



BID FOR ALABASTRINE

By Thurston Hillman



BID FOR ALABASTRINE

PATHFINDER SOCIETY SCENARIO #7–22

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Pathfinder Society Scenario #7-22: Bid for Alabastrine 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 Organized Play campaign, but can easily be adapted for use with any world.

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BID FOR ALABASTRINE

BY THURSTON HILLMAN



The Aspis Consortium has long been a rival to the Pathfinder Society. In recent months, an unsanctioned faction within the Consortium undertook a bold endeavor against the Society, attacking Pathfinders at their annual Grand Convocation. Since that attack, the Society has made numerous inroads against the agents of this Aspis faction, known as the Korholm Agenda. An anonymous traitor amidst the Aspis Consortium that the Society has taken to calling Three Rings has helped the Society locate several participants in the conspiracy and hamper their operations.

The Society recently located another member of the agenda, a canny and shrewd negotiator named Myrotype, in Druma. She developed lucrative connections with the nation's ruling Kalistocrats. However, the Consortium proved unwilling to participate in the grand displays of affluence that would have earned them lasting favor among the Druman elite. According to Three Rings, Myrotype then threw her lot in with the Korholm Agenda, financially backing their efforts against the Grand Lodge.

Myrotype now sets her eyes on a different target—the Drumish city of Alabastrine. Constructed in the aftermath of Aroden's death to house what the Kalistocrats assumed would be a massive influx of refugees, the city is now mostly abandoned. The refugees' numbers were insufficient to populate the extravagant city the Kalistocrats had built. When the venture proved unsuccessful, the Kalistocrats halted all ongoing construction. The merchants who funded the venture left token forces to guard the uninhabited buildings and maintain their territorial claims.

Alabastrine remained unused for the better part of a century. In 4711 AR, High Prophet Kelldor purchased Alabastrine from its original investors and founded a new entrepreneurial tradition: a silent auction to lease the city's five districts to a handful of investors for five years. The first lord-mayors saw minimal returns, thanks to investors' concerns that a revolving door of leadership would threaten their businesses' profitability. However, growing trade with Isger promises great wealth to whoever controls the city over the coming decade. This first cycle is

WHERE ON GOLARION?

The majority of *Bid for Alabastrine* takes place in the city of Kerse in the land of Druma, a nation heavily guided by the strictures of the Prophecies of Kalistrade. The PCs spend the first encounter of this scenario traveling through the nation of Isger to reach the relative safety of Druma. Both of these nations are further described in *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in hobby stores and bookstores everywhere and online at paizo.com.



coming to a close, and the bid to determine the city's next ruling plutocrats is about to begin.

Myrotype has earned enough social status to secure a place at the upcoming Alabastrine bidding. She hopes that by purchasing the lion's share of the city, she can monopolize traffic into Isger, and then leverage success to earn a greater voice in the Consortium. Ultimately, Myrotype plans to acquire enough wealth and influence to bankroll her riskier ambitions abroad—particularly in her distant homeland of Iblydos.

ADVENTURE SUMMARY

Venture-Captain Brackett and Trade Prince Aaqir al'Hakam brief the PCs on the upcoming auction for the city of Alabastrine, relaying the importance of the sale

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Ultimate Intrigue*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

both to Myrosype and to the Consortium's ongoing trade dominance throughout the Inner Sea region. They instruct the PCs to travel to the Drumish capital city of Kerse, where the bidding process for Alabastrine is set to take place.

The majority of the journey proceeds uneventfully. The PCs face an elaborate ambush from Iseri bandits just before crossing the border into Druma. Following the attack, the PCs make their way into Druma, where they come across a patrol of the nation's impressive armed forces—the Mercenary League. When they arrive in Kerse, the PCs meet with their local contact, Temel Passad. Passad instructs the PCs on the specifics of the Alabastrine bidding process and provides information about each of the districts and key bidders.

Over the course of the next three days, the PCs travel the breadth of Kerse, attending social gatherings that the bidding parties host to prove their wealth and status. During these events, the PCs have a chance to influence the bidders in an attempt to reduce Myrosype's ability to claim the districts of Alabastrine. On the final day of bidding, Myrosype approaches the PCs with an offer to provide them support in exchange for information. Depending upon their choices, the PCs may be able to disrupt the Aspis Consortium's hold on Alabastrine, dealing a major economic blow to the Consortium and to Myrosype's ongoing schemes.

GETTING STARTED

Read or paraphrase the following to begin the adventure.

Venture-Captain Brackett sits at a narrow table in the grand entryway at the Pathfinder Society's lodge in Almas. This resplendent marble chamber, once the vestibule of a cathedral of Aroden, is now a well-stocked library. Carvings on the walls

depict Pathfinder agents exploring forgotten ruins and facing fearsome beasts. Trade Prince Aaqir al'Hakam, seated opposite the venture-captain, reviews a stack of papers.

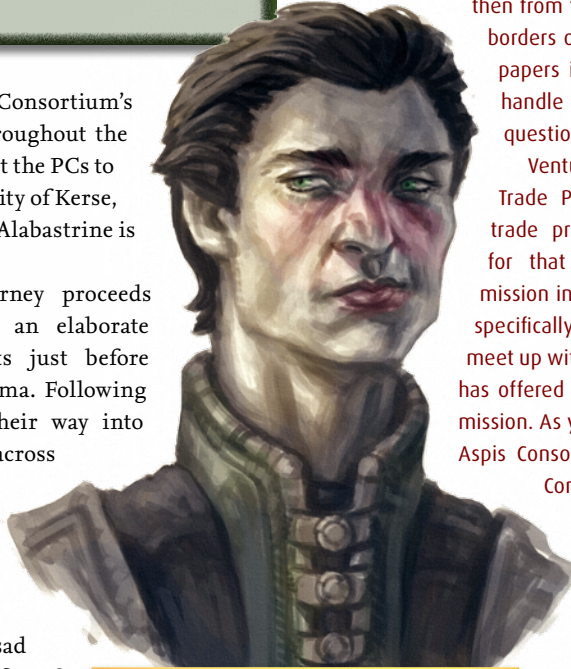
The trade prince speaks first. "Welcome, Pathfinders. Take a seat." He turns toward several vacant chairs. "You will be departing for Druma tomorrow morning. I've arranged for all of your travel expenses. The journey will take you from Almas up through the foothills of southeastern Iser, and then from the settlement of Dustspawn into the borders of Druma." He glances at the stack of papers in his hands. "These documents will handle any issues with your lodgings or questions from local government officials."

Venture-Captain Brackett nods to the Trade Prince before interjecting. "Yes, the trade prince has seen to your travel, and for that the Society is appreciative. Your mission involves entering the nation of Druma, specifically its capital city of Kerse. There, you'll meet up with an acquaintance of the Society who has offered to assist us in executing this unique mission. As you may be aware, terrorists from the Aspis Consortium attacked the Society's annual Convocation. An anonymous but reliable informant within the Consortium that we've taken to calling Three Rings has pointed us in the direction of the financier for this dastardly attack—a Consortium silver agent named Myrosype."

"The city of Alabastrine is the epitome of Drumish wealth. It was built to accommodate an influx of refugees that never came to Druma in the wake of Aroden's death. The resident

Kalistocrats maintain the city in perfect condition, even its empty properties. Even Alabastrine's method of selecting leaders revolves around wealth. Every five years, Druma sets up an auction for control of each of the city's five districts. The latest cycle of bidding is about to commence, and Myrosype has positioned herself to claim a majority of Alabastrine's districts. She may very well have the resources to claim the entire city for herself."

The trade prince adds, "We want you to attend the auction, which has been arranged by the best contact we could find for the job. Some of you may know him. His name is Temel Passad, and he can provide you with more information when you arrive in Kerse. Once there, do your best to convince the participants in the auction to overtake Myrosype's bids. Your actions in this event may not be a direct recompense for her participation in the attack against the Society, but trust me when I say that striking her in the wallet will be a precise and worthwhile blow."



**AAQIR
AL'HAKAM**

The PCs are likely to have questions for Venture-Captain Brackett and Trade Prince al'Hakam. Both NPCs can provide the information listed below. After the briefing, each PC can attempt a DC 20 Sense Motive check. A PC who succeeds at this check notices that the Trade Prince finds the idea of working with Temel Passad distasteful. The Trade Prince brushes off any mention the PCs make of his dislike of the merchant. He is only willing to discuss his true opinions with members of the Exchange faction. See the Trade Prince's Goals section on page 6 for more information.

What can you tell me about Druma?

"The Society rarely ventures into Druma. The resident ruling caste—followers of a philosophy known as the Prophecies of Kalistrade—has shown little interest in engaging with the Society. Druma is perhaps the richest nation in Golarion and their military, the Mercenary League, is one of the best-trained forces in the world. We've had few interactions with Druma, and we'd prefer not to earn their ire, so be on your best behavior."

What are the Prophecies of Kalistrade/What is a Kalistocrat? The Prophecies of Kalistrade are a set of documents that outline a philosophy focused around the principles of lawfully acquiring as much wealth as possible and abstaining from material comforts. Followers of the prophecies call themselves Kalistocrats. Their philosophy holds a status in Druma akin to an official religion.

Why is Alabastrine important? "It's important to Myrosype, so it's important for us to make sure she doesn't get it. While this may seem petty, the ongoing civil strife in Chelias is likely to force Isger to increase their trade relations with Druma. Should this occur, Alabastrine would undoubtedly become a hub of commerce, which would benefit the district owners immensely. Given what Myrosype has already proven she is willing to finance, we can't afford to let her gain any more wealth and influence than she already has."

What do we know about the auction? "Temel Passad will brief you on the specifics of the bidding once you arrive in Kerse."

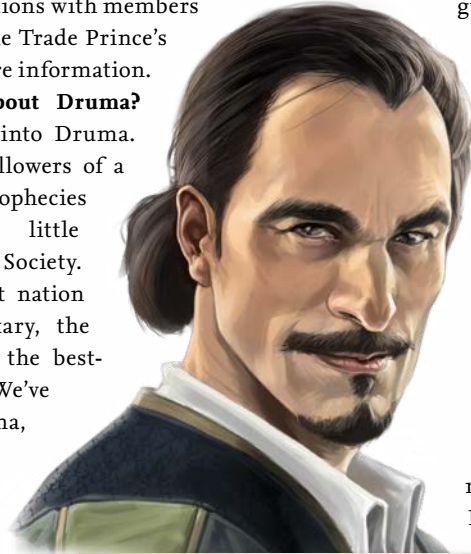
Why don't we just kill Myrosype? "Myrosype's deployment in Druma puts her under the protection of the governing Kalistocracy. Druma has one of the strongest security forces in the Inner Sea, and Kerse itself is constantly monitored with scrying sensors to

ensure civil obedience. Even if you were able to escape an attempt with your lives, your actions would be traced back to the Society, which would put us at odds with the Kalistocracy—a battle that we simply don't have the resources to win."

What do you know about Three Rings? "Three Rings is a person who takes great pains to protect against divinations and who appears in a different guise during each appearance. The only true consistency is that Three Rings always wears three ornate rings on one hand. Of course, it's possible that Three Rings is a group of people working together. What we do know for sure is that Three Rings holds a deep grudge against the Aspis Consortium and has proven an invaluable source of information about the Consortium's unscrupulous activities across the Inner Sea region and beyond."

Who is Temel Passad? Venture-Captain Brackett answers, "He is a merchant whose influence among the Prophets of Kalistrade is growing. Temel has been involved in several past Society operations, and while our agents have scorned him in the past, he's willing to give us a chance by assuring your invitation to the bidding process. Since Passad

is also one of the bidders, his motives are certainly not purely altruistic. Nonetheless, we can't risk passing up the opportunity to strike at Myrosype." If the PCs direct this question at Aaqir al'Hakam in particular, he simply replies, "He is a Druman merchant who has agreed to assist us."



VENTURE-CAPTAIN
BRACKETT

KNOWLEDGE (NOBILITY) OR KNOWLEDGE (RELIGION)

Based on the results of a Knowledge (nobility) or Knowledge (religion) check, the PCs might already know about Druma and its predominant philosophy. Each PC recalls all the information whose DC is less than or equal to the result of her check.

15+: The presiding state philosophy of Druma is the Prophecies of Kalistrade. This philosophy promotes the acquisition of material wealth and the avoidance of physical contact. Its adherents, called Kalistocrats, wear white clothing, with a strong affinity for long gloves to prevent physical contact with others.

20+: The actual government of Druma is an organization known as the Resplendent Bureaucracy.

This group handles the day-to-day administration of the nation. Druma's military force is called the Mercenary League. Its members are known as 'Blackjackets' in honor of the black uniforms they wear.

25+: The capital of Druma is the city of Kerse, perhaps the most opulent city in the Inner Sea. Secret stations of spellcasters provide constant magical scrying across the breadth of the city. Individual estates maintain their own hired spellcasters for similar purposes. The widespread presence of magical wards, along with the rapid response times from Mercenary League forces, ensures that there is almost no crime within the borders of Kerse.

30+: When High Prophet Kelldor purchased the abandoned city of Alabastrine, he crafted an entirely new district in the otherwise unfinished center of the city. This district is known as Prophet's Burg, and ever since the bidding process for Alabastrine started, this area has been considered the most prized territory. Those seeking political affluence in Druma would do well to purchase this significant district.

TRADE PRINCE'S GOALS

If none of the PCs belongs to the Exchange faction, skip to Part One below. Trade Prince Aaqir al'Hakam asks any PCs belonging to the Exchange to join him upstairs in the cathedral's former choir loft. When they do, read or paraphrase the following.

Trade Prince Aaqir al'Hakam speaks in hushed tones, "Some of you may already be familiar with Temel Passad. He was once interested in becoming an associate of our organization. However, when we formed an agreement with a diplomat from the Five Kings Mountains, Passad was unable to put his own personal dislike of the emissary aside for the sake of business. He has borne a grudge against the Exchange ever since. Now, he obstructs our attempts to develop connections within Druma. His decision to invite a junior agent to the auction instead of inviting me personally is but the latest in a string of slights.

"While I cannot attend the festivities myself, I trust that you can pursue our mutual interests in my place. While you are certainly welcome to express your displeasure to Passad, I have no interest in engaging the merchant in a war of petty vengeance. The auction provides you with a rare opportunity to speak to members of Druman society with higher social station than Passad himself. If you convince one of these people to work with the Exchange, you will set the groundwork for brushing aside Passad's further attempts to stand in our way. Passad may not believe that you are capable of making such inroads, but I do. Since your own personal clout is not yet significant, I expect that you will need to prove yourself first by making a positive impression. Do not rush to create a trade deal before you know what your potential partner seeks. Finally, remember, a honeyed tongue is like gold: it can reliably earn

you favor, but it is rarely the most valuable commodity. The surest route to success is to engage with a person's interests and desires."

Aaqir al'Hakam does not offer further specifics about Passad's actions in Druma, but he does his best to answer other questions the PCs may have about general negotiation practices. Before any Exchange PCs depart, he advises them further.

"Do not spend so much effort seeking a new ally that you neglect your mission to hamper Myrosype's rise. If Myrosype becomes a rising star in Druman politics, her interference promises to outweigh any benefit we could gain from a new alliance."

PART ONE: THE ROAD TO KERSE

The journey from the Andoran capital of Almas to the nation of Isger is uneventful. The PCs travel on a river ferry up the Andoshen River and take the western break up the River Foam. From there, they disembark and travel through the southern foothills of Isger, eventually reaching the settlement of Dustspawn, the final stop on their journey before entering Druma.

The mountain path that connects Isger and Druma is well maintained. Even though the territory belongs to Isger, Druma foots the bill for repairs and embellishments to keep the path clear and easy to travel. The area is also prone to the predations of Isgeri bandits, looking to make quick coin on ambushing those entering into Druma.

A. THE PATH OF COMMENCEMENT

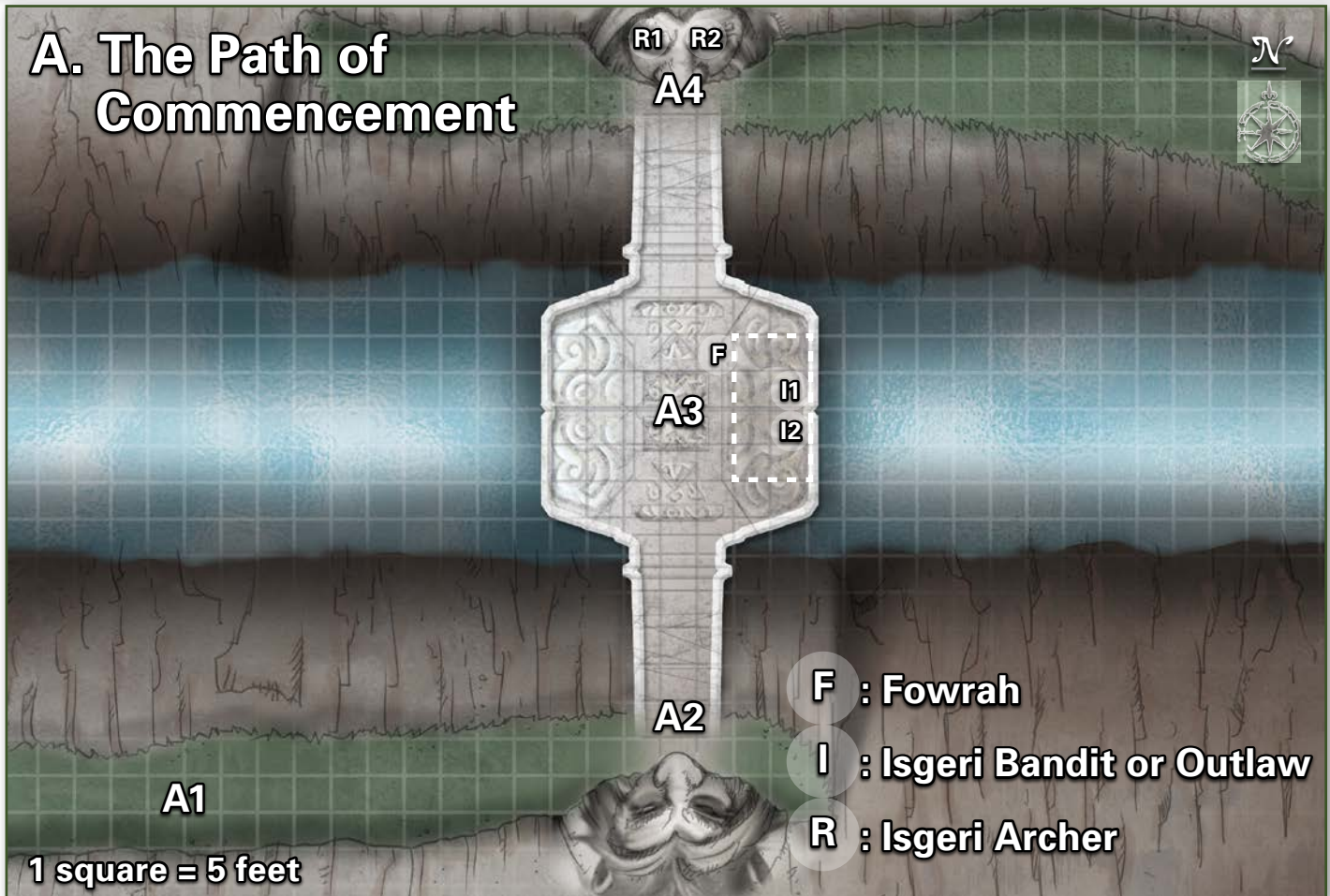
The winding mountain paths lead into a beautifully carved piece of dwarven stonemasonry dating back nearly four millennia to the times of Tar Taargadth. The dwarves abandoned it during a time of civil strife. Kalistocrats from Druma paid for expert dwarven stonemasons to repair the area for Isger, promoting a strong connection between the two nations. At that time, the Kalistocracy named it the Path of Commencement as a sign for those coming into Druma that their lives were just beginning under the guidance of the Prophecies of Kalistrade.

The path contains an expertly carved stone bridge connecting a gap between mountain peaks. The bridge resembles two dwarven kings with imposing stone visages reaching out with hammers. The tips of the hammers touch to connect the mountain passes.

A1. Ascending Pass

A fifteen-foot-wide path curves along the side of a towering mountain peak. Wind howls through the pass, knocking up

A. The Path of Commencement



occasional piles of gravel and tossing it off the cliff's hazardous edge. A solid stone bridge connects the mountainous path with a similar pass to a peak further north.

The path leads towards the bridge, hugging the side of the adjacent mountaintop. The cliff plummets 120 feet to the water below. A creature about to fall down the sloped cliff can attempt a DC 13 Reflex save to grab onto the rock outcroppings of the mountain's side (DC 17 in Subtier 4–5) and avoid tumbling down the cliff to the water below. A creature who plummets off the cliff takes 1d6 points of damage for every 40 feet fallen (minimum 1d6). In Subtier 4–5, the fall instead deals 1d6 points of damage for every 20 feet (minimum 1d6). Scaling the cliff requires a successful DC 10 Climb check to climb at quarter speed or a successful DC 15 Climb check to move at half speed.

A2. Southern Face (CR 1 or CR 3)

The stern visage of a dwarven monarch looks north, matching the gaze of another stone carving on the opposite mountaintop. The human-sized eyes of the statue's face are black pits, carved so deep that they admit no light into their hollow depths. From under the gigantic face, the bridge was

THE ONLY FIGHT

The Path of Commencement contains the only planned combat encounter in this scenario. The two encounter areas are meant to form one larger encounter at an effective CR of 4 or 7, depending upon the subtier. Players may be more likely to conserve resources in this encounter than they would be if they found such an encounter at the end of a scenario. If the PCs struggle in this fight, the bandits offer terms of surrender, as outlined in area A3. If the PCs do hand some of their gear over to the bandits, Mercenary League soldiers in the following part of the adventure resupply them with lost equipment.

made to look like the outstretched arm of the stone dwarf, reaching out with a stone hammer in direct imitation of the opposite stone figure.

The cavernous eyes of the statue's face rest 15 feet above ground, requiring a successful DC 15 Climb check to properly scale. In Subtier 4–5, the eyes rest 30 feet above the ground, and scaling the rock requires a successful DC 20 Climb check. In the higher subtier, the entrances

SCALING ENCOUNTER A3

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

Subtier 1–2: Remove one Isgeri bandit. The remaining bandit surrenders if the Fowrah is knocked unconscious.

Subtier 4–5: Remove one Isgeri outlaw. The remaining outlaw surrenders if the Fowrah is knocked unconscious.

to the eyes are narrow enough a creature standing within them receives a +4 bonus to AC from cover.

As the PCs reach area **A2**, Fowrah (area **A3**) addresses them from the remnants of her fake shattered caravan.

A3. The Hammer Bridge (CR 3 or CR 5)

The outstretched arms of two stone carved dwarves each hold similarly crafted hammers. The heads of these hammers touch, forming a bridge between two mountainous trails, one to the north and south. The center point of the bridge, where the hammers meet, is covered in wooden debris and numerous broken objects.

Fowrah assembled wooden debris and inexpensive mundane items to create the appearance of a ransacked caravan. In most places, the debris is not thick enough to impede movement, but the squares within the dotted lines are difficult terrain. If a PC inspects the remnants and succeeds at a DC 15 Perception or Survival check (DC 19 in Subtier 4–5), she discovers signs that many of the pieces of wooden debris have been lying in the same place for several weeks.

Creatures: Fowrah is the leader of a group of Isgeri bandits who routinely ambush travelers on the Path of Commencement. She stands sobbing in the center of the bridge, claiming that bandits waylaid her caravan and took everything. She conceals her weapons and armor under a thick cloak, which she pulls around herself like a blanket. Fowrah plays up her ill fortunes, and feigns being afraid that the PCs themselves may be brigands, refusing to let them advance as a group. Instead, she requests that the PCs cross the bridge one at a time.

Two bandits lurk in an alcove underneath the bridge, waiting for Fowrah to signal them. They have discreetly tied a rope underneath the fake caravan to allow them to scale the side of the bridge. They must climb 10 feet to reach the bridge's surface.

If Fowrah's ruse succeeds, the bandit leader waits for the first PC to approach close enough to strike. She draws a dagger as a free action and attempts to sneak attack the PC. A PC who succeeds at a DC 15 Sense Motive check (DC 20 in Subtier 4–5) can act on the surprise round. At the same time,

she lets forth a booming shout, ordering her allies beneath the bridge and in area **A4** to attack the PCs.

If the PCs attack her or otherwise make it clear that her ruse has failed, Fowrah orders her allies to strike immediately.

SUBTIER 1–2 (CR 3)

FOWRAH

CR 1

Dwarf rogue (knife master) 2 (*Pathfinder RPG Ultimate Combat* 72)

NE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 18 (2d8+6)

Fort +2, **Ref** +5, **Will** +0; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, evasion

OFFENSE

Speed 20 ft.

Melee mwk dagger +4 (1d4+2/19–20)

Ranged dagger +3 (1d4+2/19–20)

Special Attacks hatred, sneak attack +1d6

TACTICS

Before Combat Fowrah pretends to cower if the PCs try to bully her into allowing their group to come across the bridge. If she sees the PCs approaching, she coats her masterwork dagger with her *oil of magic weapon*.

During Combat Fowrah attacks the strongest-looking PC first, flanking with her allies in melee.

Morale Fowrah fights until reduced to 4 or fewer hit points, at which point she flees or surrenders.

STATISTICS

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

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

Feats Quick Draw

Skills Acrobatics +7 (+3 when jumping), Appraise +0 (+2 to assess nonmagical metals or gemstones), Bluff +5, Escape Artist +7, Intimidate +5, Perception +5 (+7 to notice unusual stonework), Sense Motive +5, Sleight of Hand +7 (+8 to conceal a light blade), Stealth +7; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

SQ hidden blade, rogue talent (bleeding attack +1)

Combat Gear *oil of magic weapon*, *potion of cure light wounds* (3); **Other Gear** mwk studded leather, daggers (5), mwk dagger, waterskin, 50 gp

ISGERI BANDITS (2)

CR 1/2

Human fighter 1

NE Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)
hp 13 (1d10+3)

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

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3/19–20)

Ranged light crossbow +2 (1d8/19–20)

TACTICS

During Combat The bandits wait for Fowrah's signal to attack.

If they act in a surprise round, they spend the round climbing the cliff face. Otherwise, they scale the cliff on the first round. They attack the PCs in melee, flanking with Fowrah whenever possible.

Morale If the PCs knock Fowrah and one bandit unconscious, the remaining bandit surrenders.

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 15

Feats Iron Will, Power Attack, Weapon Focus (longsword)

Skills Climb +4, Intimidate +3, Perception +2

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, heavy steel shield, light crossbow with 20 bolts, longsword, rope (50 ft.), waterskin, 8 gp

SUBTIER 4–5 (CR 6)

FOWRAH

CR 5

Dwarf rogue (knife master) 6 (*Pathfinder RPG Ultimate Combat* 72)

NE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 48 (6d8+18)

Fort +4, **Ref** +8, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities blade sense, defensive training, evasion, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk dagger +6 (1d4+2/19–20) and mwk dagger +6 (1d4+1/19–20) or

mwk dagger +8 (1d4+2/19–20)

Ranged dagger +7 (1d4+2/19–20)

Special Attacks hatred, sneak attack +3d6

TACTICS

Before Combat Fowrah pretends to cower if the PCs try to bully her into allowing their group to come across the bridge. One of her daggers is sheathed in her *scabbard of vigor*. She uses the scabbard to make her primary dagger function as a +3 dagger for 3 rounds after she draws it.

During Combat Fowrah attacks the strongest-looking PC first, flanking with her allies in melee.

Morale Fowrah fights until reduced to 4 hit points or fewer, at which point she flees through the mountain pass.

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 19 (23 vs. bull rush, 23 vs. trip)

Feats Improved Initiative, Iron Will, Quick Draw, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Acrobatics +11 (+7 when jumping), Appraise +0 (+2 to assess nonmagical metals or gemstones), Bluff +10, Escape Artist +11, Intimidate +9, Perception +9 (+11 to notice unusual stonework), Sense Motive +9, Sleight of Hand +11 (+14 to conceal a light blade, +15 to conceal a weapon), Stealth +11; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

SQ hidden blade, rogue talents (bleeding attack +3, combat trick, weapon training)

Combat Gear *potion of cure light wounds* (3), *scabbard of vigor*^{UE}; **Other Gear** +1 chain shirt, daggers (5), mwk daggers (2), *belt of tumbling*^{UE}, climber's kit, waterskin

ISGERI OUTLAWS (2)

CR 1

Human fighter 1/rogue 1

NE Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 17, touch 1, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 19 (2 HD; 1d8+1d10+5)

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +6 (1d8+3/19–20)

Ranged longbow +2 (1d8/20×3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The outlaws wait for Fowrah's signal to attack.

If they act in a surprise round, they spend the round climbing the cliff face. Otherwise, they scale the cliff on the first round. They attack the PCs in melee, flanking with Fowrah whenever possible.

Morale If the PCs knock Fowrah and one outlaw unconscious, the remaining outlaw surrenders.

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 15

Feats Iron Will, Power Attack, Weapon Focus (longsword)

Skills Acrobatics +3, Bluff +4, Climb +5, Intimidate +4, Perception +6, Stealth +3

Languages Common

SQ trapfinding +1

SCALING ENCOUNTER A4

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

Subtier 1–2: Remove one Isgeri bandit archer. The remaining archer surrenders if the PCs climb up to where she is standing or reduce her to 6 hit points or fewer.

Subtier 4–5: Remove one Isgeri outlaw archer. The remaining archer surrenders if the PCs climb up to where she is standing or reduce her to 10 hit points or fewer.

Combat Gear *potion of cure light wounds*; **Other Gear** mwk chain shirt, mwk longsword, longbow with 40 arrows, rope (50 ft.), waterskin

Development: If the PCs find themselves overwhelmed by the Isgeri, Fowrah is willing to offer terms of surrender. The bandits demand that the PCs surrender spare gold and jewelry, potions, and weapons of masterwork quality. They do not attempt to take armor, which is time-consuming to remove and heavy to carry. They also do not attempt to take magic items other than potions—they lack the necessary black-market contacts to fence such items.

Rewards: If the PCs fail to defeat Fowrah and her bandits, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 146 gp.

Out of Subtier: Reduce each PC's gold earned by 352 gp.

Subtier 4–5: Reduce each PC's gold earned by 558 gp.

A4. Northern Face (CR 1 or CR 3)

A stern stone visage is carved into the stone of the mountain here, glaring south, over a bridge of stone. A well-trodden path of gravel leads along the southern edge of the mountain, curving east.

The path continues from this new mountain peak, sloping down and to the east, eventually leading to the border of Druma.

Creatures: Two additional Isgeri bandits hide within the eyes of the statue face. The cavernous eyes of the statue's face rest 15 feet above ground, requiring a DC 15 Climb check to properly scale. In Subtier 4–5, the eyes rest 30 feet above the ground, and scaling the rock requires a DC 20 Climb check. In Subtier 4–5, the entrances to the eyes are narrow enough that the archers receive a +4 bonus to AC from cover when attacking from within them.

In both subtiers, Fowrah installed a small attachment point for rope between the statue's eyes, which is well suited for catching a grappling hook and can bear

significant weight. A PC spots this attachment point if he succeeds at a DC 14 Perception check (DC 18 in Subtier 4–5).

SUBTIER 1–2 (CR 1)

ISGERI BANDIT ARCHERS (2)

CR 1/2

Human fighter 1

NE Medium humanoid (human)

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

DEFENSE

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

hp 13 (1d10+3)

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

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19–20)

Ranged light crossbow +5 (1d8/19–20)

TACTICS

During Combat The archers wait for the signal from Fowrah before attacking. They allow the PCs to move onto the bridge before taking aim with their crossbows. They stand visibly in the eyes of the statue, reloading and shooting from their perched positions.

Morale An archer surrenders if the PCs knock the other archer unconscious, or if the PCs defeat Fowrah and then engage him in melee.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point-Blank Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow)

Skills Climb +5, Intimidate +3, Perception +2

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** mwk studded leather, light crossbow with 20 bolts, longsword, grappling hook, rope (50 ft.), waterskin, 8 gp

SUBTIER 4–5 (CR 3)

ISGERI OUTLAW ARCHERS (2)

CR 1

Human fighter 1/ranger 1

NE Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

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

hp 20 (2 HD; 2d10+5)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19–20)

Ranged mwk composite longbow +7 (1d8+1/×3)

Special Attacks favored enemy (humans +2)

TACTICS

During Combat The archers wait for the signal from Fowrah before attacking. They allow the PCs to move onto the bridge before taking aim with their longbows. They use the statue's eyes as wide arrow slits, granting them a +4 bonus to AC from cover.

Morale An archer surrenders if the PCs knock the other archer unconscious, or if the PCs defeat Fowrah and then engage him in melee.

STATISTICS

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

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

Feats Point-Blank Shot, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +5, Climb +6, Intimidate +4, Perception +6, Stealth +8

Languages Common

SQ track +1, wild empathy +0

Combat Gear *potion of cure light wounds*; **Other Gear** mwk studded leather, longsword, mwk composite longbow (+1 Str) with 40 arrows, grappling hook, rope (50 ft.), waterskin, 13 gp

THE DRUMISH BORDER

Beyond the Path of Commencement, the mountain pass winds down into the southwestern border of Druma. A golden-framed signpost illustrating the region is the only notable landmark denoting the border. The map depicts the entire nation of Druma, with important landmarks and cities denoted by sparkling gems. Anyone who touches a gem produces a *magic mouth* effect that relays the name of the location in Common, as well as the appropriate distance. The fresco radiates strong auras of divination, illusion, and transmutation magic.

A detachment of Druma's elite army, the Mercenary League, protects the fresco from bandits. By the time the PCs enter eyesight of the landmark, a half-dozen Mercenary League soldiers have approached to investigate the newcomers. Colonel **Hachren** (LN male human fighter 8) formally greets the PCs and asks about their reason for traveling to Druma. If the PCs tell the truth, the Colonel informs the PCs that he has been expecting them. Temel Passad gave advanced warning to the nearby detachment of the Mercenary League that he would be receiving guests from the Pathfinder Society. On the other hand, if the PCs lie, the colonel and his troops see through the deception and demand that the PCs tell the truth, unless one of them succeeds at a DC 25 Bluff check (DC 30 in Subtier 4–5).

Colonel Hachren also asks the PCs if they ran into any trouble on their journey. He commends the PCs if they mention defeating the Isgeri bandits in the Path of Commencement, complaining that he could not order his forces to cross the border to deal with it.

If the PCs mention losing to the bandits in combat, he laments their ill fortune and offers the PCs replacement weapons and equipment from his local garrison—a pre-approved expense from Temel Passad. He also replaces the PC's loose gold and jewelry. Otherwise, the meeting between the Mercenary League and PCs is a tame affair, with Hachren directing the PCs to the nearby town of Petitioner's Port.

JOURNEY TO KERSE

The full journey to Kerse, from the border of Druma is a long affair, taking its course over 250 miles of river travel. While this trek takes roughly a week, the events along the way are not the focus of the scenario. Presented below are several small snippets of the PCs journey from the border to the Drumish capital city of Kerse.

- The PCs reach the town of Petitioner's Port. They board a riverboat called the *Sapphire Star* and begin to travel along the Profit's Flow River.
- After departing Petitioner's Port, as night falls, the PCs pass by the island city of Alabastrine. The city is visible by the magical lighting of the Luminous Wharf.
- The PCs take a brief stop in the city of Macridi, a calm wooded town. Macridi is far less ostentatious than other settlements in Druma, relying primarily on its sparse logging industry, which specializes in the harvesting of darkwood.

PART TWO: KNOW YOUR ENEMY

The PCs arrive in the Drumish capital city of Kerse, where an aide of Temel Passad escorts them to the Kalistocrat's manor estate. It takes several hours for Passad to meet with the PCs—he is immersed in overseeing the final preparations for the upcoming auction. During this downtime, Passad's servants spare no expense to shower the PCs with whatever luxuries they desire, including lavish baths and full feasts from the cooking staff at Passad's manor. The staff also lends each PC a courtier's outfit and 100 gold pieces worth of jewelry, explaining to any PC that is not wearing fine clothes that their current attire is unseemly for respectable individuals in Druman society. Once the PCs have had some time to enjoy the services of Passad, they're summoned to a private meeting chamber to meet with the Kalistocrat.

Temel Passad only has an hour or so to spare with the PCs, as the auction is set to begin the day after the PCs arrival in Kerse. He reviews the rules of the bidding process and then hands the PCs a map of Alabastrine. He points to each of the map's districts and relays the information on each of them presented in the Alabastrine, City of Heathens section on page 12. He also lists the names of the participants in the auction. Finally, he stresses that Druman society does not tolerate violence

Alabastrine



or theft of property, and that anyone who engages in such criminal activities should expect severe consequences.

The PCs may attempt to gather information about the bidders before the auction. Allow each PC to attempt a Knowledge check with a –5 penalty to learn a piece of information from the Discovery section of one NPC's social stat block. See the Bidders section on page 13 for more information.

THE BIDDING PROCESS

There are a total of five districts up for purchase in the scheduled bidding for Alabastrine, as well as a conveniently matched number of bidders. Each of the five bidders is required to host a social function as part of the bidding. During these soirees, a member of the Resplendent Bureaucracy—Druma's governing body—takes bids on each district of Alabastrine. At the conclusion of the social function, the Resplendent Bureaucracy representative relays the current lead bidder for each district. At the end of the final function, the winners are announced, and the allocation of Alabastrine is declared complete.

The five different parties take place throughout Kerse, and while they are meant as formalities to allow the bidding to take place in stages, they also make for an

opportune time to influence the bidders. Temel Passad believes that the PCs can influence the other bidders during these social functions. There are two events each day, taking place in the morning and evening respectively. The final hosted event takes place on the morning of the third day of bidding.

ALABASTRINE, CITY OF HEATHENS

The city of Alabastrine was meant to be one of the greater settlements in Druma. Its size alone positioned it to possibly become Druma's second largest city—rivaling the shipyards of Detmer. Located on an island at the mouth of the Profit's Flow, the city would have allowed the proper segregation of a refugee influx, giving adequate time to convert these newcomers to the ways of the Prophecies. Alabastrine earned the moniker City of Heathens from its intended role as a home for the uninitiated. Instead, the world surprised even the fiscally conservative minds of Druma's elite, rebounding from the catastrophe of Aroden's death quicker than anticipated. Alabastrine now stands as an empty city. It contains five distinct districts, each of which is open for bidding during the course of the scenario. The numbers next to each district's name correspond to the labels on the map above.

1. Courts of Abstinence: Numerous massive apartments fill this tightly crammed district. Where the other districts of Alabastrine are sparse and given to architectural fits of opulence, the Courts of Abstinence are as utilitarian as their name would suggest. The expected refugee population was meant to dwell within the labyrinthine apartment complexes, but none ever filled to their massive capacity. In recent years, the government of Cheliox and several Hellknight orders have requested temporary use of the Courts to improve their urban fighting skills.

2. Luminous Wharf: A constellation of magical lights gave this district its name. The wharf's builders installed the lights atop hundreds of marble towers to assure those seeking refuge from the tumult of the rest of the world that Alabastrine was always open. Now, the lighting serves a new purpose: reminding passing ships of the existence of the city, which they might otherwise condemn to fade into obscurity.

In his discussion of this district, Temel indicates that none of the bidders have a keen interest in the wharf, and that the PCs would need to specifically champion it among the bidders to see it taken from Myrosype's ambition.

3. Prophet's Burg: The center of Alabastrine was never completed, leaving an abandoned patch of land in the city's core. That changed when High Prophet Kelldor invested in the city, self-funding an entire city district, which received the unofficial title of Prophet's Burg. The most ostentatious structures in the whole of Alabastrine reside in this district, which is considered to be prime real estate for those seeking to live within the city. The city's ruling council meets in the central structure of the district—an awe-inspiring edifice of glass and gold known as Kelldor's Spire.

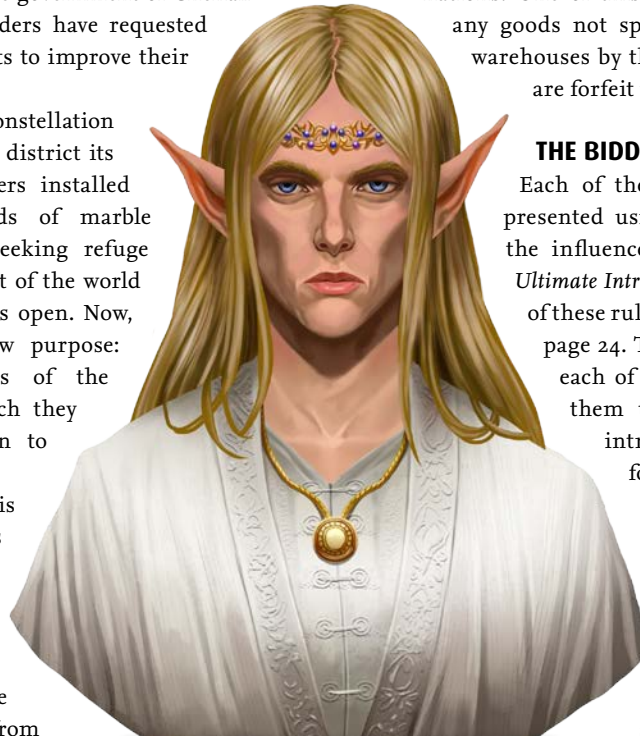
4. Scriptum: This district houses dozens of titanic libraries, containing innumerable treatises on the history of the Prophecies of Kalistrade. Other libraries detail different religious, but always from a clinical examination devoid of religious fervor. It was here that the architects of Alabastrine intended to indoctrinate the new arrivals, by providing free access to the texts within Scriptum's libraries. Many ideas from this district were later employed in the successful Drumish settlement of Twingate.

5. Working End: Much of this section of the city was meant for industrial purposes. Vast empty warehouses and smaller uninhabited structures fill the majority of Working End. This district is commonly thought to be one of the least appealing bid sites, and has most commonly been used in the past as hosting sites for illegal trade or the long-term storage of goods by outside nations. One of this district's attractions is that any goods not specifically removed from the warehouses by the completion of the bidding are forfeit to the new district councilor.

THE BIDDERS

Each of the bidders for Alabastrine is presented using a social stat block from the influence subsystem (*Pathfinder RPG Ultimate Intrigue* 102). An abridged version of these rules appears in the appendix on page 24. Temel Passad is familiar with each of the guests, and he describes them to the PCs privately before introducing the PCs to each guest formally. The Introduction sections below provide Temel's description for each of the attendees. A PC who succeeds at the listed Recognize check also knows the information present in the Background section of the social stat block. A PC who succeeds at any Discovery check for a bidder during the auction learns the bidder's preferred district in addition to whatever other information they sought. **Player Handout: Who's**

Who on page 23 includes each NPC's name and basic information, as well as space for the PCs to take their own notes. You may wish to distribute copies of the NPCs' portraits as well.



**CYRAN
ANDROTUS**

CYRAN ANDROTUS

LN male elf conjurer

Affiliation The Axion Forge

Background Cyran Androtus is one of the wealthiest people in the wealthiest nation of the Inner Sea region. His presence at the bidding for Alabastrine's distracts is likely a social formality, as few of his significant contacts reside in the Inner Sea. Cyran's trade partnerships extend to numerous planar enterprises, particularly sites on the plane of Axis. He is allied with a contingent of inevitables known as the Axion Forge.

Recognize Knowledge (planes) DC 20 to recognize him as a major player in planar politics, with strong ties to the lawful realm of Axis.

DESCRIPTION

Appearance Cyran wears simple plain white robes with minor gold embellishments and an expensive headband. Cyran's attire is almost heretically drab in comparison to the normally ostentatious strictures of the Prophecies of Kalistrade. The wizard only cares to impress those with at least a basic aptitude for magic, and spares no expense to cloak himself in a dizzying array of magic auras. A PC who inspects Cyran with effects such as *detect magic* or *arcane sight* must succeed at a DC 18 Fortitude save or be blinded for 1d4 hours.

Introduction "No one really knows much about Cyran. He's an elf; perhaps one of the longest lived devotees of the Prophecies. He is said to traffic outside of Golarion, supplying extraplanar factions with raw materials and facilitating negotiations among them. He possesses considerable magical abilities. If you can learn something from him, you'll do better than most."

Personality Cyran is soft-spoken but also canny in the ways of Drumish politics.

Goal Cyran's only goal at the auction is to be seen attending an important social function. He does not actually intend to participate in the bidding at all. However, he has ample funds to enter the bidding if the PCs convince him that doing so is worthwhile.

Biases Cyran has a bias toward those with knowledge or other associations with planes other than the Material Plane (+2)

Skills Diplomacy +12, Knowledge (nobility, planes) +22, Profession (merchant) +16, Sense Motive +6

DISCOVERY

Analyze (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) A PC who demonstrates knowledge of the greater universe with Knowledge (planes) impresses Cyran. A PC who succeeds at a Knowledge (nobility) or Profession (merchant) check can appeal to Cyran's devotions to the Prophecies. Alternatively, a canny PC can use Bluff to bewilder the accomplished wizard, whose interest in Material Plane matters is minimal.

Strengths (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Cyran despises being told that he needs others to prosper. A PC who attempts to sell the importance of an alliance based on the premise that Cyran needs additional support takes a –4 penalty on the check.

Weaknesses (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Cyran appreciates connections to other planes, particularly the Outer Planes. A display of an item or ally from such exotic locales interests the elven wizard, granting the PCs a +4 bonus on a single influence attempt against him.

Trade Interests Cyran is looking for a new supplier for skymetals, such as adamantine, horacalcum and noqual.

INFLUENCE

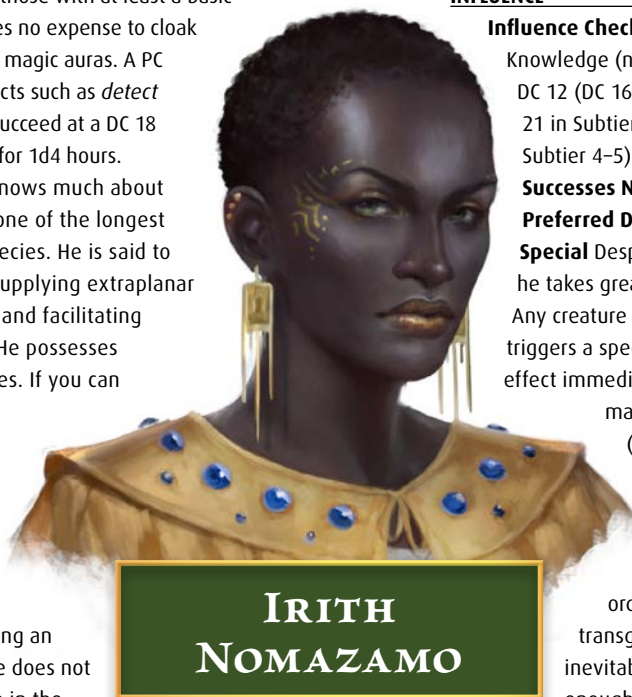
Influence Checks Knowledge (planes), Knowledge (nobility), or Profession (merchant) DC 12 (DC 16 in Subtier 4–5); Bluff DC 17 (DC 21 in Subtier 4–5); Diplomacy DC 22 (DC 26 in Subtier 4–5)

Successes Needed 4 checks

Preferred District The Working End

Special Despite Cyran's humble appearance, he takes great pains to protect himself. Any creature that attempts to touch Cyran triggers a specialized *contingency* spell. This effect immediately summons an advanced marut inevitable named Hanuman (*Pathfinder RPG Bestiary* 216). The inevitable instantly demands the "cessation of physical contact" with its client before seeking further orders from Cyran. Luckily for most transgressors, Cyran only orders the inevitable to subdue enemies foolish enough to attack him, dismissing the inevitable for minor misunderstandings.

Before Hanuman departs, Cyran presents him with a satchel of diamonds for "the continued battle against the lawless forces of the multiverse."



IRITH NOMZAMO

LN female human aristocrat/Prophet of Kalistrade (*Pathfinder Campaign Setting: Paths of Prestige* 42)

Affiliation Druma

Background Irith is the current lord-councilor of Alabastrine. She secured the majority of the city during the previous bidding cycle at the expense of her other mercantile endeavors. Time was not kind to Irith, and the fortune of Alabastrine is only now beginning to change, given increased trade with Isger and the ongoing civil problems in nearby Chelax.

Recognize Knowledge (nobility) DC 14 to recognize her as the current lord-councilor of Alabastrine.

DESCRIPTION

Appearance Irith Nomzamo is a tall Garundi woman, bedecked in white robes and a gem-studded cloth of gold mantle. Her robes are augmented with numerous spiked embellishments

that make physical contact with the lord-councilor difficult. She speaks in a constant deep timbre, always making eye contact with her prominent jade-colored eyes.

Introduction “Can barely get close to that woman; what, with all the eccentric clothing she wears. If she speaks more than ten words a day, I’d be surprised. Can’t help but feel sorry for her though; Irith made a good run of ruling Alabastrine since the last bid, and now that trade looks to be on the upswing, her time as lord-councilor is running out. I’d be surprised if she manages to acquire more than a single district.”

Personality Irith attempts to overshadow all others in her presence. She views her current position as lord-councilor as something that demands respect. She speaks concisely, as if she were wasting money with each word spoken.

Goal She understands that her hold on Alabastrine will suffer at the hands of the other bidders. Irith wants only to hold onto at least one district of the city—preferably, the desirable locale of Prophet’s Burg.

Biases Irith has a bias against PCs she spots engaged in discussions with Vayde Petronax (–2). She has a bias toward PCs who show her proper respect and succeed on the recognize check to understand her status as lord-councilor (+2).

Skills Diplomacy +20, Intimidate +7, Knowledge (local, nobility) +18, Profession (merchant) +16, Sense Motive +13

DISCOVERY

Analyze (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Irith is a merchant by trade, and those using Profession (merchant) in their talks with her appeal to her life’s work. A PC can also use Knowledge (nobility) or Diplomacy to appeal to Irith’s political interests, or use Bluff to cheat his way through negotiations with her.

Strengths (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Irith knows she’s going to lose many districts of Alabastrine during this bidding process, but her pride keeps her aggressive as ever during the process. PCs who insinuate that Irith is likely to lose territory take a –4 penalty on checks to influence her.

Weaknesses (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Irith takes great pride in what she’s accomplished while governing Alabastrine. A PC who applauds her previous efforts as lord-councilor gains a +4 bonus on a single influence attempt against her.

Trade Interests (Diplomacy, Profession [merchant], or Knowledge [local] DC 15; DC 19 in Subtier 4–5) Irith is most interested in purchasing goods that are in high demand in Isger. In particular, she seeks to explore the expanding market for weapons that are effective against undead creatures.

INFLUENCE

Influence Checks Profession (merchant) DC 12 (DC 16 in Subtier 4–5); Bluff, Knowledge (nobility), or Diplomacy DC 17 (DC 21 in Subtier 4–5); Intimidate DC 22 (DC 26 in Subtier 4–5)

Preferred District Prophet’s Burg
Successes Needed 3 checks

MYROTYPE

LN female human vigilante (*Pathfinder RPG Ultimate Intrigue* 9)

Affiliation Aspis Consortium

Secret Identity As a vigilante, Myrotype maintains a dual identity. She is currently using her social identity.

Background Myrotype is a member of the unsanctioned Aspis Consortium group known as the Korholm Agenda. As financier for the splinter faction, she possesses incredible wealth within the Consortium, having made numerous successful ventures during her time in Druma.

Unlike many of the other attendees, Myrotype is not a member of the Prophets of Kalistrade, though she is willing to work with them for mutual gain.

Recognize Knowledge (history or nobility) DC 10 to recognize her as a member of the Aspis Consortium and financier of the recent attack on the Grand Lodge.

DESCRIPTION

Appearance Myrotype is an average sized woman with light brown skin, her ethnicity bearing hints of both Casmar and Vudrani. She’s garbed in a white peplos robe secured with a gold Aspis badge and embellished with a golden belt band around her waist. She speaks with a distinct accent—a speech with a measured cadence that one could scrutinize with a metronome and find few flaws. She wears an expensive perfume with hints of burnt incense and balsam. A PC who succeeds at a DC 20 Craft (alchemy) or Knowledge (nobility) check identifies the perfume as Lady’s Promise, a scent that is becoming increasingly popular among members of the Chelish nobility.

Introduction “She’s no prophet, nor does she even hail from the Inner Sea. I have heard that she hails from the distant



MYROTYPE

land of Ibydos. I hold no grudge against Myrosype, though I know your Society does. She's always been pleasant in our interactions, and she has a reputation for always keeping up her end of a bargain. She has enough clout to have made her way into the bidding, and is poised to take the lion's share of the districts if left unchecked."

Personality Myrosype is a socialite who thrives on schmoozing with everyone present at the bidding process, PCs included. She never loses her calm demeanor, always gracious to the Kalistocracy for allowing her the privilege of taking part in the bidding. She is pleasant in all of her dealings with the PCs, even if the PCs are rude to her.

Goal Myrosype has arranged to collect the majority of Alabastrine during the bidding. She expects that the PCs influence will be insufficient to stop her, but if the bidding turns against her, she makes an offer to the PCs to mitigate her losses.

DISCOVERY

Analyze (Knowledge [local], Knowledge [nobility], or Sense Motive DC 12; DC 16 in Subtier 4-5) A PC who succeeds at this skill check recognizes that Myrosype is beyond the Society's influence.

Trade Interests (No check required) If an Exchange PC inquires into Myrosype's trade interests, she chuckles and says, "While I appreciate your initiative, Aaqir al'Hakam has made it abundantly clear that he is no friend to the Aspis Consortium. If he has had a change of heart, ask him to make his case to me in person. I would be delighted to explore such opportunities further."

INFLUENCE

Preferred District Myrosype is willing to bid on all districts.

Special The PCs cannot influence Myrosype. They can still choose to interact with her, but there's little reason to do so beyond being socially polite. If the PCs accuse her of financing an attack against the Grand Lodge, she is taken aback, and says, "While this is not the first time I've heard accusations of nefarious intent from members of the Pathfinder Society, I have to say, this is by far the most egregious accusation I have heard yet." She denies the PC's accusation and then continues, "I understand that as new agents in the Pathfinder Society, you are inclined to believe your superiors over someone you have been told is an enemy." At some point during the conversation, she thanks the PCs for bringing the

slander against her name to her attention, as it could damage her business if it were not properly handled, and tells them that she doesn't blame them for being fooled. While the PCs are likely to attempt Sense Motive checks against her, both these results and any truth-telling magic they bring to bear indicate that Myrosype is not responsible for the attacks.

TEMEL PASSAD

LN male human expert/prophet of Kalistrade (*Pathfinder Campaign Setting: Paths of Prestige* 42)

Affiliation

Background Temel Passad is a merchant and Kalistocrat who has great ambitions. He sees the bidding for Alabastrine's districts as a way to further his clout in Druma, particularly if he can successfully purchase a district for himself.

DESCRIPTION

Appearance Temel Passad is a tall man with carefully groomed hair and an oiled beard. He wears pristine white clothing heavy with gold embroidery and gems. In following the tenets of the Prophets of Kalistrade, he avoids physical contact with others and partakes in only a small amount of food or other refreshments.

Introduction "What can I say about myself? I'm a devout follower of the Prophecies of Kalistrade. I only hope to carve out a single district, though I remain unsure if I possess the wealth to contend with the likes of Myrosype and the other attendees."

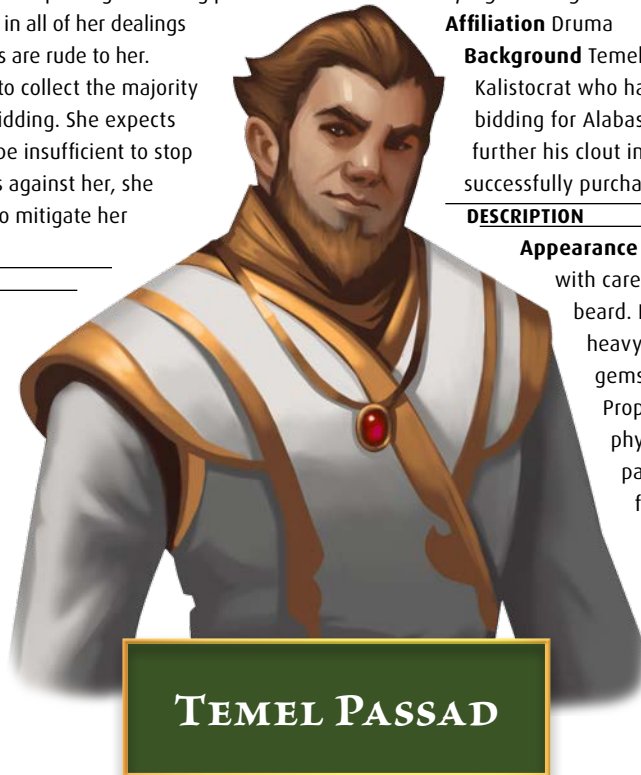
Personality Temel Passad is a powerful

merchant who always negotiated from a position of strength when dealing with the Society. Here in the bidding process, he's humbled by the extravagant displays of wealth from the likes of Cyran and Myrosype. He frequently seeks out the company of PCs, preferably PCs who are not members of the Exchange faction.

Goal Temel seeks to acquire a single district, which is all his current finances can afford. The maze-like Courts of Abstinence are his primary goal. He believes that he can make strong gains by the labyrinthine apartments to militaries across the Inner Sea region that wish to train in urban combat.

Biases Temel prefers those who spend time with him. PCs engaging in consecutive influence attempts against Temel gain a +2 bonus on their checks to influence him.

Skills Diplomacy +12, Intimidate +3, Knowledge (local, nobility) +9, Profession (merchant) +11, Sense Motive +6



DISCOVERY

Analyze (Knowledge [local], Knowledge [nobility], or Sense Motive DC 12; DC 16 in Subtier 4–5) Passad is somewhat of a coward, and easily falls prey to bullies using Intimidate to force him to increase his bidding beyond what he's comfortable with. More social skills, such as Bluff or Diplomacy, can help the PCs talk Temel into throwing most of his wealth at Alabastrine. Finally, discussing the military viability of the Courts of Abstinence using Knowledge (history) prompts Temel to further his bidding.

Strengths (Knowledge [local], Knowledge [nobility], or Sense Motive DC 12; DC 16 in Subtier 4–5) Temel despises members of the Exchange, and PCs who openly indicate their affiliation with the Pathfinder Society faction take a –4 penalty on checks to influence him.

Weaknesses (Knowledge [local], Knowledge [nobility], or Sense Motive DC 12; DC 16 in Subtier 4–5) Temel has no direct weakness, but instead his diminished presence among the other bidders humbles him. PCs who succeed at this check know that Temel can easily be persuaded to increase his bidding on the districts of the city with any social skill.

Trade Interests (No check required) Temel Passad informs the PCs that he has no interest in further business with the Exchange.

INFLUENCE

Influence Checks Intimidate DC 12 (DC 16 in Subtier 4–5); Bluff, Knowledge (history), or Diplomacy DC 17 (DC 21 in Subtier 4–5)

Preferred District Courts of Abstinence

Successes Needed 2 checks

VAYDE PETRONAX

NE male venerable human wizard

Affiliation Unknown

Background Vayde is the patriarch of the Petronax family, who have maintained a constant supply of laborers and soldiers to the councilors of Alabastrine. Up until now, the Petronax family had no interest in actually bidding on Alabastrine, and the motion by Vayde to participate in the bidding has shocked all other attendees. In particular, Irith Nomzamo is incensed at what she perceives as a betrayal by the man whose workers she's used to maintain the city.

Recognize Knowledge (nobility) DC 15 to recognize him as the patriarch of the Petronax family, who have provided most of the soldiers and laborers who defend and upkeep Alabastrine since its founding.

DESCRIPTION

Appearance Vayde is a skeletally gaunt man, whose bones visibly protrude from his ashen, papery skin. He looks comically tiny in impressive regalia of Kalistocratic robes, bedecked with jewels, numerous golden and platinum embellishments, and a gilded drake's body.

Introduction "He's a damn skeleton of a man. Some say he adheres to the strictest tenures of the Prophecies when it comes to the consumption of food and drink. I can barely stand listening to his hoarse voice for more than a few minutes, but it's clear the wizened elder of the Petronax family knows much about the city. After all, his family's servants and soldiers have been working the streets since before High Prophet Kelldor enacted the bidding process."

Personality Vayde prefers distancing himself from social encounters during the course of the bidding; he sees the entire endeavor as fruitless. When cornered, he talks with a rasping voice that belies his advanced age. He has a fascination with death, interested in the religious beliefs of others, directing discussions to such macabre topics.

Goal Vayde seeks the halls of Alabastrine's Scriptum as part of a long-term family plan. His designs are outside the scope of this scenario, but he seeks some of the supposedly hidden texts kept secret within some of the Scriptum's lesser-known temple-libraries.

Biases Vayde has a bias toward those discussing religious or philosophical beliefs with him (+2). He despises those

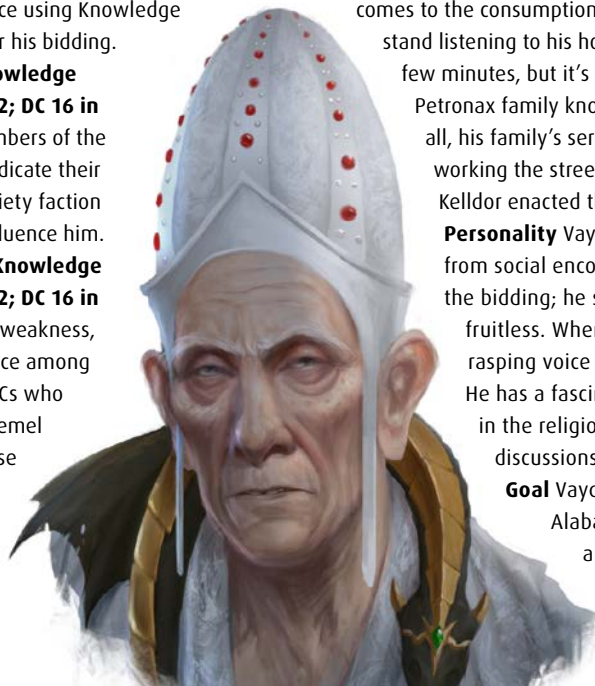
who reference his age or skeletal appearance (–2).

Skills Diplomacy +8, Bluff +10, Intimidate +15, Knowledge (local, nobility, religion) +14, Profession (merchant) +10, Sense Motive +10

DISCOVERY

Analyze (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Educated discussions of philosophy and religion intrigue Vayde, and PCs would be smart to use Knowledge (religion) in influencing the elder. Alternatively, discovering Vayde's mood by using Sense Motive or Diplomacy work equally as well for inquisitive PCs. Knowledge (nobility) can also be used by PCs showing due respect to the Drumish familial patriarch.

Strengths (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4–5) Vayde is unimpressed by coercion; should the PCs utter threats to



VAYDE
PETRONAX

A NOTE ON VIOLENCE

As Temel Passad warns, Druma high society does not tolerate violence or theft. While the enormous wealth on display during the auction provides further proof of the power of Druma's elite, it is still possible that PCs opt to enact schemes of assassination or burglary.

Kerse is under tight security, including a network of constantly monitored scrying sensors. Several such sensors watch over each of the bidding events. If the players announce an intention to attack or steal from one of the NPCs, be sure that they understand the gravity of such an action. If the any PCs decide to engage in such activities regardless, the guards monitoring the scrying sensors immediately alert the Mercenary League forces of Kerse. Within minutes, a team of six Blackjackets arrives to apprehend the specific PCs who partook in illegal activities. Each Blackjacket is a fighter of at least 5th level who specializes in sundering enemy equipment. These trained soldiers give one warning to offenders, demanding that they surrender and peacefully submit themselves to the judgment of the law. Offending PCs must pay the cost of a body recovery (5 Prestige Points) to be released from jail after the conclusion of the scenario. The Blackjackets warn that those who resist are subject to the seizure or destruction of all of their possessions. If a PC resists and loses his items to destruction or confiscation, Temel Passad arranges to replace them for a fee of 200 gp per character level.

If the PCs manage to defeat all of the Blackjackets, the scrying sensor's monitors send a larger team with permission to use lethal force against what clearly a dangerous group of criminals. Mark any PCs who resist arrest against this second group as dead.

The Blackjackets ignore PCs who have not engaged in illegal activity, and such PCs may continue with the scenario.

Vayde, they take a -4 penalty on their influence attempts.

Weaknesses (Knowledge [local], Knowledge [nobility], or Sense Motive DC 15; DC 19 in Subtier 4-5) Knowledge is power, and should the PCs discover Vayde's interest in the Scriptum, they can subtly reveal their discovery to the patriarch of the Petronax family. If this weakness is revealed, reduce the number of successes required to fully influence Vayde by 1. This can only occur once.

Trade Interests (Diplomacy, Knowledge [religion], or Profession [merchant] DC 15; DC 19 in Subtier 4-5) Vayde deals in religious artifacts from a variety of faiths. He enjoys studying his wares before placing them up for sale and has no interest in counterfeit artifacts.

INFLUENCE

Influence Checks Knowledge (religion) DC 12 (DC 16 in Subtier 4-5); Sense Motive, Knowledge (nobility), or

Diplomacy DC 17 (DC 21 in Subtier 4-5); Bluff DC 22 (DC 26 in Subtier 4-5)

Preferred District Scriptum

Successes Needed 4 checks

Note The true reasons for Vayde's interest in Alabastrine are beyond the scope of this scenario, but are linked to his family's darker legacy. Vayde is not as sickly as many believe. He is actually a grimspawn tiefling—the result of daemonic blood in his family's lineage. He hides this distasteful truth with numerous magical effects and the efforts of numerous skilled cosmetic artists. Barring extraordinarily unusual circumstances, the PCs should not be able to discover his true nature during the auction. His fiendish heritage alters his perspective—he has no concern for the needs or wants of others. However, he has learned to engage in pleasantries and occasionally feign compassion to suit his own interests.

FACTION NOTES

Members of the Exchange faction are likely to attempt to gain a new ally in Druma for the Exchange. Of the NPCs attending the gala, Cyran, Irith, and Vayde can all be convinced to work with the Exchange. The Kalistocrats are all experienced negotiators, and they deftly change the subject if an Exchange PC attempts to persuade them to form an alliance too quickly.

An Exchange PC must succeed at each of the following objectives to earn the opportunity to gain one of these NPCs as an ally. First, the PC must succeed at a standard influence check to convince the NPC to contribute more to the bidding for one of the districts. Additionally, the PC must gain information about that NPC's trade interests with a discovery check. When an Exchange PC attempts a discovery check, offer her the opportunity to ask about trade interests instead of the other standard options. Finally, the PC must conduct herself well at that NPC's event by succeeding at the skill check to impress the host. If the PC achieves all three of these objectives, she can attempt a special influence check that doesn't take the entire event to convince the NPC to form a trade partnership with the Exchange.

Once the Exchange PCs succeed at making one ally for their faction, they cannot gain another during the auction—the other NPCs at the auction hear about the alliance that the PCs have already formed. In general, they are not interested in working with an organization that sees them as a second choice.

PART THREE: THE BID FOR ALABASTRINE

The final part of the adventure begins on the day following the PCs arrival at Temel's estate. This section is broken down into five events, each of which is put on by one of the five bidders.

THE BIDDING PROCESS

How the PCs influence the bidding process is based on how many bidders they successfully influence. By default, each of Alabastrine's five districts will fall to Myrosype, based on her current political wrangling. Each of the five events listed below allows each PC a single opportunity to attempt to influence one of the bidders. Alternatively, a PC can use his influence attempt for the event to aid another PC on her attempt. See the appendix on page 24 for more information about the influence subsystem.

Winning a District: Whenever the PCs succeed at a number of influence checks for an NPC as listed in the successes needed section of the NPC's stat block, that NPC purchases his or her preferred district at the end of the scenario. Each NPC bids on the district listed as a preferred district, but without the PC's influence, they do not bid enough to win the district at the end of the auction.

The Luminous Wharf district is not attached to a specific NPC. Instead, the PCs must specifically rally one of the bidders to the cause of purchasing the wharf. To rally an NPC, the PCs must succeed at three influence checks against a single bidder, specifically championing the purchase of the Luminous Wharf. These three checks do not count toward the successes needed to convince that NPC to secure his or her preferred district.

Other than Myrosype, each NPC at the auction can win at most two districts: his or her preferred district and the Luminous Wharf.

Bidding Tension: As a means of showing the PCs' progress, each time a PC succeeds at an influence check against an NPC, that NPC is declared the current highest bid for his or her preferred district at the end of the current event. This isn't meant to lull the PCs into a false sense of security, however. Make sure they know that the bidding continues and Myrosype could still outbid that NPC.

The only exception to this rule occurs during the final declaration of winners at the end of the Event 5—if the PCs have not matched the successes needed for that NPC, then the district goes to Myrosype. See the Auction Results section in Event 5 for details.

EVENT 1: PASSAD'S LAKESIDE BRUNCH

Temel Passad hosts the first round of the bidding in his mansion on the waterfront of Lake Encarthan. His event prominently displays the beauty of the lake and the bustle of Kerse's navy, as well as his prize gardens featuring rare plants from around the Inner Sea region and beyond. He has treated some portions of the garden with a variety of expensive alchemical mixtures to cause the plants to grow in unusual colors and patterns. As the PCs arrive, servants escort them onto the veranda that overlooks the lake, along with the other guests for the event. The final guest is a quiet dwarf named **Hegio** (LN male dwarf aristocrat 4/

SCALING THE BIDDING

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

All Subtiers: Reduce the number of influence checks required for all NPCs by 1. Also, reduce the number of influence checks required to champion the Luminous Wharf district by 1.

expert 3), who represents the Resplendent Bureaucracy by keeping track of the bids submitted and announcing the current lead bidders at the end of the event. Hegio attends all five of the gatherings during the auction.

Passad puts on a somewhat humble affair of hors d'oeuvres and fine wines. He prefers to keep things simple, as he's not eager to spend money that will be necessary to stay competitive during the bidding.

Event Adjustment: The auction participants actively seek to size each other during Passad's event. Each PC can attempt a free Discovery check during this event.

Impressing the Host: Temel Passad is impressed by those who show informed appreciation for his gardens. A PC who succeeds at a DC 14 Craft (alchemy), Knowledge (nature), or Profession (gardener) check knows enough about Temel's rare plants to pay him a knowledgeable compliment. Such a PC gains a +2 bonus on all influence checks against Passad for the rest of the scenario. A PC who is a member of the Exchange faction can receive this bonus, which partially counteracts the penalty she receives for her affiliation.

EVENT 2: PETRONAX GALA

Nighttime heralds the welcoming of the PCs to Vayde Petronax's temporary estate in Kerse. The event is held in a vivacious ballroom. Servants offer the PCs a variety of costumes and allow them to select whichever ones appeal to them most. Provided costumes represent dozens of deific servants, from demons to devils to psychopomps and angels. PCs can select an appropriate costume, and those who have at least 1 rank in Knowledge (religion) or Knowledge (planes) can specify a particular outsider that they wish to imitate.

Event Adjustment: The costumed nature of the gala grants a +2 circumstance bonus of Bluff checks, and imparts a -4 penalty on all Sense Motive checks.

Impressing the Host: Vayde is interested in the reasoning behind each attendee's costume choice. A PC who succeeds at a DC 14 Perform (act, oratory, or comedy) check or Knowledge (planes) check provides a sufficiently entertaining or well-informed answer to satisfy Vayde. Such PCs gain a +2 bonus on all influence checks against Vayde for the rest of the scenario. In Subtier 4–5, Vayde is less easily impressed, and the DC of the skill check increases to 18.

RATAJI'S RESOURCES

If at least one player brings a Chronicle sheet from *Pathfinder Society Scenario #6–98: Serpents Rise* and earned the Spoils of the Siege (Rataji) boon, Rataji provided Myrosype with several unique magic items in thanks for her assistance in securing his promotion to the rank of silver agent. As a result, Myrosype enters the auction with more capital with which to influence her fellow bidders. During Event 3, she presents one of the bidders with a resplendent mantle (see the Event 3 section on this page for more details). If the PCs manage to influence Myrosype's target despite her efforts, any PCs with Spoils of the Siege (Rataji) boon gain access to this unique mantle on their Chronicle sheets. The player does not need to have applied the credit for #6–98 to the same PC who is participating in this scenario.

EVENT 3: IRITH'S FEAST

In the late afternoon, Irith invites the bidders and the PCs to a gilded banquet chamber within her estate. She hosts an extravagant feast, serving 16 courses of rare and expensive delicacies from around the world. Between each course, she leaves time for the guests to mingle and talk amongst themselves.

Event Adjustment: The frequent arrival of new courses interrupts conversations and makes some methods of influencing bidders more difficult. Diplomacy and Knowledge checks to influence an NPC take a –2 penalty during the feast.

Impressing the Host: One of Irith's most unusual offerings is a plate of poached chuul tentacles. Even after cooking, these tentacles contain a minor amount of paralytic venom. If eaten correctly, the poison is only enough to provide strange sensations on the inside of the mouth as a part of the dining experience. However, a PC who does not eat the tentacles correctly risks losing the ability to talk without slurring her words for several minutes in an unseemly display of inexperience. A PC who succeeds at a DC 13 Fortitude save, a DC 14 Profession (cook) check, or a DC 18 Knowledge (nobility) check eats the tentacles without any ill effects and gains a +2 bonus on all influence checks against Irith for the rest of the scenario. In Subtier 4–5, the chuul tentacles are prepared in a way that is particularly difficult to eat correctly, and each of these DCs increases by 4.

Myrosype's Ploy: If one of the PCs earned the Spoils of the Siege (Rataji) boon on a past Chronicle sheet (see the Rataji's Resources sidebar), Myrosype approaches one of the bidders that the PCs have succeeded at least one skill check to influence. Within earshot of a PC, she makes mildly disparaging comments about the Pathfinder Society, claiming, "The Pathfinder Society may produce

capable agents, but they are best suited for delving into muddy ruins rather than playing at understanding matters of business and profit." She mentions any notable faux pas that the PCs committed in the first two events as evidence. Next, she weaves a tale of the vast riches they could gain through cooperation for mutual benefit. The deal she proposes involves the bidder ceding the district to Myrosype in exchange for a share in several of Myrosype's business ventures, including ownership of several valuable buildings within the district. The bidder informs Myrosype that he or she is strongly considering the offer. Myrosype bows slightly and says, "Please accept this simple token as a show of my good faith, and a symbol of the profits to come." She then presents the bidder with an elaborate golden mantle. This accessory is a rare magic item called a *Kalistocrat's mantle*. Myrosype's gift decreases the number of successes the PCs have earned toward influencing that bidder by 1.

EVENT 4: CYRAN'S PLANAR JAUNT

Cyran has no interest in hosting a vivacious feast. Instead, he has the guests brought to a warehouse in Kerse's small industrial district. Irith and Temel scoff at the musty interior of the warehouse's gutted interior. Once all the guests arrive, Cyran and his aides usher their guests to the center of the warehouse, where a vibrantly colored storm of magical energy is brewing. Moments after the guests assemble in the center of the circle, the warehouse disappears.

The guests find themselves transported to a tall spire in the city plane of Axis. Here, golden walls hold windows that gaze down at the planar metropolis below. Inevitable servitors act as security and guests to the extravagant planar vista, which is stocked with a sampling of small foods and drinks from across the multiverse. This large chamber has no visible exits. Once the event comes to a close, Cyran dismisses the effect, and the guests find themselves back in Kerse's warehouse.

Event Adjustment: The temporary planar escape to Axis puts all of the guests slightly on edge; as a result, all Intimidate checks against guests gain a +2 circumstance bonus. The eagle's view of the well-organized nature of Axis also makes guests more susceptible to talks of efficiency and finance, granting PCs a +2 bonus on Profession (merchant) checks made to influence guests. In addition nature of Axis itself opposes intrusion from non-lawful creatures. PCs who do not have a lawful alignment take a –2 penalty on all Intelligence, Wisdom, and Charisma based checks for as long as they remain on Axis.

Impressing the Host: While many Kalistocrats enjoy finding clever ways to use the law for their own profit, Cyran takes particular delight in creating airtight contracts. During the event, he pulls out several

contracts and attempts to engage each attendee in a discussion about the flaws they notice. Each of these contracts represents another person's imperfect attempt to negotiate the purchase of mechanical parts from Axis. A PC who succeeds at a DC 14 Linguistics, Profession (barrister), or Knowledge (engineering) check notices a significant flaw and gains a +2 bonus on all influence checks against Cyran for the rest of the scenario. In Subtier 4–5, Cyran produces more complicated contracts, and the DCs increase to 18.

EVENT 5: MYROSYPE'S FINALE

The capstone to the bidding for Alabastrine takes place on the afternoon of the third day. Guests are invited to Myrosype's small estate at the edge of Kerse. To the surprise of the other bidders, Myrosype leads them to a small underground stadium in the depths of her estate. Here, she treats them to a variety of athletic and gladiatorial displays performed by experts from distant Iblydos, Myrosype's homeland.

Myrosype's Offer: During one of the sporting events, one of Myrosype's aides comes to collect the PCs and bring them upstairs to a small office in her agent's estate. Here, Myrosype speaks plainly with the PCs. She recognizes that their presence is a destabilizing element against her attempts to acquire Alabastrine.

Myrosype knows that violence would end poorly in Druma, so rather than threatening the PCs, she makes them an offer. If they tell her who they've worked to influence and who they've convinced to champion bidding in the Luminous Wharf, she promises to give them a generous supply of gold in untraceable installments over the next several months, so that the Pathfinder Society will never know that it came from her. In addition, she promises to assist them if they ever run into significant trouble with the Aspis Consortium in the future. She outlines the terms in clear detail—use the Negotiating with Serpents boon for guidance in making her offer to the PCs. If the PCs express doubt that Myrosype will uphold her end of the bargain, she explains that her reputation as a reliable negotiator is worth far more than the value she could ever gain from betraying a partner in trade.

If the PCs accept her offer, Myrosype gains the Luminous Wharf district at the end of the adventure, regardless of their previous efforts. In addition, Myrosype's efforts negate one of the PC's successful influence checks against the person with whom they have achieved the most successes.

After discussing her offer with the PCs, Myrosype sends her aide to escort the PCs back to the festivities. The PCs can take this opportunity to make one last attempt to influence bidders. PCs who accept Myrosype's

offer earn the Negotiating with Serpents boon on their Chronicle sheets.

Event Adjustment: There are no adjustments during the course of Myrosype's event. All bidders are focused on securing the best position they can as the bidding comes to a close.

Impressing the Host: Since the PCs cannot influence Myrosype during the auction, none of their actions at her gladiatorial events have a mechanical effect on their skill checks.

Auction Results: At the conclusion of Myrosype's event, Hegio announces the final results of the auction. If the PCs have succeeded at enough influence checks to convince an NPC to secure a district, then that NPC wins the district. Myrosype wins all other districts. However, if Myrosype would not win any districts, select one of the following districts at your discretion: Prophet's Burg, Scriptum, or the Working End. Myrosype pours significant funds into this district right before the bidding closes to ensure that she earns at least some presence in Alabastrine. Even though Myrosype wins this district, the PCs still count as successfully influencing the associated NPC. If Myrosype fails to earn at least 3 districts, she is visibly disappointed at the conclusion of the auction.

EVENT REWARDS

In addition to their regular rewards for completing the scenario, the PCs also gain access to specific magical items depending on which NPCs were successfully influenced during the course of the scenario. These items are worth far more than normal items of this level, but the PCs' successful influencing of Drumish nobility unlocks them for later purchase. The PCs only receive these items if they successfully influenced the associated NPC. If the PCs did not successfully influence the NPC in question, strike their reward from the chronicle sheet at the end of this scenario.

If Myrosype presented one of the bidders with a *Kalistocrat's mantle* and the PCs still convinced that NPC to bid enough to win a district, that NPC also presents the PCs with the mantle as a symbol of rejecting Myrosype's offer (See the Rataji's Resources sidebar on page 20).

Subtier 1–2: Successfully influencing Cyran earns the PCs a *wand of summon monster II* with 10 charges remaining. Successfully influencing Irith earns the PCs a *miser's mask* (*Pathfinder RPG Ultimate Equipment* 246). Successfully influencing Temel earns the PCs the Prophet's Ally boon as noted on the Chronicle sheet. Successfully influencing Vayde earns the PCs a *headband of unshakeable resolve* (*Ultimate Equipment* 251).

Subtier 4–5: In addition to the rewards they would have earned in Subtier 1–2, the PCs earn the following items. Successfully influencing Cyran earns the PCs a *wand of summon monster IV* with 5 charges remaining. Successfully

influencing Irith earns the PCs a *helm of comprehend languages and read magic*. Successfully influencing Temel earns the PCs the Prophet's Ally boon as noted on the Chronicle sheet. Successfully influencing Vayde earns the PCs an *everwake amulet* (Ultimate Equipment 257).

Rewards: As long as the PCs influence enough dignitaries that Myrosype gains two or fewer districts, then the PCs receive full rewards for Part Three of the scenario. If they do not, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 120 gp per district over two that Myrosype claims at the end of the bidding.

Out of Subtier: Reduce each PC's gold earned by 285 gp per district over two that Myrosype claims at the end of the bidding.

Subtier 4–5: Reduce each PC's gold earned by 450 gp per district over two that Myrosype claims at the end of the bidding.

CONCLUSION

With the bidding concluded, Temel Passad puts the PCs up in his manse for a few additional days. If the PCs managed to influence Cyran, the powerful conjurer offers them a free casting of *greater teleport* back to Andoran. Otherwise, the PCs can return the same way they came. Once the PCs arrive back in Andoran, Venture-Captain Brackett and the trade prince seek an immediate audience, eager to learn of the results of the bidding.

If Myrosype gained control of two or fewer districts, the venture-captain congratulates the PCs on a job well done. He explains that without a commanding majority of the city, Myrosype will have to dedicate considerable time and effort to the intricacies of politics within Alabastrine. Additionally, if the PCs prevented her from taking control of the Luminous Wharf, the Trade Prince congratulates them for protecting the city's port. He explains that the Luminous Wharf promises to be the most profitable district in the years ahead as trade with Isger continues to grow.

If Myrosype gained possession of three or more districts, the Society considers the mission a failure. The venture captain shakes his head and informs the PCs that the Aspis Consortium stands to earn immense profits from the expected boon in trade with Alabastrine. With the majority of the city under her control, Myrosype stands ready to set the city's policies

and perhaps to establish a new base of operations for the Aspis Consortium.

The PCs may earn several boons on their Chronicle sheets depending upon which NPCs favor them. If the PCs successfully influenced Temel Passad, each PC earns the Prophet's Ally boon on her Chronicle sheet. If the PCs struck a deal with Myrosype, each PC earns the Negotiating with Serpents boon. True to her word, Myrosype does not allow information about the deal to spread. This boon is an exception to the rule that a GM can earn any boons on a Chronicle sheet; the boon is only available if earned during play. Finally, Exchange PCs that secured a new ally for their faction a new ally earn the New Contacts boon on their Chronicle sheets.

If the PCs earned the *Kalistocrat's mantle* in the Event Rewards section on page 21, all players who earned the Spoils of the Siege (Rataji) boon on any Chronicle sheet earn the Rataji's Ire boon on this scenario's Chronicle sheet.

REPORTING NOTES

If at least one PC was a member of the Exchange and successfully created an alliance with one of the NPCs at the auction, check the appropriate box as follows: Box A for Cyran, Box B for Irith, and Box C for Vayde. If any of the PCs accepted Myrosype's deal, check box D.

PRIMARY SUCCESS CONDITION

The PCs fulfill their primary success condition if Myrosype wins two or fewer districts of Alabastrine at the conclusion of the bidding.

SECONDARY SUCCESS CONDITION

The PCs fulfill their secondary success condition if they fulfill at the their primary success condition and Myrosype doesn't win the Luminous Wharf district at the end of the bidding. Note that PCs who accept Myrosype's offer during Event 5 cannot achieve this condition.

FACTION NOTES

If the PCs achieve the scenario's primary success condition and convince Cyran, Irith, or Vayde to work with the Exchange, each Exchange PC earns the New Contacts boon on her Chronicle sheet. Cross off the portions of the boon for the two NPCs that the PCs did not select.

PLAYER HANDOUT: WHO'S WHO

Cyran Androtus: Cyran is an elven man with considerable magical abilities, whose trade network is rumored to extend into other planes.

Irith Nomzamo: Irith is the current lord-councilor of Alabastrine. The latest auction for Alabastrine comes just as she had begun to receive a significant return on her investment in the city five years ago.

Myrosype: Myrosype is a silver agent in the Aspis Consortium and the financier of the Aspis faction known as the Korholm Agenda. She stands to win a majority of Alabastrine's districts.

Temel Passad: This Druman merchant secured the Pathfinder Society's invitation to the auction.

Vayde Petronax: Vayde is the leader of the influential Petronax family, whose laborers and soldiers have maintained Alabastrine for a century.

APPENDIX: INFLUENCE SYSTEM

The following text is pulled from the Influence Section of *Pathfinder RPG Ultimate Intrigue* (page 102). It does not include several parts of the subsystem that are not relevant to GMs running this adventure.

INDIVIDUAL INFLUENCE

The most common model for social encounters involves a single exchange involving a Bluff, Diplomacy, or Intimidate check. The following influence system serves as a more robust replacement for that basic system. It also encourages the entire party to participate in a social encounter, and can be used in encounters with multiple NPCs. In the individual influence system, participants try to change the targets' opinions or court favor by succeeding at a variety of checks unique to each individual target. Known as influence checks, these are usually skill checks, though other types of checks may suffice, as an NPC may be especially impressed by other qualities, such as drinking ability or martial prowess.

In this system, a social encounter is divided into one or more phases. The length of a phase is flexible, and typically lasts 15 minutes to 1 hour—long enough for each PC to perform several minutes' worth of actions per phase that are unrelated to influence checks (such as investigating a murder scene or surreptitiously defeating an assassin) without forgoing their chances to participate in the social encounter.

At the beginning of a phase, each PC selects an NPC. During each phase, a PC can either try to directly influence the NPC via an influence check, or attempt to learn more about that NPC with a discovery check—a check to learn about an NPC that can help with future influence checks during the same social encounter. The kinds of checks required for an influence check or a discovery check, known as influence skills, are unique to each individual. The PCs can learn an NPC's influence skills through successful discovery checks (see Discovery Checks below); otherwise, they must guess.

DISCOVERY CHECKS

Each PC who attempts a discovery check rolls separately, even if multiple PCs attempt to discover information about the same NPC during the same phase. This represents the PCs forming their own separate opinions and analyses.

At the beginning of the social encounter, each PC can attempt a relevant Knowledge check to recognize particularly prominent NPCs. This skill is listed in the Recognize section of the NPC's social stat block. If any PC succeeds at this check for an NPC, then all PCs gain a +4 bonus on their discovery checks involving that NPC. Before attempting a discovery check, a PC chooses

whether to try to learn the NPC's strengths, the NPC's weaknesses, or the skills that can be used to influence him. Each type of discovery check has its own requisite skill and DC. When a PC chooses to attempt a discovery check, the GM should tell the player the possible types of skill checks for each kind of discovery check (though not the DCs), and let her pick which to attempt. If a discovery check relies on a Knowledge skill, it requires observation in the current moment, not static knowledge.

A PC who succeeds at a discovery check learns one of the skills that can influence the NPC (starting with the skill with the lowest DC), one of his strengths, or one of his weaknesses. For every 5 by which the PC exceeds the DC, she learns an additional influence skill, strength, or weakness. Thus, a withdrawn but observant character can provide allies with a significant bonus (or help them avoid significant penalties) on future influence checks, making her as important to the group's success as PCs who prefer the spotlight.

INFLUENCE CHECKS

Without a successful discovery check, a PC attempting an influence check must guess what an NPC's influence skills are. A PC generally gains no benefit or hindrance when using a skill that cannot influence the NPC, though the GM may rule that multiple fumbblings annoy the target and impose penalties on future rolls.

The PCs usually must succeed at more than one influence check to sway an NPC. No matter how many PCs speak to the same NPC, only one check to influence that NPC can be attempted during that phase. Additional checks serve as aid another attempts tied to the principal check. Succeeding at an influence check by a substantial margin provides additional benefits. Succeeding at an influence check by 5 or more counts as succeeding at an influence check and a discovery check (the PC chooses whether to learn one of the skills that influences the NPC, one of the NPC's strengths, or one of the NPC's weaknesses after the check is rolled instead of before the check, but the check otherwise functions as a successful discovery check). Succeeding at an influence check by 10 or more allows the PC to choose between gaining the benefit of succeeding at two influence checks or the benefits of an influence check and a discovery check (as if she had succeeded by only 5 or more).

Failing an influence check by a substantial margin makes it harder to influence the target in the future. If a PC fails an influence check by 5 or more, she cannot attempt to influence that NPC using the same skill for the remainder of that social encounter. A PC who fails an influence check by 10 or more cannot influence that NPC for the rest of the social encounter at all. For example, if the NPC's influence skills are Diplomacy and Knowledge

(arcana), a PC who fails a Diplomacy check against that NPC by 5 or more can still attempt to influence the NPC with Knowledge (arcana). These restrictions also apply to aiding another—a PC who fails by 10 or more irritates the NPC to the point that the party can no longer take advantage of her assistance.

A PC doesn't necessarily realize whether or not she has succeeded at an influence check unless she succeeds by at least 5, but a character always knows when she has achieved the maximum possible influence over an NPC. Some NPCs might act as if they were being influenced even if they have no intention of listening to the PCs.

The GM may wish to limit the number of PCs who can interact with a single NPC during a phase. After all, the NPC can hold a conversation with only so many people at once, and if six characters cluster around, the interaction may seem more ominous than intended. Limiting the number of PCs who can simultaneously interact with an NPC to two or three (with the other PCs attempting discovery checks or focusing on other NPCs), helps the encounter flow briskly and prevents a single PC from taking too much of the spotlight.

Once the PCs succeed at a certain number of influence checks, they gain sway over that NPC, changing his opinion on an issue, earning a favor, or otherwise gaining some benefit or removing an obstacle.

BEFORE A SOCIAL EVENT

If the PCs know which NPCs they need to influence in advance, they can seek out information to assist them in doing so ahead of time, potentially gaining information from the social stat block before the encounter. To represent the results of such preparations, each PC can attempt one Knowledge-based discovery check in advance with a -5 penalty. The GM can allow other discovery skills to work, but Sense Motive should never work in advance unless the PC is actively stalking the NPC, which might require additional Disguise or Stealth checks and could lead to negative consequences. If the PCs attempt a discovery check against a particularly prominent NPC in advance, the PCs can attempt the Knowledge check to receive a +4 on the discovery check in advance, as well.

SOCIAL STAT BLOCK

For social encounters, GMs should build social stat blocks for important NPCs. Social stat blocks are very flexible, and can include any information relevant to the encounter, though most include the information below.

Name: The NPCs' name, alignment, and class.

Affiliation: This notes the NPC's loyalties.

Secret Identity: Some NPCs have secret identities. There may not be any skill checks that would allow the PCs to detect such a secret identity (in which case no

checks are listed), but if the NPC is disguised or the PCs have met this NPC before under another name, the skill check necessary to uncover the truth is listed here.

Background: This is a brief description of this NPC's history and how she is relevant to the PCs.

Recognize: This is the check required to recognize the NPC by reputation or fame.

Appearance: This is a description of the NPC, including any characteristic features.

Introduction: This section describes how the NPC introduces herself to the PCs (or perhaps, how a herald or mutual acquaintance introduces them).

Personality: This is a short description of the NPC's personality and demeanor or a list of adjectives that describe the NPC's behavior. The more NPCs are present in a social encounter, the more important it is to make them distinctive so that the players can keep them straight.

Goals: This is a list of the NPC's public goals.

Biases: Some NPCs have biases—subtle attitudes that influence an encounter. For example, an NPC may think favorably of half-orcs and be suspicious of elves. If the NPC's biases affect a PC, apply a +2 or -2 circumstance modifier on that PC's influence checks, depending on whether the bias is in the PC's favor or not. If an NPC is strongly biased for or against a PC, the modifier may be even greater, but such strong biases are readily apparent. PCs can detect a bias with a successful DC 20 Sense Motive check.

Skills: Only a few of the NPC's skills are likely to be relevant in a social encounter. Include this abridged list of skills in the NPC's social stat block.

Analyze: A PC who succeeds at the listed check learns details about what skills or checks can influence the NPC. Each sentence should contain the information a single successful discovery check reveals.

Strengths: An NPC may be particularly resistant to certain tactics; such tactics are referred to as that NPC's strengths. For example, a person with little patience for flattery may think less favorably of someone who showers her with compliments. The skills and DCs required to discover these strengths are listed here. A PC who incorporates an NPC's strength into an influence check takes a -4 penalty on the check.

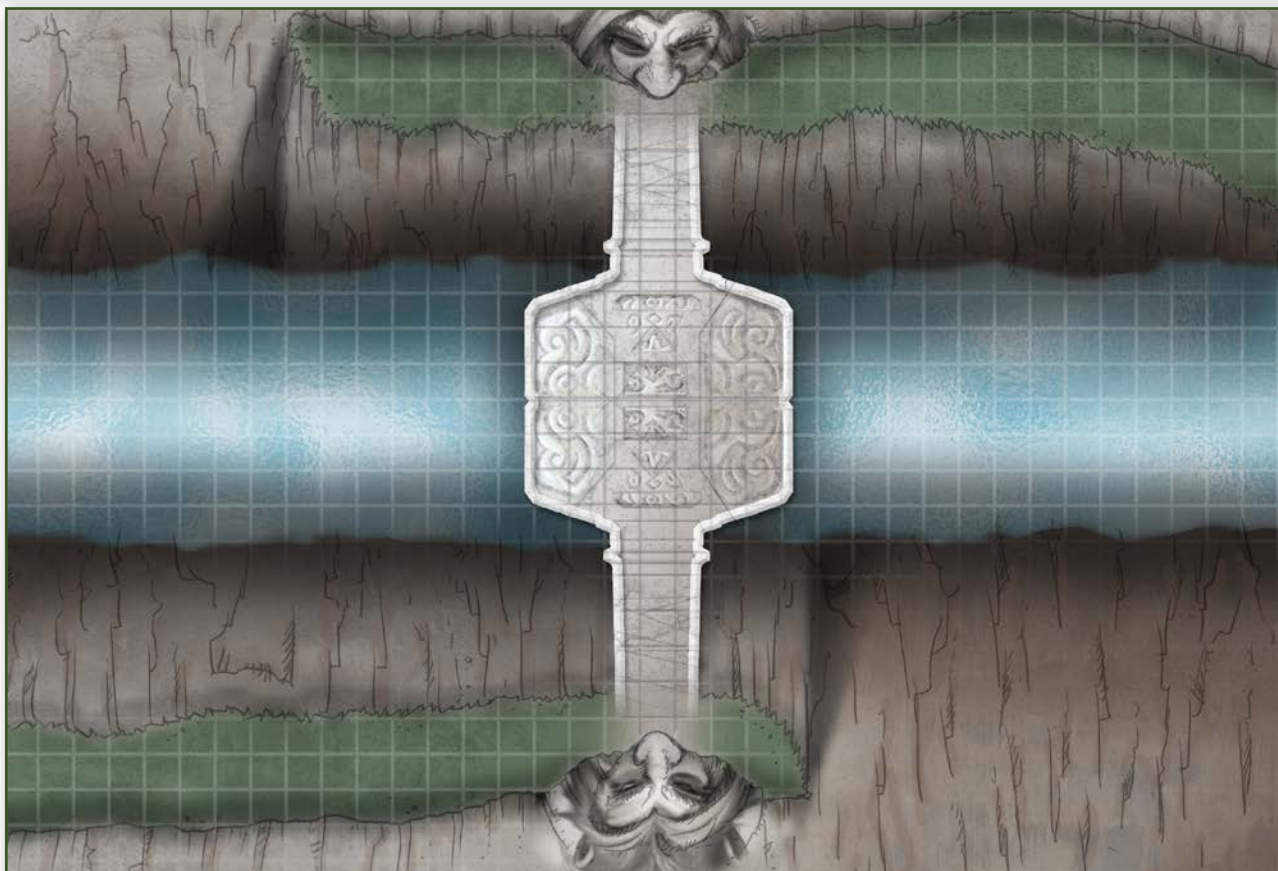
Weaknesses: Most NPCs have at least one weakness. A weakness could be a deep-seated secret or insecurity, or a hobby that the NPC can talk about for days on end. The skills and DCs needed to discover these weaknesses are listed here. For each weakness a PC incorporates into her influence check, she gains a cumulative +2 bonus.

Influence Checks: The skills and DCs for each influence check are listed here. If a skill isn't listed, it normally doesn't work at all, but if a player presents a strong narrative reason why a skill should work, his GM

can add it to the list. Diplomacy and Bluff are usually on the list of possible skills. If Diplomacy isn't on the list of skills, there should be a reason in the NPC's personality. For example, an NPC who intensely dislikes small talk and only wishes to converse only about arcane theory may not respond to Diplomacy. However, Diplomacy is rarely the best skill with which to influence someone; the DC of Diplomacy checks to influence an NPC is typically higher

than the DC when using skills tailored to the NPC's personality or interests. GMs should keep the PCs' skills in mind when designing a social encounter so each PC has a way to contribute. Not every NPC can necessarily be influenced, in which case discovery checks reveal that the NPC is a lost cause.

Successes Needed: This lists the number of successful skill checks the PCs need to sway an NPC's opinion.



Pathfinder Society Scenario #7-22: Bid for Alabastrine

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ ☐ Prestige Points _____

Character Name _____

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

Character # _____ ☐ Prestige Points _____

Character Name _____

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

Character # _____ ☐ Prestige Points _____

Character Name _____

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Character # _____ ☐ Prestige Points _____

Character Name _____

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

Character # _____ ☐ Prestige Points _____

Character Name _____

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

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Pathfinder Society Scenario #7-22: Bid for Alabastrine

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ **Negotiating with Serpents:** You struck a deal with Myrosype. True to her word, she pays you through untraceable channels. You can check off the box next to this boon when you receive a Chronicle sheet to receive an amount of additional gold equal to 150 times your character level (to a maximum of 900 gp).

If the Aspis Consortium captures and imprisons you, Myrosype quietly arranges to have you freed from captivity. This boon negates the standard 5 Prestige Point cost for a body recovery. You can also negate any negative boons you would have otherwise received as a result of your capture. When you use this recovery benefit, cross this paragraph off your Chronicle sheet.

☐ **New Contacts (The Exchange):** You convinced one of the bidders at the auction to work with the Exchange in the future. This contact helps you acquire an item that would normally be beyond your reach. You can count your fame as 2 higher for the purpose of a single purchase, to a maximum of twice your XP. When you do so, check off the box before this boon. In addition, your conversations with your new contact taught you information that may assist you on future missions. Each potential contact grants you a +2 bonus on a relevant Knowledge check (before rolling). *Cyran:* Knowledge (planes), *Irith:* Knowledge (nobility), *Vayde:* Knowledge (religion). When you use this bonus, cross the contact's name off your Chronicle sheet.

Prophet's Ally: By helping Passad secure a district in Alabastrine, you proved to him that the Pathfinder Society remains a valuable ally. If you follow the Prophecies of Kalistrade, he assists you in your business ventures. You can purchase the following modified version of the Prophecies of Kalistrade vanity for 4 Prestige Points (*Pathfinder Society Field Guide* 61). If you already have the vanity, it upgrades to the version below.

Prophecies of Kalistrade (4 PP): You adhere to the philosophy of the Prophecies of Kalistrade. As such, you follow strict sexual and dietary restrictions, and hold the amassing of vast personal wealth as your primary motivation in life, and have no patron deity. So long as you maintain these strictures, you can spend 1 PP to reroll a Day Job check. You must take the result of the reroll, even if it is lower. When you spend 1 PP to reroll a Day Job check, you may increase the cap on your earnings. A DC 45 Day Job check now earns you 200 gp, and a DC 50 Day Job check earns you 300 gp. Alternatively, you can spend 1 PP before using a reroll that you gain from another source to receive this expanded range of rewards for the Day Job check. You can't spend more than 1 PP from this vanity on a single Day Job check.

Rataji's Ire: One of Rataji's gifts to Myrosype has fallen into your hands. You gain access to the following unique magic item at the listed discount.

Kalistocrat's Mantle (Aura moderate abjuration and divination; CL 7th; Slot chest; Discounted Price 6,000 gp): This elaborate gold mantle helps you gain wealth and protects you from ambushing thieves. The mantle provides the benefits of a *miser's mask* (*Pathfinder RPG Ultimate Equipment* 246). Additionally, you automatically gain the benefits of a *sanctuary* spell (DC 16) on the first surprise round you experience each day.

All Subtiers

headband of unshakeable resolve (5,600 gp; *Pathfinder RPG Ultimate Equipment* 251)
miser's mask (3,000 gp; *Ultimate Equipment* 246)
wand of summon monster II (10 charges; 900 gp, limit 1)

Subtier 4-5

belt of tumbling (800 gp; *Pathfinder RPG Ultimate Equipment* 211)
everwake amulet (8,000 gp; *Ultimate Equipment* 257)
helm of comprehend languages and read magic (5,200 gp)
scabbard of vigor (1,800 gp; *Ultimate Equipment* 318)
wand of summon monster IV (5 charges; 2,100 gp, limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

1-2

253

506

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

604

1,207

SUBTIER ☐ Slow ☐ Normal

4-5

954

1,908

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total