



THE GLASS RIVER RESCUE

BY MIKE SHEL



THE GLASS RIVER RESCUE

Pathfinder Society Scenario #5-01

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Pathfinder Society Scenario #5-01: The Glass River Rescue is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

The Glass River Rescue makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder Bestiary 3*, and *Pathfinder RPG Ultimate Equipment*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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THE GLASS RIVER RESCUE

BY MIKE SHEL



Pathfinder Society scholars recently learned of a previously undocumented Sky Citadel in what was once Sarkoris, the land now consumed by the Worldwound. Unable to push into the demon-infested wasteland by itself, the Society intends to recruit dwarven aid in this dangerous endeavor. In return for the opportunity to reclaim this lost stronghold, the dwarves are willing to provide military assistance and historical expertise. One week ago, Highhelm sent an entourage of diplomats and tacticians north toward Mendev to meet with Venture-Captain Jorsal of Lauterbury in order to discuss terms and develop a strategy. Upon reaching Xer in Razmiran, faith barges of the living god accosted the dwarves as the foreigners attempted to push upriver without docking. After the dwarves paid the proper tribute, the Razmiri acolytes, smelling a ripe target, demanded even more money. Insulted, the dwarves refused and fought their way past the faith barges, only to be captured a few hours later and imprisoned while they await interrogation and punishment. Jorsal commissioned *sending* magic to contact Rakuska Ingardam, the mission's leader, when the envoys failed to show up in Mendev. Rakuska's return message could only provide a rough estimate of where the dwarves might be held now before the spell's word limit was reached.

Without the exact location of the captured envoys, Venture-Captain Ambrus Valsin has taken several precautions to ensure the debacle does not derail the Society's entire operation in Mendev. First, he sent orders to several groups of Pathfinders around Lake Encarthan to investigate the dwarves' disappearance and likely imprisonment in several locations that might fit Rakuska's description. Second, he has arranged for another set of envoys to travel north, should the first group be confirmed lost. Among these new envoys is Temel Passad, who once opposed the Society tangentially but now seems to be maneuvering to secure a new ally.

SUMMARY

Setting out from Kerse with dwarven envoys Metella Raugar and Amauhak and Kalistocrat Temel Passad

WHERE ON GOLARION?

The Glass River Rescue takes place along the Glass River, which forms the southern border of the intolerantly theocratic nation of Razmiran on the eastern shore of Lake Encarthan. For more information about Razmiran, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and game stores everywhere, and online at paizo.com.



in tow, the PCs' boat sails along the shore of Lake Encarthan en route for the Glass River. As they enter Razmiri waters, the PCs must decide between docking at Xer and facing off with local enforcers or confronting a faith barge upriver; either choice results in conflict with Razmiri enforcers who are on the lookout for other dwarves and troublemakers.

While the party continues upriver, the PCs' traveling companions urge them to devise a strategy for approaching and exploring the Gray Revelation Inn without arousing Razmiri suspicions. Soon after deciding on a plan, the PCs must fend off a river drake that tries to snatch one or more of their number as a meal. In the attack's aftermath, both Metella and Temel approach the PCs to negotiate a longer-term alliance, though the two NPCs' dislike of one another prevents the PCs from favoring both.

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), the *Pathfinder Bestiary 3* (B3), and *Pathfinder RPG Ultimate Equipment* (UE). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Arriving at the riverside inn, the PCs meet the Sisters Grymble and their simple and mute stable hand Rosh. After presenting their cover story, the PCs have an opportunity to explore the inn and seek out the captured envoys, and to eventually discover them in a secret cellar prison beneath the structure. There, the Pathfinders encounter several infernal servants who have been left behind as gaolers. Upon emerging from the prison, the PCs meet Holy Ahendile, the local Razmiri priest who arrived to scope out the new arrivals, only to find a jailbreak in process.

GETTING STARTED

The PCs begin the adventure in an opulent parlor in the Druman capital of Kerse, part of the manor home of Temel Passad, a prominent Kalistocrat. Served the finest Chelish wine and delicate sweetmeats while awaiting their host, they have time to peruse a letter from Venture-Captain Ambrus Valsin (see the **Player Handout** on page 21). When they have finished reviewing this note, read or paraphrase the following.

Two silent servants open a pair of richly lacquered doors, and a human and two dwarves stride into the lavish parlor. The man, clad in immaculate robes of whitest silk, is short and round with a blond oiled beard, and his eyes are alert and amused. He takes a touch of snuff from a golden box and sneezes before saying, "It is a pleasure to welcome Pathfinders to one of my estates once more. I am, as you may know, Temel Passad. Allow me to introduce—"

One of the two dwarves, a redheaded female in deep scarlet robes, curtly interrupts the man. "We can introduce ourselves, Passad. I am Metella Raugar, representing the interests of several Highhelm mercantile consortia. My companion"—she gestures to a dwarven man with leathery skin baked by the sun, his head swathed in a bright yellow scarf—"is Amauhak of Reth Bezel, a mystic of the sand dwarves of Osirion."

Passad attentively sees to his guests' needs and ensures that the refreshments are to their liking before discussing business. He informs the PCs that his boat, the *Abacus*, will take them from Kerse, hugging the shore of Lake Encarthan before entering the mouth of the Glass River to pursue their first task: searching the Gray Revelation Inn. From there, the *Abacus* will take them the rest of the way to Mendev to deliver Passad, Metella, and Amauhak, and hopefully the liberated envoys. The deeply tanned Pahmet mystic notes that keeping the presence of himself and his two companions a secret is the wisest course, given what happened to the earlier team.

The PCs might have questions about the mission. The following are likely inquiries and the answers one of the NPCs gives.

Who are we rescuing? "Three dwarves: Rakuska Imgardam, a well-known Five Kings diplomat and devotee of Torag; Holfist Sendstrom of Taggoret; and Pechas Domri—like Amauhak, a Pahmet dwarf of Osirion. All are valued for their strategic and military acumen."

What do we know about the nation of Razmiran? "It's a strict theocratic government presided over by a vast priestly bureaucracy serving a being said to be a living god."

What do we know of the laws and security of Razmiran? "All other faiths are prohibited in the nation, though foreign priests are tolerated as long as they are not proselytizing and just passing through. All nonresidents are subject to

sundry tariffs and unannounced inspections."

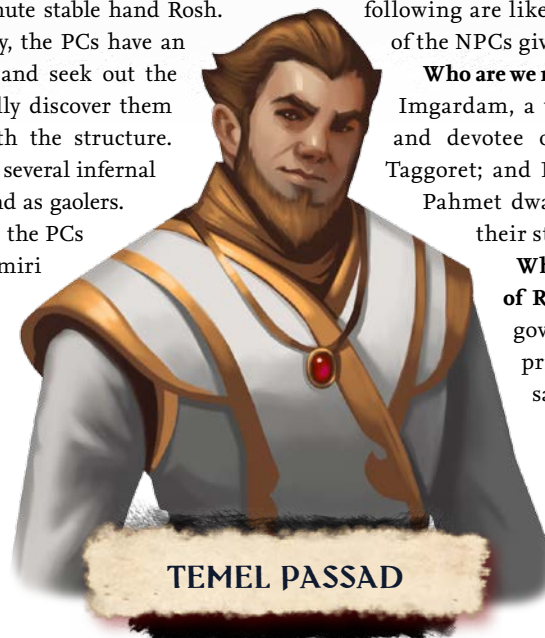
What if we fail to rescue the diplomats? "Metella and Amauhak will take their places, though it would reflect far better on the Society were you to rescue the captives. Regardless, it will be important to continue to Mendev in a timely fashion afterward."

Knowledge (History) or Knowledge (Religion)

The PCs might already know about Razmiran and its state religion.

15+ Razmir, known as the Lord of the 31 Steps, claims to have taken the Test of the *Starstone* and ascended to divinity. He appeared before the people of Xer in the Duchy of Melcat 52 years ago and now acts as both sovereign and god of those captured lands.

20+ It is no secret that the Razmiri clergy rely more on bullying than on divine miracles, often exploiting travelers to fill the church's coffers. The regular patrols of faithful enforcers searching for dissension has resulted



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in the paranoia that runs throughout the government and the populace. Any friendliness from a native is cause for suspicion.

25+ While not all citizens of Razmiran worship the living god, none would admit as much publicly, especially to outsiders who may be undercover clergy.

30+ A few scholars who have observed the faithful of Razmir performing healing magic claim that the divine magic functions in an abnormal way, different from that granted by other gods. A handful of sages speculate that Razmir's claim of divinity is questionable, but there is no evidence to prove that he is anything but all-powerful.

A. ENTERING RAZMIRAN

The PCs' journey along the coast of Lake Encarthan from Kerse is uneventful. Passad's hired hands (five sailors in all, including the captain) are quiet and efficient, and the boat, a modest craft named *Abacus*, reaches the mouth of the Glass River and heads east without incident. As the boat enters Razmiri waters, the PCs have a choice as to whether they will dock at Xer and pay any necessary tolls or sail on and try to evade Razmiri authorities.

Passad argues for the party to do former, maintaining that abiding by the local customs will help them to avoid unwanted attention, especially if they include an extra "gratuity" when they pay their tolls. Furthermore, without proof that they've paid the expected tribute, they run the risk of greater trouble if accosted by one of the ubiquitous faith barges upriver. Passad adds that he is happy to provide the toll himself, drawing two platinum pieces from a white silk purse. Mettela counters that stopping at Xer gives the authorities a chance to search the boat and discover the envoys and the Kalistocrat. As a result, she explains, it is better to avoid the docks altogether and take their chances with any faith barges they might encounter.

Whatever decision the party makes determines which encounter occurs: **A1** if they dock in Xer or **A2** if they avoid the town. Do not run both encounters. In either case, Passad and the dwarves stay out of sight belowdecks in their quarters, and the sailors run for cover in the case of any violent confrontation.

A1. The Docks of Xer (CR 3 or CR 6)

As the *Abacus* arrives in Xer, read or paraphrase the following.

The city of Xer occupies the north bank of the Glass River, and its dozens of docks remain busy as ships headed both east and west call at the port. Grubby men and women in bulky jackets patrol the docks, and few smiling faces are to be seen.

The boat's captain chooses an isolated berth sheltered on either side by tall warehouses, and unless the PCs direct the sailors otherwise, one of them automatically tosses a rope to the dockworker, who moors the boat to post near him. This prevents the boat from departing until the Razmiri finish their business or someone severs the rope, which has 4 hit points and can only be severed with slashing weapons, fire, or similar attacks. The knot affixing the rope to the boat is coated with dried tar and cannot be undone. Untying it from the mooring post dockside requires a successful DC 12 Disable Device, Escape Artist, or Profession (sailor) check as a full-round action.

Creatures: As the *Abacus* arrives at the dock, three Razmiri enforcers—one holding the taut leash of a slaving, half-tamed wolf—approach and inquire about the travelers' business in Razmiran and how many souls are aboard. The three are ill-tempered, having been disciplined recently for performing their duties with insufficient rigor and enthusiasm. As punishment, they were

reassigned to this low-activity dock, where opportunities for profit are rare.

How the encounter occurs varies according to the party's response to the authorities, but conflict is almost inevitable; the enforcers' unfriendly attitude and concern that they might be punished further for allowing a lucrative target to sail away mean that the PCs must succeed at a DC 34 Diplomacy check to convince the Razmiri to allow the *Abacus* and its passengers to sail away unmolested. Likewise, using Bluff to mislead the enforcers is difficult; as far as they are concerned, no one is protected from a search by Razmir's agents for any reason.

If a PC includes the envoys in the reported passenger count, the Razmiri demand that those belowdecks emerge for inspection. Failing to comply causes the enforcers to attack. If the envoys are excluded from the count, the thug with the wolf asks for payment of the 10 gp toll. Haggling about the price results in a gruff order that all persons aboard must disembark so the boat can be thoroughly



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searched. Paying the appropriate fee with Passad's coins (whether or not the bribe is added) results in the thug exclaiming that most pay their toll with copper and silver, and that he must be dealing with rich travelers indeed. He demands that a gangplank be extended so that he might board and see what treasures they transport. Failure to comply draws an attack. If the PCs are wise enough to pay with coins of lesser denomination, the thug waves them on their way; however, at this importune moment, a loud sneeze is heard from belowdecks—Passad has chosen a poor time for a touch of his snuff—and all are ordered ashore at the point of a crossbow.

Subtier 1–2 (CR 3)

CROSSBOW THUGS (3) CR1/3

Human warrior 1
NE Medium humanoid (human)
Init +5; **Senses** Perception –1

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)
hp 7 (1d10+2)
Fort +3, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.
Melee short sword +2 (1d6+1/19–20)
Ranged light crossbow +4 (1d8/19–20)

TACTICS

During Combat: Hotspur's handler orders the wolf to attack before the thugs all begin shooting their crossbows at the PCs.

Morale: If reduced fewer than 3 hit points, a thug drinks his *potion of cure light wounds*, flees, or surrenders, depending on the circumstances.

STATISTICS

Str 13, **Dex** 12, **Con** 13, **Int** 10, **Wis** 9, **Cha** 8
Base Atk +1; **CMB** +2; **CMD** 13
Feats Improved Initiative, Weapon Focus (light crossbow)
Skills Climb +4, Handle Animal +3, Intimidate +3
Languages Common
Combat Gear *potion of cure light wounds*; **Other Gear** padded armor, light crossbow with 12 bolts, short sword

HOTSPUR CR 1

Wolf (*Pathfinder RPG Bestiary* 278)

hp 13

TACTICS

During Combat Hotspur leaps onto the boat and relentlessly attacks anything but his handlers.

Morale Hotspur has not yet learned the Down trick and fights to the death.

Subtier 4–5 (CR 6)

CROSSBOW THUGS (3) CR 2

Human fighter 3
NE Medium humanoid (human)
Init +5; **Senses** Perception +2

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 30 (3d10+9)
Fort +5, **Ref** +2, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee short sword +6 (1d6+3/19–20)
Ranged mwk light crossbow +5 (1d8/19–20)

TACTICS

See the Tactics for Subtier 1–2.

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +6; **CMD** 17
Feats Combat Reflexes, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload (light crossbow)
Skills Climb +8, Handle Animal +4, Intimidate +4, Perception +2, Sense Motive +2, Swim +8
Languages Common
SQ armor training 1
Combat Gear *potions of cure moderate wounds*, alchemist's fire; **Other Gear** studded leather, short sword, mwk light crossbow with 18 bolts, 210 gp

HOTSPUR CR 2

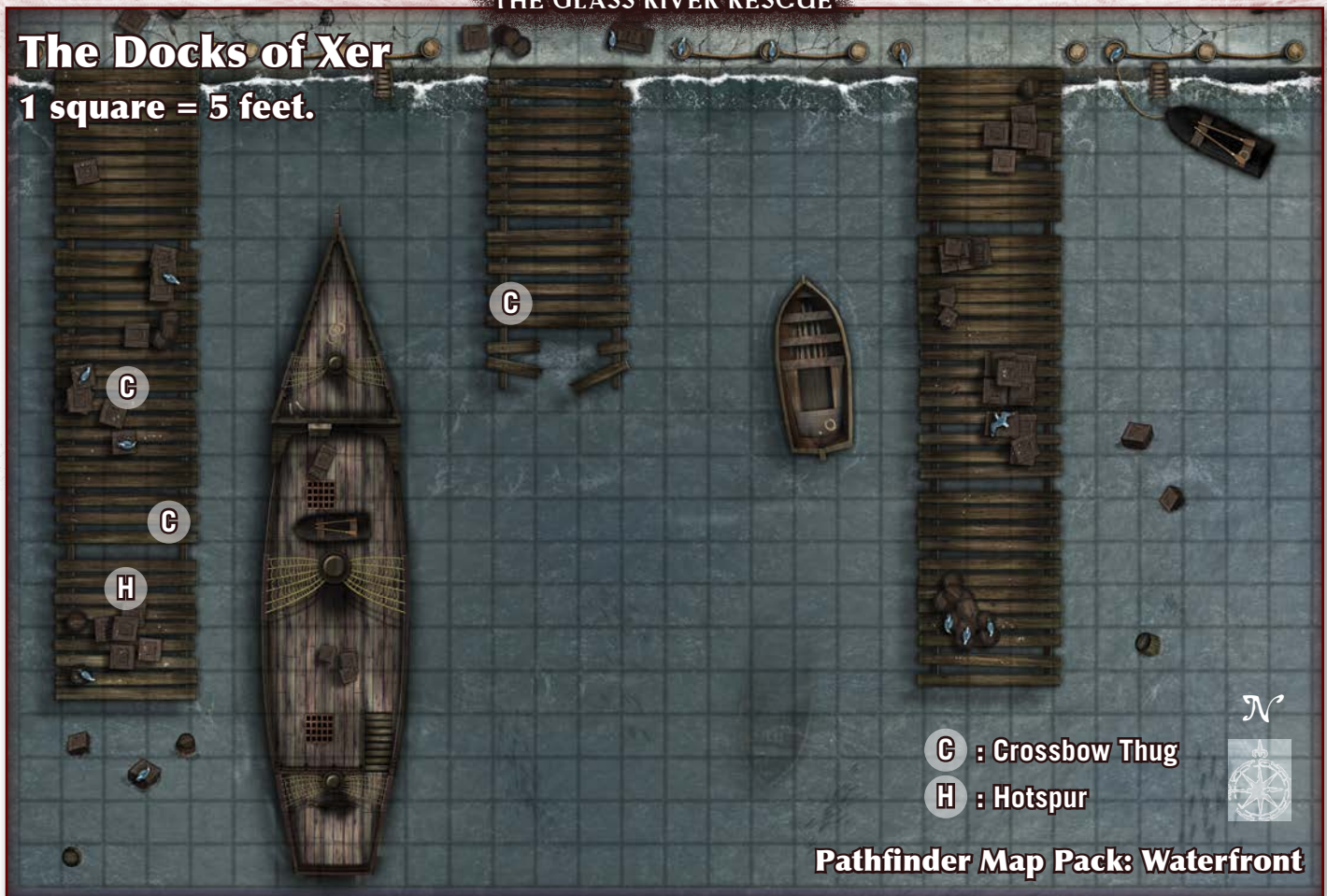
Advanced Trained Wolf (*Pathfinder RPG Bestiary* 278, 294)
hp 17

Development: The dock's isolation from the rest of the harbor is to the PCs' advantage, as combat doesn't draw the immediate attention of other enforcers; once the fight concludes, however, the PCs should be sure to depart quickly. Should the PCs tarry, Metella emerges onto deck, sees the aftermath of the battle, and hisses angrily that this is just what she feared and that they must flee the harbor immediately. She shouts orders to the sailors who have also reemerged, all of whom begin casting off. If the PCs still delay, inform them that a large contingent of Razmiri brutes are directing their attention to them and heading this way. Playing up the closeness of the PCs' escape—for



The Docks of Xer

1 square = 5 feet.



Pathfinder Map Pack: Waterfront

instance, having a few arrows fall short of them as the authorities draw near—should cause the survival instincts of even the most stubborn PC to kick in.

No matter how they leave Xer, the PCs have enough of a head start to evade any further trouble from the Razmiri enforcers on the Glass River.

Faction Notes: Note whether the PCs heeded Passad's recommendation to dock at Xer. This and other decisions during the course of the scenario may impact events later in the season, especially for the Qadira faction.

Rewards: If the PCs fail to fend off the Razmiri enforcers, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 93 gp

Out of Subtier: Reduce the gold earned by 213 gp.

Subtier 4–5: Reduce the gold earned by 333 gp.

A2. Faith Barge Checkpoint (CR 3 or CR 6)

The *Abacus* and its crew are nearly able to bypass Xer entirely when a nearby merchant vessel suddenly hoists a Razmiri flag and approaches, revealing that it is one of the faith barges that intercepts boats traveling near Razmiran. The Razmiri sailors demand that the travelers come to a halt before casting grappling hooks at the *Abacus* to pull the two vessels alongside one another.

Creatures: Three Razmiri enforcers are on board the faith barge, and a chattering, trained baboon named Kanger gambols about the deck and serves as vessel's mascot and attack dog. Once the boats have pulled close, Kanger leaps aboard the *Abacus* and scampers about while screeching triumphantly. Two of the barge's sailors extend a 5-foot-wide plank from one ship to the other, and two of the armed thugs board the *Abacus*, while a third thug guards their crossing with a loaded crossbow.

How the encounter occurs varies according to the party's response to the authorities, but conflict is almost inevitable; the enforcers' unfriendly attitude and concern that they might be punished further for allowing a lucrative target to sail away mean that the PCs must succeed at a DC 34 Diplomacy check to convince the Razmiri to allow the *Abacus* and its passengers to sail away unmolested. Likewise, using Bluff to mislead the enforcers is difficult; as far as they are concerned, no one is protected from a search by Razmir's agents for any reason.

Should the PCs allow the two Razmiri to board, the enforcers demand to know what their business is in Razmiri waters and how many people are on board. If the PCs answer honestly, the Razmiri demand that

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SCALING ENCOUNTER A1

To accommodate a party of four PCs, remove one crossbow thug from the encounter.

all aboard come up on deck for inspection. If the PCs answer dishonestly, the Razmiri decide to inspect the ship's hold and quarters, almost inevitably triggering an altercation and combat.

Subtier 1–2 (CR 3)

CROSSBOW THUGS (3) CR 1/3

hp 7 each (see page 6)

TACTICS

During Combat: The thugs employ ranged attacks if possible, focusing on the PCs as the *Abacus*'s sailors scatter. They resort to melee with their short swords only if necessary.

Morale: The thugs fight until only one remains, at which point he retreats to the faith barge, kicks away the gangplank, and orders the crew to cast off.

KANGER CR 1

Advanced trained baboon (*Pathfinder RPG Bestiary 2* 212, 292)

hp 7

TACTICS

Morale Kanger fights until the faith barge begins pulling away from the *Abacus*, at which point he leaps back to its deck.

Subtier 4–5 (CR 6)

CROSSBOW THUGS (3) CR 2

hp 30 (see page 6)

KANGER CR 2

Advanced baboon (*Pathfinder RPG Bestiary 2* 212)

N Small animal

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +7 (1d4+4)

TACTICS

Morale Kanger fights until the faith barge begins pulling away from the *Abacus*, at which point he leaps back to its deck.

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +2; **CMB** +4; **CMD** 18

Feats Power Attack, Weapon Finesse

Skills Acrobatics +12, Climb +11, Perception +6; **Racial Modifiers** +4 Acrobatics, +4 Climb

Development: There is little of note aboard the faith barge, and the barge's sailors thank the PCs and take this opportunity to flee their impressed service. Passad, the dwarves, and the captain of the *Abacus* all strongly argue against taking the other boat; the faith barge is too large for the *Abacus*'s crew to pilot, and there is no telling who might recognize the boat for what it truly is along the river. All encourage the PCs to scuttle the barge and resume their journey east aboard the *Abacus*.

Faction Notes: Note whether the PCs heeded Metella's recommendation to avoid Xer. This and other decisions during the course of the scenario may impact events later in the season, especially for the Qadira faction.

Rewards: If the PCs fail to fend off the Razmiri enforcers, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 93 gp.

Out of Subtier: Reduce the gold earned by 213 gp.

Subtier 4–5: Reduce the gold earned by 333 gp.

B. DEVELOPING A RUSE

As the *Abacus* sails smoothly up the Glass River, Amauhak asks the PCs about how they intend to perform the rescue mission, namely how they will gain access to the inn without arousing unwanted suspicion. Metella, Passad, and Amauhak all allow the PCs to devise a plan first, as each is keen to gauge the PCs' cleverness. Give the players a short time to come up with their own cover story before Metella and Passad chime in with suggestions.

The dwarf recommends the PCs pose as religious pilgrims seeking answers to spiritual questions that require privacy and freedom of movement. Passad, rather deprecatingly dismisses Metella's suggestion as transparent nonsense, a challenge that clearly offends Metella. The Kalistocrat counters that the PCs should pose as merchants seeking a way station for a regular trade caravan, as such a cover would require unfettered access to the property in order to assess its amenities.

Earlier the PCs had an opportunity to follow the advice of Metella or Passad, and the one whose advice the PCs did not follow points out that heeding the other turned out to be an unwise course, given the recent bloodshed that threatened to end their mission before it even began. Whatever ruse the PCs settle on, Amauhak strongly encourages them to stay overnight and perform their exploration under cover of darkness. On this point, at least, Metella and Passad concur.

Faction Notes: Note whose guidance the party heeds in developing a ruse, though it is possible the PCs might reject both of the NPCs' ideas. This and other decisions during the course of the scenario may impact events later in the season, especially for the Qadira faction.

The Abacus

1 square = 5 feet



C. RIVER DRAKE AMBUSH (CR 3 OR CR 6)

As the PCs continue their journey on the *Abacus*, the river splits near the territory of a river drake. Read or paraphrase the following.

The river narrows ahead, flowing around a central isle thick with trees and vegetation. The northern fork of the river runs beneath a canopy formed by the isle's overhanging trees and riverside foliage while to the south, the river is open to the sky above.

The captain of the *Abacus* takes the boat down whichever river fork the PCs suggest; however, both routes lead to the encounter described below just as the *Abacus* is halfway past the island.

Creatures: A young river drake recently made its home on this isle. A number of water snakes also nest here, feeding off the greater beast's castoffs and the smaller animals it stirs up as it moves about the isle. In Subtier 4–5, there is instead a mated pair of giant river drakes that prey on passersby.

SCALING ENCOUNTER A1

To accommodate a party of four PCs, remove one crossbow thug from the encounter.

Subtier 1–2 (CR 3)

YOUNG RIVER DRAKE

CR 2

hp 26 (*Pathfinder RPG Bestiary* 3 107, 291)

TACTICS

Before Combat The drake lies in wait below the water's surface, where it has grabbed hold of one of the water snakes.

During Combat The drake begins combat by flinging the snake onto the deck of the *Abacus*, after which it focuses its attack on the nearest PC. If it incapacitates or kills a target, it attempts to drag the body overboard and down to its underwater lair.

Morale If reduced to fewer than 8 hit points, the drake leaps from the ship and flees downstream.

SPECIAL ABILITIES

Caustic Mucus (Su) Reduce the initial damage dealt by this ability to 2d6 points of acid damage and the Reflex save DC to 12.

PATHFINDER SOCIETY SCENARIO

WATER SNAKE

CR 1/2

Viper (*Pathfinder RPG Bestiary* 133)

hp 5

TACTICS

During Combat Confused and irritated by its sudden involvement in combat, the snake viciously attacks anyone in or adjacent to its square

Morale If there are no creatures adjacent to the snake, it flees to the water.

Subtier 4–5 (CR 6)

GIANT RIVER DRAKES (2)

CR 4

hp 42 each (*Pathfinder RPG Bestiary* 3 107, 291)

TACTICS

Before Combat The river drakes lie in wait below the water's surface, ready to spring forth onto the boat's deck from both port and starboard.

During Combat Each drake focuses its attack on the nearest PC. If a drake renders a target unconscious or kills it, it attempts to drag the body overboard and down to its underwater lair.

Morale If one of the drakes is reduced to fewer than 10 hit points, it leaps from the ship and swims downstream away from the *Abacus*, abandoning its mate.

Treasure: The river drake keeps a small stash of uncut garnets and gold nuggets on the bank of the island near where it attacks the boat. A PC can find this cache, which the drake buried sloppily, with a successful DC 12 Perception check.

Rewards: If the PCs fail to fend off the drake and recover its treasure, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 124 gp.

Out of Subtier: Reduce the gold earned by 285 gp.

Subtier 4–5: Reduce the gold earned by 445 gp.

D. VYING FOR INFLUENCE

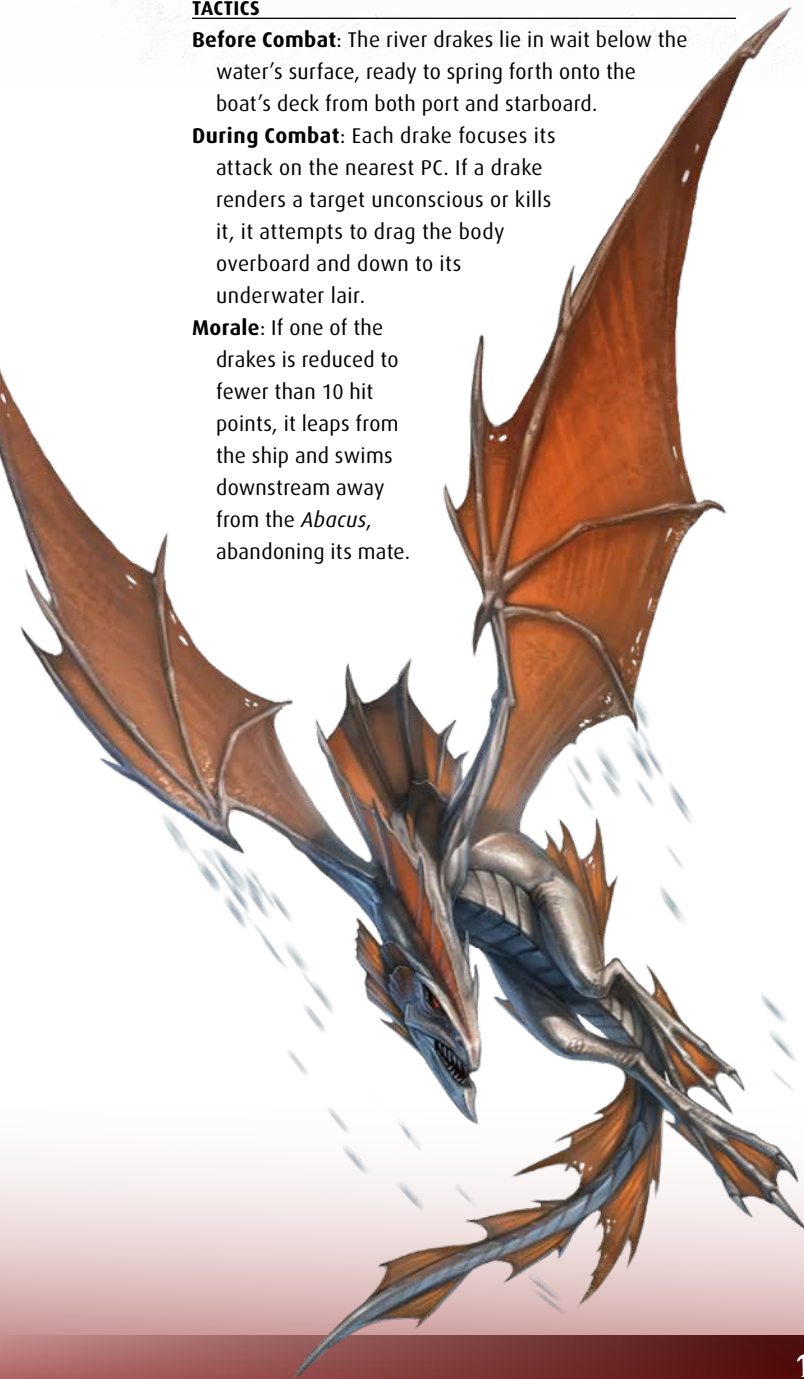
Following the river drake confrontation and resumption of the journey east, Passad and the envoys emerge from belowdecks. The Kalistocrat praises the PCs for their prowess in dispatching this latest threat and makes a comment that clearly the Society sent the right agents for this task. He further wonders if the party's wisdom matches its martial skills. Although he lauds all of the PCs, he directs his comments at any member of the Qadira faction.

The Pathfinder Society continues to amaze me, and it seems to me increasingly prudent to enter into a business arrangement that would certainly be to our mutual benefit—particularly for those with an eye for spotting profit. Let me make my case simply: my trade network is growing and already blankets the Inner Sea like no other, and the dwarves cannot hope to compete with the prices I offer. Let us not forget that the Pathfinders have had many mutually profitable business dealings with me in the past."

Allow the PCs to question Passad. His answers should reinforce the points made above. Should anyone bring up the events that occurred in *Pathfinder Society Scenario 3–03: Ghenett Manor Gauntlet*, the white-robed merchant chuckles and downplays it as "a minor quarrel between old friends long ago resolved—water under the proverbial bridge." As a sign of good faith, the Kalistocrat also offers the PCs a *potion of cure moderate wounds* (a *potion of cure serious wounds* in Subtier 4–5) as a sign of good faith. Once Passad has made his case, Metella approaches and makes her counteroffer.

"Yes, Temel has his bejeweled fingers in many pies and can offer cheaper wares, but consider the advantages of a business relationship with my mercantile concern: our network is many centuries old, and the quality of our goods is unrivaled. Furthermore, an arrangement with a firm with such deep roots in the Five Kings Mountains would reinforce the military alliance the Society is already negotiating."

Metella may also play on racial affinity if any dwarves are in the party. She answers any of the PCs' questions by emphasizing the points she has already made. If



THE GLASS RIVER RESCUE

asked about her prices, Metella responds that quality comes at a cost. As a way of showing her appreciation for the PCs' consideration of her offer, she gives them a *potion of bear's endurance*.

Allow the party to discuss the merits of the opposing offers, with Passad and Metella chiming in at appropriate moments to sway the decision and throwing increasingly acidic comments at one another.

Faction Notes: Note which merchant the PCs favor. This and other decisions made during the course of the scenario may impact events later in the season, especially for the Qadira faction.

Should the party seek Amauhak's input in this decision (or any other, for that matter), he waves his leathery hands in the air, claiming ignorance of such matters: "In the words of the Diamond Sage, 'Ask not the blind to describe the sunset.'" The dwarf is reticent to answer inquiries about the Diamond Sage, but a PC who succeeds at a DC 16 Diplomacy check can convince him to share that he last had contact with the enigmatic scholar in Azir, a city in Rahadom. Amauhak can only speak about the sage in riddle-like generalizations and insists that those who would know more would best be served by meeting the sage in person. Learning of the Diamond Sage and where that person might be found is of particular importance to members of the Osirion faction.

E. THE GRAY REVELATION INN

Near dusk, the captain of the boat points out a pleasant country inn up a hill on the north shore of the Glass River, where a small dock offers a berth for the *Abacus*. Passad and the envoys indicate they'll wait out the night in their cabins while the PCs execute their mission at the Gray Revelation Inn. Before leaving the boat, Amauhak strongly advises the party to refrain from violence on Razmiri soil if it can be helped; Metella and Passad, in rare agreement, concur. A stone path leads from the dock about 200 yards through some light tree cover to the villa.

All appearances suggest a very cozy establishment, and the inn certainly serves the obvious purpose of a way station for travelers; however, it's also a clandestine monitoring post and jail for the oppressive theocracy of Razmiran. The owners of the inn, the Sisters Grymble, avoid direct confrontation, employing charm and guile to lull guests into a false sense of security. They surrender to any show of force, leaving the rough work to Holy Ahendile, a Razmiri priest who ultimately oversees this stretch of the Glass River.

E1. Welcoming Gate

A sign above wide wooden gates reads, "Welcome to the Gray Revelation Inn." The gate leans open invitingly, and the smell of fresh flowers wafts on the cool breeze.

SCALING THE RIVER DRAKE AMBUSH

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

Subtier 1-2: Remove the water snake from the encounter.

Subtier 4-5: Remove the giant simple template from the river drakes.

Should the PCs call out, Rosh leaves area E11 and arrives at the gate a short while later, signing to them with hand motions and grimaces. His affliction is soon apparent, and he urges them to the south door of the common room, eventually presenting them to Addas Grymble in area E3. The party can otherwise walk in on its own without causing offense. This gate can be barred on the east side with the stout beam that lies on the ground.

E2. The Courtyard

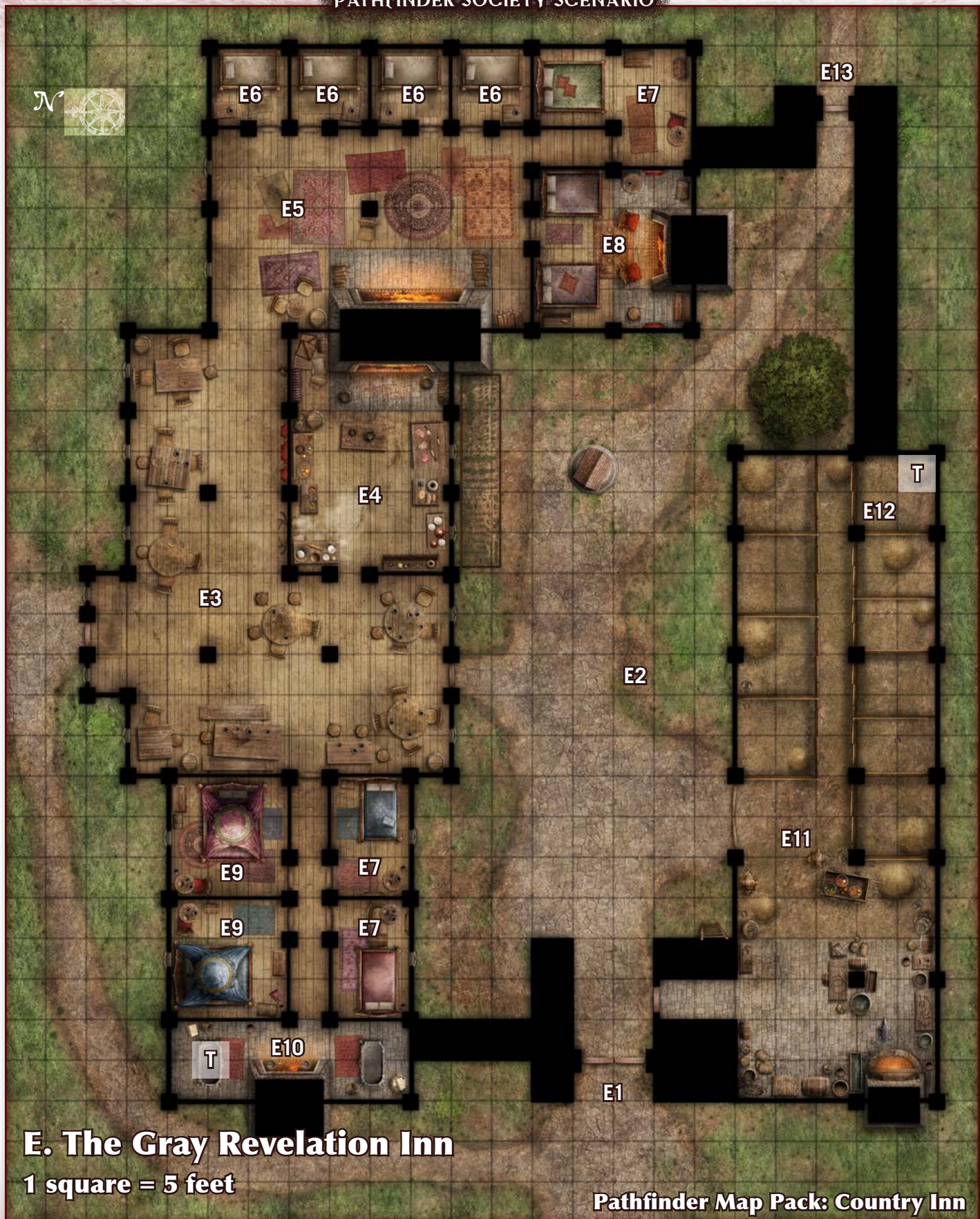
The profusion of flowers planted around this lovely courtyard fills the air with an enchanting fragrance. An oaken door to the north is the obvious entrance to the inn, while south are the broad doors of a stable. Wooden gates allow egress to west and east, and a roofed well lies at the east end of the main court.

If he did not greet the PCs earlier, Rosh ceases his work in the stables (area E11) and welcomes the visitors.

E3. Common Room

Dark oaken tables, chairs and benches fill this comfortable, L-shaped common room, and the faint odors of tobacco and ale permeate the air. Narrow windows with panes of smoked glass along the north and south walls allow some light into this welcoming space.

Creatures: Unless someone knocking at the inn's doors summoned her, a old matronly woman clad in peasant clothing and an apron sits at the centermost table of this room. Her voluminous white hair is piled atop her head and secured in a conservative bun. She wears a red scarf about her neck and a wry smile on her face. This is Addas Grymble, eldest of the three sisters who run this establishment. She greets the PCs warmly, inquiring if they seek lodgings for the night. She also asks what has brought them to Razmiran, prompting the PCs to provide their cover story and attempt a Bluff check opposed by Addas's Sense Motive check. In Subtier 4-5, Addas calls in her sisters to meet the PCs before hearing their story, allowing the other two to perform the aid another action to assist Addas's Sense Motive check.



THE GLASS RIVER RESCUE

After a pause, Addas seems to accept the story and informs the PCs that they have free reign at her inn, saying that she hopes it meets their needs. She admits that business has been slow, as the shepherds and farmers who normally frequent her common room are off to Xer for a major market day. If her sisters are not already present, she calls for them in the kitchen (area E4) to join her and introduces the PCs to them. These two report that they are canning fruit and making jam, and also have a nice beef stew cooking on the fire if their guests are hungry. One of the sisters shows them to their rooms, asks how long they'll be staying, and requests payment in advance.

None of the sisters are eager to start a fight, and in all but the most desperate circumstances, they cringe and beg for mercy if attacked or threatened.

ADDAS GRYMBLE

CR 1

Old female human expert 3

LE Medium humanoid (human)

Init -1; **Senses** Perception +8

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 11 (3d8-2)

Fort +0, **Ref** +0, **Will** +7

OFFENSE

Speed 30 ft.

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

STATISTICS

Str 5, **Dex** 8, **Con** 8, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +2; **CMB** -1; **CMD** 8

Feats Deceitful, Iron Will, Skill Focus (Bluff)

Skills Appraise +7, Bluff +13, Diplomacy +8, Disguise +4,

Knowledge (local) +7, Knowledge (religion) +6,

Linguistics +6, Perception +8, Sense Motive +8, Sleight of

Hand +3, Stealth +5

Languages Common, Giant, Hallit

Other Gear dagger, key to area E8

Development: After the PCs leave the common room, Addas goes to Rosh and sends him with a message for the Razmiri "cleric" responsible for interrogating prisoners at the inn, a woman who calls herself Holy Ahendile. The message informs the priest of the PCs' arrival. If their bluff was successful, Addas underestimates the threat, causing Holy Ahendile to set off for the inn with only two henchmen. If the bluff failed, Rosh's message expresses that something strange is afoot, and the Razmiri priest brings four henchmen with her to resolve the problem.

Note whether or not the Sisters Grymble saw through the PCs' ruse. This contributes to the mission's secondary success condition.

THE GRYMBS' DECEPTIONS

The sisters maintain several lies of their own, though they are clever in only stating these falsehoods when they are asked directly or when doing so would further set a visitor at ease.

- The Grymbles maintain that they are not religious folk but simply serve without bias all who come their way. As they say, "Hospitality is our creed, though we honor the Living God as our overlord" (they are actually devout followers of Razmir).
- Rosh is their "dear, simple nephew," though he was foisted on them only a year ago by a traveling bard who had grown weary of him (Rosh is unrelated and is a valuable helper who is too dim-witted to betray the sisters).
- The inn has been in the family for 3 centuries, long before the rise of the Living God (the sisters founded this inn only 5 years ago after running a similar operation in Whispertruth).
- Dwarves stop in from time to time, but none have been here recently (in fact, the dwarven envoys are imprisoned in the cellar below the inn).

E4. Kitchen

A tasty stew bubbles in a large black cauldron in the fireplace, and the counters are covered with bushels of cherries and apples in varying stages of being made into jam and canned. Barrels and casks of various spirits are found here along with mugs and other tableware.

Creatures: The two other Grymble sisters, much like Addas in manner and appearance (and statistics), are in this busy kitchen. Eugenia wears a yellow scarf around her neck, a common garment among Pahmet dwarves and identical to that worn by Amauhak. This was, in fact, taken from the envoy Pechas Domri, who is now imprisoned in the cellar below. If asked about the scarf, she reports it was a gift presented to her by a guest some time ago. Gap-toothed Tarsi comments on the skinniness of PCs and plies them with samples of fresh jam, delicious stew, and a few pastries should they enter the kitchen while the pair is at work.

EUGENIA AND TARSI GRYMBLE

CR 1

hp 11 (Use the stats for Addas Grymble)

Development: After nightfall and seeing to their guests needs, the Grymble sisters retire for the night, secure in the knowledge that Holy Ahendile and her minions will arrive soon and deal with the suspicious travelers. Should any loud noises associated with the PCs' activities wake them, the sisters wait patiently in their room (area E8), knowing they're no match for determined combatants.

E5. Guest Den

This cozy room is dominated by a large fireplace. A few tables and upholstered chairs provide repose for guests of the inn, and assorted rugs of Qadiran manufacture cover the floor.

The Grymbles inform the party that only overnight guests are allowed to use this warm den. Local farmers and shepherds who frequent the common room are barred from tracking mud into this area.

E6. Single Guest Room

This small room features a comfortable feather bed suitable for a single Medium occupant and costs 5 sp a night. The door can be locked from the inside if a guest desires additional security, but careful examination of the device (Perception DC 14) indicates that a hidden mechanism allows this lock to be sprung from the outside.

E7. Fine Guest Room

The double bed in this more finely appointed bedchamber has a rich quilt and fat pillows. It comfortably sleeps two or three Medium occupants, who pay 3 gp a night for such lodgings. Like the door to area E6, this room's door locks from the inside, though its external release mechanism is harder to find (Perception DC 16).

E8. Innkeepers' Room

The three Grymble sisters share this room, which they keep securely locked with an average lock. Inside is a pair of comfortable beds and the sisters' clothing. On the mantle of the fireplace is a shrine to the living god, which belies the sisters' claim of religious neutrality. A letter with an unbroken seal lies on the nightstand. The missive is from someone named Holy Ahendile, who commends the sisters for their dedication and fervor in "executing your sacred function."

E9. Lavish Guest Room

Silk sheets and a thick comforter cover the large bed in this lavish chamber, which costs occupants 5 gp per night. These are among the few guest rooms that boast a window, though these are tall and narrow.

E10. Baths

Two large claw-footed tubs flank the fireplace in this bathroom. Several metal buckets sit by the fire for heating water that's drawn from the well in the courtyard. A PC who examines the floor near the northernmost tub with a successful DC 14 Perception check notices scrape marks as though the tub has been frequently moved northward. Moving the tub is easy enough and uncovers a trap door. Below, a ladder descends to area F1.

E11. Stable

An expansive smithy is set up in the west end of the stable, one corner of it occupied by a small cot and a neat pile of clothing. To the east stretch a number of stalls for horses and other animals.

The piled clothing is of no value and composes all that Rosh owns. With a successful DC 20 Perception check, a PC discovers an iron holy symbol of Torag partially obscured by dust and straw near the stable's entrance. While being dragged to the trap door in area E12, Rakuska inadvertently dropped this symbol.

Creatures: Rosh, a slow-witted, mute young man serves as a modestly skilled smith and stable boy. The Grymbles treat him with indifference for the most part, rewarding him for his labor with sweets. Rosh is friendly, and believes that imprisoned guests or others dragged here are part of an elaborate game. Rosh goes about his many tasks in the stable but does little to communicate with the PCs. If anyone calls at the gate, knocks on the north door near the western gate, or calls at the broad stable entrance, Rosh gambols out and waves a greeting, eventually guiding the PCs to Addas Grymble in the common room in area E3.

ROSH

CR 1/3

Human commoner 2

N Medium humanoid (human)

Init +0; **Senses** Perception -1

DEFENSE

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

hp 11 (2d6++4)

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

OFFENSE

Speed 30 ft.

Melee club +3 (1d6+2)

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 6, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 13

Feats Animal Affinity, Run

Skills Climb +6, Handle Animal +7, Profession (Blacksmith) +3, Ride +2

Languages Common (can't speak)

Other Gear padded armor, club

Development: By nightfall, Rosh is not in his cot, having headed out on one of the horses to alert Holy Ahendile of the PCs' presence at the inn. If the PCs visited the stables during the day, they may note that one of the mounts is missing, along with riding accoutrements.

E12. The Phantom Steed (CR 2 or CR 5)

The southeasternmost stall contains an unbroken mare that snorts, whinnies, and stamps its hooves restlessly.

THE GLASS RIVER RESCUE

This horse is actually only a figment created by a *permanent image* spell (Will DC 19), and attempts by a PC to interact with the animal grant the character a chance to disbelieve the illusion. The trough at the southeast corner of this stall sits atop a hay-covered trap door that a PC can find with a successful DC 15 Perception check upon entering the stall. The trap door covers a ladder that leads to area F3.

Should the party inspect the stalls during the day and move to interact with the phantom horse, Rosh intercedes by shaking his head and covering it with his hands, and then biting his hand; this is his way of warning them not about an apparently untamed mount, but rather about the trap in this last stall.

Trap: The illusory horse is intended to discourage casual inspection and distract an interloper from the trap set up here. If someone opens the gate to the stall and enters without disengaging the trigger, a cascade of debris falls on all inside.

Subtier 1–2 (CR 2)

RAIN OF DEBRIS

CR 2

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

EFFECTS

Trigger location (entering the stall); **Reset** manual

Bypass hidden switch (DC 25 Perception)

Effect a cascade of stones (2d6 bludgeoning damage); multiple targets (all targets standing within the stall, Reflex DC 14 half)

Subtier 4–5 (CR 5)

RAIN OF DEBRIS

CR 5

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

EFFECTS

Trigger location (entering the stall); **Reset** manual

Bypass hidden switch (DC 25 Perception)

Effect a cascade of stones and metal tools (3d6 damage); multiple targets (all targets standing within the stall, Reflex DC 16 half)

Development: Triggering the trap makes a lot of noise, but with Rosh away and the Grymbles awaiting Holy Ahendile's arrival, causing a ruckus is unlikely to attract any trouble.

E13. Back Gate

This simple wooden gate can be barred from the inside with a pair of latches, but anyone can easily force it open with a successful DC 13 Strength check. The path leads to a road hugging the Glass River to the east.

F. THE SECRET CELLAR

The walls of this subterranean area are made of brick, the floors hard packed dirt and stones. Used both for storage

and the imprisonment and interrogation of captives, the Grymbles usually send Rosh down with food for prisoners every other day. Unless otherwise noted, everburning torches rest in wall sconces scattered throughout the complex, providing the normal light throughout the cellar except where otherwise noted. Doors are heavy oak, and most have simple locks (Disable Device DC 20 or Strength DC 18 to open).

Creatures: In Subtier 4–5, if there is enough time left for the optional encounter, there is a 10% chance every minute that the sentries emerge from area F8 to make a routine inspection and encounter the PCs.

F1. Odds and Ends

A wooden ladder descends from above into this cluttered and dimly lit L-shaped room. Crates and bits of furniture are stacked against brick walls and oaken doors lie to the east and south.

The crates contain extra linens and tableware for the inn, as well as a variety of men's and women's clothing from a number of different cultures and races—the belongings of previous unfortunate jail inhabitants. The door to the south is unlocked.

F2. Disused Room

This unremarkable room is bare and featureless, save for a few faint bloodstains on the floor. The northwestern and eastern doors are unlocked.

F3. Untidy Room

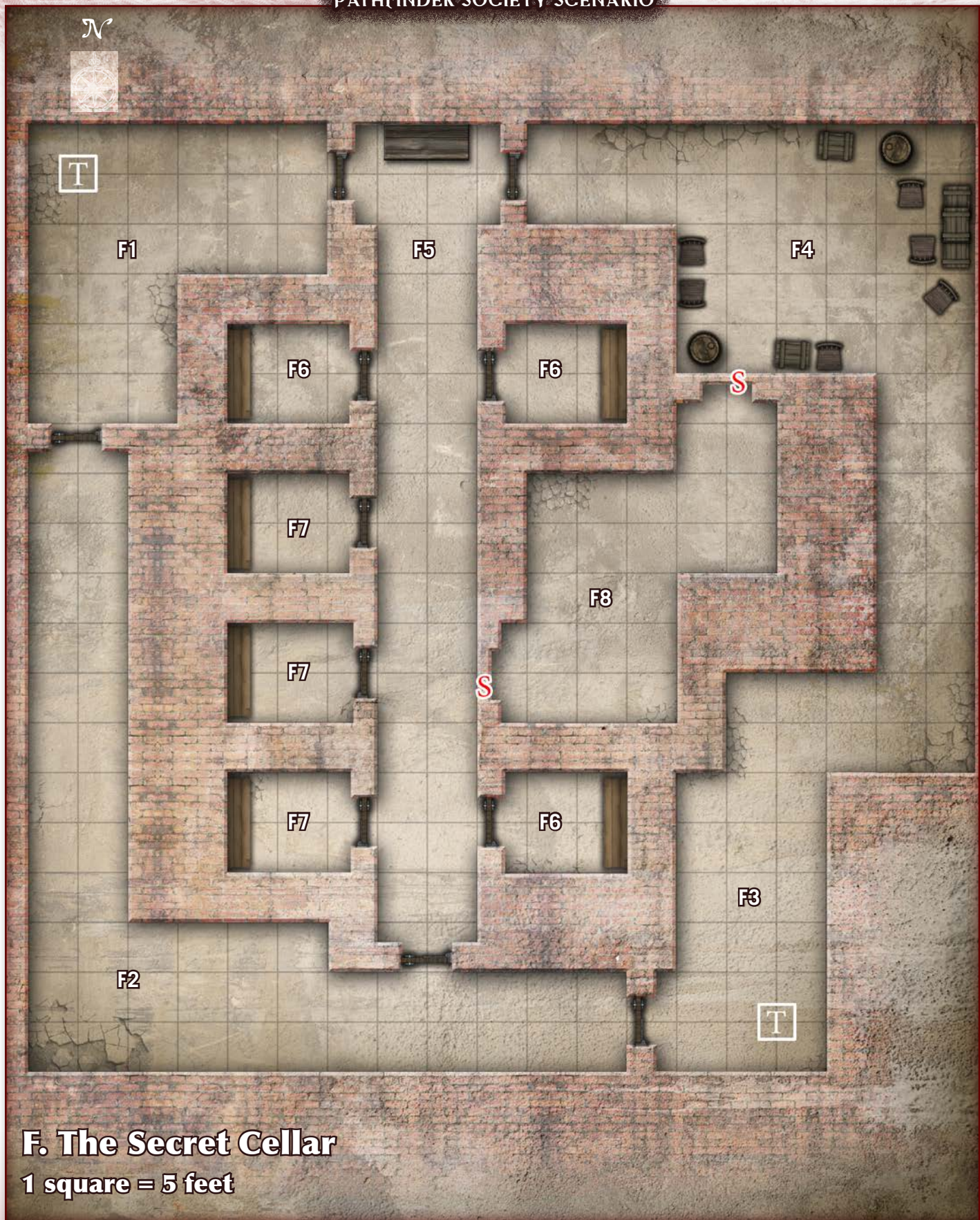
A wooden ladder in the southeast corner descends from above into this untidy chamber. Some pieces of broken furniture lie scattered across the floor, along with some soiled clothing. An oaken door is to the west and a corridor leads north.

Cursory examination of the clothing lying about the room identifies outfits of dwarven pedigree for three individuals. Rakuska and her colleagues were brought into the cellar from the stables above and forcibly disrobed before being moved to the jail cells in area F7.

F4. Cluttered Chamber

A number of wooden chairs and other furniture are stacked in this large room, as well as a few casks. A door lies to the west, while a corridor heads southward.

The casks contain mead and ale, and the chairs as well as a few side tables are stored here for future use in the inn



F. The Secret Cellar

1 square = 5 feet

above. The western door is locked (DC 20 Disable Device). With a successful DC 24 Perception check, a PC can find a well-hidden secret door that opens into area **F8**, though it has a simple lock like other doors in the area (Disable Device DC 20).

F5. Prison Corridor

This area is bare save for a rickety side table and chair set against the north wall. A set of keys lies on the table, alongside a browned, half-eaten apple, stale crust of bread, and dull paring knife. Ironbound oaken doors lie on the eastern and western walls, and a door-lined corridor stretches to the south.

The surface of the table is carved with swirls and chipped grooves incised by an untrained hand, and a PC can find the name “Rosh” carved among the other shapes with a successful DC 14 Perception check. The key ring has eight blackened iron keys on it; one fits each of the cells to the south (areas **F6** and **F7**), another fits the doors to the east and west of the table and at the end of the hall to the south, and the eighth fits the secret door to **F8** in the corridor. Thanks to a layer of undisturbed dust and a thin veneer of daub like that used to seal cracks in the nearby wall, the secret door is especially well hidden (Perception DC 28), though the dust and daub fall away easily when the door is opened.

In Subtier 1–2, a loose brick in the north wall conceals a small box that contains several locks of hair and a vial of blood. Holy Ahendile collected these samples from the dwarven captives in the event that she would need to scry on the prisoners later. Finding the box requires a successful DC 20 Perception check, and recovering it contributes to the secondary success condition for Subtier 1–2.

F6. Unoccupied Cell

The door to this jail cell has a small window at eye level, blocked by three vertical iron bars. Matted straw is strewn across the floor, and a set of manacles hangs affixed to the wall opposite the entrance. Two buckets sit at the center of this dank prison.

These cell are currently vacant, though the doors are still locked. Using the proper key from area **F5** opens the lock, though doing so produces a loud screech that alerts the occupants of **F8** of the party’s presence. Oiling the hinges dulls the metallic noise somewhat, leaving the sentries unaware of the door being opened unless they succeed at a DC 15 Perception check (already including relevant modifiers).

F7. Imprisoned Diplomats

These cells are identical to those in area **F6**, but each contains a single dwarf wearing nothing but underclothes who is bound to the wall with manacles.

Creatures: The keys from area **F5** can unlock these doors, though each produces the same metal-on-metal screech as the doors to the unoccupied cells. Rakuska Ingardam (LN female dwarf fighter 2/expert 2) and her two colleagues, Pechas Domri (LN male dwarf alchemist 2) and Holfist Sendstrom (N male dwarf rogue 2), lie manacled in these jail cells. They are bruised and poorly fed, giving each the exhausted condition due to malnourishment and dehydration. After eating a good meal and resting for an hour, each is instead fatigued. Full recovery requires at least 8 hours of uninterrupted rest.

The first of these cells that the PCs find contains Rakuska, who tells the party of the envoys’ ordeal: they bypassed Xer only to be waylaid by a faith barge and have all their funds extorted from them before they were captured—though not without a fierce fight. The three were brought to this place with hoods over their heads, which their captors removed only when the party arrived at the inn’s gate. They’ve been interrogated twice by a “merciless Razmiri cleric calling herself Holy Ahendile,” who she reports is convinced the dwarves are in the country for some subversive, nefarious purpose. Rosh (whom they know only as “the mute”) has brought them food infrequently, even sneaking in treats from the kitchen on two occasions. They only saw the “smiling old ladies” when they first arrived. The maltreated dwarf also relates that she has heard nasty gargling speech in the jail corridor at times, as well as a wet, sliding sound, like a mop being dragged back and forth across a floor (this is the lemures housed in area **F8**).

The dwarves are in no condition to fight. Indeed, they slow the party down due to their weakened state. In any confrontations that occur after the envoys have been released from their cells, the dwarves hang in the background, too impaired to assist.

Faction Notes: Pechas Domri, a Pahmet dwarf, thanks the PCs for their timely intervention and wishes them the blessings of the Diamond Sage. If asked whether he’s met the Diamond Sage, he admits that he did nearly a decade ago, but he freely notes that the sage often deals with the Pahmet dwarves, and that others of his kind may know more. Although this information alone is not enough for Osirion faction PCs to track down the Diamond Sage, it does help to direct them to discuss the subject with Amauhak.

F8. Sentry Duty (CR 3 or CR 6)

A rank and fetid stench fills this large, unlit, and irregularly shaped chamber.

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER F8

Make the following changes to accommodate a party of four PCs.

Subtier 1–2: Remove the lemures' damage reduction.

Subtier 4–5: Remove two dread lemures from the encounter.

Unless there is time remaining for an optional encounter, this room is bare and unremarkable. The two secret doors are obvious from within the room and have latches that disengage their respective locks and open the doors. Nothing of value is among the filth.

Creatures: Hellish minions who answer to Holy Ahendile reside in this dank chamber, patrolling the halls and rooms of these cellars at irregular intervals. Rosh and the Grymbles wisely steer clear of them. In Subtier 1–2, these sentries consist of two lemures. In Subtier 4–5, a powerful accuser devil named Teplebaas oversees three lemures. If the devils hear the cell doors opening, they rush out to investigate and attack any unfamiliar creatures that are not clearly prisoners. Teplebaas telepathically directs the lemures in combat, but without a smarter devil directing them, the lemures are only barely able to claw open the door to attack intruders.

In the rigid hierarchy of Hell, Teplebaas is a spy who is deep in debt. His superiors banished him to serve mortals 7 years ago, and since then he has struggled to acquire interesting information that he might use to barter for his freedom. He carefully watches the PCs as long as he is aware of them, suspecting that knowledge of their faces and actions will provide him some currency. Other devils are wise to Teplebaas's situation, and his summon ability has a 0% chance of success.

Subtier 1–2 (CR 3)

LEMURES (2)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 79)

TACTICS

Morale: The lemures mindlessly fight to the death.

Subtier 4–5 (CR 6)

TEPLEBAAS

CR 4

Advanced accuser devil (*Pathfinder RPG Bestiary* 2 84, 292)

hp 38

TACTICS

Before Combat: Before sending the lemurs to attack,

Teplebaas summons a swarm of spiders.

During Combat: Teplebaas focuses his attention on any obvious spellcasters, utilizing *greater teleport* to position himself accordingly.

Morale: If reduced to fewer than 10 hit points, Teplebaas attempts to flee using *greater teleport* or *invisibility*.

DREAD LEMURES (3)

CR 2

Advanced lemure (*Pathfinder RPG Bestiary* 79, 294)

hp 17 each

TACTICS

Morale: The lemures mindlessly fight to the death.

G. THE RAZMIRI FAITHFUL (CR 4 OR CR 7)

The Razmiri priest responsible for interrogating prisoners held at the Gray Revelation Inn arrives with her minions while the PCs are rescuing the envoys from the cellars. After rousing the Grymbles from their sleep, they set about barricading the north door in the common room in area E3 with a wagon. As the windows are too narrow to allow egress for Medium creatures, the PCs must proceed through the courtyard if they wish to vacate the premises.

The gated entrance near area E1 is barred, and removing the bar and opening the door takes a full-round action. The narrow gate near area E13 is merely closed.

Creatures: Holy Ahendile received the sisters' missive earlier and set out to investigate without delay. She and several thugs now wait for the interlopers to emerge from the cellar, at which point they must inevitably cross paths. The Razmiri priest is dressed in gray robes, wears an iron mask, and carries an ivory wand as she leans against the courtyard's well. At the first sight of trouble she straightens and exclaims, "In the name of the most holy living god, drop your weapons! I am Holy Ahendile, ordained priest of Razmir and arbiter of your fates. Submit to my authority, and you may well earn more merciful treatment." She gives the PCs little time to comply before directing her thugs to attack. Attempts at negotiation are met with the priest loudly repeating her demand and then giving the PCs until the count of five to submit.

In addition, Holy Ahendile has several unordained enforcers who stand near her, slap weapons against gloved hands, and sneer menacingly. If the PCs failed to bluff the Sisters Grymble with their cover story, Holy Ahendile has two more thugs who have positioned themselves on the roof.

Subtier 1–2 (CR 4)

HOLY AHENDILE

CR 2

Female human sorcerer (Razmiran priest) 3 (*Pathfinder*

Campaign Setting: Inner Sea Magic 38)

LE Medium humanoid (human)

Init +2; **Senses** low-light vision; Perception +0

DEFENSE

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

hp 19 (3d6+6)

THE GLASS RIVER RESCUE

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

Resist cold 5, fire 5

OFFENSE

Speed 30 ft.

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

Bloodline Spell-Like Abilities (CL 3rd; concentration +6)

6/day—minute meteors (1d4+1 fire, DC 14)

Sorcerer Spells Known (CL 3rd; concentration +6)

1st (6/day)—*burning hands* (DC 14), *mage armor*, *ray of enfeeblement* (DC 14)

0 (at will)—*acid splash*, *bleed* (DC 13), *daze* (DC 13), *detect magic*, *read magic*

Bloodline starsoul^{APG}

TACTICS

Before Combat: Holy Ahendile casts *mage armor* on herself.

During Combat: Holy Ahendile uses *ray of enfeeblement* to weaken a strong melee threat. She hesitates to use *burning hands* for fear of damaging the property, but she casts it anyway once she has taken any damage. She uses her *wand of cure light wounds* to heal her allies, though she uses her False Casting feat to hide the true nature of her healing magic.

Morale: If reduced to fewer than 10 hit points, she uses her wand to heal herself. If unable to heal herself or convinced that she has lost, Ahendile orders her surviving thugs to cover her retreat.

STATISTICS

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

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

Feats Defensive Combat Training, False Casting, False Focus, Magical Aptitude

Skills Bluff +9, Knowledge (local) +2, Knowledge (religion) +5, Sleight of Hand +3, Spellcraft +9, Use Magic Device +11

Languages Common, Hallit

SQ false piety, lay healer

Combat Gear *potion of invisibility*, *scroll of scare*, *wand of cure light wounds* (25 charges); **Other Gear** mwk dagger, silver unholy symbol of Razmir, 113 gp

SPECIAL ABILITIES

False Piety (Ex) A Razmiran priest gains Knowledge (religion) and Perform as class skills, but loses Appraise and Fly as class skills. She gains half her level as a bonus to activate spell trigger and spell completion items that use divine spells. She gains False Focus as a bonus feat but does not gain Eschew Materials.

Lay Healer (Su) At 3rd level, the Razmiran priest adds *aid* to her list of spells known. At 5th level she adds *remove disease* to her list of spells known. These replace the bloodline spells that she would normally gain at 3rd and 5th level respectively.

RAZMIRI THUGS (2 OR 4)

CR 1/3

Crossbow thug (see page 6)

hp 7

FALSE DIVINE MAGIC FEATS

The following feats first appeared in *Pathfinder Campaign Setting: Inner Sea Magic*.

False Casting (Su) When using a magical implement (such as a wand), Holy Ahendile can trick viewers into thinking that the item is merely a focus component for a spell she cast herself. Onlookers may attempt Spellcraft checks opposed by her Bluff check. If an onlooker fails, he believes Holy Ahendile actually cast the spell. Identifying the actual spell cast is DC 20 + the spell's level instead of 15 + the spell's level.

False Focus (Su) By using a divine focus as part of casting, Holy Ahendile can cast any spell with a material component costing the value of that divine focus (maximum 100 gp) or less without needing that component.

TACTICS

During Combat: Thugs on the roof fire at opportune targets, especially those they suspect might harm Holy Ahendile. Thugs on the ground engage the nearest opponents, positioning themselves to protect Ahendile whenever possible.

Morale: The thugs fight to the death unless Ahendile flees. After covering her retreat, they follow.

Subtier 4–5 (CR 6 or 7)

HOLY AHENDILE

CR 5

Female human sorcerer (Razmiran priest) 6 (*Pathfinder Campaign Setting: Inner Sea Magic* 38)

LE Medium humanoid (human)

Init +2; **Senses** low-light vision; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) **hp** 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +6

Resist cold 5, fire 5

OFFENSE

Speed 30 ft.

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

Bloodline Spell-Like Abilities (CL 6th; concentration +10)

7/day—minute meteors (1d4+3 fire, DC 17)

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4/day)—*lightning bolt* (DC 18), *remove disease* (DC 17)

2nd (6/day)—*acid arrow*, *aid*, *flaming sphere* (DC 17)

1st (7/day)—*burning hands* (DC 16), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *bleed* (DC 14), *daze* (DC 14), *detect magic*, *prestidigitation*, *read magic*, *resistance*

BLOODLINE STARSOULAPG TACTICS

Before Combat: Holy Ahendile casts *mage armor* on herself.

During Combat: Holy Ahendile uses her spells liberally to disable and damage her enemies. She uses her *wand of cure moderate wounds* to heal her allies, though she uses her False

SCALING ENCOUNTER G

To accommodate a party of four PCs, remove one Razmiri thug from the encounter (if the PCs successfully misled the Sisters Grymble) or two thugs (if they failed).

Casting feat to hide the true nature of her healing magic.

Morale: If reduced to fewer than 15 hit points, she uses her wand to heal herself. If unable to heal herself or convinced that she has lost, Ahendile orders her surviving thugs to cover her retreat.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 17

Feats Defensive Combat Training, False Casting, False Focus, Magical Aptitude, Spell Focus (evocation)

Skills Bluff +13, Knowledge (arcana) +6, Knowledge (local) +2, Sleight of Hand +5, Spellcraft +12, Use Magic Device +15

Languages Common, Hallit

SQ false piety, lay healer

Combat Gear *potion of invisibility, scroll of bear's endurance, scroll of levitate, scroll of scare, wand of cure moderate wounds* (12 charges); **Other Gear** mwk dagger, *aegis of recovery*^{APG}, *cloak of resistance* +1, silver unholy symbol of Razmir, 18 gp

RAZMIRI THUGS (2 OR 4)

CR 1

Human fighter 1/rogue 1

LE Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 17 (2 HD; 1d10+1d8+3)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk morningstar +5 (1d8+4)

Ranged mwk shortbow +4 (1d6/×3)

Special Attacks sneak attack +1d6

TACTICS

See the Tactics for Subtier 1–2.

STATISTICS

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

Base Atk +1; **CMB** +4 (+6 bull rush); **CMD** 16 (18 vs. bull rush)

Feats Improved Bull Rush, Point-Blank Shot, Power Attack

Skills Climb +7, Escape Artist +6, Intimidate +5, Perception +5, Stealth +6, Survival +4

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds, tanglefoot bag;*

Other Gear studded leather, mwk morningstar, mwk shortbow with 20 arrows, 11 gp

Development: The Grymble sisters watch the encounter from the windows of the common room, withdrawing to the kitchen if the party prevails. If confronted, they surrender, maintaining that they only did Ahendile's "wicked bidding" out of fear. This is a lie, as a successful Sense Motive check opposed by the sisters' Bluff reveals; the Grymbles are devotees of the living god and happily serve in their role as jailers. Rosh, on the other hand, accompanies the party if asked, seeing this as a continuation of the "game" the sisters play. He is amiable enough, and the Pathfinders may locate a less nefarious post for him.

Note whether Holy Ahendile survives the encounter and is able to report back to her superiors. Her escaping contributes to the secondary success condition.

Rewards: If the PCs fail to fend off Holy Ahendile, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 299 gp.

Out of Subtier: Reduce the gold earned by 686 gp.

Subtier 4–5: Reduce the gold earned by 1,073 gp.

CONCLUSION

Upon returning to the *Abacus* docked on the Glass River—hopefully with Rakuska and colleagues with them—the PCs are able to sail upriver with all speed and put Razmiran behind them as quickly as possible. The remainder of the journey to Mendev is uneventful, save for the obvious hostility that now exists between Metella Raugar and Temel Passad.

Although the Pathfinders have performed a great service in rescuing the dwarven emissaries, they have also earned the Society a dangerous foe. Razmiran does not forget a slight, and several more priests converge on the Gray Revelation Inn to search for clues as to who was responsible for the daring rescue. The PCs efforts to remain secretive may have slowed their pursuers, but it has only delayed the inevitable reprisal.

If the PCs primarily sided with Temel Passad, check box A on the scenario reporting sheet. If the PCs instead sided with Metella Raugar, check box B.

Primary Success Condition

If the PCs successfully liberate one or more of the captives in the secret cellar and transport them to Mendev, the mission is a success, and all PCs earn 1 Prestige Point.

Secondary Success Condition

Sooner or later, the masked priests are likely to find out who was responsible for the attack on Razmiri soil, but the PCs had several opportunities to prevent the Razmiri from identifying and tracking them: convincing the Sisters Grymble to accept the PCs' cover story, preventing Holy Ahendile from escaping to report to her superiors, recovering the box of hair and blood from area F5 (Subtier 1–2 only), and preventing

THE GLASS RIVER RESCUE

Teplebaas from escaping or seeing their true faces (Subtier 4–5 only). Meeting at least two of these criteria earns all PCs 1 additional Prestige Point.

Faction Notes

The party's conduct during this scenario has a significant influence on which merchant the Society employs for securing future resources, as noted below. Either Metella Raugar or Temel Passad might appear later in Season 5 as a result of the PCs' actions. Furthermore, Amenopheus, the Sapphire Sage, is most interested in any news of one of his long lost "siblings." Information leading to the Diamond Sage is very important to the Osiron faction.

Grand Lodge Faction: If the PCs completed both the primary and secondary success conditions, they earn the Crisis Averted boon.

Osirion Faction: If the PCs discovered that the Diamond Sage was last seen in Azir, they earn the News of the Diamond Trade boon.

Qadira Faction: There are three points at which the party might favor the opinion of either Metella or Passad: deciding whether to dock at Xer (area A1/A2), developing a ruse for the mission at the inn (area B), and deciding whose mercantile concern is superior (D). Give each PC the Expanding Trade Network boon, and note on the Chronicle sheet which merchant the PCs favored more often. If there is a tie, cross the Expanding Trade Network boon off the Chronicle sheet.

PLAYER HANDOUT: SEALED MISSION BRIEFING

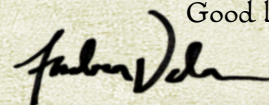
Pathfinders,

Society agents recently learned of a lost, previously undocumented Sky Citadel in what was once Sarkoris, the land now consumed by the Worldwound. As we cannot push into that demon-infested wasteland ourselves, we have recruited dwarven aid in the dangerous expedition. In exchange for military assistance and historical expertise, the dwarves will have the opportunity to reclaim this lost stronghold. Two weeks ago, Highhelm sent an entourage of diplomats and tacticians north toward Mendev to meet with Venture-Captain Jorsal of Lauterbury to discuss terms and develop a plan of attack. When they failed to arrive in a timely fashion, Jorsal commissioned sending magic to contact Rakuska Ingardam, the mission's leader. Rakuska's return message—cut off due to the magic's limit—was as follows:

"Passed Xer, paid our way, but attacked and overcome. Razmiri priests hold us for unknown purpose. We are held somewhere near the Glass River at..."

One of several possible places they are held is the Gray Revelation Inn, about thirty miles east of Xer—we suspect the Razmiri priesthood uses the site to interrogate prisoners. You must investigate and liberate the three dwarven envoys—if indeed that is where they are imprisoned—and then escort them to Mendev. Accompanying you are two other dwarves who will take the captured envoys' places if you aren't successful: merchant Metella Raugar and respected Pahmet mystic Amauhak. The Kalistocrat Temel Passad, a Druman with whom we have dealt in the past, has volunteered a boat to transport you north, and I see little reason why we should not take him up on this offer. Building a good working relationship with one or more influential merchants would be to everyone's benefit.

Good luck!



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #5-01: The Glass River Rescue

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character # _____	<input style="width: 40px; height: 30px;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 40px; height: 30px;" type="text"/> Prestige Points		
Character Name _____			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 40px; height: 30px;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 40px; height: 30px;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
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Character # _____	<input style="width: 40px; height: 30px;" type="text"/> Prestige Points		
Character Name _____			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 40px; height: 30px;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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W&P 13



Pathfinder Society Scenario #5-01: The Glass River Rescue

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Crisis Averted: You rescued the dwarven emissaries and helped to mitigate a developing crisis. When the Pathfinders' expedition pays off, certainly the society will remember your contribution.

Expanding Trade Network: You befriended either Temel Passad or Metella Raugar, and in doing so you began to develop a stronger trade network with the Kalistocrats or the Five Kings Mountains, respectively. If you are a member of the Qadira faction, you are able to leverage this connection to your advantage, gaining a +2 bonus on all Day Job checks.

News of the Diamond Sage: You learned of a figure known as the Diamond Sage, a mystic who has some connection to Amenopheus, the Sapphire Sage. If you are a member of the Osirion faction, Amenopheus encourages you to continue to Azir, where the Diamond Sage was last seen; the next time you travel to Rahadoum for a Pathfinder Society mission, Amenopheus gives you a single item worth 250 gp. You do not have to choose the item until the mission begins.

All Subtiers

Potion of invisibility (300 gp)
Scroll of scare (150 gp)
Wand of cure light wounds (25 charges; 375 gp)

Subtier 8-9

Aegis of recovery (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
Cloak of resistance +1 (1,000 gp)
Potion of cure moderate wounds (300 gp)
Scroll of bear's endurance (150 gp)
Scroll of levitate (150 gp)
Wand of cure moderate wounds (12 charges; 1,080 gp)

NotesSUBTIER ☐ Slow ☐ Normal

1-2	258	516
-----	-----	-----

SUBTIER ☐ Slow ☐ Normal

Out of Subtier	592	1,184
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MAX GOLD

SUBTIER ☐ Slow ☐ Normal

4-5	926	1,851
-----	-----	-------

SUBTIER ☐ Slow ☐ Normal

—	—	—
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EXPERIENCE

Starting XP

+	GM's Initials
---	---------------

XP Gained (GM ONLY)

=

Final XP Total

FAME

Initial Prestige Initial Fame

+	GM's Initials
---	---------------

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige	Final Fame
------------------	------------

GOLD

Starting GP

+	GM's Initials
---	---------------

GP Gained (GM ONLY)

+	GM's Initials
---	---------------

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #