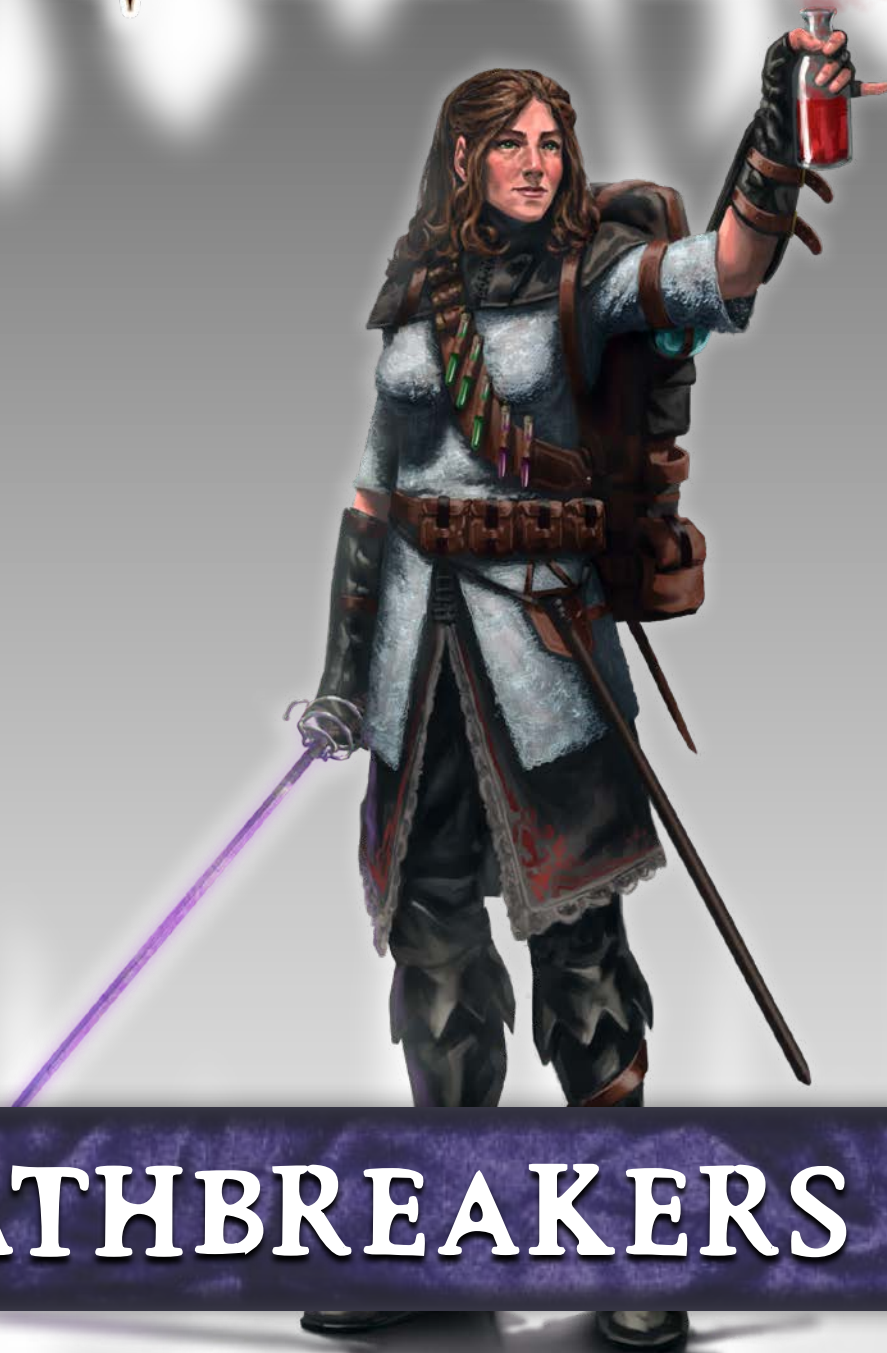


PATHFINDER SOCIETY®

SEASON OF THE TEN



OATHBREAKERS DIE

By Nicholas Wasko



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HOW TO PLAY

Pathfinder Society Scenario #10-01: Oathbreakers Die is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.



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GM RESOURCES

Oathbreakers Die uses the *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG NPC Codex*, and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the necessary statistics from the *Bestiary* and *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

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OATHBREAKERS DIE

By Nicholas Wasko



The chaotic River Kingdom of Daggermark maintains a semblance of stability via a common understanding among its residents: those who draw their neighbor's ire often end up dead. Daggermark's Assassins' Guild and Poisoners' Guild hold considerable sway in the unruly city-state, sharing power with the local military. New members of the Assassin's Guild receive local contracts as part of their training, and any citizen can hire a student assassin once per year at a reasonable price. Only members of the military are exempt from these trainee contracts, meaning those who seek security and social advancement often enlist in the army. This system has kept the peace for years, but a cabal of Assassin's Guild defectors called the Ghostknives sees the military exemption as a loophole it can use to overthrow the Guild and seize control of the city. By quietly eliminating army officers and replacing them with coconspirators, the Ghostknives could set the stage for a bloody coup.

The venture-captain stationed in Daggermark, Istivil Bosk, accidentally stumbled upon a Ghostknife assassination occurring outside of the bounds of the Assassin's Guild's rules. To save himself from the assassin's blades, Bosk invoked one of the River Freedoms, the cherished values that form the backbone of River Kingdom society. The second River Freedom, "Oathbreakers Die," encapsulates the significance River Folk place on personal vows—every vow comes with an implicit promise to keep it or die trying. Bosk swore an oath that he would not reveal the Ghostknives' existence to anyone or interfere with their plots, which convinced the assassins to spare his life. Bosk was true to his word, though he continued to monitor the group's activities, watching silently as Ghostknife assassins began targeting military officers.

Yet when Bosk learned that Timinic, a Pathfinder agent who had been exploring the sewer complex below Daggermark, was marked for death, his loyalty to the Society overruled his oath to the assassins. He revealed the situation to his most trusted friend, Sergeant Brandur Clovesh, who promised to help hide Timinic until Bosk could request an evacuation from the Grand Lodge. Despite Bosk's best

Where on Golarion?

This adventure takes place in Daggermark, the City of Assassins, near the heart of the River Kingdoms. Though lawless and chaotic, Daggermark society remains relatively stable because the city's omnipresent Assassin's and Poisoner's Guilds make causing trouble a dangerous proposition. For more information about Daggermark, see *Pathfinder Campaign Setting: Guide to the River Kingdoms* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores and online at paizo.com.



efforts, the Ghostknives noticed that Timinic disappeared before help from the Grand Lodge arrived. While the assassins have not yet found their target, they have deduced that Bosk must have broken his oath and have set in motion plans to kill the venture-captain and cover their tracks.

SUMMARY

The PCs meet Venture-Captain Istivil Bosk in Dryblade House, Daggermark's Pathfinder Lodge. Venture-Captain Bosk emerges from his office alongside his friend Sergeant Brandur Clovesh. Bosk thanks Brandur for his help and the two share a toast before the sergeant departs. As Bosk begins to brief the PCs on his situation, however, the

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venture-captain starts struggling to breathe and collapses. Ultimately the PCs cannot save Bosk, and must find clues to uncover why he was poisoned.

Evidence leads the PCs to several locations around Daggermark, where the PCs discover assassination plots against Venture-Captain Bosk, another Pathfinder named Timinic, and several of their contacts throughout the city. Additional clues identify the remaining targets, allowing the PCs to intervene and possibly rescue Timinic before the assassin kills him. Eventually the PCs unmask the killer as a doppelganger working with a cabal of defectors from the Daggermark Assassin's Guild, using materials stolen from the Daggermark Poisoner's Guild to set the stage for a violent coup.

With the blessing of Pemak, who operates as a front for the Poisoner's Guild, the PCs delve into Daggermark's sewers to root out the rogue assassins. The PCs must battle through violet fungi and assassins to reach Cladara, the cabal's leader. Depending on how efficiently the PCs investigated the initial killings and put an end to Cladara's machinations, they may salvage the Society's standing in Daggermark by impressing Pemak, thus securing a contact from the government-backed Poisoner's Guild.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

GMs should have the PCs introduce themselves before the following scene, since Bosk's poisoning will likely preclude formal introductions.

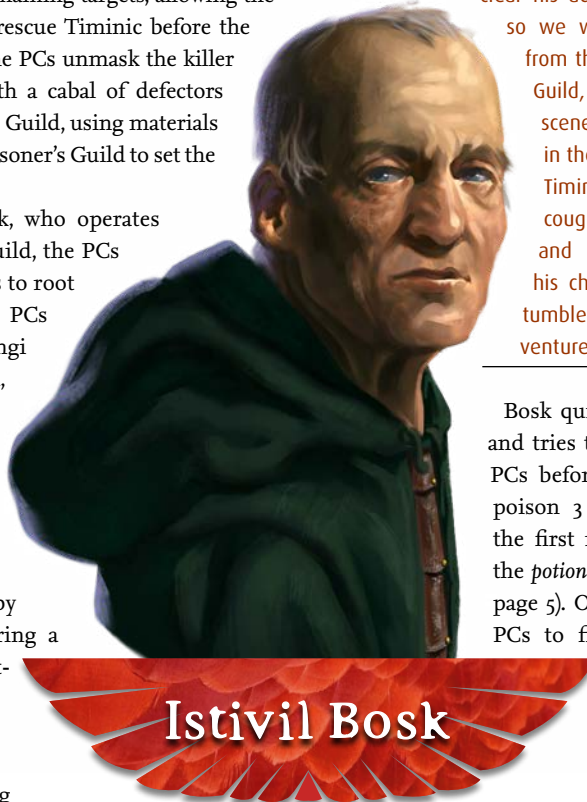
Steady sleet patters against the window of Dryblade House, breaking up the Lodge's eerie silence. Venture-Captain Istivil Bosk emerges from his office accompanied by dwarf in a military uniform, who pulls a flask from his coat pocket and fills two small glasses with vodka.

"I've already made excuses to my superiors, and I'll check in myself every few hours to make sure the safe house is still secure," the dwarf rumbles, handing one glass to the venture-captain. "You focus on hammering out your agent's escape route."

"Already working on it," Bosk replies. The two raise their glasses in a toast.

"Then may we take this story to our graves, and drag our heels the whole way there," the dwarf proclaims as they each down their vodka. The dwarf sets his glass on the table, dons a thick wool cloak, and trudges out into the sleet.

"That was Brandur Clovesh, a sergeant in Daggermark's infantry," Bosk explains, closing the door after his departed guest. "Please excuse his brevity. He's taking a big risk to help me out of a dire situation, the same situation that led me to request your aid. One of our local agents, a gnome named Timinic, has been exploring and surveying the sewer complexes beneath Daggermark. I made sure to clear his activities with every official possible so we wouldn't draw unwanted attention from the Assassin's Guild or the Poisoner's Guild, which run the city behind the scenes. To my knowledge we've stayed in the Guilds' good graces, but somehow Timinic's mission ran afoul of..." A fit of coughing interrupts Bosk mid-sentence, and he begins gasping and clutching his chest. His vodka glass shatters as it tumbles from his hand. Moments later, the venture-captain collapses.



Bosk quickly realizes he's been poisoned and tries to convey key information to the PCs before he dies. He succumbs to the poison 3 rounds after he collapses. On the first round, he asks the PCs to fetch the *potion of delay poison* from his desk (see page 5). On the second round, he tells the PCs to find Brandur Clovesh for more answers, and on the third round he begs the PCs to find Timinic as quickly as possible, before it's too late.

The PCs can get more information by providing an antitoxin or succeeding at a DC 15 Heal check (DC 19 in Subtier 4–5), each of which prolongs Bosk's life for an additional round. If they do, Bosk gives the PCs the combination for his safe on the fourth round, allowing the PCs to automatically search the personnel files (see page 5). Finally, on the fifth round, Bosk implores the PCs to investigate Timinic's maps of the sewers, providing a +8 circumstance bonus on checks to search Bosk's desk (see page 5).

Any magical attempt to halt the poison, such as casting *delay poison* or giving Bosk the potion from his desk, causes a spongy, foamy mass to fill his lungs and pour out his mouth and nose. Bosk immediately falls unconscious and begins to suffocate (*Pathfinder RPG Core Rulebook* 445), and the PCs are extremely unlikely to have the resources to dissolve the foam in time (it is produced by the arcane amplex laced in his drink; see the sidebar on page 6). Even if a PC happens to have violet venom on hand, the PCs do not have sufficient time to determine that this poison serves as an unorthodox antidote before the venture-captain passes away.

In lieu of a typical briefing where the PCs ask questions about their assignment, the PCs can search Dryblade House for clues about who wanted the venture-captain dead. The PCs can uncover information by succeeding at the appropriate skill checks listed for each lead (DC 15 in Subtier 1–2, DC 18 in Subtier 4–5). It takes 10 minutes each to investigate Bosk's body, his personnel files, and his desk, meaning the PCs can save considerable time by splitting up to investigate the lodge rather than all working together. PCs can retry any failed skill check, but doing so requires 10 minutes of additional time to find the necessary resources. PCs can also purchase gear at any time before traveling to area **D**, but doing so requires 10 minutes to find appropriate vendors.

Bosk's Body: If the PCs succeed at a Craft (alchemy) or Heal check, they discover that Bosk died of heart failure after being exposed to a fast-acting poison. PCs who exceed this DC by 10 or more—or cast *detect poison* and succeed at the checks listed in the spell—determine that the poison is dark reaver powder laced with aconite root and other substances to enhance its potency, an intricate and customized recipe that is not available on the market. Aconite root in particular is known for its association with Daggermark's Poisoner's Guild. With a separate successful Craft (alchemy) or Perception check, the PCs can detect a residue separate from the poison on the shards of the vodka glass Bosk used for his toast. The residue has a waxy aroma similar to burning vinegar. If the PCs triggered the appearance of the foam in Bosk's lungs by trying to cure him magically, the foam emits a far more intense version of the same odor—in this case, the PCs do not need to attempt a skill check to notice the smell. A PC who succeeds at a Craft (alchemy) or Knowledge (local) check knows that the smell is a common feature of wares from Pemak's Tinctures, an apothecary that was recently burglarized.

Personnel Files: A safe in Bosk's office contains reports on Pathfinders who work out of Dryblade House as well as people of interest throughout Daggermark. If the PCs learned the safe's combination from Bosk, they can easily access the files within. Otherwise, the PCs can access the files with a successful Disable Device check to crack the safe. The safe is easier to open than normal (DC 15 for Subtier 1–2; DC 20 for Subtier 4–5)—Bosk had left some of the locking mechanisms unsecured, as he expected to need to consult these documents during the mission briefing. Alternatively the PCs can open the safe by force (hardness 10, 10 hp, break DC 26). The contents reveal that Brandur Clovesh brought the imperiled Pathfinder Timinic to a safe house on the city's border, though it does not specify where. Timinic's file also notes that while in hiding, Timinic will recognize those who call themselves “Guardians of the Open Roads” as fellow Pathfinders. Another earmarked dossier tracks the movements of a wanted killer named Cladara, and notes that Cladara's murders have prompted city-wide investigations,

Scaling Investigation Skill Checks

To accommodate a group of four PCs in either subtier, retrying a failed skill check in Dryblade House requires 5 minutes of time instead of 10 minutes. Additionally, reduce the DC of skill checks in Brandur's cottage and areas **A**, **B** and **C** by 3.

an unusual response to deaths caused by any Assassin's Guild member in good standing. A third file suggests an apothecary named Pemak may have connections to the Daggermark Poisoner's Guild.

In addition to the files, the safe contains a *bird feather token* and a *scroll of share language* (*Pathfinder RPG Advanced Player's Guide* 243). In Subtier 4–5 the safe contains a *wand of share language* (6 charges) instead of a scroll, as well as a *ring of arcane signets* (*Pathfinder RPG Ultimate Equipment* 167).

Bosk's Desk: Maps and surveys from Timinic's exploration of the Daggermark sewer complexes cover Bosk's desk, and a PC who succeeds at a Knowledge (geography) or Perception check reveals that most of the Pathfinder's excursions began at the Dripping Wall Distillery. Timinic's field notes also mention several encounters with suspicious folk lurking in the sewers near the distillery, and include requests to provide extra security for the distillery's proprietor, Ramyla. This is also where Bosk hid a *potion of delay poison* in case of emergency. PCs who succeed at a DC 25 Perception check can find the hidden potion and bring it to Bosk on round 3 after his collapse; PCs who fail this check still eventually find the potion, but cannot bring it to the venture-captain before he expires.

KNOWLEDGE (LOCAL)

Based on the result of their Knowledge (local) checks, the PCs might know more about the city of Daggermark and the murderous Guilds that control it. They learn all of the information whose DC is equal to or less than the result of their check. While the PCs could find this same information by using Diplomacy to Gather Information, this scenario is a race against time. As such, the GM should caution the PCs against using Gather Information unless they have abilities that allow them to do so much more quickly than normal.

10+: Although Daggermark seems anarchic, the infamous Assassin's Guild and Poisoner's Guild wield considerable influence over the city from the shadows. The Guilds' reputations prevent too much disorder, as locals who threaten the status quo tend to wind up dead.

15+: Any Daggermark citizen can hire an Assassin's Guild apprentice once per year for a nominal fee, but members of the city's military cannot be targeted by these trainee contracts. This rule has led to a high rate of military enlistment.

Arcane Amplex

Pemak invented this unstable polymer to serve as a fail-safe against targets who try to halt her poisons with magic. Though it works as intended, Pemak considers its waxy, burnt-vinegar aroma too identifiable for a clean kill and wants to make the recipe less distinctive before sharing it with the Poisoner's Guild. Ilchok stole the prototype recipe before Pemak could make the desired fixes.

ARCANE AMPLEX

PRICE
1,250 GP

WEIGHT —

This gritty white powder rapidly polymerizes into a spongy foam when exposed to magic. Any spell, spell-like ability, supernatural ability, or magic item that targets a dose of arcane amplex or a square containing a dose of arcane amplex causes it to expand, functioning as a tanglefoot bag. Alternatively, a dose of arcane amplex can be mixed with a dose of ingested poison. In this case, any magical attempt to cure the poison causes polymerized foam to fill the victim's lungs. The victim must succeed at a DC 10 Constitution check as if it were holding its breath. The check must be repeated each round, with the DC increasing by 1 for each previous success. If the victim fails one of these Constitution checks, it begins to suffocate (*Pathfinder RPG Core Rulebook* 445). The foam decomposes after 1d4 hours, or within 1 round if exposed to violet fungus venom (*Pathfinder RPG Bestiary* 274). Using violet venom to dissolve arcane amplex that's used in this way requires a successful DC 20 Craft (alchemy) or Heal check, with failure exposing the victim to the poison.

20+: The Poisoner's Guild is closely allied with the Assassin's Guild, though the poisoners' interests are more academic in nature. Poisoner's Guild members often serve as contractors, brokering assassinations as a means of testing their newest concoctions. In Subtier 1–2, PCs who roll 20 or above also receive information as if they had rolled at least a 25 (see below).

25+: Openly discussing assassinations makes locals jumpy, so Guild contractors use coded language to discuss targets. Guild contacts typically refer to assassins as "specialists" related to whatever job they use as a public front.

Rewards: If the PCs do not open Bosk's safe or search the venture-captain's desk, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 62 gp.

Out of Subtier: Reduce each PC's gold earned by 120 gp.

Subtier 4–5: Reduce each PC's gold earned by 178 gp.

TRACKING BRANDUR CLOVESH

Istivil Bosk was no fool, and he took several precautions to test suspicious food, drink, packages, and other items for poison. Sergeant Clovesh was the last person besides the PCs to see Bosk alive, and his friendship would have allowed him to slip a poison past the venture-captain's guard. PCs can locate Brandur's home with a successful Knowledge (nobility), Knowledge (local), or Profession (soldier) check.

In Subtier 1–2, PCs can track "Brandur" (actually a doppelganger named Ilchok) with a successful Survival check (DC = 10 + 1 per hour to follow footprints in the sleet); in Subtier 4–5, Ilchok's favored community ability prevents him from leaving a trail. Tracking Brandur reveals some peculiar clues: locals did not see the dwarf but did see a human wearing ill-fitting military garb that looked tailored for a dwarf, and following tracks reveals the dwarf's footsteps spontaneously increased in size and spacing, as if he suddenly grew and took on a much longer stride. Though the PCs cannot catch Ilchok before he leaves for area A, tracking him leads the PCs directly to Brandur's cottage (see page 7).

THE PLOT UNDERWAY

Bosk's previous guest was not actually Sergeant Brandur Clovesh, but rather a doppelganger named Ilchok who assumed the dwarf's likeness. Ilchok was ejected from the Daggermark Assassin's Guild for his laziness and joined the Ghostknives out of spite. He helped to steal the prototype recipes of Pemak's arcane amplex, and he now serves as a primary operative for the Ghostknives' leaders.

Ilchok aims to eliminate anyone who could reveal the Ghostknives' schemes after Bosk broke his oath of secrecy. Clovesh was both a known confidant of the venture-captain and a military officer, making him a prime target for the Ghostknives' plots, so using a *scroll of undetectable alignment* to hide his true nature from magical detection, Ilchok poisoned him. After killing Clovesh, Ilchok used the dwarf's identity to slip past Bosk's guard and poison the oathbreaker, and then returned to Brandur's home to assume a new disguise. His next target is Ramyla, proprietor of a distillery with a sewer access point dangerously close to the Ghostknives' hideout. In the guise of a bar patron, he plans to extract the information he needs from Ramyla with a combination of subterfuge and magic before killing her and taking on her form. The next step in his plot is to track down and kill her friend, the Pathfinder Timinic, lest his survey of the Daggermark sewer complex uncovers the Ghostknives' base of operations. Ilchok's last target is the apothecary Pemak, who first concocted the arcane amplex used in the doppelganger's assassinations and could trace its use back to Ghostknife operatives. Once he kills Pemak, he plans to return to the Ghostknife hideout.

Ilchok advances his plans as the PCs conduct their investigation, so quick-thinking PCs may interrupt one or more of the murders before they occur. He changes back to

a human form shortly after leaving Dryblade House, using the longer stride to quickly return to Brandur's cottage, change his identity, and then depart for area **A**. He chats with Ramyla for about an hour before poisoning her. He spends 40 minutes locating Timinic at area **B** and another 20 minutes speaking with him, long enough to set the Pathfinder at ease and slip him a poisoned drink. From there he travels to area **C**, but Pemak sees through the doppelganger's ruse and stalls long enough for the PCs to catch up. See areas **B** and **C** for details about Ilchok's presence in each location if the PCs should arrive before he attempts to kill the targets there. The adventure's timeline appears in **GM Reference #1** on page 22.

ON ILCHOK'S TRAIL

With Venture-Captain Bosk's death, the PCs must follow up on the various leads they uncovered while investigating Dryblade House. The PCs may pursue the leads in any order, though Ilchok's plan progresses along a set timeline unless the PCs intervene (see The Plot Underway on page 7). The travel times below assume that the PCs' movement speeds are 20 or 30 feet, and that PCs with a 20-foot speed hustle along the way to keep up with faster PCs. It takes 10 minutes to travel from Dryblade House to Brandur's cottage, and 10 minutes to travel from either Dryblade House or Brandur's cottage to the Dripping Wall Distillery (area **A**). Pemak's Tinctures (area **C**) is closest to the Daggermark Lodge, requiring only 5 minutes to reach it from Dryblade House and 15 minutes to reach it from Brandur's cottage or area **A**. Timinic's safe house (area **B**) is somewhat remote, requiring 30 minutes to reach from Dryblade House, Brandur's cottage, or area **C** and 40 minutes to reach from area **A**. Travel times are doubled if the PCs are following tracks, unless the PCs take the appropriate penalties to travel faster (*Pathfinder Core Rulebook* 107). A diagram displaying the travel times between locations appears in **GM Reference #2** on page 22.

For the purposes of tracking how long the PCs spend at each location, rather than counting the exact number of minutes that the PCs spend roleplaying, assume that a typical conversation with an NPC takes 10 minutes.

BRANDUR'S COTTAGE

Coals smolder in the fireplace of this cozy wooden cottage. The main room is set for company, with two half-empty mugs of ale on the table. A waxy aroma reminiscent of burning vinegar fills the cottage, emanating from the corpse of a dwarf sprawled near the hearth. A crumpled military uniform lies on the floor near a cabinet in the corner.

When the PCs arrive, they find the real Brandur's body on the ground, with spongy foam that reeks of burning vinegar spilling out from his nose and mouth. His hand grips a small bottle labeled "In Case of Poison" that previously contained

Assassins in the Shadows

Daggermark is crawling with assassins, and the murder of a venture-captain should put the PCs on their guard. Maps are provided only for areas where the PCs are likely to engage in combat, but GMs may wish to provide maps for non-combat locations as well to avoid revealing when a fight will occur. *Pathfinder Flip Mat Classics: Pub Crawl*, *Pathfinder Map Pack: Slum Quarter Alleys*, and *Pathfinder Map Pack: Village Sites* provide useful representations for Dryblade House, Brandur's Cottage, and the roads and alleys the PCs must traverse to reach their destinations.

a *potion of delay poison*. Brandur drank the potion when he realized he was poisoned, but the magical brew triggered the arcane amplex Ilchok slipped into the sergeant's ale. PCs who tried to save Venture-Captain Bosk with a potion or spell recognize the same mysterious foam caused both deaths. PCs who did not trigger the arcane amplex in Bosk's poison have a chance to find the clues related to this substance on Brandur's body (see Bosk's Body on page 5). PCs who succeed at a DC 12 Heal check also realize that Brandur has been dead for about a day (suggesting that the "Brandur" who met with Venture-Captain Bosk was an imposter).

Treasure: The uniform is still warm from recent use, abandoned by Ilchok when he shed Brandur's form and took on a new guise. The doppelganger failed to realize Brandur's uniform had magical components. In Subtier 1–2, the uniform includes a pair of *armbands of the brawler* (*Pathfinder RPG Ultimate Equipment* 270). In Subtier 4–5, the uniform includes a set of *pauldrons of the serpent* instead (*Ultimate Equipment* 267). The uniform also contains a list of Ilchok's targets, carelessly discarded along with his previous identity (see **Handout** on page 23). Additionally, Ilchok's new disguise includes a pair of pearl earrings (each worth 40 gp), but he accidentally left one earring behind. The PCs can find the earring with a successful DC 18 Perception check (DC 22 in Subtier 4–5). Brandur's bedroom desk contains directions to the safe house where Timinic is hiding, allowing the PCs to find area **B**.

Rewards: If the PCs do not locate Brandur's cottage, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 48 gp.

Out of Subtier: Reduce each PC's gold earned by 152 gp.

Subtier 4–5: Reduce each PC's gold earned by 256 gp.

A. DRIPPING WALL DISTILLERY

Pipes line the rafters of this squat building, channeling runoff from Daggermark's curtain wall into large collection barrels. Simple wooden chairs and tables fills the main room, separated from the barrels by a bar stocked with whiskey. A staircase leads down to a lower chamber with a floor of packed earth.

A. Dripping Wall Distillery



Daggermark's countless alchemists and poison-crafters release gaseous waste into the air, and the by-products condense on the cold stone of the city's curtain wall. Dripping Wall Distillery mixes runoff from the wall into its whiskey preparations, creating unique flavors popular throughout the River Kingdoms. The distillery dumps its own waste directly into the sewers beneath the curtain wall. A stairway within the distillery leads down to a lower chamber with a floor of packed earth and a heavy door, behind which is a tunnel that leads to the sewers.

Creatures: Ramyla, the distillery's proprietor, knows the intricate techniques required to detoxify the runoff without losing flavor, earning her an esteemed place among Daggermark's locals. Ramyla befriended the Pathfinder Timinic and allowed him to use her business's sewer access to begin mapping the Daggermark sewers. Unfortunately, the distillery's access point is dangerously close to the Ghostknives' hideout beneath the city. The Ghostknives decided to kill the Pathfinder before he discovered their operation; when Venture-Captain Bosk discovered this plot, he broke his oath and sent Timinic into hiding. Now the Ghostknives want to cover their tracks by killing everyone close to the local Pathfinders, including Ramyla.

PCs who arrive at Dripping Wall Distillery before Ilchok's attack find Ramyla worried sick about her friend Timinic. She answers the PCs' questions to the best of her ability, describing Timinic's excursions into the Daggermark sewers via her basement's access point, his reports about suspicious humanoids traveling in the sewers near her business, and everything she knows about the gnome's whereabouts. She received only a vague description of the safe house from Timinic, but a PC who succeeds at a DC 15 Diplomacy, Knowledge (geography), or Knowledge (local) check (DC 20 in Subtier 4–5) can identify his location based on the details Ramyla provides. She can also point the PCs towards Pemak if they ask about assassination contracts

or bring her a sample of the spongy foam from Bosk or Brandur's body; she suspects Pemak is part of the Poisoner's Guild and recognizes the foam's odor as a persistent feature of the apothecary's shop.

Arriving before Ilchok's attack also means the doppelganger is among the distillery's customers, disguised as a curly-haired woman named Immy who frequently visits the bar. He keeps a low profile when the PCs arrive, using *detect thoughts* to probe what the PCs know about the Ghostknives and his current targets. The PCs can get a hunch about "Immy" with a successful DC 20 Sense Motive check. If they found the earring in Brandur's cottage the PCs can spot Ilchok wearing its match with a successful DC 18 Perception check (DC 22 in Subtier 4–5). If the PCs watch "Immy" from afar, they can spot her spiking a drink with dark reaver powder with a successful DC 20 Perception check (DC 25 in Subtier 4–5). If confronted, Ilchok tries to lie his way out of trouble and send the PCs on a wild goose chase to get them out of his way. With a successful DC 22 Sense Motive check (DC 26 in Subtier 4–5), the PCs notice Ilchok is lying. Ilchok is a clever liar, but if the PCs exhaust his patience with persistent inquiries or catch him trying to poison Ramyla, he drops his disguise and attacks.

The only other people at the Distillery are a dwarf man named Urfus getting drunk at the bar and a half-elven woman named Varney reading a book by the window. These two are ordinary customers going about their business, but may serve as red herrings during the PCs' investigation. Urfus and Varney are unarmed commoners, and they quickly flee if a fight breaks out.

If the PCs arrive after Ilchok's attack, a few impatient patrons mull about in the distillery, but the proprietor is nowhere to be seen. PCs who search the building find Ramyla's lifeless body stashed among the barrels in the basement beneath the curtain wall; they can search her body for additional clues (see Development on page 10).

BOTH SUBTIERS

RAMYLA

CR 3

CN barmaid (*Pathfinder RPG NPC Codex* 257; see page 24)

hp 17

TACTICS

During Combat Ramyla avoids combat as best she can. If cornered, she defends herself with her dagger.

Morale If she is injured, Ramyla attempts to flee the distillery and seek shelter nearby.

SUBTIER 1-2 (CR 4)

ILCHOK

CR 4

Male doppelganger ranger (urban ranger) 1 (*Pathfinder RPG Bestiary* 89, *Pathfinder RPG Advanced Player's Guide* 129)

NE Medium monstrous humanoid (shapechanger)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

hp 39 (5d10+11)

Fort +7, **Ref** +8, **Will** +5

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d8+4)

Special Attacks favored enemy (humans +2)

Spell-Like Abilities (CL 18th; concentration +21)

At will—*detect thoughts* (DC 15)

TACTICS

During Combat Ilchok attacks humans first, using Power Attack to increase his damage. If his attacks consistently fail, he stops using Power Attack.

Morale Ilchok drinks his *potion of invisibility* and attempts to flee if brought below 15 hit points, cursing the PCs and warning them that the Ghostknives will destroy them and their allies. If he escapes, he returns to the Ghostknives' hideout and warns Cladara about the PCs—a warning that costs him his life (see page 18).

STATISTICS

Str 18, **Dex** 15, **Con** 14, **Int** 17, **Wis** 12, **Cha** 17

Base Atk +5; **CMB** +9; **CMD** 22

Feats Dodge, Great Fortitude, Power Attack

Skills Bluff +12 (+16 while using change shape), Climb +9, Diplomacy +8, Disguise +12 (+32 while using change shape), Intimidate +11, Perception +9, Sense Motive +6, Stealth +10; **Racial Modifiers** +4 Bluff, +4 Bluff while using change shape, +4 Disguise, +20 Disguise while using change shape

Languages Common, Dwarven, Elven, Halfling

SQ change shape (*alter self*), mimicry, perfect copy, rapid reversion, track +1, wild empathy +4

Combat Gear *potion of invisibility*, dark reaver powder; **Other**

Gear pearl earring (worth 40 gp), 10 gp

Scaling Area A

To accommodate a group of four PCs in either subtier, Ilchok has been drinking at the bar while preparing to kill Ramyla, rendering him intoxicated. Apply the sickened condition to Ilchok.

SPECIAL ABILITIES

Rapid Reversion (Su) Ilchok can revert to his true form as a swift action. However, doing so temporarily suppresses his ability to take alternate forms, preventing him from using his change shape ability for 10 minutes.

SUBTIER 4-5 (CR 7)

ILCHOK

CR 7

Male doppelganger ranger (urban ranger) 4 (*Pathfinder RPG Advanced Player's Guide* 129, *Pathfinder RPG Bestiary* 89)

NE Medium monstrous humanoid (shapechanger)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +2 Dex, +1 dodge, +4 natural)

hp 74 (8d10+28)

Fort +10, **Ref** +10, **Will** +6

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d8+4)

Special Attacks combat style (natural weapon^{APG}), favored enemy (humans +2)

Spell-Like Abilities (CL 18th; concentration +22)

At will—*detect thoughts* (DC 16)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*magic fang*

TACTICS

Before Combat When Ilchok notices that PCs are investigating his murders, either through overhearing their questions or through what he uncovers with *detect thoughts*, he drinks his *potion of mage armor*. If the PCs find him in area **D4** and he is no longer in disguise, he casts *magic fang* on one of his claws (this bonus is not included in his statistics).

During Combat Ilchok attacks humans first, using Power Attack and Rending Claws to increase his damage. If his attacks consistently fail, he stops using Power Attack. If attacking lightly armored foes, Ilchok uses Bloody Assault.

Morale Ilchok drinks his *potion of invisibility* and attempts to flee if brought below 25 hit points, cursing the PCs and warning them that the Ghostknives will destroy them and their allies. If he escapes, he returns to the Ghostknives' hideout and warns Cladara about the PCs—a warning that costs him his life.

Defeating Ilchok Early

It's entirely possible that the PCs will encounter and defeat Ilchok at the Dripping Wall Distillery. With defeating Istivil Bosk's assassin, the PCs might believe there's nothing else to worry about since no one else is aware of Timinic's location, and decide that their job is done. In this case, the PCs might require a small nudge to encourage them to visit Timinic and continue with the scenario. Ramyla believes (correctly) that there could be other assassins on Timinic's trail and that he could still be in danger. The important thing is to prevent the PCs from resting on their laurels because they have defeated Ilchok.

Base Statistics Without *mage armor*, Ilchok's statistics are **AC** 17, touch 13, flat-footed 14.

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 17, **Wis** 12, **Cha** 18

Base Atk +8; **CMB** +12; **CMD** 25

Feats Bloody Assault^{APG}, Dodge, Great Fortitude, Power Attack, Rending Claws^{APG}

Skills Bluff +16 (+20 while using change shape), Climb +15, Diplomacy +12, Disguise +16 (+36 while using change shape), Intimidate +15, Perception +14, Sense Motive +9, Stealth +15, Survival +3; **Racial Modifiers** +4 Bluff, +4

Bluff while using change shape, +4 Disguise, +20 Disguise while using change shape

Languages Common, Dwarven, Elven, Halfling

SQ change shape (*alter self*), favored community (Daggermark +2), hunter's bond (companions), mimicry, perfect copy, rapid reversion, track +2, trapfinding +2, wild empathy +8

Combat Gear *potion of invisibility*, *potion of mage armor*, dark reaver powder (2); **Other Gear** *belt of mighty constitution* +2, pearl earring (worth 40 gp), 10 gp

SPECIAL ABILITIES

Rapid Reversion (Su) See Ilchok's Subtier 1–2 statistics on page 9.

Development: If the PCs arrive after Ilchok assassinates Ramyla and find her body, the evidence suggests he used the same poison that killed Sergeant Clovesh and Venture-Captain Bosk, but without the arcane amplex. The PCs can find a letter from Timinic in her pocket, with a vague description of his surroundings at the safe house. If the PCs succeed at a DC 15 Diplomacy, Knowledge (geography), or Knowledge (local) check (DC 20 in Subtier 4–5), they can locate the safe house based on the letter's details.

Rewards: If the PCs do not defeat Ilchok at any point during the scenario, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 100 gp.

Out of Subtier: Reduce each PC's gold earned by 302 gp.

Subtier 4–5: Reduce each PC's gold earned by 504 gp.

B. TIMINIC'S SAFE HOUSE

This cabin features sturdy wooden walls, with thick glass in its two small windows. A covered porch looks out over the banks of the Dagger River to the west, though steady sleet obscures the view.

When Venture-Captain Bosk revealed his situation to Brandur Clovesh, the dwarf agreed to hide Timinic until the Grand Lodge could send an evacuation team. Brandur brought the gnome to a military safe house near the Dagger River and ordered him not to contact anyone until plans for his escape were finalized. The safe house's wooden walls are all over 3 feet thick to impede divinations, and the windows are sealed shut and difficult to break (hardness 2, 10 hp). The windows are on the west side of the house, looking out onto the porch, and they are small enough that even after breaking a window, a Medium PC must succeed at a DC 15 Escape Artist check to wriggle through (DC 18 in Subtier 4–5). Small PCs receive a +5 bonus on this check. Tiny or smaller creatures can pass through the windows unhindered, and Large creatures are too big to fit through.

Creatures: Timinic stays in the safe house at all times, living off of food and other supplies that Brandur Clovesh provided on his last visit. Brandur and Timinic agreed that allies would call themselves “Guardians of the Open Roads” to ensure anyone asking after the Pathfinder did not mean him harm. Brandur passed this information onto Bosk. Although Bosk died before he could tell anyone else the passphrase, the PC may have found it among the personnel files in Dryblade House (see page 5).

Though Brandur warned Timinic to keep his location a secret, Timinic became worried that his friend Ramyla would worry about his absence and try to find him, putting herself in danger. To prevent Ramyla from drawing attention to herself, Timinic sent her a message with a brief description of his predicament and whereabouts.

If the PCs arrive before Ilchok, they find the gnome locked inside, turning away visitors he doesn't recognize. If the PCs introduce themselves as “Guardians of the Open Roads,” Timinic automatically lets them into the safe house. Otherwise, the PCs can convince Timinic to open one of the safe house's two doors with a successful DC 20 Bluff, Diplomacy, or Intimidate check (DC 25 in Subtier 4–5). The PCs gain a +5 circumstance bonus on this skill check if at least one of them displays or openly carries a *wayfinder*—while Timinic fears that the compass may be a forgery, it does help sell the PC's case. PCs can retry failed skill checks, but doing so requires 10 minutes of additional time per check retried to reason with the paranoid gnome. If the PCs enter nonviolently or provide the passphrase, Timinic answers the PCs' questions as best he can, describing his friendship with Ramyla, his efforts to map Daggermark's sewer complex starting from the Dripping Wall Distillery, and the strange individuals he encountered

B. Timinic's Safe House



beneath the city. He says Venture-Captain Bosk tracked his reports on mysterious sewer-dwellers very closely, and one day Timinic returned to Dryblade House to find Bosk and Brandur Clovesh arguing about “some broken oath.” They spirited Timinic away to this safe house with orders to stay out of sight until help arrived. Timinic provides the PCs with sketches of the Daggermark sewer layout from his journal. If asked about anyone suspicious, Timinic recommends the PCs look into Pemak’s Tinctures (Pemak always seems to know what’s happening around Daggermark, which makes Timinic uneasy). If asked about allies or contacts, Timinic gives the PCs directions to Brandur Clovesh’s cottage. He also begs the PCs to check on Ramyla, confessing that he sent her a letter outlining his situation but fears she will put herself in danger looking for him.

Informing Timinic that either Brandur or Ramyla was killed causes the gnome to frantically swear he will resign from the Pathfinder Society if he gets out of this alive, though persuasive

Scaling Area B

To accommodate a group of four PCs in either subtier, Ilchok had been drinking at area A while preparing to kill Ramyla and Timinic, rendering him intoxicated. Apply the sickened condition to Ilchok.

PCs may convince him to stay with the Society with a successful DC 20 Bluff or Diplomacy check (DC 24 in Subtier 4–5).

The PCs can also force their way in, either breaking through the windows or forcing their way through the doors. The doors are locked exceptionally well (Disable Device DC 25, or DC 30 in Subtier 4–5), but the PCs could bash or chop them down (*Subtier 1–2*: break DC 18, hardness 5, 15 hp; *Subtier 4–5*: break DC 25, hardness 5, 20 hp). If the PCs enter violently and do not provide the passphrase, Timinic assumes that the

PCs are assassins sent to kill him and hides, attacking once they find him. The PCs can locate him with a successful DC 15 Perception check. In Subtier 4–5, he uses an *iron spike of safe passage* (*Pathfinder RPG Ultimate Equipment* 306) to conceal his hiding place, increasing the DC of the Perception check to find him to 25 but allowing the PCs to attempt a Will save to disbelieve the illusion if they interact with it as specified in the item's description.

If the PCs arrive after Ilchok has killed Ramyla, they find the doppelganger here posing as the distillery's proprietor while trying to poison Timinic. "Ramyla" uses Bluff to try to convince the PCs to leave, though with a successful DC 22 Sense Motive check (DC 26 in Subtier 4–5), PCs notice Ilchok is lying. PCs who know the real Ramyla was killed automatically realize that Ilchok is lying. Persistent inquiries or catching him trying to poison Ramyla exhaust his patience, causing him to drop his disguise and attack.

If the PCs arrive after Ilchok has killed Timinic, they find the gnome's lifeless body sprawled on the floor near the table. They can search his body for additional clues (see Development below).

BOTH SUBTIERS

TIMINIC	CR 3
CN tainted sorcerer (<i>Pathfinder RPG NPC Codex</i> 161; see page 24)	
hp 28	
Combat Gear <i>scroll of mirror image</i> , <i>scroll of slow</i> , tanglefoot bags (3); Other Gear light crossbow with 10 bolts, mwk spear, bracers of armor +1	

TACTICS

During Combat Timinic attacks those he believes are assassins with his spells—whether he suspects PCs who broke into the safe house or the true assassin, Ilchok.

Morale If reduced to 10 hit points or fewer, Timinic attempts to flee into the streets. If he cannot flee, he fights to the death.

SUBTIER 1–2 (CR 4)

ILCHOK	CR 4
Male doppelganger ranger (urban ranger) 1 (see page 9)	
hp 39	

SUBTIER 4–5 (CR 7)

ILCHOK	CR 7
Male doppelganger ranger (urban ranger) 4 (see page 9)	
hp 74	

Treasure: If the PCs save Timinic's life, the grateful Pathfinder gives them the combat gear listed in his statistics. In Subtier 4–5, he also gives them his *iron spike of safe passage* (*Pathfinder RPG Ultimate Equipment* 306).

Development: If the PCs arrive after Ilchok assassinates Timinic, the evidence suggests the gnome succumbed to the same poison that killed Sergeant Clovesh and Venture-Captain Bosk, but without the arcane amplex. The PCs can find Timinic's journal on the bed, which contains sketches of the Daggermark sewers, all the information he would have told the PCs in person (see page 11), and speculation about connections between the apothecary Pemak and the mysterious people Timinic encountered in the sewers.

Rewards: If the PCs don't save Timinic's life, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 56 gp.

Out of Subtier: Reduce each PC's gold earned by 139 gp.

Subtier 4–5: Reduce each PC's gold earned by 222 gp.

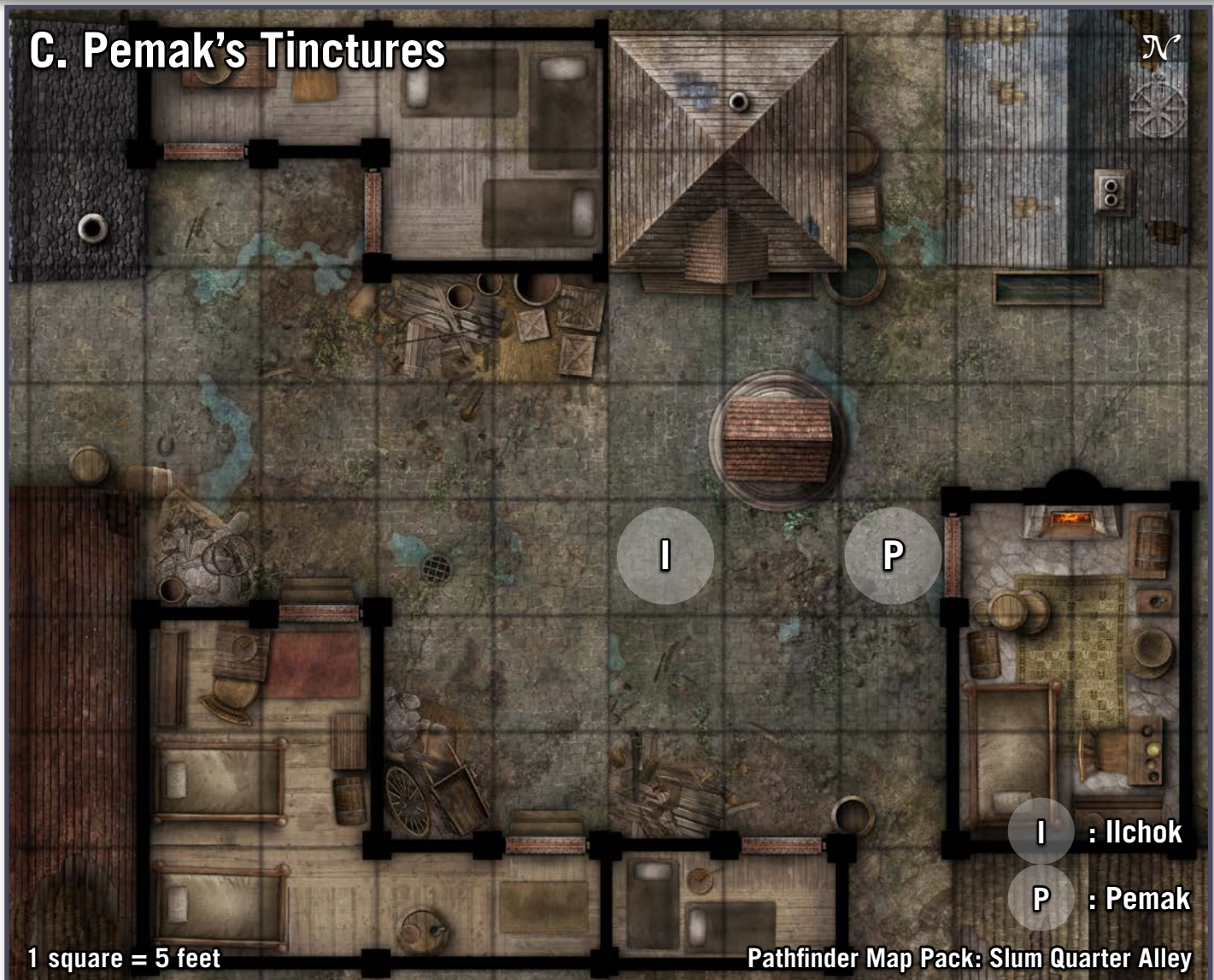
C. PEMAK'S TINCTURES

A wooden sign depicting a flask of blue liquid hangs over the door of this cramped building. A faint aroma of burning vinegar wafts from the windows, which remain open despite the sleet.

Hidden among some ramshackle tenements, Pemak's Tinctures provides alchemical remedies at prices the locals can afford. The owner sometimes prepares custom medicines for no charge, earning her a place of honor among Daggermark's destitute. Despite her apparent charity, Pemak is a member of the Daggermark Poisoner's Guild, and her motives are hardly altruistic. She draws on her experiences with the infirm to make her toxins more potent, and her network of contacts among the city's lower class helps her identify targets for her allies in the Assassin's Guild. Pemak designed the original recipe for arcane amplex but considered its unique odor too identifiable for a self-respecting poisoner to use. While she tinkered with the concoction to make it less recognizable, someone broke into her shop and stole the prototype recipe. Despite the culprit's efforts to disguise the theft as a common burglary, Pemak found enough clues to suggest the thieves wanted her newest product, even though the Poisoner's Guild ruthlessly defends its members' original formulas. Pemak's inquiries have slowly uncovered a rogue group acting outside the bounds of Guild-sanctioned killings within the city, and the flurry of activity associated with Bosk's death may help the pieces fall into place.

Creatures: Pemak, an urbane half-orc with a toothy smile, takes a keen interest in any unfamiliar faces that enter her shop. Though curious about what strangers may know about the theft of her arcane amplex recipe, Pemak does not reveal her intentions immediately. She guides the conversation in a way that allows her to size up the PCs and determine their competence and motivations. PCs can impress Pemak throughout the conversation by demonstrating investigative skill and knowledge of Daggermark's inner workings, improving her disposition toward the Pathfinder Society.

C. Pemak's Tinctures



The PCs must attempt various skill checks over the course of their conversation with Pemak. The DC for checks to use coded communication with Pemak (see below) is 15 (20 in Subtier 4–5), and GMs can award PCs a +4 circumstance bonus for effective roleplaying. Successes earn the PCs Approval Points, representing Pemak's opinion of the PCs' skill and her willingness to work with the Pathfinders.

Pemak begins the conversation with pleasantries, treating the PCs as she would any new customers. Her initial attitude towards the PCs is indifferent, and the PCs can use this interaction to improve her disposition with a Diplomacy check. Succeeding makes Pemak friendly towards the PCs, succeeding by 5 or more makes her helpful, and failing by 5 or more makes her unfriendly. The PCs earn 1 Approval Point for each step they improve Pemak's attitude, and lose 1 Approval Point if they make her unfriendly. Her Charisma bonus is +0—the higher DC in Subtier 4–5 represents her increased wariness of strangers during her ongoing investigation.

Scaling Area C

To accommodate a group of four PCs in either subtier, Ilchok had been drinking at area A while preparing to kill Ramyla and Timinic, rendering him intoxicated. Apply the sickened condition to Ilchok.

Once she starts to discuss business, Pemak uses coded language to probe the PCs' knowledge of her own connections and interests. For example, she asks the PCs if they are seeking "specialized medical care" for a loved one, an innuendo she uses to discuss assassination targets in public. She also brings up her own interest in hiring "private security specialists" after her recent burglary, suggesting that she wants to find and kill those who stole from her. PCs can identify her hidden messages with a successful Sense Motive

check, and can effectively use similar coded language in their response with a successful Bluff check. PCs who successfully identified this method of secret communication from the Knowledge (local) check at the beginning of the scenario (see page 6) receive a +4 circumstance bonus on these checks. Correctly interpreting Pemak's secret messages earns the PCs 1 Approval Point, and responding in a similar fashion earns them another Approval Point. PCs who blunder into questioning Pemak without attempting to read into her language lose 1 Approval Point.

With a better grasp of the PCs' acumen, Pemak moves to discuss their specific case, posing as simply a well-informed local business owner if the PCs don't recognize her Poisoner's Guild connections or speaking in plain terms if the PCs see through her public persona. Pemak's responses depend what questions the PCs ask and what information they have already gathered.

Venture-Captain Bosk: Pemak explains that Bosk was well-liked in the community and never drew unwanted attention, meaning a formal assassination contract targeting him was unlikely. PCs who succeed at a Craft (alchemy) or Heal check speak fluently about the toxicology involved in Bosk's poisoning, impressing Pemak and earning 1 Approval Point. If the PCs bring up the arcane amplex's unique odor and the similar aroma in Pemak's shop, she acknowledges that a "project" she's been working on does produce the smell, but her original recipe was recently stolen. Pemak has been asking after the thieves and tracked them back to some suspicious activity originating from Dripping Wall Distillery, though she hasn't yet investigated herself.

Brandur Clovesh: Pemak speaks well of Brandur and considers him an approachable representative of Daggermark's military, pointing the PCs toward his cottage if they express an interest in speaking with him. If the PCs tell Pemak that Brandur was killed, she appears legitimately troubled, explaining that Brandur was a cousin of Jallor Clovesh, Daggermark's top infantry commander, and his death will likely raise concern throughout the city. PCs who acknowledge that Daggermark's military is off-limits to trainee assassinations impress Pemak with their local knowledge, earning 1 Approval Point. She explains that Brandur's military position and local popularity likely means his death was not sanctioned by the Assassin's Guild, and that some folks whisper of a cabal of Guild defectors operating in the sewers. Pemak can also address questions about the arcane amplex and the poison used to kill Brandur, responding to questions the same way she should would have if the PCs asked about Venture-Captain Bosk (see above). She also suggests the PCs could learn more about the sewers from the Pathfinder Timinic, who has recently begun mapping the sewer's layout.

Ramyla: Although Pemak has never gone to Dripping Wall Distillery herself, she's heard glowing reviews from her

customers who have. Pemak can provide directions to the distillery, and she comments on rumors about suspicious activity going on in the sewers near Ramyla's business.

Timinic: Pemak knows many of Daggermark's secrets, including the location of the safe house where Timinic is hiding. She suggests speaking to Brandur Clovesh before barging in, since the Daggermark infantry runs the safe house. If Pemak learns that Timinic is dead, the PCs lose 1 Approval Point, as Pemak judges them for failing to protect a fellow Pathfinder; if Timinic's death is discovered after this conversation with Pemak, this affects their Approval Points for the purposes of the conclusion and boons that the PCs earn, but not for this encounter.

Ilchok: PCs who confronted Ilchok in area **A** or **B** earn 1 Approval Point as Pemak applauds their investigative skill, and an additional Approval Point if they prevented the doppelganger from escaping the encounter. Pemak explains that Ilchok enrolled in the Daggermark Assassin's Guild a year ago, but the lazy doppelganger never covered his tracks properly after a kill, instead relying on his shapechanging ability to escape consequences after completing a contract. Ultimately his sloppy technique overshadowed his talent for subterfuge, so the Guild expelled him. Pemak had heard rumors that the doppelganger joined a cabal of Assassin's Guild defectors, though she wasn't sure what they were up to until now.

If the PCs did not find Ilchok before he killed Ramyla and Timinic, but they visit the shop within 6 hours of the beginning of the scenario, the doppelganger lurks around the shop posing as a customer while plotting to kill Pemak. However, Ilchok didn't bother to change his behavior patterns to match his new disguise, so Pemak has already seen through his ruse. Pemak steps outside into the market square shortly after the PCs arrive, using her coded language to warn the PCs that Ilchok is dangerous. Meanwhile, Ilchok scans the PCs with *detect thoughts*. If he realizes that PCs are hunting him, he attempts to kill the PCs before their investigation further exposes the Ghostknives' activity. PCs who recognize Pemak's warning with a successful Sense Motive check can act in the surprise round.

Finally, if the PCs take more than 6 hours to visit Pemak and have not yet stopped Ilchok, Ilchok makes his move, attempting to assassinate Pemak. His plan fails, however, as the canny half-orc manages to stab him with a blade coated with her most vicious poison. Severely weakened, the doppelganger flees to the Ghostknives' hideout, where he faces the same consequences for retreat that he would have if he had fled from combat with the PCs (see page 18). The PCs can still speak with Pemak, influence her, and gather information from her. The apothecary is unfazed by violence, and when the PCs arrive, only a few traces of blood on the floor and her clothing remain as evidence of the earlier skirmish.

SUBTIER 1-2 (CR 4)

ILCHOK

CR 4

Male doppelganger ranger (urban ranger) 1 (see page 9)

hp 39

SUBTIER 4-5 (CR 7)

ILCHOK

CR 7

Male doppelganger ranger (urban ranger) 4 (see page 9)

hp 74

Development: Once the PCs confront Ilchok, Pemak considers them skilled enough to defeat the Ghostknife insurgents and attempts to enlist their aid in destroying the cabal before it can go into hiding. If the PCs visited Pemak after fighting Ilchok, she makes her offer immediately after their conversation. If the PCs visited Pemak before defeating Ilchok, or if the PCs defeat Ilchok and fail to seek out Pemak afterwards, she sends a courier to request a visit concerning the recent events at Dryblade House. The nature of Pemak's offer depends on how many Approval Points the PCs earned in their conversation with her. If the PCs earned 2 or fewer Approval Points, Pemak considers them disposable thugs who she can point towards the Ghostknives without consequence. If the PCs earned 3-4 Approval Points, Pemak makes a transactional offer, saying that the Poisoner's Guild will ensure the Pathfinder Society can rebuild their operations out of Dryblade House without interference if the PCs eliminate the Ghostknives. If the PCs earned 5 or more Approval Points, Pemak actively recruits the PCs to join the Poisoner's Guild and offers special protections to Pathfinders operating out of Daggermark. Regardless of her approach, Pemak provides the information required to locate the Ghostknives' hideout in the city sewers. If the PCs never confront Ilchok, Pemak still ultimately provides the information.

Timinic's maps of the Daggermark sewers, combined with Pemak's reconnaissance, reveal a route to the underground complex currently serving as the Ghostknives' headquarters. Pemak asks the PCs to find the hideout and eliminate the cabal's leaders before they can disappear. If the PCs earned 2 or fewer Approval Points, she appeals to the PCs' loyalty to their fallen venture-captain and desire for revenge but does not offer to assist them. If the PCs earned 3-4 Approval Points, she assures them that she will speak favorably of the Pathfinders to her Assassin's Guild contacts, putting the organizations on good terms should the Society wish to resume operations out of Dryblade House. If the PCs earned 5 or more Approval Points, she suggests that eliminating the Ghostknives would qualify them for membership in Daggermark Poisoner's Guild. Pemak helps the PCs purchase any equipment they desire before descending into the sewers.

D. THE GHOSTKNIVES' HIDEOUT

The sewers feature masonry walls and slippery flagstone floors (increase the DCs of Acrobatics checks by 5). The arched ceiling is 5 feet high in passageways less than 15 feet wide, and 10 feet high in larger chambers. Waterways are roughly 4 feet deep and function as deep bogs (*Pathfinder RPG Core Rulebook* 427). Good wooden doors separate the rooms. Each of the doors has a rusty old lock built into it, though all the doors remain unlocked unless Ilchok fled here earlier. The DC to unlock a locked door is 18 in Subtier 1-2 and 22 in Subtier 4-5. All of the Ghostknife members in the hideout have a skeleton key that unlocks the hideout doors. A lantern hanging from the center of the ceiling lights every room except area D1.

D1. FUNGAL CISTERN (CR 4 OR CR 7)

This room is dark when the PCs arrive. When the PCs provide a light source or can otherwise see the room's contents, read or paraphrase the following.

The sound of rushing water echoes throughout this dank cistern as sleet-filled runoff pours in from northern, eastern, and southern channels before emptying through an outlet in the northeast corner. Stone walkways line the walls, with a large platform jutting out into the center of the room. Seven coffin-sized crates float on the water, tethered to the platform's railings by short chains.

The Ghostknives keep a small grove of violet fungi in their hideout's main cistern, both to discourage intruders and provide venom for use in their assassinations. Handlers provide the fungi with carrion in cleverly designed, alchemically treated crates that collect raw venom as the fungi feed on their contents. The Ghostknives conditioned the fungi to respond to light, so handlers never enter this room with anything brighter than a candle. The double door in the western wall is locked, requiring a successful DC 20 Disable Device check (DC 25 in Subtier 4-5) to open.

Creatures: The violet fungi lurk in central cistern, with only the tips of their caps above the water's surface. Spotting the fungi beneath the water requires a successful DC 12 Perception check (DC 16 in Subtier 4-5). The fungi hunt down any intruders, attacking those carrying light sources first. The sound of fighting also alerts the Ghostknife assassins in area D2. The assassins call out to the PCs after combat begins, demanding that the PCs leave immediately, but they do not join this encounter.

SUBTIER 1-2 (CR 4)

VIOLET FUNGUS

CR 3

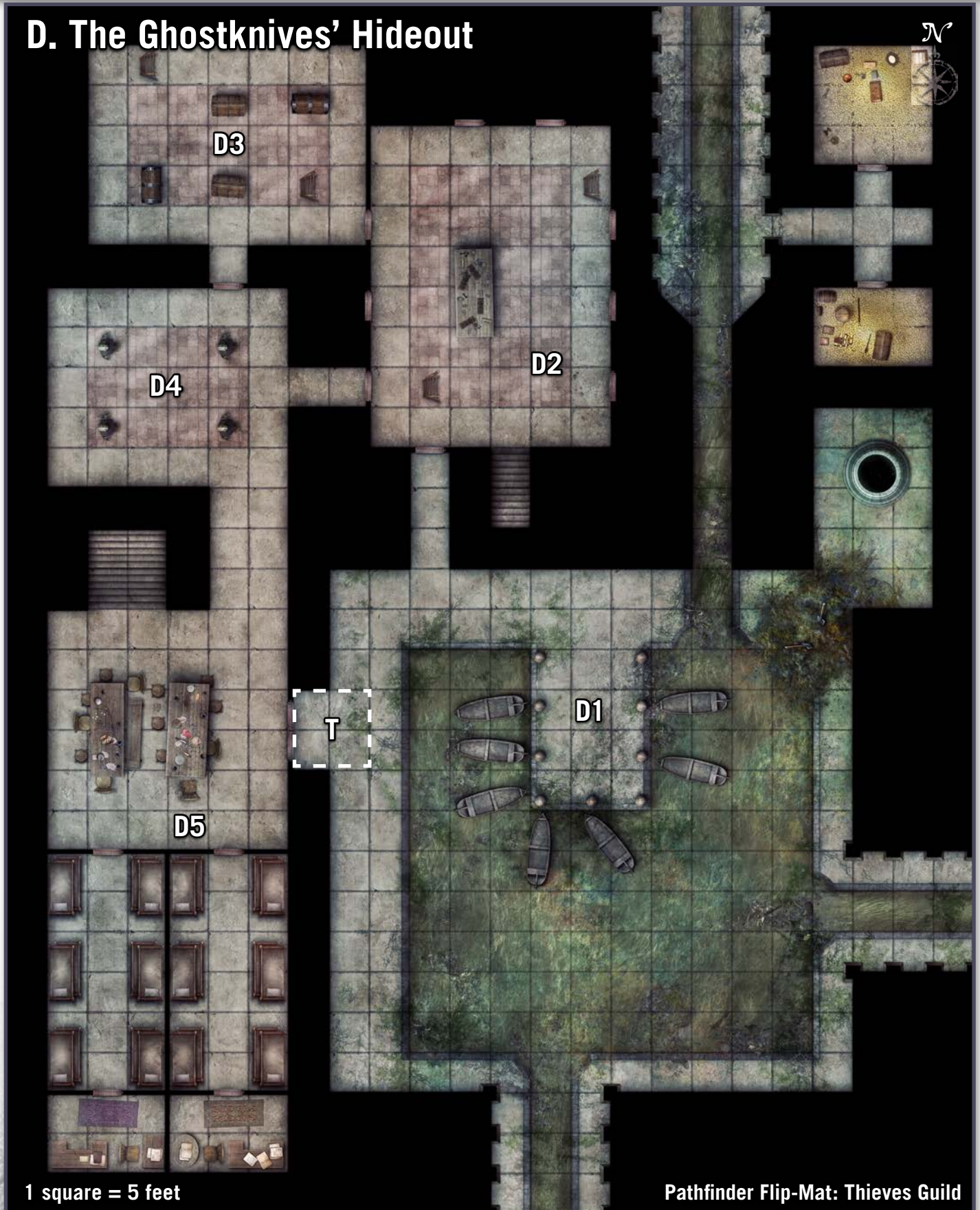
hp 30 (*Pathfinder RPG Bestiary* 274; see page 25)

TACTICS

During Combat The violet fungus attacks the nearest PC.

Morale The fungus fights to the death.

D. The Ghostknives' Hideout



SUBTIER 4-5 (CR 7)

VIOLET FUNGI (3)

CR 3

hp 30 each (*Pathfinder RPG Bestiary* 274; see page 25)

TACTICS

During Combat The violent fungus attacks the nearest PC.

Morale The fungus fights to the death.

Hazard: The cistern's northeast corner is lower than the main room, drawing excess water into an overflow chamber that empties through a circular grate on the floor. The sleet storm outside has caused the water level to surge, flowing at a rapid pace. Any creature who enters an obscured square or the water adjacent to an obscured square must succeed at a DC 10 Reflex save (DC 14 in Subtier 4-5) or be swept away, falling prone and moving 20 feet toward the collection chamber.

Traps: The Ghostknives set up a pit trap to ward their base. The pit prevents easy access to area D5.

SUBTIER 1-2 (CR 4)

PIT TRAP

CR 1

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

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

SUBTIER 4-5 (CR 7)

CAMOUFLAGED PIT TRAP

CR 3

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

Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

Treasure: A bottle of processed violet venom (*Pathfinder RPG Bestiary* 274) rests atop one of the piles of refuse next to a pair of blue boots embroidered with flowers that would be worth 100 gp if they were properly cleaned. In Subtier 4-5, the shoes are *boots of the cat* (*Ultimate Equipment* 229).

Rewards: If the PCs do not defeat or evade the violet fungi, reduce each PC's gold earned by the following amount.

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

Out of Subtier: Reduce each PC's gold earned by 116 gp.

Subtier 4-5: Reduce each PC's gold earned by 150 gp.

Scaling Area D1

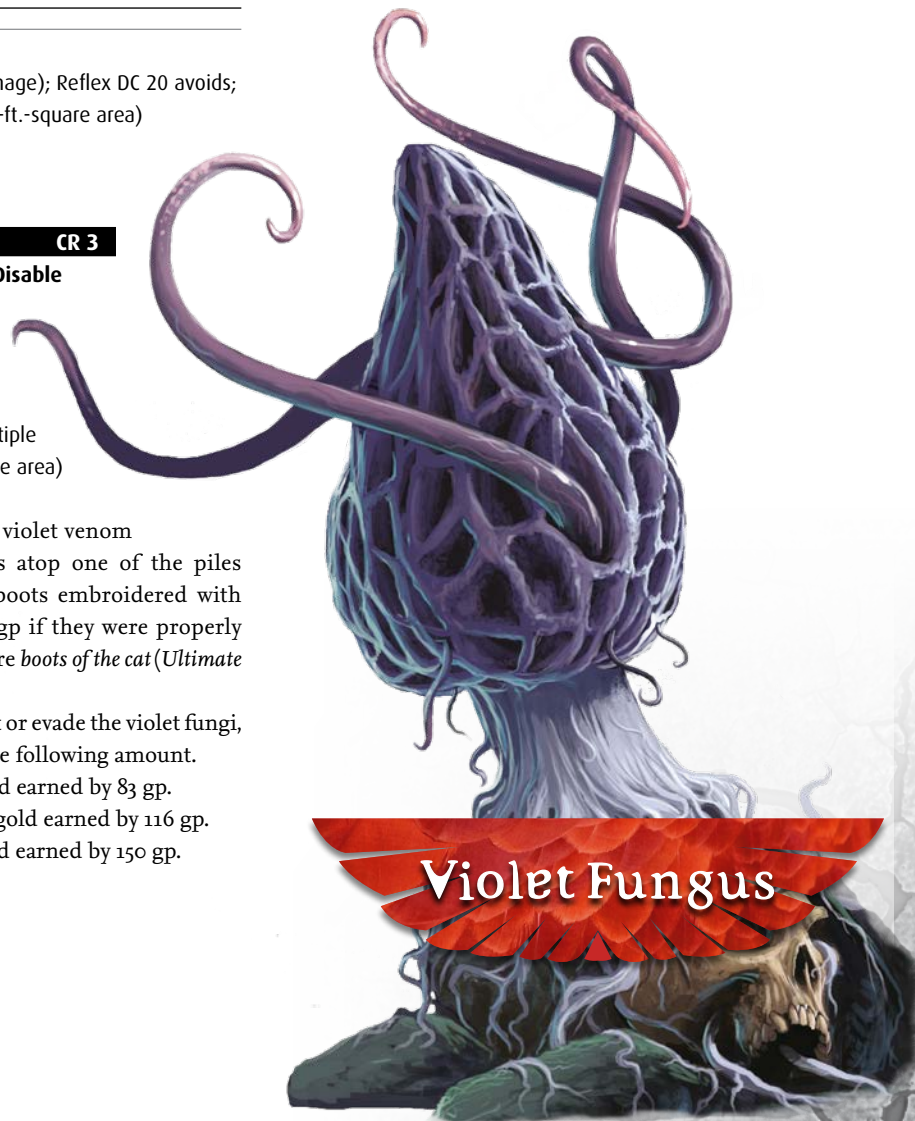
To accommodate a group of four PCs in either subtier, the chilled water has made the violet fungi sluggish. The PCs spot the fungi automatically, and the fungi are staggered for 1d4+1 rounds when combat begins. Decrease the depth of the pit by 10 feet, reducing the damage those who fall into it take by 1d6.

D2. MEETING HALL (CR 3 OR CR 6)

A lantern hanging from a hook in the ceiling provides warm light to this musty chamber. A long table bearing a map of Daggermark stands at the room's center, surrounded by mucky footprints.

The Ghostknives plan assassinations in this room, coordinating their targets on a common map to minimize the chance of drawing unwanted attention to their activities.

Creatures: Four Ghostknife assassins stand by the table. When they hear the sounds of combat in area D1, they call out



Violet Fungus

Optional Encounter

The encounter in area **D2** is an optional encounter. If fewer than 60 minutes remain to complete the adventure, there are only two assassins in this room, and they are too afraid to fight without Cladara's aid. They surrender immediately to the PCs.

Scaling Area D2

To accommodate a group of four PCs in either subtier, remove one Ghostknife.

to the PCs (see page 15). They hope that by drawing attention to the PCs, they will encourage their boss Cladara to join them in combat. However, Cladara ignores their calls, electing to spend this time poisoning her weapons and drinking extracts.

SUBTIER 1-2 (CR 3)

GHOSTKNIFE CATSPAWS (4)

CR 1/2

NE cutpurse (*Pathfinder RPG NPC Codex* 144; see page 24)

hp 10 each

TACTICS

During Combat The catspaws use sneak attack whenever possible. They use acid against groups of opponents.

Morale The catspaws attempt to flee if reduced to 3 hit points or fewer. When the PCs have defeated all but one catspaw, the remaining assassin attempts to flee.

SUBTIER 4-5 (CR 6)

GHOSTKNIFE SNIPERS (4)

CR 2

NE skilled sniper (*Pathfinder RPG NPC Codex* 145; see page 24)

hp 23 each

TACTICS

Before Combat When they hear combat in area **D1**, the Ghostknives drink their *potions of invisibility* and uses their *oils of magic weapon* on their composite longbows.

During Combat The Ghostknives use sneak attack whenever possible. They use *sleep arrows* against lightly armored opponents to attempt to thin the PCs' ranks.

Morale The snipers flee if reduced to 10 hit points or less. When the PCs have defeated all but one, the remaining sniper flees.

D3. LOCK ROOM

Four trunks are scattered around this room, each built in a different style. Broken lockpicks litter the floor in front of each trunk.

The Ghostknives practice picking locks in this room, using several large trunks with different locking mechanisms as models for the locks they may encounter in the field.

D4. TRAINING RING

Fine sand fills a shallow pit at the center of this room. Four straw dummies wearing padded armor stand at each corner of the pit. Solid wooden doors lead out to the north and east, while an arched hallway continues to the south.

When not on missions, Ghostknife operatives spar and practice their crippling strikes in this training ring. If Ilchok escaped from the PCs earlier or attempted to kill Pemak, the PCs find the doppelganger's body here, covered in burns and stab wounds that mark him as the victim of someone's ire. Cladara left his body here as a warning for her other followers.

D5. BARRACKS (CR 4 OR CR 7)

Two long tables take up the center of this room. One is covered with scattered cutlery and scraps of leftover food while the other sports flasks, tubes, and other alchemical equipment. Two doors to the south lead to matching hallways lined with simple bunk beds.

Operatives rest and socialize here when not on missions. They create poisons with the alchemical equipment on the western table, which functions as an alchemist's lab.

Creatures: Cladara, the leader of the Ghostknife cabal, is here preparing violet venom when the PCs invade her hideout. She begins preparing an ambush as soon as she hears the sounds of combat elsewhere in the complex.

The Ghostknives in area **D2** do not join this combat, hoping that any intruders kill Cladara so that one of them can lead the rogue assassins.

Hazard: The violet fungi toxins Cladara was processing are dangerous to anyone they contact. Any creature that moves across the western table must succeed at a DC 12 Reflex save (DC 16 in Subtier 4-5) or be exposed to a dose of violet venom (*Pathfinder RPG Bestiary* 274).

SUBTIER 1-2 (CR 4)

CLADARA

CR 3

Female half-elf alchemist 2/rogue 2 (*Pathfinder RPG Advanced Player's Guide* 26)

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

hp 35 (4d8+12)

Fort +5, **Ref** +8, **Will** +1; +2 vs. enchantments, +2 vs. poison

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+2/19–20) or rapier +4 (1d6+2/18–20)

Ranged bomb +5 (1d6+3 fire) or smoke bomb +5 (1d6+3 fire and smoke) or stink bomb +5 (1d6+3 fire and stench)

Special Attacks bomb 6/day (1d6+3 fire, DC 14), sneak attack +1d6

Alchemist Extracts Prepared (CL 3rd; concentration +6)

1st—*bomber's eye*^{APG}, *cure light wounds*, *true strike*

TACTICS

Before Combat Cladara drinks her mutagen, improving her Constitution at the expense of her Charisma. She applies her violet venom to her rapier, using her lasting poison trick to get two uses out of the dose. She drinks her *elixir of hiding* and hides behind the western table.

During Combat Cladara uses a surprise round to throw a bomb at a group of PCs within 30 feet. She then throws a stink bomb before using a smoke bomb to provide concealment for herself, hiding in the smoke to snipe with her bombs or strike adjacent enemies with her poisoned rapier. If she misses often, she hides in the smoke and drinks her *bomber's eye* or *true strike* extracts to hit ranged or melee combatants, respectively.

Morale Cladara fights to the death.

Base Statistics without her *elixir of hiding* and her mutagen, Cladara's statistics are **AC** 16, touch 12, flat-footed 14; **hp** 23;

Fort +3; **Con** 10, **Cha** 8; **Skills** Bluff +4, Stealth +11

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 16, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 17

Feats Blind-Fight, Brew Potion, Extra Discovery^{APG}, Skill Focus (Stealth), Throw Anything

Skills Acrobatics +8, Bluff +3, Craft (alchemy) +10 (+12 to create alchemical items), Disable Device +11, Escape Artist +8, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (local) +8, Perception +10, Sleight of Hand +8, Stealth +21; **Racial Modifiers** +2 Perception

Languages Common, Dwarven, Elven, Gnome, Halfling

SQ alchemy (alchemy crafting +2), discoveries (smoke bomb, stink bomb), elf blood, mutagen (+4/–2, +2 natural armor, 20 minutes), poison use, rogue talent (lasting poison^{APG}), trapfinding +1

Combat Gear *elixir of hiding*, violet venom⁸¹; **Other Gear** mwk chain shirt, dagger, rapier, formula book, mwk thieves' tools

GHOSTKNIFE CATSPAWS (2)

CR 1/2

NE cutpurse (*Pathfinder RPG NPC Codex* 144; see page 24)

hp 10 each

TACTICS

Before Combat The catspaws hide, hoping to take the PCs by surprise.

During Combat The catspaws use sneak attack whenever possible.

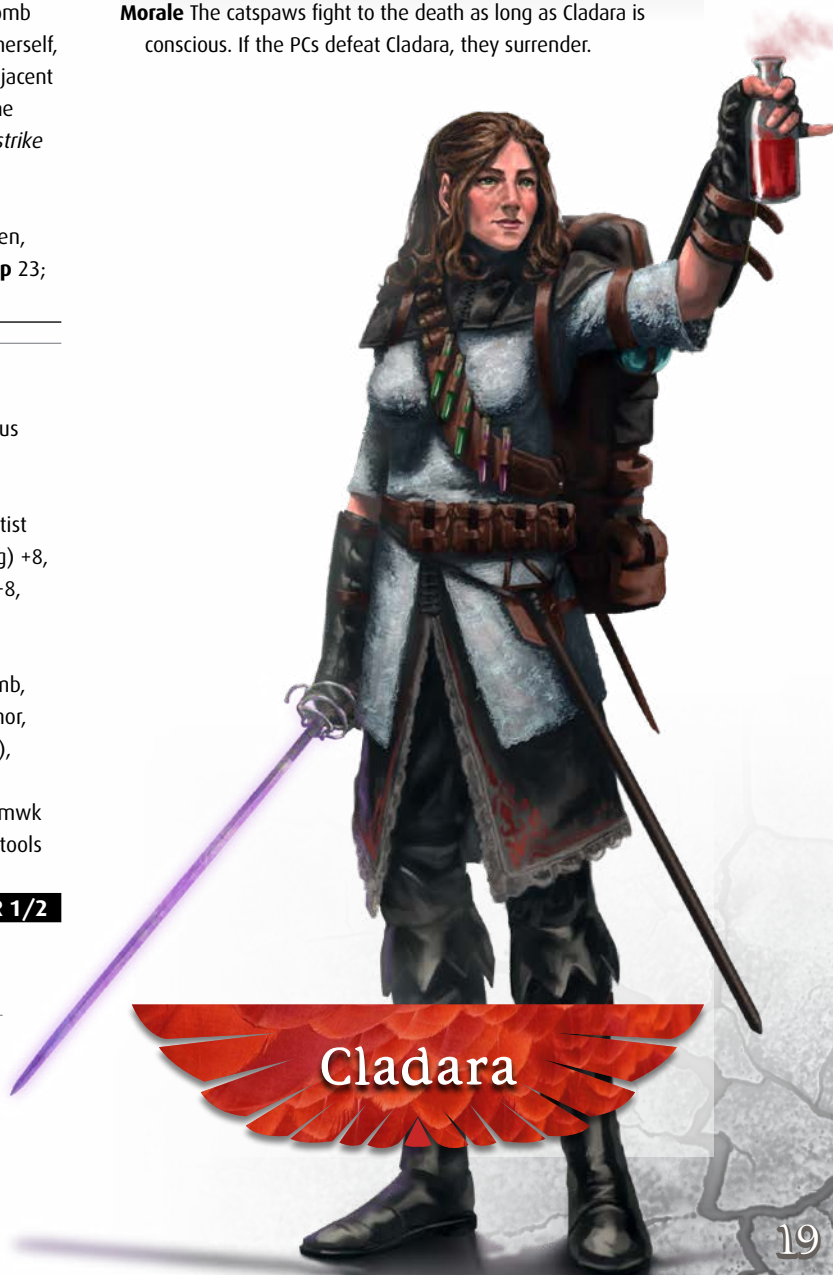
Scaling Area D5

Make the following adjustments to accommodate a group of four PCs. In this case, Cladara already used some of her resources while completing another assassination earlier today (either of Ilchok or another hapless victim).

Subtier 1–2: Cladara has not brewed another mutagen and has already used her *elixir of hiding*—use her base statistics. Additionally, she has used up two of her bombs.

Subtier 4–5: Cladara has not brewed another mutagen and has already used her *elixir of hiding*—her statistics are **AC** 21, touch 12, flat-footed 19; **hp** 54; **Fort** +5; **Con** 10, **Cha** 8; **Skills** Bluff +5, Stealth +14. Additionally, she has used up four of her bombs.

Morale The catspaws fight to the death as long as Cladara is conscious. If the PCs defeat Cladara, they surrender.



PATHFINDER SOCIETY SCENARIO

SUBTIER 4–5 (CR 7)

CLADARA

CR 6

Female half-elf alchemist 4/rogue 3 (*Pathfinder RPG Advanced Player's Guide* 26)

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +13

DEFENSE

AC 23, touch 12, flat-footed 21 (+5 armor, +2 Dex, +2 natural, +4 shield)

hp 68 (7d8+30)

Fort +7, **Ref** +9, **Will** +5; +2 vs. enchantments, +2 vs. poison

Defensive Abilities evasion, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +8 (1d6+3/18–20) or dagger +7 (1d4+2/19–20)

Ranged bomb +8 (2d6+3 fire) or

smoke bomb +8 (2d6+3 fire and smoke) or

stink bomb +8 (2d6+3 fire and stench)

Special Attacks bomb 8/day (2d6+3 fire, DC 15), sneak attack +2d6

Alchemist Extracts Prepared (CL 4th; concentration +7)

2nd—*eagle's splendor*, *false life*

1st—*bomber's eye*^{APG}, *cure light wounds*, *shield*, *true strike*

TACTICS

Before Combat Cladara drinks her mutagen, improving her Constitution at the expense of her Charisma. She uses her concentrate poison discovery to apply 2 doses of Large scorpion venom to her dagger, then applies her violet venom to her +1 rapier, using her lasting poison trick to get two uses out of the dose. She drinks her *false life* and *shield* extracts, then drinks her *elixir of hiding* and hides behind the western table, hoping to get a surprise round when the PCs enter. While hiding, she drinks a *true strike* extract just before the surprise round.

During Combat Cladara uses a surprise round to throw her poisoned dagger with Point-Blank Shot at a heavily-armored target within sneak attack range. She then throws a stink bomb before using a smoke bomb to provide concealment for herself, hiding in the smoke to snipe with her bombs or strike adjacent enemies with her poisoned rapier. If she misses often, she hides in the smoke and drinks her *bomber's eye* or *true strike* extracts to hit ranged or melee combatants, respectively.

Morale Cladara drinks her *cure light wounds* extract if brought below 30 hit points, then fights to the death.

Base Statistics Without *false life*, *shield*, her *elixir of hiding*, and her mutagen, Cladara's statistics are **AC** 17, touch 12, flat-footed 15; **hp** 43; **Fort** +5; **Con** 10, **Cha** 8; **Skills** Bluff +5, Stealth +14.

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 16, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 20

Feats Blind-Fight, Brew Potion, Extra Discovery^{APG}, Iron Will, Point-Blank Shot, Skill Focus (Stealth), Throw Anything

Skills Acrobatics +11, Bluff +4, Craft (alchemy) +13 (+17 to create alchemical items), Disable Device +14, Escape Artist +11, Knowledge (arcana) +9, Knowledge (dungeoneering) +9, Knowledge (local) +9, Perception +14, Sleight of Hand +11, Stealth +24; **Racial Modifiers** +2 Perception

Languages Common, Dwarven, Elven, Gnome, Halfling

SQ alchemy (alchemy crafting +4), discoveries (concentrate poison, smoke bomb, stink bomb), elf blood, mutagen (+4/–2, +2 natural armor, 50 minutes), poison use, rogue talent (lasting poison^{APG}), swift alchemy, trapfinding +1

Combat Gear *elixir of hiding*, Large scorpion venom (2), violet venom^{B1}; **Other Gear** +1 chain shirt, +1 rapier, dagger, formula book, mwk thieves' tools, 18 gp

GHOSTKNIFE CATSPAWS (2)

CR 1/2

NE cutpurse (*Pathfinder RPG NPC Codex* 144; see page 24)

hp 10 each

TACTICS

Before Combat The catspaws hide, hoping to ambush the PCs.

During Combat The catspaws use sneak attack whenever possible. They use acid against groups of opponents.

Morale The catspaws fight to the death as long as Cladara is conscious. If the PCs defeat Cladara, they surrender.

GHOSTKNIFE SNIPER

CR 2

NE skilled sniper (*Pathfinder RPG NPC Codex* 145; see page 24)

hp 23 each

TACTICS

Before Combat The sniper drinks his *potions of invisibility* and uses his *oil of magic weapon* on his composite longbow.

During Combat The sniper strikes from range first, but if the PCs trap Cladara in melee, he closes to melee to flank with her.

Morale The sniper fight to the death as long as Cladara is conscious. If the PCs defeat Cladara, he surrenders if reduced to 10 hit points or fewer or if he is clearly outmatched.

Treasure: The PCs find Cladara's journal in the barracks, which details the Ghostknives' plan to take control of Daggermark's military and overthrow the Assassin's Guild. The journal provides most of the information described in the adventure's background.

Rewards: If the PCs do not defeat Cladara, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 153 gp.

Out of Subtier: Reduce each PC's gold earned by 371 gp.

Subtier 4–5: Reduce each PC's gold earned by 590 gp.

CONCLUSION

The PCs' actions expose the Ghostknives and compromise their leadership, causing the cabal to collapse. Any Ghostknives who survived the initial raid are quickly eliminated as the Assassin's Guild roots out the remaining defectors. Ghostknife sympathizers within the military

abandon their posts and flee the city, fearing that they will ousted from the military by Jallor Clovesh and handed over to the Assassin's Guild once the guild identifies any officers who were promoted because of the cabal's intervention. The flurry of desertions roils the military for a couple days, but before long Daggermark returns to its anarchic equilibrium.

The Pathfinder Society is left with the question of what to do with Dryblade House, now that its venture-captain is dead and its surviving agents are demoralized. If the PCs did not successfully convince Timinic to stay with the Pathfinder Society, they can try again once after defeating Cladara, persuading him if they succeed at a DC 18 Bluff or Diplomacy check. The PCs receive a +4 bonus on this check if Ramyla survives to the end of the scenario. If the PCs persuade Timinic to remain with the Society, he returns to Absalom with recommendations for missions that could reinvigorate Pathfinder activity in the Daggermark Lodge, and each PC earns the Timinic's Trinkets boon on her Chronicle sheet.

If the PCs impressed Pemak, her assurances go a long way towards convincing Society leadership that Dryblade House is worth the effort to rebuild. If the PCs earned 5 or more Approval Points in their conversation with Pemak,

each PCs receives the Prospective Poisoner boon on her Chronicle sheet.

REPORTING NOTES

The PCs' success determines the future of Pathfinder Society operations out of Daggermark. If Timinic was killed, check box A. If the PCs successfully convince Timinic not to resign from the Society, check box B. If the PCs earn 3 or more Approval Points when speaking with Pemak, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs prevent Timinic from being assassinated, the Grand Lodge sends additional reinforcements to evacuate the Pathfinder from Daggermark. This fulfills Venture-Captain Bosk's dying wish, earning each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs successfully complete their secondary mission if they manage to accomplish at least two of the following three goals: prevent Ramyla from being assassinated, defeat Ilchok without allowing him to escape, or earn 3 or more Approval Points in their conversation with Pemak. Succeeding at this goal earns each PC 1 additional Prestige Point.

PATHFINDER SOCIETY SCENARIO

GM Reference #1: Timeline

If the PCs do not stop Ilchok, the doppelganger's plans progress according to the following timeline.

Previous Day: Ilchok kills Brandur Clovesh in his own home.

10:00 a.m.: In disguise as Brandur Clovesh, Ilchok arrives at Dryblade House.

10:30 a.m.: The PCs arrive at Dryblade House. Bosk drinks poisoned vodka, and Ilchok departs.

10:40 a.m.: The poison kicks in, killing Bosk. Ilchok arrives at Brandur's house and takes the form of the barfly Immy.

10:50 a.m.: Ilchok departs Brandur's house.

11:00 a.m.: Ilchok arrives at the Dripping Wall Distillery (area **A**) and enjoys lunch while plotting to kill Ramyla.

12:00 p.m.: Ilchok poisons Ramyla and leaves the distillery.

12:10 p.m.: Ramyla dies of poison in the back room of her distillery.

12:40 p.m.: In disguise as Ramyla, Ilchok arrives at Timinic's safehouse (area **B**).

1:40 p.m.: Ilchok slips poison to Timinic. Unlike in the other poisonings, he stays around to make sure that Timinic doesn't survive.

1:50 p.m.: Timinic dies.

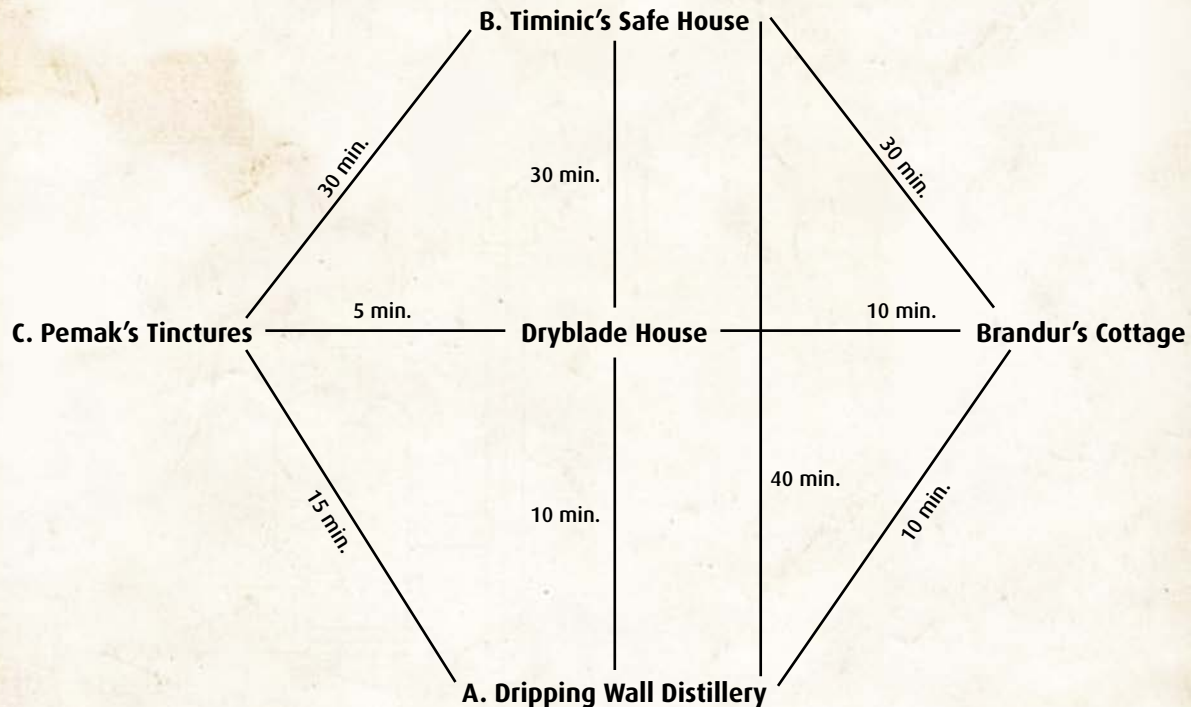
2:00 p.m.: Ilchok departs for Pemak's Tinctures (area **C**).

2:30 p.m.: Ilchok arrives at Pemak's Tinctures. Pemak sees through his ruse and stalls for time, drawing Ilchok into a conversation about innovations in poisonmaking.

3:30 p.m.: Ilchok bores of Pemak's stalling, reverts to his natural form, and attempts to rip her apart with his claws. Pemak, who had expected danger, stabs Ilchok with her most vicious and painful poison, driving the doppelganger to flee to the Ghostknives hideout.

4 p.m.: Ilchok reaches the Ghostknives hideout and reports to Cladara, requesting aid for his poisoning. Furious at the doppelganger's failure, Cladara kills him.

GM Reference #2: Daggermark Travel Times



Player Handout: Target List

- Sergeant Brandur Clovesh
- Oathbreaker Istivil Bosk
- Ramyla
- Timinic
- Pemak

APPENDIX: STAT BLOCKS

The following statistics appear in this scenario.

GHOSTKNIVES

These crouching figures in gray leather armor hide their mouths behind black scarves.

GHOSTKNIFE CATSPA W CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144)

Human rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** mwk studded leather, daggers (5), short sword, thieves' tools, 25 gp

GHOSTKNIFE SNIPER CR 2

Skilled sniper (*Pathfinder RPG NPC Codex* 145)

Half-elf rogue 3

CN Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 23 (3d8+6)

Fort +3, **Ref** +6, **Will** +1; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.

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

Ranged mwk composite longbow +6 (1d8+1/*3)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Precise Shot, Skill Focus (Perception)

Skills Acrobatics +9, Climb +7, Disguise +5, Escape Artist +9, Perception +11, Perform (wind) +5, Ride +6, Stealth +9, Survival +3, Swim +7

Languages Common, Dwarven, Elven

SQ elf blood, rogue talents (surprise attack), trapfinding +1

Combat Gear *oil of magic weapon* (2), *potion of cure moderate wounds*, *potion of invisibility*, *sleep arrow*; **Other Gear** mwk studded leather, mwk composite longbow with 20 arrows, rapier, 73 gp

RAMYLA

The smell of whiskey clings to this freckle-faced woman's long blue dress and water-splashed apron.

RAMYLA CR 3

Barmaid (*Pathfinder RPG NPC Codex* 257)

Human commoner 5

CN Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 17 (5d6)

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

OFFENSE

Speed 35 ft.

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

Ranged dagger +3 (1d4-1/19-20)

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 9, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 13

Feats Alertness, Dodge, Fleet, Nimble Moves

Skills Diplomacy +6, Knowledge (local) +4, Perception +6, Sense Motive +6

Languages Common

Gear dagger, antitoxin, 2,298 gp

TIMINIC

This fearful, wide-eyed gnome hides his face behind a curtain of long, green hair.

TIMINIC CR 3

Tainted sorcerer (*Pathfinder RPG NPC Codex* 161)

Gnome sorcerer 4

CE Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +2

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 armor, +1 Dex, +1 size)

hp 28 (4d6+12)

Fort +3, **Ref** +2, **Will** +6; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk spear +5 (1d6+1/×3)

Ranged light crossbow +4 (1d6/19–20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, long limbs (+5 ft.)

Bloodline Spell-Like Abilities (CL 4th; concentration +8)

7/day—acidic ray (1d6+2 acid)

Gnome Spell-Like Abilities (CL 4th; concentration +8)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Sorcerer Spells Known (CL 4th; concentration +8)

2nd (4/day)—*alter self*

1st (7/day)—*enlarge person* (DC 16), *reduce person* (DC 16), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 14)

Bloodline aberrant

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 13

Feats Eschew Materials, Iron Will, Spell Focus (transmutation)

Skills Bluff +8, Craft (alchemy) +5, Disguise +5, Perception +2, Use Magic Device +8

Languages Common, Gnome, Sylvan

SQ bloodline arcana (+50% duration on polymorph spells), gnome magic

Combat Gear *potion of spider climb*, *scrolls of cat's grace* (2), *scroll of slow*, acid, tanglefoot bag; **Other Gear** light crossbow with 10 bolts, mwk spear, *bracers of armor* +1, collection of dolls' heads, 28 gp

VIOLET FUNGUS

This mushroom grows from a bed of tentacular roots. Deep violet tendrils slither out of the dozens of fissures in its pointed cap.

VIOLET FUNGUS

CR 3

Pathfinder RPG Bestiary 274

N Medium plant

Init –1; **Senses** low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +0, **Will** +1

Immune plant traits

OFFENSE

Speed 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

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

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** —, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 13

SPECIAL ABILITIES

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed at a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-01: Oathbreakers Die

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Concordance
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court
		<input type="checkbox"/> Liberty's Edge
		<input type="checkbox"/> Concordance

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court
		<input type="checkbox"/> Liberty's Edge
		<input type="checkbox"/> Concordance

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court
		<input type="checkbox"/> Liberty's Edge
		<input type="checkbox"/> Concordance

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
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		<input type="checkbox"/> Liberty's Edge
		<input type="checkbox"/> Concordance

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Pathfinder Society Scenario #10-01: Oathbreakers Die

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Prospective Poisoner: You earned the respect of Pemak, a member of Daggermark's Poisoner's Guild. She welcomes you to join the Poisoner's Guild, or to suggest candidates to join the organization. All of your characters gain access to the Daggermark Poisoner Prestige Class (*Pathfinder Campaign Setting: Paths of Prestige* 18) as if it appeared on the Additional Resources list. Characters with this prestige class qualify for the Master Alchemist^{APG} feat and can purchase and use poisons as if they had the Poison Use ability. Include a copy of this Chronicle sheet with the records of any PC who selects this option.

Timinic's Trinkets: It took some convincing, but you persuaded Timinic not to leave the Pathfinder Society, and he's determined to help reestablish the Dryblade Lodge in Daggermark. He has procured some useful tools for prospective recruits, and has offered these items to you as well. You can purchase any wondrous item from the *Core Rulebook* worth 250 gp or less, a pair of *sleeves of many garments* (*Pathfinder RPG Ultimate Equipment* 275), or a *traveler's any tool* (*Ultimate Equipment* 323), for 1 Prestige Point. You can use this boon any number of times.

Subtier 1-2

armbands of the brawler (500 gp, *Pathfinder RPG Ultimate Equipment* 270)
dark reaver powder (800 gp, limit 1)
scroll of share language (*Advanced Player's Guide* 243)
violet venom (800 gp, limit 2; *Pathfinder RPG Bestiary* 274 or *Pathfinder RPG Ultimate Wilderness* 145)

Subtier 4-5

belt of mighty constitution +2 (4,000 gp)
boots of the cat (1,000 gp; *Pathfinder RPG Ultimate Equipment* 229).
dark reaver powder (800 gp, limit 2)
iron spike of safe passage (2,000 gp; *Ultimate Equipment* 306)
pauldrons of the serpent (3,000 gp; *Ultimate Equipment* 267)
ring of arcane signets (1,000 gp; *Ultimate Equipment* 167)
violet venom (800 gp, limit 2; *Pathfinder RPG Bestiary* 274 or *Pathfinder RPG Ultimate Wilderness* 145)
wand of share language (6 charges; 540 gp, limit 1; *Advanced Player's Guide* 243)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	260	520
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	609	1,218
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-5	958	1,915
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Starting XP		
	XP Gained (GM ONLY)		
	Final XP Total		
	Initial Prestige		
	Initial Fame		
FAME	Prestige Gained (GM ONLY)		
	Prestige Spent		
	Current Prestige		
	Final Fame		
	Starting GP		
GOLD	GP Gained (GM ONLY)		
	Day Job (GM ONLY)		
	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #