bonegather, reward each tier thusly:

Tier 1–2

Give each player 270 gp.

Tier 4–5

Give each player 248 gp.

Note: If the PCs defeat Pardu Pildapush in Act 5, give them the rewards from Act 2. Do not, however, reward the PCs for Act 2 twice.

CONCLUSION

Lady Anilah thanks the PCs graciously: “I owe you all a favor I can never repay.” After the PCs turn her over to Venture-Captain Alissa Moldreserva, she eyes them up and down, “You handled that well. Guess I had you wrong. The lot of you may prove useful to the Society yet. Get yourselves a drink, on me.”

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who retrieve the *No Return's* logbook from the captain's quarters in Act 5 (Area D) earn 1 Prestige Award.

Cheliox Faction: Cheliox faction PCs who free slaves in Act 2 or Act 5 and tell them to seek Gazlak Amelin at the Emboldened Lamb earn 1 Prestige Award.

Osirion Faction: Osirion faction PCs who learn about Fredrik, Renmil Emprey, Pardu Pildapush, and the gnoll slavers of the *No Return* and provide that information to the Sapphire Sage earn 1 Prestige Award.

Qadira Faction: Qadira faction PCs who display any proof to the Absalom public that gnolls are trading slaves at their docks earn 1 Prestige Award.

Taldor Faction: Taldor faction PCs who prevent Renmil Emprey from being linked to Taldor earn 1 Prestige Award.

Note: It's quite possible that Renmil's name may never be brought up during the scenario. If that's the case, the Taldor faction PCs get a pass and a free Prestige Award. However, if they're in a party with Osirion faction PCs or even eager PCs who want to solve the mystery, they're going to have to work very hard to keep the connection between Taldor and Renmil a secret.

Cheliox Faction Handout

Sweet Servitor,

The price of slaves in the Inner Sea has risen substantially because of the recent successes of the Gray Fleet of Andoran. Those slave-freeing radicals are single-handedly denying Cheliox the chattel it needs to thrive. We propose to do something dramatic: raise the prices higher.

To this end we enjoin you: free slaves. It sounds Andoren but it is not. Free any slaves you can and direct them to the “philanthropist” Gazlak Amelin at the Emboldened Lamb pub in Absalom, who will quietly relocate them beyond the Inner Sea. The fools in Thuvia and Osirion refuse to join Cheliox in destroying the Gray Fleet forever. If they can’t be bargained with, then we’ll raise the price of slaves so high they’ll have to act and Cheliox can sit back and watch those actions unfold.

I do so crave your company—free a few slaves and return to me when you’re finished. We’ll enjoy a bottle of wine, a few licks of my lash, and the sweet aroma of victory.

Profoundly Yours,
Paracountess Zarta Dralneen

Osirion Faction Handout

Most Worthy and Beneficent Hand,

As always our enemies treat us with disdain—as you know, this is our secret strength, for behind the thick curtain of their disregard Osirion rises. This time our foes have gone too far. Someone is behind the kidnapping of Lady Salhar. She was not sold into slavery by chance. Find everyone responsible for her kidnapping: the knave who kidnapped her, the wretched scum who hired the knave, the fool who sold her, and the slaver who bought her—find them and report their names to me.

Yours in Unplumbed Depths of Gratitude and Faith,
The Sapphire Sage

Taldor Faction Handout

Greetings Phalanx of the Empire,

These are heady times. Wheels within wheels spin as Taldor returns to her former majesty and rightful place. One wheel, however, is about to come off the applectart and we need your skills to stop it.

An asset named Renmil Emrey recently overstepped his mandate and arranged the kidnapping of some important nobles, including Lady Salhar. He must not be linked to Taldor. Our sources among the Pathfinders indicate your team has been assigned to retrieve her. Assist, but do not let anyone link Taldor to these events. We are blameless!

It is acceptable if our asset Emrey is named. In fact, if he is named and disposed of by others, so much the better, but the Empire’s honor must not be compromised by deeds it never authorized.

We trust you to execute this charge with the delicacy it deserves.

In Service Lies Honor,
Baron Jacquo Dalsine

Andoran Faction Handout

Hail Friend of Freedom,

The Gray Fleet and our great nation salute you. Once more the cause calls on your puissance, for the foul flesh traffickers grow ever more crafty and elusive: changing their shipping timetables and traveling by unexpected routes. Word has come to us of a particular Katapeshi trick: rendezvousing at sea and transferring their cargo of human misery to the holds of apparently honest merchants and thus evading the Fleet.

We need the ship's logbook of such a slaver. It will list the dates and positions of past and future transfers, empowering the Gray Fleet to strike and free our brothers and sisters. This is no small task as the docks of Absalom throng with shipping and the prominent slavers keep a low profile. We've heard rumors of several gnoll slavers working in Absalom who keep out of sight when in Absalom Harbor. Perhaps that fact will aid your hunt.

Good luck, friend. May your sword arm never fail and your dedication to the Great Cause never waver.

Yours in Service to Freedom,
Captain Colson Maldris

Qadira Faction Handout

Loyal Servant of the Satrap,

Once more we turn to you to create that most valuable of treasures: opportunity. Long have our competitors unfairly dominated trade with Absalom, keeping Qadira—who would provide best—from providing most. Yet the ways to expand trade were closed to us. As the proverb reads, “When the day is hottest, even the busy must rest and wait.”

Our wait is over. We learned recently that our rivals overstepped themselves by trafficking with gnolls. Find these gnolls and bring proof of their foulness to the Absalom public. When the fickle merchants of other lands break their agreements with the gnoll-lovers, we shall step in to help. As Qadira profits, so shall you.

Yours in Service to the Satrap,
Pasha Muhlia Al-Jakri

Pathfinder Society Scenario

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SCENARIO 08: SLAVE PITS OF ABSALOM

Scenario Chronicle #

TIER	TIER	MAX GOLD
	1-2	
TIER	TIER	MAX GOLD
	4-5	

This Chronicle Certifies That

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

Items Found During This Scenario

TIER

1-2

Potion of cure moderate wounds (Cost: 300 gp)

TIER

4-5

Sleep arrow (Cost: 132 gp)
Potion of invisibility (Cost: 300 gp)
Potion of enlarge person (Cost: 250 gp)

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+

GM's Initial

GP Gained (GM ONLY)

+

Items Sold

=

Sub Total

-

Items Bought

=

Sub Total

-

Gold Spent

=

Sub Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
 Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #