

PATHFINDER SOCIETY®

SEASON OF THE TEN



TREASON'S CHAINS

By Adam Meyers



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HOW TO PLAY

Pathfinder Society Scenario #10-06: Treason's Chains 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

Treason's Chains makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, and *Pathfinder RPG NPC Codex*. 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 relevant rules from the *Pathfinder RPG Bestiary* and *Pathfinder RPG NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

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TREASON'S CHAINS

By Adam Meyers



Venture-Captain Roderus has long been one of the most reliable and steadfast allies of the Pathfinder Society in the nation of Katapesh. For many years he acted as the senior venture-captain of his region and maintained the Winding Road Inn, from which he could provide a base of operations for Pathfinder agents exploring the outer reaches of the nation of Katapesh. Recently, Roderus has begun to feel his advancing age and has chosen to step down from active duty with the Pathfinder Society. Venture-Captain Aurora Steelbloom retains control over her responsibilities coordinating Pathfinder activities in the Twilight Gate district, but Pathfinder responsibilities for the rest of the city of Katapesh and its surrounding territory are contested by the city's other venture-captains: the half-orc merchant Phlegos Dulm and the human seer Wulessa Yuul.

However, this uneasy balance is currently being threatened, as Phlegos Dulm has begun working tirelessly to cut off Wulessa's influence within the city, hiring gangs to accost her servants and bribing merchants to avoid doing any business with her. The cause for this war of influence is financial; Phlegos Dulm is heavily in debt, and he fears that the only way to convince the city's masked rulers—the Pactmasters—to give him reprieve is to solidify himself as the sole leader of the city's Pathfinders, making him an indispensable link between the Society and the city's markets.

Phlegos Dulm's debts come from a heavy investment in the slave trade, which recent events have undercut. When the city of Absalom, the City at the Center of the World, came under siege by both an army of demonic constructs and an undead armada, the city was in desperate need of defenders and offered freedom to all slaves who joined the defense during the battle that has since become known as the Fiendflesh Siege. Ultimately, these events would end Absalom's status as a slave-trading city. While slavery is still legal in many places throughout the world, the removal of Absalom from the slave trade has left many slave merchants without a market, and in many cases, without the "trade goods" from which they intended to profit—Phlegos Dulm among them.

Indebted and afraid for his life, Phlegos Dulm fears that the flames of emancipation might reach beyond Absalom

Where on Golarion?

Treason's Chains is set in the metropolis of Katapesh. Anything imaginable can be bought or sold within this great trade city, and the city's masked rulers, known as the Pactmasters, care for nothing as much as keeping the flow of commerce moving. More information on Katapesh can be found in the *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Chronicles: Dark Markets—A Guide to Katapesh*.



to other markets, sinking what's left of his slave business regardless of whether or not he can win a reprieve from the Pactmasters. In order to avoid his fate, Phlegos Dulm strives to take complete command of the city's Pathfinders and keep talk of emancipation out of the Katapesh market by any means necessary—even if it means murdering fellow Pathfinders.

SUMMARY

As his last assignment given before retiring, Venture-Captain Roderus assigns the PCs to help with his retirement party, both to keep the event running smoothly and to work as his eyes and ears during the event. While working the party, the PCs witness firsthand the feud between Venture-Captain sPhlegos Dulm and Wulessa Yuul, whose rivalry threatens to tear the Katapeshi Pathfinder community apart.

PATHFINDER SOCIETY SCENARIO

The PCs depart from the party to undertake some initial investigations, learning that Phlegos Dulm is not only in debt but has been making some suspicious payments. When they return, a trio of bards working at the party has been poisoned, and a fellow servant, the goblin child Zig, is accused of the crime. That night, while the PCs rest at the Winding Road Inn, a whispered warning alerts them just before they are attacked.

The PCs' whispering allies are goblins, who take them to meet Zig's father and goblin tribe chieftain, Yigrig MoneyMaker. The goblin chieftain knows that Phlegos has been dealing in slaves illegally smuggled from Absalom and informs the PCs of those slaves' current location: an old converted pub by the city's docks. He asks that the PCs investigate the location to prove the innocence of his son Zig.

The PCs explore the dockside location and find not only the slaves, but also evidence incriminating the true poisoner and linking them both directly to Phlegos Dulm. The evidence is enough to have Phlegos Dulm removed from the Pathfinder Society, leaving Wulessa Yuul to inherit not only Phlegos's responsibilities as venture-captain but also responsibility for those locations within Katapesh that Roderus had previously managed.

GETTING STARTED

Convey the following to get the adventure underway.

Venture-Captain Roderus, an old, white-haired human, stands up from his chair with a slight groan.

"Ahhh," he winces slightly. "What a relief to see you. I've requested you for a project that's very important not only because failure could adversely affect every Pathfinder in the city, but also because it's the last mission I intend to give as a venture-captain."

He takes a deep, steady breath. "I need you working as staff for my retirement party.

"It's all been arranged already; there's food coming, entertainment, decorations, and all the expected distractions. What we need now are bodies: someone pouring drinks, someone on security, that sort of thing. You get enough egos in one room and set the wine flowing and someone'll pick a fight, sure as day. We need Pathfinders keeping the other Pathfinders in line."

The old man sighs.

"Or, at least, that's the official story. Unofficially, you're here because I need eyes and ears all over the room tonight. There's more at stake here than you might realize.

"I kept hoping that those two venture-captains, Phlegos Dulm and Wulessa Yuul, would learn to make peace by the time I was gone, but I guess it wasn't meant to be. The city'll be in their care once I'm gone, and the two of them have been at each other's throats since before I announced my retirement. I can't leave in good conscience if it means Pathfinders fighting in the streets.

"Work that crowd tonight. You hear those two talking, you come straight to me. You hear rumors, you come straight to me. You find evidence of a plot, you come straight to me. Are we clear?"

The PCs have a few hours to make preparations before the party starts. If they have questions for Roderus, he answers as best he can, but he is too tired for a long conversation. Below are example questions the PCs might ask.

Why are you retiring? "This job's too important to risk my mind or body failing on me. Besides, once you have enough adventures, you realize that 'living in peace' is the one thing you've never done before."

What have Phlegos Dulm and Wulessa Yuul done that has you so worried? "Those two have been venture-captains for years and never got along, but now I'm hearing reports about sabotaged goods, intimidated contacts, and even Pathfinder missions mysteriously going awry. It's obvious those two are connected to all that, and Pathfinders sabotaging other Pathfinders cannot be overlooked."

What jobs are we doing at the party? "Dougle, my assistant, will hand out specific assignments, but we need people working security, tending bar, delivering food, that sort of thing. If any of you can sing or play, we've got some bards coming who say they'd appreciate support."

Should we talk to Phlegos Dulm and Wulessa Yuul? "Sure, so long as you don't mention you're doing it on my behalf. People like you will be under their jurisdiction now, so they might just spill their little schemes to you in hopes you'll take their side."

KNOWLEDGE (LOCAL)

Based on the result of a Knowledge (local) check, the PCs may have already heard rumors about this growing conflict. They learn all of the information below whose DC is equal to or less than the result of their check.

10+: Phlegos Dulm runs a shop that specializes in poisons and potions, and he has some sway with the city market and the city's masked rulers, the Pactmasters.

15+: Many of Phlegos Dulm's enemies have turned up dead from poisoning—too many for it to be mere coincidence.

20+: Wulessa Yuul has always dealt with information, while Phlegos Dulm has always dealt with the markets. These days, however, they are both crossing into each other's territory, actively courting Pathfinders to work for "their side" even when the mission should have fallen under the other's jurisdiction.

25+: Word on the street is that Wulessa Yuul can't find any merchants to deal with her. No business in Katapesh survives long without connections in the marketplace, even a Pathfinder lodge. Someone is turning the market against her, which in Katapesh means whoever's responsible is either very powerful or very generous with bribes.

30+: Phlegos Dulm has been getting a lot of outside help, primarily from poor, local street gangs doing his bidding for petty coin. The fact that he doesn't—or can't—get Pathfinders to do his work for him must mean it's work he doesn't want anyone knowing about.

THE PARTY

The party is held in the common room of the Winding Road Inn, a coaching inn on the outskirts of Katapesh that serves as Roderus's Pathfinder Lodge. When the PCs are ready to work the party, they are introduced to **Dougle**, Roderus's halfling assistant (N male halfling expert 4). Dougle is a humorless taskmaster who smokes enormous cigars he crafts himself, "for extra potency," and oversees much of the non-Pathfinder business of the inn. Before he begins assigning jobs, he introduces the PCs to the other five individuals who will be working as staff during the retirement party.

The evening's entertainment is being provided by a trio of half-elven siblings: sisters named **Kaba** and **Kora**, and their brother **Kitt**. All three are professional bards: Kitt sings, Kaba plays flute, and Kora plays lute. They're all former slaves who were freed after defending Absalom during the Fiendflesh Siege, when they joined the city's defense. The three are proudly outspoken about both defending the city and in how their display of valor expedited their acceptance into the Pathfinder Society. They happily inform the PCs (and anyone else who will listen) that they are in Katapesh on their first mission as Pathfinders: tracking down slaves who were illegally smuggled out of Absalom after manumission by greedy underground slavers who didn't want to lose their "stock."

Another person supplying aid during the party is **Vinius Borr** (NE female human expert 2/rogue 1; see page 15), a local woman hired for the evening with no interest in making friends or even talking to the PCs if she can avoid it. Secretly, she is in the employ of Phlegos Dulm and acts as his eyes and ears at the party just as the PCs are the eyes and ears of Roderus. She works on her own during the night, preferring to find jobs the PCs don't want to take. Although Vinius later poisons several victims, she has stored her poison off-site, bypassing initial divinations.

The last assistant is a goblin named **Zig** (NG goblin rogue 1). Zig is a local youth hired for the evening after begging Dougle to let him help around the inn. Zig is extremely excited about his "first real job" and is in awe of the PCs—and indeed all Pathfinders—as he dreams of joining the Pathfinders himself one day. If the PCs are familiar with goblins (as is anyone who succeeds at a DC 10 Knowledge [local] check), they notice immediately that Zig appears very different from what most assume is normal for goblins. His smile is easy and without malice, and he seems genuinely eager and excited.

Dougle has several tasks that need to be handled during the party, and he asks the PCs what their strengths are before handing out assignments. At least one PC must be assigned to each task (except translating and performing with the bards, which are optional), and every PC must be assigned to at least one but not more than two tasks. Multiple PCs can perform the same task,

but there isn't time for anyone to supply each other with aid another checks (with the exception of Zig, as explained below).

Each task is associated with a skill check, but a Profession (servant) check or any other relevant Profession check may be substituted for any of the listed skill checks, using the same DC. In Subtier 4–5, increase the check DCs by 2.

Because of his age and a general concern about goblin servers, Zig is not given a job of his own. Instead, he spends the night moving back and forth between the PCs, lending aid to whatever task they are performing. He attempts a Profession (servant) check (his skill bonus is +5) to aid another with every task, often exclaiming "I help!" before each check.

PARTY TASKS

The following are the tasks which the PCs are asked to perform during the party. Two of these tasks (Translate for Guests and Perform with the Bards) are optional and needn't be attempted if the PCs do not wish to. The PCs must succeed at two or more of the following tasks through the course of the night; if they don't manage this, Dougle docks their compensation for excessive costs, such as wasted food and drink, property damage, and the like.

Security: The PCs must break up arguments and keep guests in line. This task requires a successful DC 15 Intimidate check to complete effectively.



Zig's Aid

Zig the goblin is a lovable child, but the line between lovable and annoying is a thin one, and largely dependent on how he is presented. Events later in the scenario will be more impactful if the PCs like Zig and find him endearing, so while Zig rushes around giving aid, take some time to explain his involvement. A few example situations are presented below, which may be used as presented, paraphrased, or simply used for inspiration to craft situations of your own device.

During a successful Pouring Drinks check: *The bar is lively as drinks are ordered and glasses are juggled, much to the crowd's amusement. However, a misjudged throw suddenly sends a bottle of quite expensive wine flying over the crowd. All eyes follow the bottle as it rises, peaks, and falls toward the floor—but just before it hits, a sudden cry can be heard from the crowd.*

"I help!"

Zig the goblin bursts from the sea of guests and dives toward the falling bottle. He folds his tiny body around the bottle, protecting it as he rolls across the floor and slams into a wall. Staggered but unhurt, Zig slowly stands up and raises the bottle over his head like a priceless treasure, grinning from ear to ear as the crowd bursts into applause.

During a Failed Deliver Food Check: *While working the crowd, you accidentally trip over a carelessly extended leg, and splatter a plate of food all over one of the guests. The rest of the crowd laughs and applauds your mistake, but at least Zig is there trying to clean up the poor guest and calm him down (as best a goblin can).*

During a Successful Security Check: *Two patrons, a man and a woman, are having a drunken argument. They grow louder and louder, and other guests begin to back away as their argument transforms from a disagreement over a past adventure to petty personal insults.*

The PC describe their actions.

The woman apologizes, but the man grows even louder and more threatening, his wrath turning from her to the entire room. However, a small figure suddenly becomes visible at the man's feet. It's Zig the goblin, and without a sound he quickly ties a piece of string around the man's ankles. When the angry man tries to take a step, he falls face-first onto the floor amid a roar of laughter from the crowd. Humiliated, he quickly slinks away.

Pouring Drinks: The PCs not only must pour drinks, but also must do so with a flair that entertains the crowd, requiring a successful DC 15 Sleight of Hand check.

Deliver Food: The PCs must mingle with the guests and make sure that the right person gets the right food. This task requires a successful DC 15 Diplomacy check.

Feed and Tend the Animals: Several Pathfinders have brought familiars, mounts, and animal companions, which must be fed and tended to. Handling this eclectic menagerie requires a successful DC 15 Handle Animal check.

Translate for Guests (optional): Not everyone speaks Common with the same degree of skill, and some guests find it easier to use their home languages and dialects. Providing this service requires a successful DC 15 Linguistics check.

Perform with the Bards (optional): Kaba, Kora, and Kitt are supplying the evening's entertainment, but they are more than happy to have a PC participate in the show so long as she succeeds at a DC 15 Perform check.

DIPLOMACY (GATHER INFORMATION)

While working the party, the PCs might attempt a Diplomacy check to gather information about the feud between Phlegos Dulm and Wulessa Yuul. They learn all of the information below whose DC is equal to or less than the result of their check.

10+: Phlegos Dulm and Wulessa Yuul never liked each other, but their hatred has only grown worse now that Roderus is retiring.

15+: It seems there's room for only one venture-captain in Katapesh, and many think it's going to be Phlegos Dulm. Simply put, no one can survive in Katapesh without the market on their side, and Phlegos Dulm has a lot of friends in the market.

20+: Wulessa Yuul's contacts are being targeted. The few contacts she has in the market are being bullied by street toughs who threaten even worse violence unless they cease all contact with the venture-captain. It isn't certain that they're on Phlegos Dulm's payroll, but it is unlikely to be a coincidence.

25+: Phlegos Dulm is not nearly as rich as he pretends to be. In fact, his recent activities suggest he might even be in debt.

30+: Phlegos Dulm has made some very powerful people very angry by borrowing money he can no longer pay back. If something doesn't change, he could end up being sold into slavery or even executed.

During the party, the PCs can hear the bards perform. Kaba, Kora, and Kitt are very vocal about their slave past, and if the PCs haven't heard about the siblings' past before this, they will certainly hear it during the performance. The three perform a series of songs they have written themselves, several of which deal directly with the Fiendflesh Assault of Absalom. These songs divide their time between declaring the heroism of the Pathfinders and praising the slaves' manumission, emphasizing the connection between the two events. It's quite clear from the reaction of the room that the siblings are very talented and their songs quite catchy.

During the party, the PCs also get the chance to witness a meeting between Phlegos Dulm and Wulessa Yuul. Read or paraphrase the following.

The two venture-captains, Phlegos Dulm and Wulessa Yuul, stare each other down, not bothering to hide their hatred for each other.

"Two more of my servants were attacked, Dulm" Wulessa says, her eyes burning with indignation. "I won't let you get away with this."

"There's nothing you can do to stop me," Phlegos replies. "This city needs only one venture-captain."

The two stare each other down for a few more seconds before they both abruptly turn, not even looking at each other as they make their way to opposite ends of the room.

After this exchange, if the PCs haven't yet spoken to the venture-captains and don't decide to do so on their own, Roderus approaches them and asks them to do so in hopes of getting information about what was behind that exchange.

Phlegos, for his part, avoids talking to the PCs, though a PC who succeeds at a DC 15 Sense Motive check (DC 17 in Subtier 4–5) can see that Phlegos is obviously preoccupied and uncomfortable. If the PC succeeds at this check by 5 or more, she can tell that the bards and their songs seem to be the source of the half-orc's discomfort.

Wulessa, however, is very forthcoming with the PCs. While she has no hard proof, she is certain that Phlegos is trying to drive her out of the city. Her servants are being attacked and harassed, and what few contacts she has in the market are drying up; unless she can find more, she will find herself cut off from the city and unable to do her work as a venture-captain.

Development: Wulessa Yuul is already fairly certain the PCs are working as informants for Roderus. (If asked how she knows, she shrugs and simply says "old habits die hard.") If they want to find proof of Phlegos's schemes, she has an idea where they can find it. Phlegos Dulm has a personal accountant who lives and works at his potion shop, which doubles as the Pathfinder Society's Kotargo Lodge. With Phlegos and the rest of the city's Pathfinders at the retirement party, his lodge is virtually unguarded, meaning it should be possible to slip in and examine the accounting books that track his spending, including bribes he may have paid to have Wulessa's people harassed. If the PCs talk to Roderus about this plan, he encourages them to go; Vinus, Dougle, and Zig can manage the party in their absence, and as much as it pains him to send Pathfinders out to spy on other Pathfinders, uncovering the secrets that could put an end to the venture-captain feud is too important to ignore this chance. However, he tells the PCs to be sure not to destroy or take anything else from the lodge—if they do, he won't be able to take responsibility for them or their actions.

Rewards: If at least half of the PCs (rounded up) do not successfully perform the available tasks, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 40 gp.

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

Subtier 4–5: Reduce each PC's gold earned by 200 gp.

A. THE KOTARGO LODGE

Like the Winding Road Inn, the Kotargo Lodge serves two different functions; Phlegos Dulm's potion shop is in the front, while the warehouse that doubles as the Kotargo Lodge is in the back. Both locations are mostly unoccupied, as everyone involved with the Pathfinder Society is attending Venture-Captain Roderus's retirement party. The storefront is still staffed, however, and the warehouse is watched over by a pair of Phlegos's employees and a small contingent from a local gang known as the Pikes, who are prepping for the arrival of a shipment of slaves smuggled out of Absalom.

A1. THE STOREFRONT

The main storefront of the Kotargo Lodge contains shelves stuffed with potions, unguents, and bottles of various questionable substances.

Creature: A goblin going by the name **Lobda** (N female goblin rogue 3) minds the counter while tidying up the room. She is soft-spoken with a very disturbing cackle and works as an apprentice to Tistin Snive (see area A3), helping him with daily chores while studying accounting under his tutelage and secretly keeping tabs on Phlegos's debts for Yigrig MoneyMaker, her adopted father. Lobda can be convinced to give up the records the PCs are looking for if a PC succeeds at a DC 15 Diplomacy or Intimidate check (DC 18 in Subtier 4–5), but she can also be bribed to hand over the records without requiring a skill check in exchange for at least 50 gp. Lobda doesn't actively seek a bribe though, and she doesn't stop them from leaving and creeping back to the warehouse door to the west. Lobda prefers not to fight, and she surrenders or flees if she believes her life to be in danger.

Lobda belongs to the same extended family as Zig, and she may ask after the young goblin if the PCs reveal to her that they came from Venture-Captain Roderus's retirement party. If the PCs speak well of Zig, Lobda is willing to "forget" that they were here at the Kotargo Lodge and gives them the password "break through" to get past the Pike toughs in the warehouse (area A2).

A2. THE WAREHOUSE (CR 2 OR CR 5)

Lined along the northern wall of this warehouse is a series of cages with locking doors, similar to small prison cells.

Along the northern wall of this large warehouse stands a series of cells. These fixtures are relatively new, recently installed so that Phlegos could keep his few remaining slaves here after being forced to sell his other properties to make ends meet. The cells are currently empty, as Phlegos was forced to pay his "business associates"—a gang of local toughs called the Pikes—to store the illegally smuggled slaves

A. The Kotargo Lodge



Scaling Encounter A2

To accommodate a group of four PCs, remove one Pike tough from the encounter.

at a location where his Pathfinder contacts wouldn't stumble across them. All that remains in the warehouse now are the empty cells and a small group of Pikes busily scrubbing away any remaining evidence of the warehouse's former occupants.

The cells along the wall automatically lock when shut. If the Pike toughs subdue one of the PCs, they attempt to throw her into the cell. Picking a cell lock requires a successful DC 20 Disable Device check, while the cells' 2-inch-thick iron bars have hardness 10, 40 hit points, and a break DC of 25.

Creatures: The Pike toughs cleaning the warehouse know that Phlegos wasn't expecting any visitors, and they quickly question any PCs with the call sign "braced for it." If the PCs fail to reply with the password "break through," the toughs attack, looking to lock up the PCs in the empty cells so Phlegos can deal with them upon his return.

SUBTIER 1-2 (CR 2)

PIKE TOUGHS (3)

CR 1/2

Human warrior 2
NE Medium humanoid (human)
Init +1; **Senses** Perception -1

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)
hp 13 each (2d10+2)
Fort +3, **Ref** +1, **Will** -1

OFFENSE

Speed 30 ft.
Melee sap +4 (1d6+2 nonlethal) or
scimitar +4 (1d6+2) or
dagger +4 (1d4+2)
Ranged dagger +3 (1d4+2)

TACTICS

During Combat Pike toughs are tasked with guarding slaves, hitting hard and fast with their saps and using Power Attack to subdue a target to be chained up with manacles. When in trouble, a Pike tough drinks a *potion of enlarge person* and uses Improved Drag to pull an enemy out of position so his allies can surround the creature and beat it unconscious.

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +4 (+6 drag); **CMD** 15 (17 vs. drag)

Feats Improved Drag^{APG}, Power Attack

Skills Acrobatics +0, Intimidate +4, Stealth +0

Languages Common

Combat Gear *potion of cure light wounds*, *potion of enlarge person*, tanglefoot bag; **Other Gear** chain shirt, buckler, daggers (2), sap, scimitar, hemp rope (50 ft.), manacles, 9 gp

SUBTIER 4–5 (CR 5)

PIKE TOUGHS (3)

CR 1/2

hp 13 each (see page 8)

TACTICS

Use the tactics from Subtier 1–2.

PIKE LIEUTENANT

CR 4

Guild initiate (*Pathfinder RPG NPC Codex* 146; see page 20)

hp 41

TACTICS

During Combat The Pike lieutenant drinks a *potion of invisibility* and attacks from the shadows, using her subordinates to create flanking opportunities.

Development: If all the PCs are captured (either here or in area A3), the Pike toughs deposit them in the slave cells here and leave after a couple hours. If the PCs are unable to escape on their own, once the Pikes have left, the goblin Lobda slips in and gives one of the PCs a key to the cells, letting them know that they'll be hearing from a figure she refers to only as "father" very soon and urging them to escape quickly.

A3. THE OFFICE (CR 3 OR CR 6)

In the eastern corner of this room, a large desk is covered with papers and ledgers. A hammock hangs loose behind the desk.

Snoozing in the hammock in the corner of this room is Phlegos Dulm's accountant, **Tistin Snive** (LE male human expert 3). Tistin continues to snooze as long as the PCs move quietly (Stealth DC 15), but awakens immediately if the PCs set off the dretch trap or if they engage in combat with the Pike toughs in the warehouse.

Tistin is a middle-aged man of Varisian ancestry who wears expensive robes. He is pompous, arrogant, and very good with numbers, but he has no combat training at all. It's because of his fiddling with the books and juggling debts that Phlegos Dulm has managed to stay ahead of his creditors for so long. While Tistin would normally never betray Phlegos (he's sure that doing so would be to invite his own death), a PC who succeeds at a DC 15 Intimidate check (DC 18 in Subtier 4–5) can coerce him into giving up the records.

Traps: Phlegos Dulm has had several spell traps installed into the lodge to protect delicate information. Tistin's desk

Scaling Encounter A3

To accommodate a group of four PCs, reduce the number of dretch demons summoned by the trap by 1.

is protected by an *alarm* spell and a *summon monster* spell, which are set to trigger if anyone other than Tistin Snive or Phlegos Dulm touches the desk. Normally the *alarm* spell would bring reinforcements from the lodge, but today there are none present. The spell that summons the dretch demons also instructs them to incapacitate—rather than kill—their targets; they use their spell-like abilities on any enemies before moving in to attack.

SUBTIER 1–2 (CR 3)

SUMMON MONSTER III TRAP

CR 3

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger touch (alarm); **Reset** none

Effect spell effect (*summon monster III*, one dretch (see page 19) for 5 rounds)

SUBTIER 4–5 (CR 6)

SUMMON MONSTER V TRAP

CR 6

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger touch (alarm); **Reset** none

Effect spell effect (*summon monster V*, four dretches (see page 19) for 9 rounds)

Development: The books on the desk contain Phlegos's financial records. If the PCs are driven off or otherwise incapacitated by the summoned monsters, Tistin grabs the books and runs, keeping the PCs from obtaining the evidence.

If the PCs possess the books, a character can attempt a DC 15 Linguistics or Profession (clerk or scribe) check to decipher the accounting records. While a full investigation would require hunting down the businesses and individuals Phlegos Dulm has been making payments to, the books do reveal that Phlegos is heavily in debt but has nevertheless continued making very large payments. These payments appear to be bribes or other forms of under-the-table transactions.

A4. THE BEDROOM

This large room was clearly once quite impressive in its better days. The large four-poster bed and other furnishings are dusty and stained, while many of the collectibles around the room are oddly arranged around empty spaces, as though once-full shelves have been plundered a piece at a time.

There is little of interest in Phlegos Dulm's large bedroom other than clear evidence of the half-orc's diminishing wealth. Phlegos has sold most of his riches to keep his lodge afloat.

BACK TO THE PARTY

If for some reason the PCs are unable to return to the party that night, they hear about the following events from Dougle rather than witnessing them firsthand. When they return, read or paraphrase the following.

No music plays, and instead of idle chatter, the air is filled with dread and whispers. A smattering of broken bottles and glasses lie in pools of golden liquid just a few feet away from three figures lying on the floor: those of the bard siblings, Kaba, Kora, and Kitt.

According to the murmuring of the crowd, the three bards suddenly collapsed in the middle of a song. In a room full of Pathfinders, the reaction was instantaneous, and agents intervened before the poison could run its course. Kaba, Kora, and Kitt are weak and in shock, but their condition is stable and they are already on the road to recovery.

It didn't take long for an investigation to get underway, and the Pathfinders here have already identified the cause of the illness: the wine glasses the three were using had been laced with poison. According to the crowd, the poisoner has also already been apprehended, the empty poison bottle still in his possession. The crowd parts as several Pathfinders drag away Zig the goblin. The young goblin is sobbing hysterically and screaming over and over again "Not me, not me, not me!" His cries appear to fall on deaf ears, however, and as his pleading eyes sweep the room, he is taken away.

While many Pathfinders in the room are quick to believe Zig's guilt, in reality the poisoning was done by Vinius Borr, the PCs' fellow hired hand, at the direction of Phlegos Dulm. Phlegos feared the influence of the bard's songs and had been planning to have them killed since they first began performing within the city. He saw his opportunity during the party and instructed Vinius Borr to lace their drinks and frame Zig for the poisonings, assuming (correctly) that the crowd would be quick to believe the goblin's guilt.

If the PCs attempt to examine the bard siblings or intervene on behalf of Zig, they are quickly diverted by the other Pathfinders present, who assure them that the situation is under control. Roderus approaches the PCs to take Phlegos's records from them if they were successful and retires for the night to examine them. If the PCs look for either Phlegos Dulm or Vinius Borr in the crowd, they can attempt Perception checks to search for them, but no amount of searching turns up either venture-captain, as they have both already disappeared from the party.

With the party over, Dougle directs the PCs through cleaning up the inn, after which he gives the PCs rooms on the inn's second floor as part of their payment for the evening.

If the PCs were unable to return to the party that evening, they find the common room still in need of cleaning upon their return, as Dougle cannot handle so much work on his own and has been waiting (angrily) for the PCs to return and finish the job they were hired to perform.

However, as the PCs rest, things begin to move behind the scenes. Through some combination of the missing books, the testimony of Lobda and Tistin Snive, and the activated traps, Phlegos Dulm knows that his account books have been tampered with (or at least that an attempt was made). Even if the witnesses cannot provide evidence of the PCs' identities, Vinius has likely informed Phlegos about the PCs' disappearance during the party. As he already suspects the PCs were working for Roderus (old habits die hard, after all), Phlegos is reasonably confident they must be the culprits. Fearful of what they might uncover, Phlegos directs a gang of local knee-breakers under his employ, the Pikes, to kidnap the PCs in their sleep. He plans to use his poisons and potions to coax them into revealing what they've learned before slipping them into his cargo of slaves.

However, Phlegos is not the only force on the move. Zig's relatives, a secretive and powerful goblin clan operating within Katapesh, have already heard about the events of the night from both Lobda and Zig (having sent agents to talk to the imprisoned child). The goblins are furious at how one of their own has been treated and have vowed revenge. Since they have already heard about the Pikes' mission from Lobda, they quickly dispatch their own agents to protect the PCs and bring them safely to their goblin lair.

B. THE WINDING ROAD INN'S SECOND FLOOR (CR 2 OR CR 5)

After the PCs have taken care of any remaining business, chosen their sleeping arrangements, and have retired for the night, read or paraphrase the following.

A hushed but emphatic voice suddenly breaks the silence, as if someone is trying to be heard without being too loud. The voice speaks in broken Common and is coming from outside the window. "Wake up! Wake up! Big men with big knives come for you! Kill you! Wake up!"

The warning comes from three goblins who are hanging from ropes tied just outside the PCs' windows, trying to wake them up before the Pikes' assassins arrive. The PCs have one round before the door to their bedrooms open up and the Pikes, surprised to find their quarries awake, burst into their rooms. If the PCs chose to set a watch, the PC(s) standing watch 3 hours after they retire for the night may attempt a DC 15 Perception check (DC 17 in Subtier 4–5) to detect the disturbances, earning them an extra round to prepare.

The PCs have likely not rested long enough to regain spells or daily-use abilities, and unless they have Endurance

B. The Winding Road Inn's Second Floor



or otherwise specify that they sleep in their armor, this fight most likely takes place without their usual defenses in place. The PCs still have access to their equipment, but their gear is most likely being kept in backpacks, beside their beds, or inside the chest in their room rather than directly on their person at this time.

Additionally, the only light in the room is moonlight and other light from outside the windows, so the PCs' rooms have only dim light. Creatures without darkvision or low-light vision (such as the Pikes, but not the goblins), incur a 20% miss chance on all attacks. The assassins carry covered everburning torches they unveil as their attack begins.

Creatures: The Pikes are a street gang and were planning to attack the PCs in their sleep, but they don't hesitate to rush the PCs even though they are awake. There is little chance of arguing or negotiating with the Pikes; they have a job to do, and failure isn't an option. The goblins are goblin agents (see page 19) and avoid entering the room and risking their lives against the Pikes' weapons if they can avoid it, but they can offer some aid to the PCs from their position hanging outside the bedroom windows. Each round, one goblin can fire a light crossbow through the window one-handed (incurring a -2 penalty) at one of the Pikes, throw an alchemical item, or otherwise try to

Scaling Encounter B

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

Subtier 1-2: Remove one Pike assassin.

Subtier 4-5: Remove two Pike assassins.

assist. Reloading while clinging to the window is difficult, however, and once the goblins have fired their crossbows, they can't reload them without either entering the room or dropping to the ground, neither of which they wish to do if they can avoid it.

SUBTIER 1-2 (CR 2)

PIKE ASSASSINS (3)

CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144; see page 18)

hp 10 each

TACTICS

During Combat The Pikes attempt to incapacitate the PCs with their alchemical weapons and take them down quickly, but they run if they begin to fear for their lives.

SUBTIER 4-5 (CR 5)

PIKE ASSASSINS (4)

CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144; see page 18)

hp 10 each

TACTICS

During Combat The Pikes attempt to incapacitate the PCs with their alchemical weapons and take them down quickly, but they run if they begin to fear for their lives.

PIKE LIEUTENANT

CR 4

Guild initiate (*Pathfinder RPG NPC Codex* 146; see page 20)

hp 41

TACTICS

During Combat The Pike lieutenant attempts to flank with her allies, looking to drop the most heavily armored enemies first.

Morale If two or more Pikes fall, the lieutenant orders a retreat.

Development: The Pikes are not particularly brave, and if the fight seems to be going against them, they do their best to flee, although the Pike lieutenant fights to the very end to protect her gang and help them escape. If any Pikes are captured, their initial attitude is hostile, but if their attitude can be improved to at least friendly, they admit they work for Phlegos Dulm. Even so, they know very little about his plans; they know only what they were being paid to do.

Rewards: If the PCs fail to defeat or escape from the Pike gang members, reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 138 gp.

Out of Subtier: Reduce each PC's gold earned by 285 gp.

Subtier 4-5: Reduce each PC's gold earned by 431 gp.

FINE TRADERS

After the fight, the goblins approach the PCs, arms raised to show they mean no harm. They explain that they are here at the request of "father," who wants to speak to the PCs about Zig, Phlegos Dulm, and the truth behind the poisonings. They give each of the PCs a burlap sack, insisting that they put these on their heads before they can be taken to "father," but the PCs can convince them to drop this requirement with a successful DC 15 Diplomacy or Intimidate check. If the PCs refuse to go at all, the goblins begrudgingly admit their chief can be found at

Fine Traders, a shop in the Lower City, should the PCs change their minds and decide to come. If the PCs wake up Roderus and ask him about the opportunity, the aging venture-captain encourages them to go, as there are wheels turning behind the scenes, and he needs to know more about them.

However the PCs arrive at Fine Traders, they are taken to the basement and any burlap sacks they may or may not be wearing are removed (though if a PC prefers to keep the hood on, the goblins aren't interested in fighting about it) before introducing them to the goblin chief.

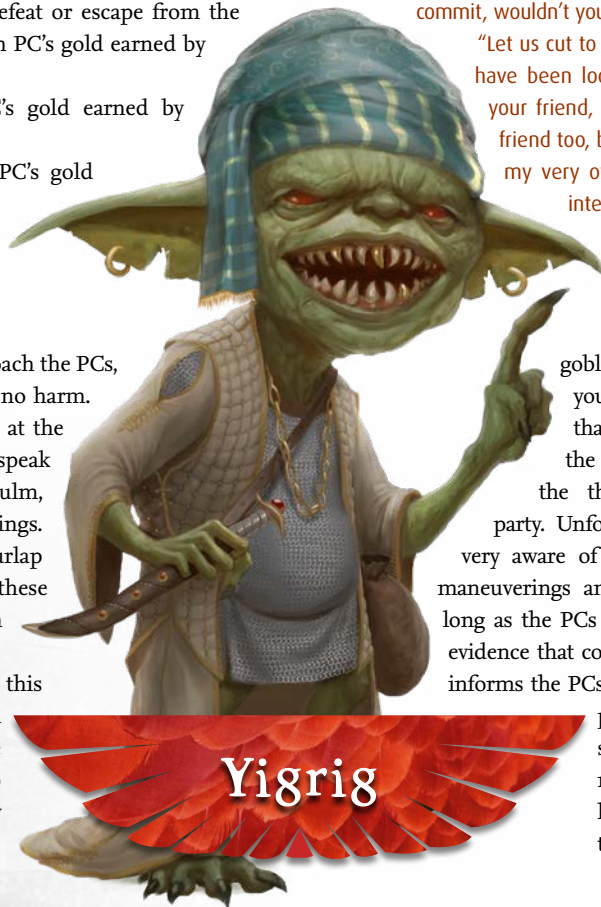
Creatures: The room is filled with goblins, each dressed in a different outfit: a goblin lamplighter, a goblin cobbler, a goblin barmaid, and more all stand around in a semicircle. At the front of the room stands an older goblin, taller than the rest and wearing a silk suit stretched over a protruding waistline. While the other goblins might fidget and chatter quietly among themselves, this older goblin stands perfectly still with the air of easy command one might expect from a nobleman, and when he speaks, it is with an easy, husky voice. Read or paraphrase the following.

"Welcome, my friends, to my humble home. My name is Moneymaker. Yigrig Moneymaker, at your service, and this is my family.

"I have heard good things about you from my son, Zig. Sweet kid. A sweet kid who should not suffer for a crime he did not commit, wouldn't you agree?"

"Let us cut to the chase. I am led to believe you have been looking into Phlegos Dulm. He was your friend, but he betrayed you. He was my friend too, but he has betrayed me, sacrificing my very own son to do it. It is in the best interests of both of our organizations to see him pay for his crimes, wouldn't you say?"

Yigrig Moneymaker (LN male goblin expert 7) is looking to clear the young goblin Zig's name and ensure that it is Phlegos Dulm who takes the rightful blame for poisoning the three Pathfinders at Roderus's party. Unfortunately for Phlegos, Yigrig is very aware of the half-orc's various political maneuverings and underworld connections. As long as the PCs agree to turn over any physical evidence that could help free Zig, Yigrig happily informs the PCs that the manumitted slaves the poisoned trio of Pathfinders were seeking are currently prisoners of none other than Phlegos Dulm himself. Yigrig also knows where the slaves are being held.



The slaves in question are being housed in an old converted pub near the docks, which serves as the heart of Phlegos's slave trade as well as the headquarters of the gang he's using to disrupt Wullessa Yuul's supply chain. If the PCs have questions about Phlegos Dulm or Yigrig Moneymaker himself, the goblin gladly answers and helps fill in any gaps about Phlegos's plans or situation that the PCs haven't yet learned or reasoned out, but he also insists that the PCs leave quickly so they don't miss their opportunity. If the PCs agree to visit the warehouse, Yigrig doesn't bother with the burlap sacks, as he needs the PCs to know his name and where to find him so they can put in a good word for him with the venture-captains. If asked, he can also send two goblin agents (see page 19) to accompany them. These agents won't risk their lives during the attack, but they are very interested in finding the actual poisoner and capturing that individual alive so they can clear Zig's name. They cheerfully provide support, make low-risk attacks, and help subdue or bind prisoners, though they avoid excessive risks.

Yigrig was a slave who taught himself to read by studying his master's books, eventually earning his freedom through wit, cunning, and a knack for recognizing a good investment. He became a merchant and has worked with Phlegos for years, secretly using his position to buy and free any goblin slaves that passed through Katapesh. He incorporates these newcomers into his tribe, finding them jobs and creating a network of relatives and informants that spans the city. While the manumission of Absalom put a dampener on the slave trade, it also freed many of Yigrig's relatives in one go without costing his family a copper, and Moneymaker's network of relatives and investments means he can weather the economic change even if his old partner Phlegos cannot.

Yigrig's love of books makes him an oddity among goblins, but his sheer business acumen has earned his tribe so much money that even the staunchest goblin traditionalists have had to bow to his wisdom. He has a vision for goblins that involves spreading his people throughout the world, earning the power and prestige to place members of his extended family in respected positions across the Inner Sea. While the framing of Zig is already enough to earn Yigrig's anger, Phlegos's actions have also put Yigrig's entire plan in jeopardy, and the goblin patron will not rest until that injustice has been corrected.

C. THE PIKES' HEADQUARTERS

The pub that serves as the base of Phlegos's operations is a mostly abandoned business that Phlegos has taken over as a temporary headquarters for his operations. The pub consists of three different buildings: one on the north, one on the west, and one on the south, all of them run-down and in need of repair.

The northern building is the Pikes' headquarters, where they sleep and receive their orders and payments

Scaling Encounter C1

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

Subtier 1-2: Remove 1 dog.

Subtier 4-5: Remove 1 riding dog.

from Phlegos Dulm. The southern building is where the slaves are kept. The western building is empty; the Pikes do not like to divide their forces up, and they have no need of the space. A unit of guards and dogs patrols the entire compound.

C1. THE GUARDS (CR 3 OR CR 6)

Creatures: The guard's job is to patrol the perimeter of the compound with her dogs and to alert the Pikes to intruders. The dogs are well-trained and constantly search the area with their scent ability; the wind is coming from the south, meaning they can detect threats to the north 15 feet away, to the south 60 feet away, and to the east or west 30 feet away. If the guard's dogs smell the PCs, they bark loudly, alerting the compound's occupants to trouble.

The guard takes her job seriously; she is unfriendly to any intruders, making it difficult to negotiate before she raises the alarm. The dogs are too disciplined to be distracted with bribes or diversions, though magic may calm them.

The Pikes in the northern and southern buildings don't emerge in a large group if they hear the guard's dogs, each building sends one Pike tough to investigate (removing them from the other encounters and adding them here instead). Both groups are awake and on high alert for several hours afterward, which impedes the PCs' chances of sneaking through the compound or catching either group off-guard.

SUBTIER 1-2 (CR 3)

DOGS (4)

CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 87; see page 19)

TACTICS

During Combat These dogs are combat trained and instinctively bark at any intruders they detect to raise the alarm. They automatically attack anyone who attacks either of the guards, prioritizing these targets above any others.

PIKE GUARD

CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144; see page 18)

hp 10 each

Skills Acrobatics +7, Disable Device +7, Escape Artist +7, Handle Animal +2, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

C. The Pikes' Headquarters



TACTICS

During Combat The guards attempt to subdue intruders alongside the dogs, but escaping and making sure the alarm has been sounded is their first priority.

SUBTIER 4–5 (CR 6)

RIDING DOGS (3)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 87; see page 19)

TACTICS

During Combat These dogs are combat trained and instinctively bark at intruders to raise the alarm. They attack anyone who attacks the guard.

ADVANCED PIKE GUARD

CR 4

Border guard (*Pathfinder RPG NPC Codex* 129; see page 19)

hp 30

TACTICS

During Combat The guard attempts to subdue intruders with her dogs, but escaping and making sure the alarm has been sounded is her first priority.

Rewards: If the PCs fail to defeat, bypass, or evade the guards and dogs, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 72 gp.

Out of Subtier: Reduce each PC's gold earned by 108 gp.

Subtier 4–5: Reduce each PC's gold earned by 144 gp.

C2. THE NORTHERN BUILDING (CR 3 OR CR 6)

This portion of the pub contains many sleeping cots, making it into an impromptu resting area. Several tables are covered in notes and papers, and several sacks of coins lie scattered about the area.

This building serves as the Pikes' headquarters while they work for Phlegos; those not on duty rest here, while their leaders keep track of their work. Scattered across the tables in this building are several documents from Phlegos: orders on where to go and what businesses to disrupt in order to destroy Wulessa's influence in the city, as well as notes that the Pikes use to document their efforts.

Creatures: Vinius Borr, the woman who actually poisoned the three siblings, can be found here. Capturing Vinius means Moneymaker can force a confession from her and free his son, so taking her alive is a top priority for the goblin agents. If the PCs managed to enter the building without the guards or escaped Pikes warning the toughs here, everyone in this building except Vinius (and the Pike lieutenant, in Subtier 4–5) is asleep. Otherwise, they are all awake and waiting for the PCs.

Scaling Encounter C2

To accommodate a group of four PCs, remove one Pike tough from the encounter.

If the other Pikes are still asleep when the PCs confront Vinius, she prioritizes flight until she has roused several of the sleeping Pikes to aid her. If the PCs have already defeated the other Pikes or taken steps to prevent them from joining Vinius, she attempts to flee, heading east towards the city.

SUBTIER 1–2 (CR 4)

PIKE TOUGHS (2)

CR 1/2

hp 13 each (see page 8)

VINIUS BORR

CR 2

Female human expert 2/rogue 1

NE Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE

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

hp 17 (3d8)

Fort +0, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee sap +2 (1d6+1 nonlethal)

Special Attacks sneak attack +1d6

TACTICS

During Combat Vinius tries to avoid combat, but when forced to fight she uses Improved Feint and her allies to make as many sneak attacks as she can. When facing an armored target, she uses her *wand of shocking grasp*.

Morale Vinius is not interested in a fight and surrenders if reduced to 5 or fewer hit points.

STATISTICS

Str 13, **Dex** 15, **Con** 10, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +1; **CMB** +2; **CMD** 14

Feats Combat Expertise, Improved Feint, Skill Focus (Use Magic Device)

Skills Bluff +9, Climb +5, Diplomacy +7, Disable Device +7, Disguise +7, Escape Artist +6, Intimidate +9, Knowledge (local) +8, Linguistics +6, Perception +3, Profession (servant) +3, Sense Motive +3, Sleight of Hand +8, Stealth +6, Swim +5, Use Magic Device +12

Languages Common, Gnoll, Kelish, Varisian

SQ trapfinding +1

Combat Gear *wand of shocking grasp* (45 charges); **Other**

Gear leather armor, sap, 19 gp

Scaling Encounter C3

To accommodate a group of four PCs, remove one Pike tough from the encounter.

SUBTIER 4-5 (CR 6)

PIKE TOUGHS (3)

CR 1/2

hp 13 each (see page 8)

PIKE LIEUTENANT

CR 4

Guild initiate (*Pathfinder RPG NPC Codex* 146; see page 19)

hp 41

TACTICS

During Combat The Pike lieutenant drinks her *potion of invisibility* and attacks from the shadows, using her subordinates to create flanking opportunities.

VINIUS BORR

CR 2

hp 21 (see page 15)

TACTICS

Use the tactics from Subtier 1-2.

Treasure: The papers on the table include substantial incriminating evidence against Phlegos Dulm, such as lists of people to bribe and businesses to harass. These documents are necessary for Roderus and Wulessa to prove Phlegos's guilt. There are also receipts on the table for a variety of seemingly innocuous ingredients, though a PC who succeeds at a DC 15 Craft (alchemy) check or a DC 20 Heal check recognizes these as ingredients for a fast-acting poisonous concoction whose symptoms are identical to those displayed by the bards Kaba, Kora, and Kitt at Roderus's retirement party. While the papers don't tie the purchases directly to Phlegos Dulm, their presence here along with Vinius herself makes the woman a viable suspect, and in conjunction with the other discoveries, should be enough to clear the goblin youth Zig of any wrongdoing.

The sacks of coins each contain a specific amount which correlates to payments documented in the papers on the table, including one designated to Vinius Borr for "special services rendered at Roderus retirement party." This payment, combined with Vinius's presence at the party and the receipts for the poison's ingredients, serve as sufficient evidence to incriminate Vinius and allow Zig to go free, even if the PCs don't capture Vinius. If forced to flee, however, Vinius grabs the sacks as she runs.

Development: If the PCs manage to capture Vinius without killing her, she is willing to confess to her crimes to avoid the harshest sentence, which is exactly what Chief Money-maker

is looking for. If the PCs attack the northern building before exploring the southern building and managed to capture Vinius, the goblin agents offer to stay behind to watch her and keep her from escaping.

Rewards: If the PCs fail to capture or defeat Vinius Borr, reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 156 gp.

Out of Subtier: Reduce each PC's gold earned by 396 gp.

Subtier 4-5: Reduce each PC's gold earned by 635 gp.

C3. THE SOUTHERN BUILDING (CR 2 OR CR 5)

The building looks like any other bar except for the dozen or so men and women who lie on cots at the southern end, manacled to weights.

This is where the Pikes are keeping the slaves they have under watch for Phlegos Dulm. With much of his stock lost in Absalom and the rest already sold off to pay down debts, these slaves are all the "inventory" Phlegos has left to restart his business once he has control of the Pathfinders in Katapesh.

Optional Encounter: If you are running short on time, this building should be considered an optional encounter; the goblin agents will handle freeing the slaves and seeing them to safety while the PCs deal with Vinius Borr.

Creatures: The Pikes in this building have been tasked with guarding the slaves, so none are asleep. However, if the PCs are able to enter the building without the dogs outside or another source sounding the alarm, they can catch these Pikes by surprise, as they spend their time lounging and playing dice games.

SUBTIER 1-2 (CR 2)

PIKE TOUGHS (3)

CR 1/2

hp 13 each (see page 8)

TACTICS

Use the tactics from page 8.

SUBTIER 4-5 (CR 5)

PIKE TOUGHS (4)

CR 1/2

hp 13 each (see page 8)

TACTICS

Use the tactics from page 8.

PIKE SLAVER

CR 4

Cruel Devotee (*Pathfinder RPG NPC Codex* 98; see page 19)

hp 41

TACTICS

During Combat The Pike slaver uses Stunning Fist to make opponents drop their weapons, using attacks of opportunity against foes who try to retrieve them.

Development: The slaves in the southern building are all tired, and while the sounds of battle likely wake them up, it takes several minutes to remove their restraints and get them moving if the PCs want to escort them from the building before the Pikes are dealt with. If the PCs investigate the southern building before exploring the northern building, the goblin agents stay behind and escort the former slaves out of the building, protecting them with a ferocity born of empathy and shared experience.

Rewards: If the PCs fail to defeat the Pike gang members, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 103 gp.

Out of Subtier: Reduce each PC's gold earned by 249 gp.

Subtier 4–5: Reduce each PC's gold earned by 395 gp.

CONCLUSION

With Phlegos Dulm's business disrupted and his chance to escape his debts via the slave trade ruined, he flees Katapesh, thus ending the feud between him and Wulessa. If the PCs mention Yigrig Moneymaker to Roderus and Wulessa Yuul, Wulessa says she will personally go and thank the goblin chieftain and see if he can help her forge the connections she needs in the city marketplace, as she is now the only active venture-captain working within the city. If the PCs provide evidence that Phlegos was dealing in slaves (either the documents from the pub or testimony from the slaves there), the retiring venture-captain uses that evidence to have Phlegos officially removed from the Pathfinder Society. Any documents the PCs were able to collect, either from Phlegos's desk or the pub, can be used by Wulessa to take advantage of Phlegos's sudden absence and make some lucrative dealings with Yigrig.

If the PCs clear Zig's name and introduce Yigrig Moneymaker to Wulessa Yuul, the grateful goblin sends them a *chime of opening* with 4 charges remaining, along with a note letting the PCs know that he hopes this charm will solve a few

of their problems like it did his. If the PCs did not clear Zig or if they failed to introduce Yigrig to Wulessa, cross off the *chime of opening* from their Chronicle sheet.

REPORTING NOTES

If the PCs gathered enough proof to have Phlegos Dulm removed completely from the Pathfinder Society, check box A. If they introduced Yigrig Moneymaker to Roderus and Wulessa Yuul and also managed to capture Vinius Borr alive or otherwise provide Yigrig with evidence that allows him to clear his son's name, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully disrupt Phlegos Dulm's business by freeing his slaves, Phlegos flees the city to escape his debts, and the feud between the two rival venture-captains ends. The PCs each earn 1 Prestige Point and the Cleaning House boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

By obtaining Phlegos Dulm's financial records or managing to capture Vinius Borr alive, the PCs are able to secure Wulessa's hold on the Katapeshi markets, fulfilling their secondary success condition and earning them 1 Prestige Point and the Katapeshi Underground boon on their Chronicle sheets.

FACTION NOTES

Yigrig Moneymaker is a valuable asset to the Katapeshi Pathfinders, and his history of freeing slaves and setting them up with employment means he has all the contacts and experience he needs to continue such work—this time in conjunction with the Liberty's Edge faction.

Liberty's Edge Faction: If the party managed to clear Zig's name and gain Yigrig Moneymaker's gratitude, grant each PC belonging to the Liberty's Edge faction the Well-Connected boon on their Chronicle sheet.

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

BORDER GUARD

This half-orc carries a wicked falchion and has a longbow hanging on his back.

BORDER GUARD	CR 3
Half-orc ranger 4	
NE Medium humanoid (human, orc)	
Init +4; Senses darkvision 60 ft.; Perception +8	
DEFENSE	
AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)	
hp 30 (4d10+4)	
Fort +5, Ref +8, Will +2	
OFFENSE	
Speed 30 ft.	
Melee mwk falchion +7 (2d4+3/18–20)	
Ranged mwk composite longbow +9 (1d8+2/×3)	
Special Attacks favored enemy (humans +2)	
Ranger Spells Prepared (CL 1st; concentration +2)	
1st— <i>resist energy</i>	
STATISTICS	
Str 14, Dex 18, Con 12, Int 10, Wis 11, Cha 8	
Base Atk +4; CMB +6; CMD 20	
Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot	
Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8	
Languages Common, Orc	
SQ favored terrain (urban +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3	
Combat Gear +1 flaming arrows (3), <i>potion of cure moderate wounds</i> ; Other Gear masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion	

CRUEL DEVOTEE	CR 4
Human monk 5	
LE Medium humanoid (human)	
Init +5; Senses Perception +11	
DEFENSE	
AC 17, touch 17, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)	
hp 31 (5d8+5)	
Fort +6, Ref +6, Will +8; +2 vs. enchantments	
Defensive Abilities evasion; Immune disease	
OFFENSE	
Speed 40 ft.	
Melee unarmed strike +6 (1d8+3) or mwk siangham +7 (1d6+3) or unarmed strike flurry of blows +6/+6 (1d8+3)	
Ranged javelin +4 (1d6+3)	
Special Attacks flurry of blows, stunning fist (5/day, DC 15)	

TACTICS

During Combat The monk uses Stunning Fist to make opponents drop weapons, attacking if foes try to retrieve them.

STATISTICS

Str 16, Dex 13, Con 12, Int 10, Wis 16, Cha 8
Base Atk +3; CMB +8 (+10 grapple); CMD 23 (25 vs. grapple)
Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist
Skills Acrobatics +7 (+12 when jumping), Climb +8, Intimidate +7, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +9
Languages Common
SQ fast movement, high jump, ki pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.
Combat Gear <i>potions of cure light wounds</i> (2); Other Gear javelin, masterwork siangham, <i>cloak of resistance</i> +1, <i>ring of protection</i> +1

CUTPURSE

This rough and dirty human carries a well-worn blade and wears battered but finely made leathers.

CUTPURSE	CR 1/2
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 <i>potion of cure light wounds</i> , acid (2), everburning torch, tanglefoot bag; Other Gear masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp	

DEMON, DRETCH

This creature's bloated frame shudders with each heaving step, yet

TREASON'S CHAINS

despite its shape, the thing moves with surprising quickness.

DRETCH CR 2

Pathfinder RPG Bestiary 60

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, **Ref** +0, **Will** +3

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **DR** 5/cold iron or good

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1)

Spell-Like Abilities (CL 2nd; concentration +2)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon* (level 1, 1 dretch 35%)

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak)

DOG

This small dog has a rough coat and a hungry look in its dark brown eyes.

DOG CR 1/3

Pathfinder RPG Bestiary 87

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 when jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

DOG, RIDING

A low, menacing growl rumbles from the chest of this burly dog.

RIDING DOG CR 1

Pathfinder RPG Bestiary 87

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

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

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 when jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

GOBLIN AGENT

This goblin is dressed in muted clothing and carries a variety of weapons and tools.

GOBLIN AGENT CR 1

Goblin rogue 1/expert 1

LN Small humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 19, touch 16, flat-footed 14 (+3 armor, +5 Dex)

hp 15 (2d8+2)

Fort +1, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee sap +2 (1d4+1 nonlethal)

Ranged light crossbow +6 (1d6/19–20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Goblin agents are spies and saboteurs, not warriors. They try to approach any combat from the shadows and a safe distance.

During Combat The goblin agents fire their light crossbows to help the PCs from a safe distance, closing to melee range only if an enemy is wounded and needs to be subdued with their saps.

Morale The goblin agents use smoke pellets to flee rather than risk death.

STATISTICS

Str 12, **Dex** 19, **Con** 12, **Int** 14, **Wis** 13, **Cha** 6

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

Feats Point-Blank Shot

Skills Acrobatics +8, Climb +6, Disable Device +8, Disguise +2, Escape Artist +9, Intimidate +2, Perception +6, Ride +8, Sense Motive +6, Sleight of Hand +9, Stealth +17, Swim +5; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Gnoll, Goblin

SQ trapfinding +1

Combat Gear smoke pellet, tanglefoot bags (2), thunderstones (2);
Other Gear masterwork studded leather armor, light crossbow with 10 bolts, sap, sacks (2), thieves' tools, 10 gp, 8 sp

GUILD INITIATE

This hard-eyed halfling wears fine leather armor and carries weapons and tools designed for stealth and infiltration.

GUILD INITIATE CR 4

Pathfinder RPG NPC Codex 146

Halfling rogue 5

LE Small humanoid (halfling)

Init +8; **Senses** Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 41 (5d8+15)

Fort +4, **Ref** +11, **Will** +1; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee +1 *short sword* +9 (1d4+1/19–20)

Ranged mwk hand crossbow +9 (1d3/19–20)

Special Attacks sneak attack +3d6

TACTICS

During Combat The rogue uses surprise and flanking to make sneak attacks, as well as his slow reactions rogue talent.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

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

Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16

Languages Common, Halfling

SQ rogue talents (finesse rogue, slow reactions), trapfinding +2

Combat Gear *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** masterwork studded leather, +1 *short sword*, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwigs (5), 60 gp

TREASON'S CHAINS



PATHFINDER SOCIETY SCENARIO



TREASON'S CHAINS

Pathfinder Society Scenario #10-06: Treason's Chains

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge ☐ Concordance
☐ A ☐ B ☐ C ☐ D

Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

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Pathfinder Society Scenario #10-06: Treason's Chains

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐☐☐ **Cleaning House:** You've removed Phlegos Dulm from the Pathfinder Society, forcing the cruel half-orc to flee from Katapesh. While the Kotargo Lodge was seized by Phlegos's many creditors, Wulessa Yuul reclaimed as many of the lodge's assets as she could, setting aside a small trove for you in case of emergencies. Once per adventure you can spend 1 minute and check a box next to this boon to gain a free *potion of cure light wounds*. If you are 7th level or higher when you check a box, you instead gain a *potion of cure serious wounds*.

Katapeshi Underground (Liberty's Edge): The goblin merchant Yigrig Moneymaker and his extended family already maintain a successful mercantile operation in the markets of Katapesh, but few merchants outside of the sprawling desert marketplace feel comfortable working with a goblin-run organization. Yigrig in particular is known for daring negotiation gambits when all else seems lost. Once per scenario after rolling a Bluff or Diplomacy check (but before you know the outcome of the check), you can reroll the check with a penalty of 1d6-1. If you have the Goblin Patronage boon and have selected the Katapeshi Underground as your sponsored organization, the penalty taken on the reroll for both boons is reduced to 1d4-1.

☐☐☐☐ **Well-Connected:** You've made a friend who wields substantial clout not just in Katapesh but throughout the Inner Sea region. Once per adventure before attempting an Appraise, Disable Device, Knowledge (local), Perception, Profession, or Stealth check, you can check a box next to this boon to add 1d6+1 to the roll, representing the benefits of the information filtered to you by Yigrig Moneymaker's extensive underground network.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	260	519

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	594	1,187

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	928	1,855

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	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)
	Day Job (GM ONLY)
Gold Spent	
Total	

Subtier 1-2

Subtier 4-5

chime of opening (4 charges; 1,200 gp; limit 1)
potion of cure moderate wounds (300 gp)
wand of shocking grasp (45 charges; 675 gp; limit 1)

chime of opening (4 charges; 1,200 gp; limit 1)
wand of shocking grasp (45 charges; 675 gp; limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #