

PATHFINDER SOCIETY®

Year of Factions' Favor



A CASE OF MISSING PERSONS

By Alex Greenshields



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HOW TO PLAY

Pathfinder Society Scenario #9-02: A Case of Missing Persons is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfindersociety.



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GM RESOURCES

A Case of Missing Persons makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 6*, *Pathfinder RPG Monster Codex* (MC), *Pathfinder RPG NPC Codex* (NPC), and the *Pathfinder RPG Villain Codex* (VC). All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, except the ones in *Villain Codex*, which appear in full in the NPC's statistics. The relevant rules from the Bestiary volumes and statistics from the Codex books are reprinted at the back of the adventure for the GM's convenience.

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A CASE OF MISSING PERSONS

By Alex Greenshields



Major Colson Maldris, leader of the Pathfinder Society's Liberty's Edge faction, has reached his breaking point. Recent events pushed him to abandon his once-cherished ideals of truth, fairness, and decency, instead embracing the idea that it is sometimes necessary to compromise one's integrity for the greater cause of liberty.

First, Maldris learned that a cabal of powerful senators was shepherding a pernicious bill through the People's Council of Andoran. This bill would not only greatly increase the power of the banks to squeeze money from delinquent borrowers, but even allow them to throw those unable to pay into a debtor's prison. Maldris saw such prisons as tantamount to slavery, and was shocked when the law reached the floor of the current session of the People's Council and nearly passed.

Second, Maldris learned that his old foe, Halmont Warrith, had been released from prison early under suspicious circumstances. The discovery of Warrith's crimes were what first opened Maldris's eyes to the reality of corruption in his homeland, inspiring him to dissolve the Pathfinder Society's Andoran faction and embrace a more internationalist approach with Liberty's Edge.

Soon thereafter, Maldris also learned that Warrith was in the employ of Victoria Garvensi, one of the sponsors of the banking bill and a member of the Seven Houses. Maldris had long suspected that the Seven Houses—a secretive organization named for the seven noble Andoran families who founded it—was the root cause of much of his homeland's corruption. He feared that if he didn't act decisively, Andoran could backslide into practicing slavery. Maldris knew that members of the Seven Houses were too wealthy and influential to face justice in Andoran. He knew one place, however, where the people of Andoran might find some justice: the nation of Galt. He hatched a plot to kidnap several people and send them to Galt's courts.

To start, he needed a list of individuals whose disappearance from Andoran would weaken the Seven Houses and cripple any movement to reintroduce the hated bill—or even worse measures. Victoria Garvensi and another cosponsor of the bill, Senator Augustyn Naran, were obvious choices. To this list he

WHERE ON GALARION?

A Case of Missing Persons takes place in the town the Woodsedge in Galt, and in the nearby Verduran Forest. Galt has been in a continual state of near-anarchy for the last 50 years thanks to the never-ending upheaval of the Red Revolution. For more information on the nation of Galt, the Red Revolution, and the Verduran Forest, see *Pathfinder Campaign Setting: The Inner Sea World Guide*. If you wish to know more about the Maze of the Open Road, through which the PCs travel at the beginning of the scenario, see the *Pathfinder Player Companion: Pathfinder Society Primer*. The maze also appears in the *Eyes of the Ten* series, but we strongly recommend that you do not read these adventures unless you have already played them or you plan to GM them first.



added banker Morvius Korkovin, who he was convinced was a member of the Seven Houses, as well as Sabine Tularis, a representative from the Lumber Consortium who advocated for harsher provisions in the bill in order to gain more workers for her company. He placed Warrith on his list of targets as well.

To transport the guilty into Galt and see that they received a trial there, he needed support from the Gray Gardeners,



Galt's feared executioners. His contact in the Gray Gardeners quickly confirmed that they would be more than happy to send undercover professionals to assist him in bringing these criminals to justice. The Gray Gardeners wanted to distance themselves as much as possible from the operation while it acted in Andoran. To that end, they hired Estienne Jacquert, a former Galtan convicted of treason who had fled to Andoran, to lead the operation, promising immunity and protection for his family if he took the job.

Finally, Maldris needed someone knowledgeable to cover the track of the abductions and throw off anyone who might wish to follow them, at least long enough to ensure that justice was served. After a bit of research in the Society's archives, he discovered mention of Alois Lofton, a disgruntled former venture-captain and barrister living in Woodsedge in Galt. He also heard rumors that the venture-captain had been participating in shady dealings in recent years. When Maldris reached out to Lofton, he found Lofton more than willing to help obscure the trail of the abductions for the right price.

Unfortunately for Maldris, every plan, no matter how foolproof, has flaws; what he didn't know about Lofton threatened to put a large wrench in his operations. The Lofton he met was not the former venture-captain at all, but instead an opportunistic and unscrupulous man named Venza the Nick. After an incident with fey in the Verduran Forest, Venza and Lofton found themselves trapped in each other's bodies. While Lofton (in Venza's body) languished in captivity as a puppet of powerful fey, Venza used Lofton's glowing reputation to his advantage. His fortune could not last forever, however, and Venza's recent actions have marked him as a target of the Grey Gardener's revolutionary zeal. Desperate for a way out of his situation, Venza could reveal enough of Maldris's secrets to ultimately doom the major's plots.

SUMMARY

The PCs travel to the Galtan city of Woodsedge by way of the Maze of the Open Road, a living, magical artifact containing numerous teleportation portals. One of the servants of the Woodsedge Lodge meets them there and directs them to meet Venture-Captain Eliza Petulengro at a museum known as the Palace of the Glorious Revolution. Once the PCs arrive at the museum, the venture-captain informs them that two senators from Andoran have been abducted and might still be in Woodsedge. Petulengro asks the PCs to investigate the kidnapping and suggests that they speak to four individuals in town to learn more: Larisa Stronwell, a contact of hers at the docks; Almant Enderios, a down-on-his luck bounty-hunter with ties to the Gray Gardeners; Alois Lofton, a former venture-captain who has been behaving suspiciously; and Guard Sergeant Ottavia Respani.

By speaking with these individuals and potentially other

citizens of Woodsedge, the PCs can put together various facts about the case. Most importantly, the PCs uncover that Lofton helped the kidnappers and, more surprisingly, that the person they thought was Lofton was actually a man named Venza in Lofton's body. The false Lofton asks the PCs to retrieve the true Lofton so that the two can re-trade bodies. In exchange, he offers to tell all he knows about the kidnapping, including who is behind it.

The PCs travel into the Verduran Forest and encounter a group of fey under the leadership of a naive, self-righteous gerbie named Fiffernetter. Fiffernetter doesn't know how much longer she can keep Lofton safe, as his mind has deteriorated during his captivity. She agrees to let him go and tell the PCs how to reverse the mind swap if the PCs take care of a small troll problem for them. If the PCs agree to the fey's terms, they travel to the troll's clearing and dispose of it. Once it has been dealt with, the gerbie honors the agreement and hands Lofton over. Otherwise, the PCs can fight the gerbie and learn of Lofton's location from another fey who found Fiffernetter obnoxious.

The PCs return to Woodsedge only to find that the Gray Gardeners have imprisoned the false Lofton and plan to execute him soon (or have planned to try him soon, if the PCs took precautions to protect him). They must find a way to rescue the false Lofton and reunite him with the true Lofton before he meets his end at the *final blade*.

GETTING STARTED

A letter from Venture-Captain Eliza Petulengro instructs the PCs to meet with another Pathfinder agent at an address in Absalom's Ivy District. When the PCs arrive, they find an abandoned manor. An Ulfen Pathfinder agent apologizes for the need for secrecy, then blindfolds each of the PCs and leads them into and through a hedge maze behind the manor. At the center of the maze, she intones a phrase in Druidic, causing a portion of the maze to open into an archway covered in fragrant rose blossoms. She directs the PCs through the archway. When the PCs pass through, the air temperature drops drastically.

On the other side of the archway lies the Maze of the Open Road, a labyrinth that holds a network of portals. Its existence is typically kept secret to only the most influential members of the Pathfinder Society. If the PCs take off their blindfolds, their guide stops, refusing to direct them further until they put the blindfolds back on. Once the guide has led the PCs out of the maze, she departs, leaving them in the care of a masked woman. Read or paraphrase the following to begin the adventure.

An unfamiliar woman's voice intones, "You may now remove your blindfolds." The blinding light of day reveals lush garden. A tall woman wearing a white porcelain mask face and a crimson ribbon around her neck stands nearby.



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"I apologize, but my employer, Venture-Captain Petulengro, requests you immediately join her in the sculpture hall of the Palace of the Glorious Revolution, a local museum. It is only a short walk from here, and she will be able to answer all of your questions when you arrive. Please hide your *wayfinders* and any other signs of your affiliation with the Society. Once you enter the building, the sculpture hall will be down the hallway to the left. You can't miss it. Oh, and she's in disguise today. She has long black hair and is wearing a green dress." Without waiting for a reply, the masked woman points toward a ruined palace a short distance away.

The masked woman is a servant of the Woodsedge Lodge. She declines to answer any of the PCs' questions.

The Palace's large windows are covered in plywood, and scorch marks from fires blacken the entire outside of the building. Loud laughter, claps, and jeers drift out from the building's main hall. If any of the PCs look in to see the source of the commotion, they see that the entire center of the ruined palace has been hollowed out and converted into an impromptu theater space, where a raucous audience is watching a play. When the PCs arrive in the Sculpture Hall, read or paraphrase the following.



**Venture-Captain
Eliza Petulengro**

A raven-haired woman in a simple green dress emerges from behind a large sculpture of marching peasants. Her mouth moves, and the whispers float across the room, landing precisely at her targets. "Greetings, citizens, won't you join me?" She presses on a latch, revealing a hidden door behind the statue and gestures into the secret room.

The venture-captain waits for all of the PCs to enter the secret room, and then closes the door behind her before continuing. If any PC has a Chronicle sheet for *Pathfinder Society Scenario #8-06: Reaping What We Sow*, she thanks that PC by name for their help in resolving "the trouble in Rosehaven" before beginning her briefing.

The woman's features shift rapidly. Her hair turns a vibrant red, and she draws a wayfinder out of a concealed pouch. "Welcome, Pathfinders. I am Venture-Captain Eliza Petulengro. First of all, let me apologize for the clandestine way you were brought here today, but I promise you, it was necessary. Two days ago, I received word from the Almas Pathfinder Lodge. They informed me that two Senators from Andoran's People's Council, Victoria Garvensi and Augustyn Naryan, were abducted from their homes

in Andoran nine days ago. Their investigations turned up a group of suspicious masked mercenaries, but by the time they tracked down the group's location, they learned that it had already departed for Galt aboard the riverboat *Drifting Current* along with three other prisoners. The Almas Lodge requested that I pick up the investigation from there.

"I was able to prove through divinations that the Senators were indeed two of the prisoners aboard the *Drifting Current*, but both of them were warded against most of my magical abilities, including scrying. I asked a contact at the docks to inform me as soon as the *Drifting Current* landed in Woodsedge. Strangely, she sent me a message yesterday to tell me that the ship had been in port for a day or so already.

"I followed up with another one of my local contacts, who discovered that the Galt's feared executioners, the Gray Gardeners, were escorting the senators. Once I heard that the Gardeners were involved, I was forced to back off my investigation and call on the Grand Lodge in Absalom for assistance. Any move that known Pathfinder agents make against the Gray Gardeners could lead to severely negative consequences for us here in Galt. On top of that, if the Gray Gardeners are indeed involved in abducting Andoran's senators, this could

be the start of an international incident.

"My investigation also led me to another oddity. A barrister here in Woodsedge by the name of Alois Lofton once served as an undercover venture-captain. I reached out to him via secret channels when I began the work of establishing the Woodsedge Lodge, and he made it clear that he wanted nothing to do with me or with the Pathfinder Society as a whole. When I learned about this case, however, I went to him in person to request his aid. His responses were extremely odd. I got the sense that he knew more about the case but was unwilling to share it. Troublingly, he seemed to be ignorant of rudimentary information about the Pathfinder Society, or even his past status as a venture-captain. When I tried to figure out more, he threatened to take me to court for harassing an officer of the law.

"This situation calls for caution and discretion, and I can't be seen investigating this matter further. I ask that you pick up the investigation in my stead, keeping your status as Pathfinder agents a closely guarded secret. I'll summarize the leads I have. Please commit them to memory." The venture-captain raises a finger with each name. "My contact at the docks, Larisa Stronwell, did not report to me in a timely manner about the arrival of the *Drifting Current*. My contact with connections



Haven't I Seen Them Before?

Several of the people who appear or are mentioned in this scenario have appeared in previous Pathfinder Society Scenarios. Two of the kidnapping victims, Augustyn Naran and Halmont Warrith, featured in *Pathfinder Society Scenario #5-99: The Paths We Choose*. Naran also appeared in *#5-03: The Hellknight's Feast*. Additionally, Almant Enderios appeared as a secondary antagonist in *Pathfinder Society Scenario: #5-04: The Stolen Heir*.

to the Gray Gardeners, Almont Enderios, informed me that the Gardner's were involved in this case, and said that he'd look into the matter further. Former Venture-Captain Lofton knows more about this case and not nearly enough about his own past, but you'll probably need to dig up proof of his involvement if you want him to talk to you. Finally, I'd also recommend talking to Guard Sergeant Ottavia Respani.

"Any information you can find will be of use. In particular, I'd like to you look for clues about who is involved, what Lofton knows, and where the Gray Gardeners have taken the prisoners. If you happen to find information about any of the three unidentified prisoners along the way, please report that as well. When you are finished with your investigation, please tie a simple message to this raven and send it to the Lodge. I will return to the sculpture garden to meet you." The venture-captain hands over a small silver statuette of a raven.

The PCs likely have a number of questions for Petulengro, but they may also know something about the various subjects already. Petulengro can also give the PCs the information listed in the Knowledge checks below with a DC of 20 or less if the PCs ask relevant questions.

Diplomacy (gather information), Knowledge (local), or Knowledge (nobility)

The PCs may know more about Galt and its infamous executioners, the Gray Gardeners. They learn all the information whose DC is equal to or less than the result of their check.

12+: The Gray Gardeners are the executioners of the Galtan government. They operate the *final blades*, magical guillotines that capture a person's soul at the moment of death. The Galtan Revolution, known as the "Red Revolution" has been ongoing for the last 50 years.

14+: Galtan justice is rarely just, as its judges and courts are heavily influenced by public opinion and the whims of whichever government currently holds power. Gray Gardeners constantly hide their faces behind gray masks or veils to remain anonymous and to not themselves become victims of mob justice.

16+: The Gray Gardeners are headquartered in the city of Litran, located approximately 230 miles to the northeast of Woodsedge. Due to their influence, the city is relatively calm by Galtan standards.

20+: The only democratically elected government of Galt, the first Revolutionary Council, commissioned the *final blades* nearly 50 years ago. Its members wanted a humane, painless form of execution that would deny Hell its harvest of evil souls.

Knowledge (local) or (nobility)

The PCs may know more about the kidnapped senators. They learn all the information whose DC is equal to or less than the result of their check.

15+: Senator Augustyn Naran is an older Andoran politician who helped throw his nation's support behind Lady Gloriana Morilla's Army of Exploration during the Society's fight against the demons of the Worldwound.

20+: Victoria Garvensi is a member of the Andoran People's Council representing part of the city of Augustana. The Garvensi family was a formerly noble family that gave up much of its wealth and property during the People's Revolt in 4669 AR when Andoran gained its independence from Cheliaz and become a democratic.

25+: Senators Garvensi and Naran recently sponsored the Banking Reform and Regulation Act, a proposed Andoren law that, should it be enacted, would give banks and other lenders significant new authority to collect on money owed to them, including sending those in default to debtor's prison.

Questions the PCs might ask Petulengro and her possible answers include the following.

Who is Larisa Stronwell? "Stronwell is a bureaucrat who works at the docks, primarily in shipping and receiving paperwork. Her position gives her easy access to many stored files."

Who is Almant Enderios? "Enderios is a bounty hunter with good contacts among the Gray Gardeners. He also has experience moving people around the country, shall we say, against their wills. He may seem a bit fishy, but he's proved to be reliable."

Who is Ottavia Respani? "Sergeant Respani is an idealist who works for the town guard. She's a trained musician who longs for the return of artistic heyday of Galtan culture. She's helped me a number of times by feeding me useful information. She should know if the kidnapped people were moved in or out of the Woodsedge Jail, and how you might spring them out if they're still there."

There's another venture-captain here in Woodsedge? "Well, yes and no. Lofton technically still has the title, although he hasn't been in contact with anyone in the Society for a long time. I don't know how much you know about our local history, but after a mob burned and looted



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the Woodsedge Lodge in 4704 AR, the Decemvirate sent three venture-captains into Galt undercover to retrieve lost items; Lofton was one of those three. He reported back to the Grand Lodge for a number of years but then went silent in 4708 AR. When I was assigned to reopen the lodge the following year, I reached out to Lofton, but I received nothing but rude and dismissive replies. As I mentioned before, my most recent communication with him was particularly concerning.”

Since Andorans are involved, has Major Colson Maldris been contacted about this? “I don’t know for certain. He has not been as closely involved with his homeland for the last few years.”

Can’t you use any more divination magic to learn more about the kidnapping? “I am afraid not. As I said before, the anti-divination precautions are too strong.”

Why did you have us meet you at this strange place? “The Gray Gardeners keep the Pathfinder Lodge under constant surveillance. Having you show up there would immediately mark you as an ally, which would draw more attention to you, and also risk the appearance that the Pathfinder Society is acting against the Gray Gardeners.”

How did we arrive in Galt? “You traveled via a method that is typically kept a secret among venture-captains. The Decemvirate would not have approved of your use of this method without the blindfolds, and, besides, having full use of your vision while traveling in that way can be perilous. I have said all that I can.”

What is this raven? “It is a magic figurine that carries a message unerringly to a designated location.” The raven is a *figurine of wondrous power* (silver raven).

The venture-captain insists that time is of the essence, and that lives could hang in the balance. She gives the PCs detailed physical descriptions of each of the four contacts mentioned above along with where they can most likely be found during the day (Stronwell in her office the docks, Enderios in his home in Fashion Alley, Respani in a small guard post, and Lofton in his office). She also tells them that Respani typically goes to a bar called the Drunken Morlock for both lunch and dinner. The venture-captain also gives the PCs portraits of the two missing senators.

Treasure: Petulengro supplies a few magical items to assist the party in their inquiries: 2 *potions of invisibility*, an *elixir of truth*, 3 doses of oil of taggit poison, and a *lesser silent metamagic rod*. In Subtier 6–7, she also gives the PCs a *hat of disguise*, and the metamagic rod is instead a *silent metamagic rod*. She tells the PCs that if they perform a good investigation, she’ll consider these items to be part of their pay for a job well done.

To receive access to these items on their Chronicle sheets as well as their monetary value, the PCs must progress further with the investigation.

TRACKING DOWN THE MISSING ANDORANS

The PCs are free to visit Petulengro’s contacts in any order they choose, although getting information from Lofton without bringing evidence to confront him is extremely difficult. Each contact has part of the whole picture, and the PCs can find additional information if they cautiously expand their search to the streets. The major clues are summarized below for the GM’s convenience.

Larisa Stronwell: Stronwell knows that the arrival of the *Drifting Current* was not recorded in the shipping logs. The PCs can convince her to investigate why, discovering that Lofton bribed port officials to conceal the ship’s arrival.

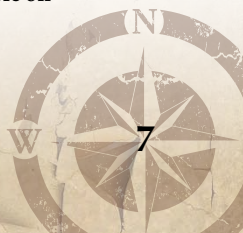
Citizens on the Docks: A dockworker may have heard about Lofton’s bribery of port officials, having received a piece of the bribe himself. Another dockworker may also have witnessed the same events that Enderios saw.

Almant Enderios: Enderios saw the abductees at the Sellen River docks being moved from the *Drifting Current* to a specific Gray Gardener prisoner transport, but he doesn’t know where it went after that. He also saw a suspicious blond man with a prominent facial scar that, despite wearing a Gray Gardener uniform, exposed his unmasked face. He also recalls the blond man addressing one of the prisoners as Korkovin.

Guard Sergeant Ottavia Respani: Respani saw the same transport that Enderios saw pull up in front of Lofton’s office, but she does not know the significance of the transport unless the PCs ask her about it, or unless they ask her about Lofton’s recent dealings. Respani also knows that the blond man that Enderios saw is Estienne Jacquert, a wanted criminal who fled to Andoran.

The Streets of Woodsedge: A citizen in the streets saw one of the prisoners drop several pieces of paper and picked one of them up. The paper indicates the holder’s connection to Andoran’s Lumber Consortium. Alternatively, if the PCs go to an abandoned warehouse where the prisoner transport wagon stopped, they find a similar piece of paper with the same information.

Venture-Captain Alois Lofton: Lofton is unwilling to share any of the information that he knows until the PCs meet the conditions listed in Venture-Captain Alois Lofton, Counselor-at-Law section on page 10. In total, Lofton knows that his true identity is VENZA the Nick, and that the real Lofton is a prisoner to fey in a nearby forest. He also knows that Colson Maldris is behind the plot to take prisoners from Andoran to an undisclosed location in Galt face justice. Maldris told him that one of the prisoners is a man named Halmont Warrieth, who Maldris was adamant was guilty of a terrible crime. Lofton bribed a variety of people at the Woodsedge docks to keep the arrival of the *Drifting Current* a secret. The prisoner transport arrived outside Lofton’s office 2 days before the PCs arrive in Galt, and one of the people on the transport gave him a hefty payment from Maldris.



Skill Check DCS

Instead of listing all skill check DCs during the investigation, skills checks are assigned a difficulty: Easy, Average, or Hard. Feel free to reward creative solutions and uses of skills that are not directly mentioned in the investigation, using the provided skill DCs as a guide.

Subtier	Easy	Average	Hard
3-4 (4 players)	13	16	19
3-4 (5+ players)	14	17	20
6-7 (4 players)	16	20	23
6-7 (5+ players)	18	22	26

Although Eliza cautioned the PCs not to mention their connection to the Pathfinder Society to any of the NPCs, the PCs may choose to do so if they find themselves stuck. Invoking their connection to Eliza allows the PCs to automatically succeed at a single skill check to discover a clue and gain a +5 bonus on other skill checks to discover clues from the same source. Doing so does not come without risks, however. All future NPCs that the PCs speak to about clues are more wary about the PCs, as they have heard rumors that the PCs may be connected to the Pathfinder Society. The DC of all future skill checks to discover clues from NPCs increases by 2. The PCs cannot use their connection to Eliza to gain bonuses again. Mentioning Eliza does not provide a benefit when speaking to Lofton.

The adventure begins at 10 in the morning. Traveling between locations in Woodsedge takes 30 minutes, and stopping to purchase gear takes 2 hours. As long as the PCs perform the entire investigation in a single day, they do not incur any penalties for time taken. If the PCs do rest a night before continuing the investigation, the DC to find all clues increases by 2, as NPCs are increasingly wary. If they take more than 1 additional day before departing for the forest, guards arrest Lofton and imprison him in the Woodsedge Jail. Run encounter C before encounters A or B, treating the PCs as if they had succeeded at all checks to gain clues from Lofton listed in his section on page 10 after they free him.

Use the Skill Check DCs sidebar above to determine the difficulty of skill checks during the investigation.

Larisa Stronwell

Larisa Stronwell (N human expert 5) is a short, slender woman with brown hair and freckles who works in a small shipping office on the Woodsedge docks. The organized but dusty office consists of a front room for visitors and a back room with several desks and dozens of shelves and filing cabinets where three other people are working. When the PCs arrive, Larisa is sitting behind a desk in the front

room, working through a stack of papers. She greets the PCs brusquely without looking up from her work. If the PCs mention the *Drifting Current*, she looks up abruptly and says, "It's in the harbor. What else is there to say?" As long as the PCs press her on this statement, she admits that the ship didn't report its arrival. The PCs can convince her to speak more on the situation if they succeed at an Average Bluff, Diplomacy, or Intimidate check or an Easy Profession (merchant or sailor) check. She admits that there seems to have been a deliberate effort to keep the ship's arrival off the books. She whispers to the PCs that prying further into the situation could be dangerous, but she offers to do so if the PCs succeed at the skill check by 5 or more. Otherwise, the PCs can convince her to surreptitiously look through dock records and ask around if they succeed at a Hard Bluff, Diplomacy, or Intimidate check or an Average Profession (merchant or sailor) check.

If the PCs convince Larisa to discover the cause of the secrecy, she asks them to return in an hour. When the PCs return, Stronwell reports that Alois Lofton bribed various people in the harbor to conceal the ship's arrival to "facilitate the apprehension and security of dangerous criminals and traitors to the Revolution."

Citizens on the Docks

The PCs can learn more information about the *Drifting Current* and its passengers if they ask around the docks. Finding a knowledgeable individual requires the PCs to succeed at a Hard Diplomacy check to gather information, taking the typical 1d4 hours. If the PCs succeed at two consecutive Average Diplomacy checks, they also find a knowledgeable individual. When the PCs succeed, give them one of the following pieces of information. Do not give the PCs a piece of information that they have already found unless they have already found both of the clues below. If the PCs have already found both clues, the GM may give other minor hints or information at her discretion to help steer the PCs in the right direction.

Clue 1: The PCs find a dockworker who tells them that "someone else was walking around here offering coin to keep quiet about a boat. If you want to know who it was, you'll need to pay me more than he did." If the PCs pay the dockworker 50 gp (or 200 gp in Subtier 6-7), the dockworker provides all of the information that the PCs could have found from Larisa. The PCs can trick, threaten, or otherwise persuade the dockworker to reveal information without a bribe with an Average skill check.

Clue 2: The PCs find a dockworker who saw Gray Gardeners aboard the *Drifting Current*. She overheard one of the Gardeners referring to one of the prisoners as "Korkovin." This clue allows the PCs to roll a skill check to identify the name, as they could if they learned the name from Enderios (see page 9).



A CASE OF MISSING PERSONS

Almant Enderios

Almant Enderios (N male human magus 7) is a down-on-his-luck bounty hunter who lives with a number of other homeless men and women in an abandoned dressmaker's shop. Since his return from a failed mission to Andoran, Enderios has been taking odd jobs with whoever will hire him. Lately, his employment has come from the Gray Gardeners, who are always looking to track down enemies of the state. He has supplemented his income with the occasional job for Venture-Captain Petulengro, who also uses him to keep her up-to-date on what the Gardeners are doing.

Enderios is a tall man in his late twenties with olive complexion and black hair. He wears a long red woolen coat wrapped tightly around him against the evening's chill and carries a bastard sword strapped to his back. When the PCs arrive, he is one of the shop's back storerooms, sitting next to a small fire and preparing coffee. Any PC who has played *Pathfinder Society Scenario #5-04 The Stolen Heir* receives a +4 on all checks to influence Enderios and personal thanks for "clearing up that mess in Sauerton."

If the PCs make Enderios amenable with an Average Diplomacy or Bluff check, a Hard Intimidate check, or an Average Knowledge (local) check to know that Enderios is looking for odd jobs and suggest a place he might be able to find some work, Enderios agrees to talk to the PCs about more than simple pleasantries. The PCs might give Enderios money; if they do, they gain a +1 circumstance bonus on their check for every 10 gp that they offer (maximum +5). In Subtier 6–7, they gain a +1 circumstance bonus for every 25 gp they offer. When the PCs mention the *Drifting Current*, he relays the following.

"I was speaking with one of the Gray Gardeners I know over at the Sellen River docks two days ago. His name is Citizen Blight and he's their equivalent of an officer. They all have funny pseudonyms like 'Blight' or 'Malice' in order to hide who they really are. While talking to Blight, a big gray hearse pulls up next to a river sloop that had just docked. 'Gray hearse' is what we call the prisoner transport wagons the Gardeners use, mainly because of their charcoal gray color and because the people inside often end up with a 'permanent haircut.'

"There were two men with heavy crossbows riding on the roof and another one on the back and a burly woman driving the team. They pull up in front of the docked sloop and two Gardeners led five hooded and chained prisoners down the gangplank and into the hearse, followed by a third Gardener bringing up the rear. And here's the strangest part: that last Gardener, I saw him donning a mask as he exited the sloop, which means that I, and everyone else nearby could see his face. Since you're probably not from around here, let me tell you: that NEVER happens. The only thing the Gray Gardeners protect more closely than their final blades is their identity. In my entire life, I can't remember ever seeing a Gardener's unmasked face, and I've worked with them for

years. He was a blond man with a rose-gold earring and a deep, crescent-shaped scar on his chin.

"So where was I before that? Oh yeah, the prisoners. I could tell that half of them were probably men, and the other half women. All of them looked human. Once all the prisoners had been loaded into the hearse, they took off. I'm not sure where they were headed, but it wasn't toward the Woodsedge Jail, that's for sure.

"Oh, and the blond man said something loudly to one of the prisoners. He said, 'Walk faster, Korkovin, you drunken scum. Let's see your fortune save you now.'"

This is all that Enderios knows about the abductions. If the party asks Enderios about Ottavia Respani, he truthfully tells them that he knows who she is ("she stands out, always humming to herself") and that she works for the guard. If they question him about Alois Lofton, Enderios confirms that he's a barrister in private practice who once had a great reputation as a brilliant member of the defense bar, but who's caved to the government in recent years, and now is little more than a rubber stamp for the Gray Gardeners. Enderios does not know Larisa Stronwell.

If the PCs succeed at an Hard Knowledge (local) check, an average Appraise check, or an Easy Profession check related to banking, they know that Morvius Korkovin is a famous and wealthy banker in Andoran known for throwing decadent parties and drinking heavily.

The PCs may return to Enderios with a picture of the blond Gardener with the scarred face that they have received from Ottavia Respani. If they do, he confirms that the man in the picture is the "spitting image" of the man he saw.

Guard Sergeant Ottavia Respani

Ottavia Respani (NG female human expert 3/fighter 2) is a trained violinist and composer who makes her living working for the Woodsedge Guard. An unrepentant idealist, she longs for an end to the decades-long Red Revolution and the restoration of traditional Galtan culture. The PCs can easily spot Respani from the description the venture-captain gave them. Ottavia is a short, muscular woman in her mid-thirties with close-cut, curly brown hair and an oval face.

If the PCs visit Ottavia at the guard post, she is wearing the checkered green and gray uniform of a member of the city guard. She is willing to listen to any information the PCs may provide, but hesitant to speak of what she knows in such a public setting or to leave her post. Convincing her to step away requires the PCs to succeed at an Average skill check.

If the PCs visit Ottavia at the Drunken Morlock, she is sitting at a back table and writing music on loose sheets of paper while nursing a mug of cheap red wine. The Drunken Morlock is quite nondescript, with a dozen tables scattered about the common room. Its other clientele seems to be mostly human professionals or tradesfolk. She is wearing utilitarian clothing and is clearly off-duty, not in her guard



uniform. She concentrates intensely on her music and hums notes to herself. She does not notice the PCs unless they make physical contact with her or speak her name.

The PCs can convince Ottavia to talk to them about the prisoner transport with a Hard Bluff or Intimidate check, an Average Diplomacy check, or an easy Perform check. Seeing prisoners is not an unusual occurrence for Ottavia, so she does not think to mention the wagon to the PCs as a suspicious occurrence unless they provide some details about it, such as the number of prisoners and the day that the wagon came through or the fact that one of the Gray Gardeners was a blond man with a rose gold earring.

If the PCs succeed at the check, Ottavia shares the following information. Two days ago, she was on her way back to work from lunch at the Drunken Morlock when she saw a gray hearse carriage loaded with prisoners and Gray Gardeners pull up in front of Lofton's office. Two gray Gardeners emerged and quickly went up the stairs. One of them was a blond man with a rose gold earring, but she couldn't see his face because of his Gray Gardener mask, and the other had his hair underneath his cap and no jewelry. The group returned a few minutes later along with Lofton, who led them down the street to an abandoned warehouse where they stashed the prison wagon. What seemed strange to Ottavia was that the prisoners in the wagon were not booked into the jail overnight, as per the standard regulations. The whole thing seemed a little fishy to her, but she knew better than to stick her nose into Gray Gardener business, and didn't inquire any further.

If the PCs describe the blond Gardener's facial scar, Ottavia frowns, and then her eyes go wide. She pulls out a large file and withdraws a sheet of paper with a picture of a blond man with a deep scar on his chin and a diamond earring. "Does this look like the man you saw? His name is Estienne Jacquert. He's wanted for treason, but he fled to Andoran several years ago." She offers to let the PCs borrow the picture to confirm his identity with whoever saw his face.

If the PCs ask Respani about Almant Enderios, she states that she does not know him personally, but that she has seen someone matching his description bring in runaways to the jail from time to time. She has never met Larisa Stronwell. Inquiring about Alois Lofton elicits a scowl from the guard sergeant and the following comment spoken very quietly so no one else can hear.

"Yes, I know Lofton. He was once a great man, speaking up for those without a voice and fighting for justice in our admittedly biased judicial system. He would take the no-hope cases nobody else in the defense bar would take, simply because he believed the defendants were innocent. He saved a lot of people from the *final blades* back in the day, but in the last few years has become just another sycophantic bootlicker. He rarely bothers to give his clients a decent defense, something that makes the conviction-

hungry judges very happy. I don't know what happened to him. Maybe he just lost the spirit to fight; it wouldn't be the first time that happened in our unjust world."

Sergeant Respani has nothing more to add at the moment, although she might prove useful later in the scenario's final section, Cheating the Final Blade. Before heading home, she tells the PCs how they can reach her, should they later require her help.

On the Streets of Woodsedge

The PCs might choose to investigate around the abandoned warehouse where Ottavia told them that the Gray Gardeners stashed the prison wagon. If they search around the warehouse and succeed at a Hard Perception check or an Average Survival check, they find a sheet of paper covered in numbers dropped in an out-of-the-way corner. The paper is a page from a ledger labeled "Lumber Consortium." A PC who succeeds at an Easy Knowledge (local) check knows of Andoran's Lumber Consortium. The Lumber Consortium is a prominent company in Andoran that has a monopoly on the nation's logging industry. Make a note of whether the PCs' results bypassed the Average or Hard DCs as well. The increased difficulty in Subtier 6–7 represents damage to the paper that obscures portions of the organization's name. A PC who succeeds at a Hard Perception check or an Easy Linguistics check can decipher the name signed at the bottom of the page, next to a blank that says Chief Supervisor Approval: Sabrina Tularis. A PC who succeeded at the Average DC to know about the Lumber Consortium is aware that Sabrina is one of the public faces of the Lumber Consortium, and a PC who succeeded at the Hard DC knows that she travels around Andoran engaging in political advocacy for the Lumber Consortium.

The PCs may still find a page from this ledger even if they do not search the warehouse. If the PCs ask people near Lofton's office for information and succeed at an Average Diplomacy check to gather information, they find someone who noticed a woman dropping a sheet of paper on the ground right outside of the warehouse. The curious passerby picked the sheet of paper up after the Gray Gardeners had left and took it home. This person is unwilling to retrieve the page unless the PCs succeed at an Average Bluff, Diplomacy or Intimidate check.

Venture-Captain Alois Lofton, Counselor-at-Law

Venza the Nick has not had an easy time since taking over the life of Alois Lofton in 4708 AR. At first, things seemed to be going his way. He had been freed from his months-long captivity in the Verduran Forest, and although the body he now inhabited was not his own, he was free of the massive gambling debt he owed. He also found that Lofton was well respected in the legal community. After taking over Lofton's



A CASE OF MISSING PERSONS

home and office, Venza read what legal books he could find and quickly adapted to his new role as a barrister, even stumbling his way into victory at his first few simple cases.

This honeymoon period ended when he lost his first big case, and a judge gave him a stiff fine for inappropriate language and conduct during the trial. After that incident, fewer people came looking for representation, and Venza began falling back on his old underworld contacts to lend him money. He began to take court-mandated cases and learned that if he provided deliberately poor representation for those accused of the worst crimes, the court would assign him more cases. Following this path, he quickly became one of the most popular barristers among Woodsedge's punitive judges, and even began to be invited to their exclusive clubs for luncheons and drinks.

Maldris's offer to pay him to cover for his abductions during this time brought in even more money, and Venza grew a bit bolder. He began looking into the private lives of the judges he interacted with daily with the hopes of discovering something juicy for blackmail.

The good times ended a week ago when his attempt to blackmail a judge backfired. Instead of caving to his demands, the judge called in favors among the Gray Gardeners, who immediately stripped Venza of his comfortable court jobs, and began to look into building a case against him, sending Venza into a state of panic. He began to make plans to flee Woodsedge just as soon as Maldris passed through and paid him the rest of the bribe.

Maldris and his crew arrived as promised 2 days ago, and Venza hid the prisoner transport in a nearby abandoned warehouse. They left again the next morning, and Venza began tying up loose ends so that he can leave.

The PCs find Venza in his small office, located over a permanently closed butcher shop. A small, faded sign with an arrow pointing up an exterior flight of stairs to a second-story landing reads: Venture-Captain Alois Lofton, Counselor-at-Law. The door at the top of the stairs is unlocked and opens to Lofton's shabby office. A PC who succeeds at an Average Perception check notices that Lofton has recently removed many books and files from the office.

When the PCs arrive, "Lofton" looks up from a stack of paperwork on his desk, which he was searching through for anything that may prove useful. While he fears that the PCs may have been sent to arrest him, he chooses to address them at first as if they were not. He informs the PCs that he is too busy at the moment to take cases, and asks them

if they would come back in a few days when he has more time. A PC who succeeds at an Average Sense Motive check notices that Venza is nervous, and a PC who succeeds at a Hard Sense Motive check also realize that "Lofton" doesn't plan to still be in Woodsedge in a few days.

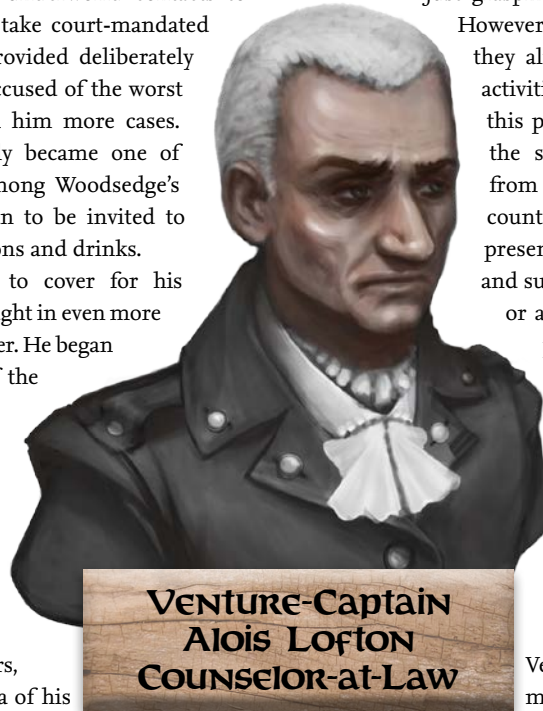
Venza is initially unwilling to share details of his recent activities with the PCs, unless they show that they are not just grasping at straws when questioning him.

However, if the PCs present evidence that they already know some details about his activities, he is more willing to talk. For this purpose, his bribery at the docks and the sight of the Gray Gardener wagon from the docks outside of his house both count as sufficient evidence. If the PCs present one of these pieces of evidence and succeed at an Average Intimidate check or a Hard Bluff or Diplomacy check, he pauses, thinking furiously. Decrease the DC of the check to Easy or Average respectively if the PCs present both of these pieces of evidence. Other strategies, such as pretending to be Gray Gardeners and succeeding at a Disguise check, may also help pry information from Venza.

When the PCs succeed at the check, Venza opens up, "Do something for me, and I'll tell you all you want and more about that wagon. I'll give you

this for free: It left town two days ago." If the PCs ask what it is he wishes them to do, Venza says that he needs to tell them a pretty far-fetched story that is all true first. If the PCs wonder how they could believe him, Venza consents to be subjected to truth-telling magic before relating it (such as drinking the *elixir of truth* that Eliza provided the PCs).

"Back in 4708, I needed to lay low for a little while after things had gone sour here in town. A buddy of mine knew of a woodcutter's shack in the Verduran Forest, so I quickly escaped. I snuck into the woods and looked for the shed, but that rat must have given me bad directions and I got lost. After about a day, I come across a beautiful clearing with flute music playing in the distance. Before I knew what's what, these horned guys with goat legs grabbed me and knocked me out! I woke up in silver chains with faeries all around me who kept me as their prisoner for months. They'd force me to play their stupid faerie games and make me tell them all about the 'mortal world,' as they called it. But I'm just one guy and eventually I ran out of stories. They would have killed me for sure, but this old guy shows up named Lofton. He talks real nice to the faeries in their language, and then he tells me that he's going to argue for my release in a faerie thing called a moot!



**Venture-Captain
Alois Lofton
Counselor-at-Law**



This guy was quite the talker, and believe it or not, after hours and hours of arguing, he was able to convince them to let me go! It wasn't meant to last, though, because faeries rarely keep their promises in the way you think they will. The head faerie touches us both with a silver wand as we were leaving, knocking us both out. When we wake up, we realize that he's switched our bodies: I'm in Lofton's wrinkly skin, and he's in mine. The fey kept their promises in a way, only in a way they didn't, and as far as I know he's still there. So you see, I'm not really Lofton, I'm a guy named Venza; Venza the Nick, they used to call me. Geez, I haven't said that name in a long time. I swear on Desna's light that this is all the honest truth!"

After finishing the story, Venza tells the PCs that he needs them to travel into the Verduran and retrieve the real Lofton, and bring him back to his office. He gives them detailed directions on how to find the glade of the fey, claiming that it is a 5-hour walk from Woodsedge. In exchange for bringing back the real Lofton, Venza promises to reveal all he knows about the kidnap victims, who is leading them, and where they are going. If the PCs ask how he plans to switch bodies again, Venza explains that he can pay for magic to reverse the effect once the two of them are together again. If the PCs insist that Venza should accompany them into the forest, Venza declines, informing the PCs that the fey told him that as long as he sought his body through the trees, mortal eyes could never find it.

The PCs may ask Venza why he would want to switch bodies again. If they do, he tells them that he wishes to be back in his real, much younger body. This is only a partial truth—PCs who succeed at an Average Sense Motive check know that he has another reason. If pressed, he admits that he got this body in trouble, and that the Gray Gardeners are probably after him now. He plans to leave Galt as soon as the PCs return with the real Lofton. Venza's plans for keeping himself safe in the intervening time are vague; he claims he'll just "pack up his things and hope he can lie low well enough." If the PCs take any precautions or make any suggestions to him to keep him safe, he thanks them for the help and goes along with their plans, as long as they don't involve going into the Verduran Forest with the PCs. Later in the scenario, these precautions delay the Gray Gardener's efforts to track Venza down (see page 18). If the PCs ask Venture-Captain Petulengro for help, she explains that she is unwilling to take the risk of sheltering him in the Woodsedge Lodge, but suggests an alternative safe house that they might use.

Rewards: If the PCs do not learn about the real Lofton's location, reduce each PC's gold by the following amount. This gold represents the value of the items that the Venture-Captain Petulengro gives to the PCs. If they earn this gold, they also earn access to the items she lends them on their Chronicle sheets.

Subtier 3–4: Reduce each PC's gold earned by 364 gp.

Out of Subtier: Reduce each PC's gold earned by 772 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,180 gp.

A. INTO THE VERDURAN FOREST

The 5-hour journey south through the forest to the fey's domain is uneventful. As the PCs approach, the tree cover overhead begins to thin until the party is standing on the edge of a small glade under a cloudless sky with dew-soaked grass beneath their feet. The path they have been traveling on continues ahead of them, while another, equally ancient path crosses the glade almost perfectly perpendicular to it. All of the areas on the map that are covered by trees provide cover and are considered difficult terrain.

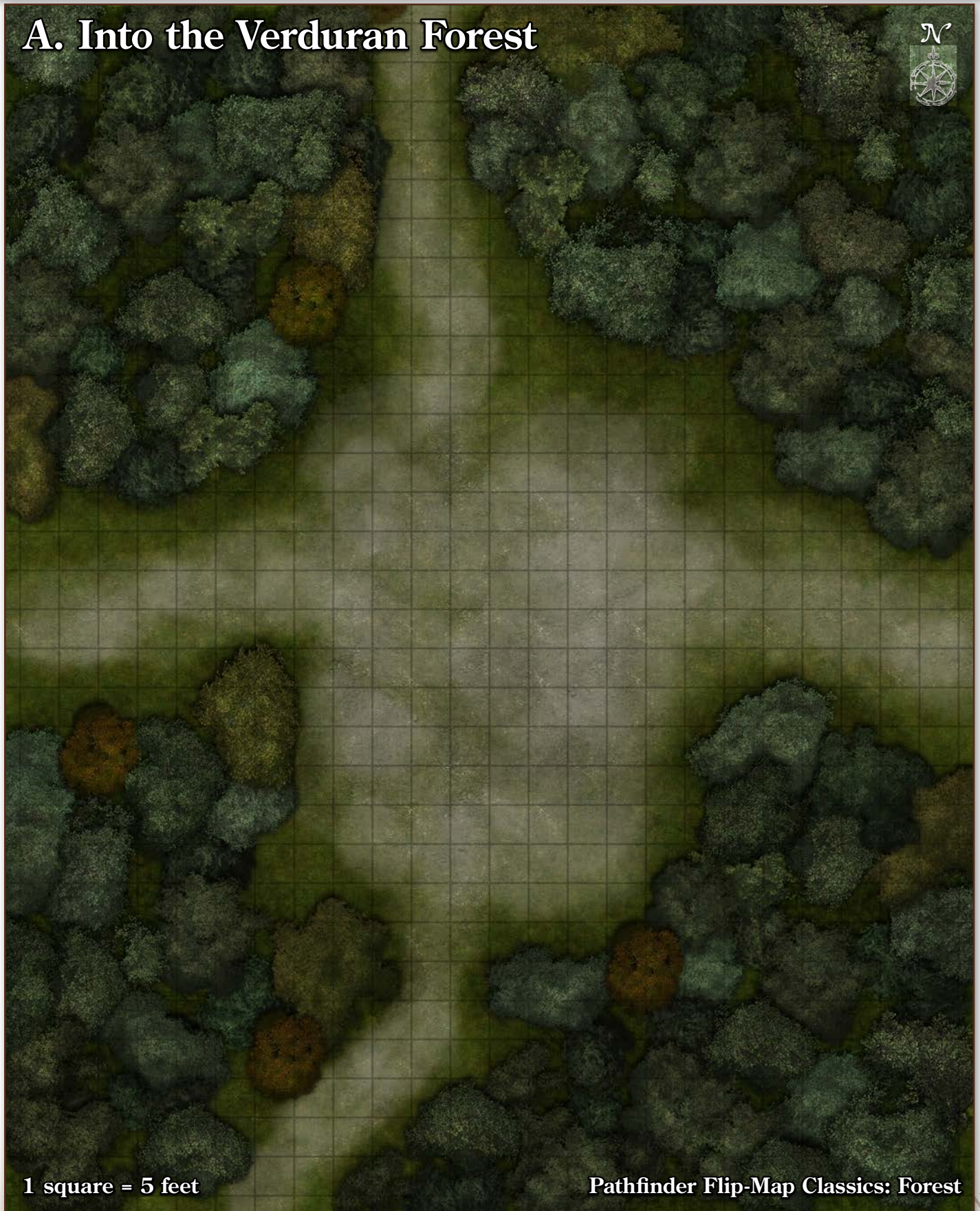
Creatures: Luckily for the PCs, the fey that now inhabit this glen are much less powerful and numerous than those Venza and Lofton originally encountered. The fey that once frolicked through this part of the Verduran departed years ago, leaving behind a small coterie that didn't fit in anywhere else.

A small yet determined gerbie named Fiffernetter leads those who remain. At least Fiffernetter assumes that she was left in charge, even though none of the older fey ever told her so directly. Like others of her kind, Fiffernetter detests violence and insists that everyone get along, all of the time, no matter what. When her hackneyed clichés ("Smile, and the whole world smiles with you") and overused bromides ("Everything happens for a reason!") fail to keep the peace, she uses her aura of friendship power. The other fey in residence (two insectile calpinas in Subtier 3–4 and a trio of redcaps in Subtier 6–7), care nothing for human concepts of peace and getting along, and would most likely have left long ago if they had anywhere else to go.

All of the fey are hiding in the bushes when the PCs first approach the glade, although a PC who succeeds at a DC 24 Perception check hears the movement of small feet in the forest to the northwest before the fey emerge from the brush. If the PCs call out or make any other obvious noises or movements, the calpinas (or redcaps, in Subtier 6–7) slowly emerge from the underbrush and begin to move around the PCs, baring their fangs and looking threatening. Before a fight breaks out, however, Fiffernetter bursts out of the woods and chides the mischievous fey in truespeech (which everyone can understand, no matter what language they speak) to behave and greet their guests in a friendly manner. The fey reluctantly comply, making jerking bows or inelegant curtsies. The PCs immediately come under the effect of her aura of friendship ability. Those who fail their saves are not aware that she is tampering with their emotions, while those who succeed know that the effect is emanating from the gerbie. If one of the PCs seems upset at being manipulated, Fiffernetter apologizes profusely, claiming that she has no control over her "infectiously

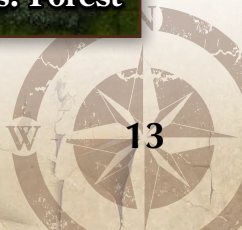


A. Into the Verduran Forest



1 square = 5 feet

Pathfinder Flip-Map Classics: Forest



Scaling Into the Verduran Forest

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

Subtier 3–4: Remove one of the calpinas from the encounter. Fiffernetter is a small and weak member of her kind. Reduce her DR to 5/cold iron and reduce her Charisma score by 4 (which reduces her concentration bonus and the DCs of all of her spell-like and supernatural abilities by 2).

Subtier 6–7: Fiffernetter has hidden the redcaps' red caps to make them more docile. Remove the +4 damage bonus on all attacks and their fast healing ability.

positive outlook on the world." If no one attacks or threatens her, she launches into a prepared speech.

"Welcome to our realm, gentle mortals! We creatures of the First World are known as the Northern Verduran Collective, and like you humans of the great nation of Galtan, we have thrown off the oppressive shackles of our overlords and now watch over this forest and its inhabitants. We work hard and have no need of kings or queens, for we govern ourselves through peace and harmony!"

After finishing, Fiffernetter takes a deep curtsy and looks around, seemingly expecting applause. She thanks the PCs and inquire in the politest manner imaginable why the PCs have come. At the mention of Lofton or Venza, the gerbie's face momentarily darkens. She apologizes, declaring that the human was gifted to the Collective and that he has chosen to stay, and that, he's not really in a state to travel regardless. One of the calpinas (or redcaps) agrees with her, remarking that they couldn't let anyone that "entertaining" leave their company.

If the PCs attempt Diplomacy checks to try to improve the gerbie's attitude, she beams in delight at their polite words but still refuses to hand over the human. Any unfriendly actions such as an attempt to Intimidate her or the other fey prompts hurt looks and tearful apologies from Fiffernetter, but does not convince her to part with the human.

Eventually, the little fey suggests a solution: she and the other fey are willing to trade the human in exchange for the PCs taking care of their "little troll problem." She explains that a troll moved into the forest several months ago and that despite her friendliest overtures, he refuses to leave. Not only that, but he

has started to attack nearby creatures and is beginning to do great harm to the "overall feeling of love and happiness everywhere." If the PCs agree to deal with the troll, the gerbie gives the PCs directions and promises to have Lofton ready for them when they return. Proceed to encounter B (page 15).

If the PCs ever simply decide to attack the fey, Fiffernetter screams in disappointment at the "missed opportunities for cross-species understanding," but she fights to the death to protect the grove alongside the other fey.

Subtier 3–4 (CR 7)

FIFFERNETTER

CR 4

Female gerbie (*Pathfinder Campaign Setting: The First World, Realm of the Fey* 62)

CG Small fey

Init +3; **Senses** low-light vision; Perception +13

Aura friendship (60 ft., DC 18)

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 38 (7d6+14)

Fort +3, **Ref** +8, **Will** +8

DR 10/cold iron; **SR** 15

OFFENSE

Speed 30 ft.

Melee bite +7 (1d4–2) or touch +8 (forget)

Special Attacks forget, mental cacophony

Spell-Like Abilities (CL 7th; concentration +12)

At will—*calm animals* (DC 16), *calm emotions* (DC 17), *charm monster* (DC 18), *tongues* (DC 17)
3/day—*detect thoughts* (DC 17)

TACTICS

During Combat Fiffernetter admonishes the PCs for their violent actions. She uses *calm emotions* on as many PCs as she can without hitting her allies and *calm animals* on any animal companions.

If the PCs persist in attacking, she use mental cacophony on the most dangerous-seeming PC that is not under her calming effect, crying out phrases like "Think of the feelings of all the living things that surround you!"

Morale As long as her allies still fight, Fiffernetter fights to the death to protect them. If her allies surrender or fall, Fiffernetter surrenders.

STATISTICS

Str 6, **Dex** 16, **Con** 13, **Int** 11, **Wis** 16, **Cha** 21
Base Atk +3; **CMB** +0; **CMD** 14



FIFFERNETTER

A CASE OF MISSING PERSONS

Feats Dodge, Toughness, Weapon Finesse, Weapon Focus (touch)

Skills Acrobatics +12, Diplomacy +19, Handle Animal +12, Heal +10, Perception +13, Perform (comedy) +9, Ride +10; **Racial**

Modifiers +4 Diplomacy

Languages First Speech; truespeech

SQ charmer

SPECIAL ABILITIES

Aura of Friendship (Sp) Any creature within 60 feet of a gerbie must succeed at a DC 18 Will saving throw or have its attitude adjusted to friendly toward both the gerbie and any other creatures currently within the aura's area of effect, as per *charm monster*. This positive attitude toward other targets of the ability lasts for 1 day after leaving the gerbie's aura. A creature that leaves and reenters a gerbie's aura can attempt another saving throw. A creature that successfully saves against this ability is immune to that gerbie's aura for 24 hours. Being attacked by another creature within the aura (including the gerbie) immediately ends the forced friendliness toward that creature and prompts a new save against the aura, with the standard +5 bonus for being threatened while charmed. The save DC is Charisma-based.

Charmer (Su) A creature targeted by the gerbie's *charm monster* spell-like ability does not receive the +5 bonus to its saving throw if being attacked by the gerbie or its allies. This does not apply to the aura of friendship ability.

Forget (Su) A gerbie that makes a successful touch attack on a creature can cause it to forget something, as if it had failed its saving throw against *modify memory*, save that the effect is immediate and the gerbie does not need to spend time visualizing the modification.

Mental Cacophony (Su) As a standard action, a gerbie can force any creature within 100 feet to attempt a DC 18 Will saving throw or be sickened for 1d10 rounds as its mind is overloaded by the surface thoughts of trees, bugs, and any other living things around it. The affected character cannot process or interpret this information, though certain thoughts may stand out at the GM's discretion. The save DC is Charisma-based.

MELEONE AND YRANI (2)

CR 3

Calpinas (*Pathfinder RPG Bestiary* 6 53; see page 23)

hp 27 each

TACTICS

During Combat The calpinas are thrilled to be fighting again after the gerbie's enforced peace. They target PCs who succeed on their saving throw against Fiffernetter's calm emotions.

Morale If the PCs knock out one of the calpinas, the other one attempts to flee when reduced to 10 hit points or fewer.

Subtier 6–7 (CR 10)

FIFFERNETTER

CR 4

Female gerbie (*Pathfinder Campaign Setting: The First World, Realm of the Fey* 62)

hp 38 (see Subtier 3–4 on page 14)

Concentration +15

Skills Diplomacy +22, Handle Animal +15, Perform (comedy) +12

Gear *circlet of persuasion*

TACTICS

Use the tactics from Subtier 3–4.

REX, VEX, AND LEOPOLD (3)

CR 6

Redcaps (*Pathfinder RPG Bestiary* 2 233; see page 23)

hp 60

TACTICS

During Combat The redcaps attack PCs who are not under Fiffernetter's *calm emotions* effect, targeting PCs who visibly display holy symbols of good aligned religions last.

Morale The vicious redcaps fight to the death.

Development: If the PCs kill the gerbie, another calpina (or redcap, in Subtier 6–7) named Wyx approaches the PCs as they begin their search for Lofton. The fey calls out to the PCs in Common, "So you finally got rid of that obnoxious little pipsqueak, eh? Can't get too close to her or she'll try to control your mind. Let me help you with whatever you're looking for. It's the least I can do for your help." Proceed to The Real Lofton on page 17. If the PCs do not kill the gerbie, Wyx instead sneaks ahead to warn the troll of the PCs' impending arrival, hoping to make the fight more entertaining to watch (see encounter **B** below). The PCs notice Wyx skulking around in the woods before the fey can run off if they succeed at a DC 25 Perception check (DC 29 in Subtier 6–7). If they spot the fey, Wyx decides that rushing ahead to speak to the troll is too dangerous and does not interfere with the encounter.

Treasure: After combat, a quick search of the grove reveals an elegant horn that one of the departing fey left behind, a *horn of the huntmaster* (*Pathfinder RPG Advanced Player's Guide* 306). The PCs receive the rewards for this encounter only if they defeat the fey in combat, and can never receive both this treasure and that from the A Troublesome Troll encounter for any reason.

Rewards: If the PCs fail to defeat the fey, reduce each PC's gold by the following amount. Do not perform this reduction if the PCs defeat the troll instead.

Subtier 3–4: Reduce each PC's gold earned by 379 gp.

Out of Subtier: Reduce each PC's gold earned by 606 gp.

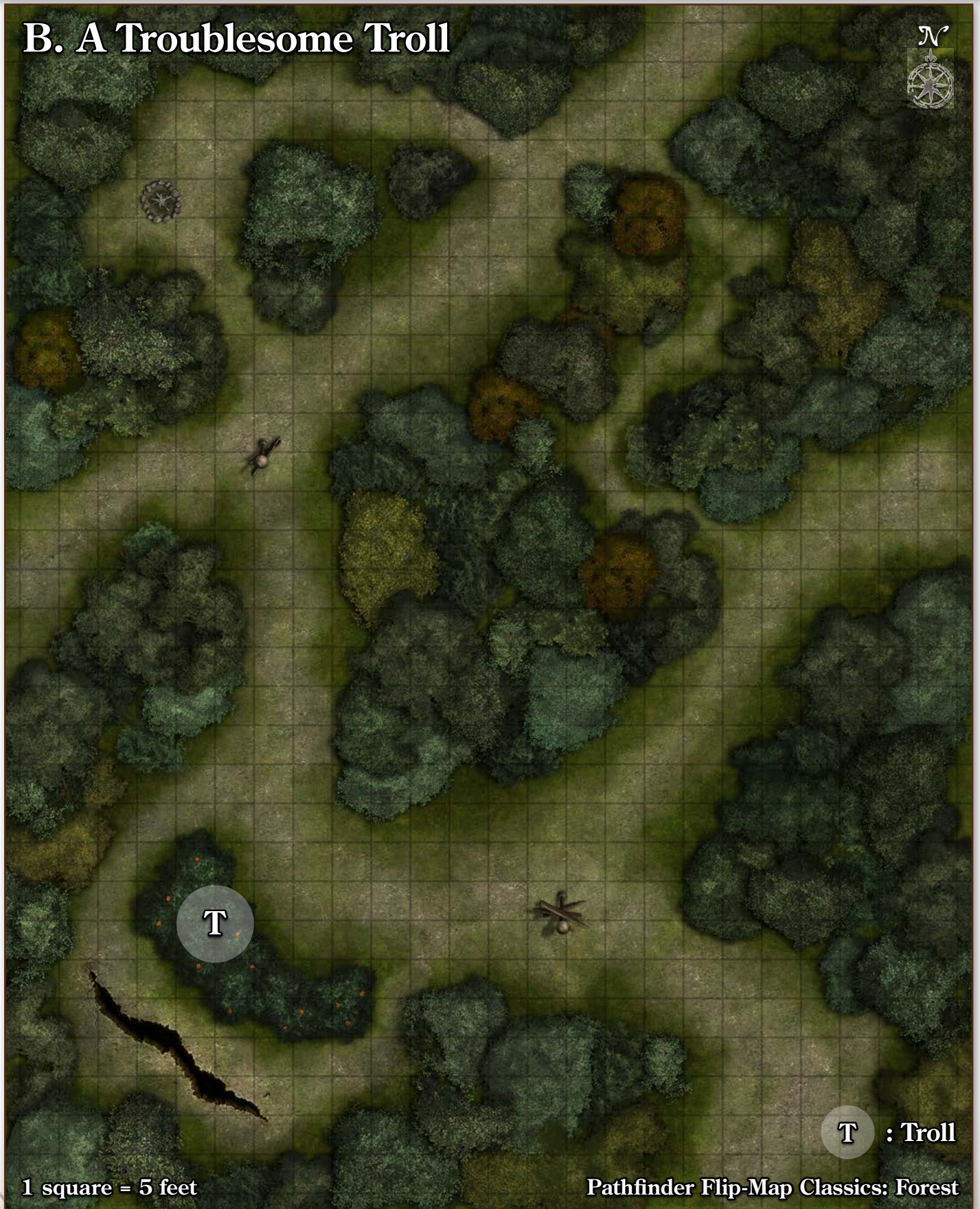
Subtier 6–7: Reduce each PC's gold earned by 833 gp.

B. A TROUBLESOME TROLL

The troll that has been harassing the fey of the Northern Verduran Collective for the last few months set up camp after discovering a natural fissure in the ground that emits sulfur-laden steam. Being quite devout but not overly bright, he decided that the steam was the breath of the demon lord Urxehl, his patron deity, and that the entire



B. A Troublesome Troll



T

T : Troll

1 square = 5 feet

Pathfinder Flip-Map Classics: Forest

A CASE OF MISSING PERSONS

area was a holy shrine that had to be protected. He has been making small skirmish attacks against the fey, a small grove of treants, and a village of human woodcutters, trying to gauge their individual strengths and weaknesses, and soon plans to destroy all three groups as a grand sacrifice to the Trollfather.

All of the areas on the map that are covered by trees provide cover and are considered difficult terrain.

Creatures: Thanks to Wyx, the troll knows the PCs are about to arrive, and is lying in ambush. The troll has hidden himself in a leaf pile. He attacks if anyone approaches to within 10 feet of the pile. A PC who succeeds at a DC 18 Perception check (DC 22 in Subtier 6–7) notices him from 10 feet away, plus an additional 10 feet for every point by which her check exceeds the DC. Wyx is hiding in the woods nearby to watch. If the PCs succeed at a DC 25 Perception check (DC 29 in Subtier 6–7), they notice the fey skulking about. Wyx has no interest in fighting and flees if the PCs notice her presence.

If Wyx did not warn him, the troll is standing near the pile of leaves eating a deer.

Subtier 3–4 (CR 6)

MERZYK, THE HUMAN HUNTER

CR 6

Troll warden (*Pathfinder RPG Monster Codex* 226; see page 23)

hp 102

TACTICS

During Combat Merzyk prefers human opponents. He tries to keep cover between himself and the majority of the party.

Morale Merzyk believes that surrender shames his god, the demon lord Urxehl. He fights to the death.

Subtier 6–7 (CR 9)

APONIX, EATER OF ALL FLESH

CR 9

Troll berserker (*Pathfinder RPG Monster Codex* 227; see page 24)

hp 168

Special Attacks rage powers (quick reflexes, superstition +3)

TACTICS

Before Combat Aponix consumes his *potion of protection from energy* (fire) as the PCs approach.

During Combat Aponix prefers to be surrounded by as many opponents as possible. He always targets the strongest-looking melee combatant first.

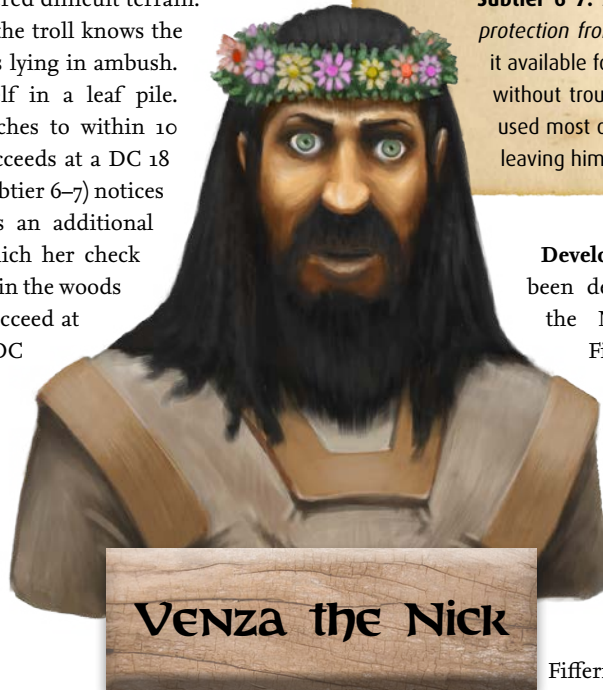
Morale Aponix believes that surrender shames his god, the demon lord Urxehl. He fights to the death.

Scaling A Troublesome Troll

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

Subtier 3–4: An old injury to his shoulder prevents Merzyk from using his rend special attack.

Subtier 6–7: Aponix misplaced his *potion of protection from energy*, so he does not have it available for the fight. The PCs can locate it without trouble after the encounter. He has used most of his rounds of rage for the day, leaving him with only 3 remaining.



Development: Once the troll has been defeated, the PCs can return to the Northern Verduran Collective. Fiffneretter apologizes for making them do such a hard and nasty favor for her. Proceed to The Real Lofton below.

Rewards: If the PCs fail to recover the troll's equipment after the battle, reduce each PC's gold by the following amount. Do not perform this reduction if the PCs defeated Fiffneretter and her allies instead. Note that the PCs cannot receive both

this treasure and that from the Into the Verduran encounter.

Subtier 3–4: Reduce each PC's gold earned by 379 gp.

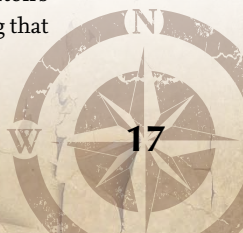
Out of Subtier: Reduce each PC's gold earned by 606 gp.

Subtier 6–7: Reduce each PC's gold earned by 833 gp.

THE REAL LOFTON

Lofton is currently sleeping in a small cave that is a few hundred feet from the glade, but remnants of the magic of the powerful fey that once lived here makes him exceedingly hard to find. Without help from the fey, the PCs must succeed at three DC 24 Perception or Survival checks (DC 28 in Subtier 6–7) over the course of 3 hours. However, if the PCs defeat the troll and return to Fiffneretter, or if they defeat Fiffneretter and gain the support of another local fey, their new fey ally shows them the way.

A quick inspection of the old venture-captain inhabiting Venza's body reveals that although he is physically healthy, he is not in his right mind and suffers from a condition identical to the effects of the spell *feblemind*. He looks about in a dazed manner with a bemused expression playing across his face. He responds to his name with a smile, but does not speak. If the PCs ask Fiffneretter about Lofton's condition, the little gerbie shrugs apologetically, stating that



Scaling Cheating the Final Blade

To accommodate a group of four PCs, make the following adjustment.

Both Subtiers: Remove two Woodsedge prison guards.

he has been that way for years, and despite her best efforts to revive him, his condition has not improved. She tells the PCs that maybe he'd get better if brought him back together with his "other half that left long ago wearing his real body" and undid the ritual that broke them apart. She explains confidently that undoing the ritual is simple; all the PCs have to do is tie the two of them together with vines and throw them into a source of pure water before severing the vines to break the link. She remarks, "at least he's happy" before scampering back off into the forest.

If the PCs ask Wyx about Lofton's condition, the fey says that he has lost touch with his senses, and relays the same instructions that Fiffernetter would have given to undo the body-swapping ritual.

Lofton's mental state makes him extremely trusting. He looks toward anyone who says his name and follows any basic instructions the PCs give him—his current Intelligence score is 1, making comprehension difficult. In general, anything that appears in the listing for the Handle Animal skill as a possible trick is simple enough for Lofton to understand.

Development: If the PCs send word to Eliza Petulengro about Lofton's situation, the venture-captain replies with a *sending*, asking them to discretely bring him to the statue hall where they first met so she can arrange to have him hidden in the Woodsedge Lodge and cared for in his vulnerable condition. Regardless, just before the PCs return to the lodge, they receive an urgent *sending* from Petulengro: Alois Lofton has been taken into Gray Gardener custody and is currently in the Woodsedge Jail. He was tried rapidly, and fliers have been posted announcing his execution at sundown.

If the PCs took any precautions to try to protect the false Lofton, Eliza's message instead informs them that Lofton is in the Woodsedge Jail and scheduled for a trial the following morning. The PC's precautions have prevented the Gray Gardeners from conducting their trial in a timely fashion. In this case, his trial takes place the following morning, and he is sentenced to death the following evening. This delay has two major effects. It allows the PCs to rest the night and prepare, and it also gives Eliza Petulengro time to diagnose the real Lofton's condition and reverse the *feblemind* effect. The real Lofton is an investigator (*Pathfinder RPG Advanced Class Guide* 30). If given a bit of time to rest, he can prepare a few extracts off of a spare formula book from the Woodsedge Lodge's library. These work exactly like an alchemist's extracts, and he has the infusion discovery (*Pathfinder RPG*

Advanced Player's Guide 26). Allow the PCs to select one 2nd-level extract from the following list: *aid*, *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *cure moderate wounds*, *false life*, and *invisibility*. The PCs may also select three 1st-level extracts from the following list (possibly selecting more than one of the same extract): *cure light wounds*, *disguise self*, *enlarge person*, *expeditious retreat*, *reduce person*, *shield*, and *true strike*. In Subtier 6–7, the PCs may select two 2nd-level extracts and three 1st-level extracts, as well as one 3rd level extract from the following list: *cure serious wounds*, *displacement*, *fly*, *haste*, and *heroism*. If a PC alchemist lends Lofton his formula book, expand the list of available extracts at each level to include the extracts in that PC's formula book.

C. CHEATING THE FINAL BLADE

The PCs have a number of options of how to rescue Venza from his cell, including brute force, magic, and various kinds of deception and trickery. Both Almant and Ottavia can provide some useful information as well, but they insist that helping the PCs openly will likely cost them their jobs, at best.

Ottavia can fill the PCs in on the general layout of the jail and the number of guards. She also offers to get into uniform and "walk" the PCs through the front gate (C1) and past the Keeper of the Logs (C2), but that the guards allow only those with a legitimate reason to travel past the closed portcullis (C4) into the cellblock (C5). Only the officer on duty in C3 is allowed to go wherever he wants without question. The relevant areas of the prison are described below. The prison yard, guard tower, mess hall, kitchen, and pantry are unoccupied and have no particular role to play in this adventure. Four of the other prison cells hold people convicted of minor crimes.

If the PCs chose a plan that does not involve fighting the guards, the PCs must test their wits against the guards. Break the PCs' plan down into roughly three phases. The first phase represents setup. It may involve preparations such as disguises, reconnaissance around the prison, or tricking the guards at the entrance into believing that the PCs have a legitimate reason to be in the prison. The second phase represents executing the plan. This check may involve actions such as creating a distraction, pickpocketing the guard with a key to the cellblock, or sneaking into the prison. The final phase represents escaping the prison. This phase may involve actions such as creating a blockade or breaking out other prisoners to cover their escape. In each phase, have each PC attempt a skill check that represents the actions she is taking. Use the Average DCs listed in the Skill Check DCs sidebar on page 8 for the first and third phases, and the Hard DC for the second phase. If half or more of the PCs succeed at their skill checks, the PCs progress to the next phase. If fewer than half of the PCs succeed at their checks, the guards attack. A PC who uses spells, items, class features, or other abilities in creative ways may gain a bonus on her skill check

C. Cheating the Final Blade



- G** : Woodsedge Prison Guard
- O** : Woodsedge Prison Officer
- V** : Venza

1 square = 5 feet

Pathfinder Flip-Mat Classics: Prison



or, at the GM's discretion, may even automatically succeed if the ability is sufficiently useful and appropriate.

C1: Two guards stand at watch here at all times and do not let someone pass unless they are known to have legitimate business in the prison. If anyone attempting to pass without permission, the guards call out an alarm, bringing the prison guards from **C2** and the Officer from **C3** in 1d4 rounds. The prison's front door is locked and can be opened only from **C2**.

C2: This is the duty station of the Keeper of the Logs, who notes the names of anyone wishing to pass into and out of the Prison, and who also holds the keys to the front door, which is kept locked at all times (DC 40 Disable Device in both subtiers). All prisoners must have a written permission from a judge or the officer on duty to leave the prison. The same rules apply here for attempting to pass without permission.

C3: This is the office for the prison officer. She does not emerge from this room until she hears an alarm.

C4: This portcullis closes off the cellblock (**C5**) from the rest of the prison. The portcullis can be lifted and lowered only via a locked winch (Hard Disable Device). The guard stationed here carries a key. Raising and lowering the portcullis takes 4 full-round actions.

C5: This is one of the Prison's cellblocks. Prisoners are kept in locked cells (Hard Disable Device) with bars that only a Tiny or smaller creature can fit between. Each cell has a barred window that is 7 feet off the ground and that a Tiny creature can fit through.

Almant is friends with a number of the guards in this prison. He is willing to act as distraction, should it be required, or anything else the PCs can think up for him to do.

Creatures: An officer and four rank-and-file guards currently watch over Venza and the other prisoners to ensure that they do not escape. With only five prisoners, the jail is relatively lightly staffed.

Subtier 3-4 (CR 7)

WOODSEGE PRISON GUARDS (4) CR 1

LN male and female guards (*Pathfinder RPG NPC Codex* 267; see page 24)

hp 22 each

TACTICS

During Combat The prison guards surround the PCs and attack them from reach with their guisarmes.

Morale The prison guards fight to the death unless the prison officer orders them to retreat.

WOODSEGE PRISON OFFICER CR 5

Female human fighter 6

LE Medium humanoid (human)

Init +5; Senses Perception +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 55 (6d10+18)

Fort +7, Ref +3, Will +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk guisarme +13/+8 (2d4+8/x3) or dagger +11/+6 (1d4+5/19-20)

Ranged mwk longbow +8/+3 (1d8/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with mwk guisarme)

Special Attacks weapon training (pole arms +1)

TACTICS

During Combat The prison officer uses her guisarme to trip the PCs first, preferring to attack targets who are already on the ground. She does not use the *pliability elixir* during combat, but its statistics are provided below for reference in case the PCs identify the item during the adventure.

Morale The prison officer believes wholeheartedly in the revolution's cause, and is unwilling to let the PCs snatch their prisoner away from justice. She fights to the death.

STATISTICS

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

Base Atk +6; CMB +10 (+14 trip); CMD 21 (23 vs. trip)

Feats Combat Expertise, Gang Up^{APG}, Improved Initiative, Improved Trip, Iron Will, Power Attack, Weapon Focus (guisarme), Weapon Specialization (guisarme)

Skills Acrobatics +5, Intimidate +9, Perception +5, Sense Motive +5

Languages Common, Hallit

SQ armor training 1

Combat Gear *potion of cure light wounds*; **Other Gear** mwk breastplate, dagger, mwk longbow with 20 arrows, mwk guisarme, *pliability elixir*^{MC}, manacles

SPECIAL ABILITIES

Pliability Elixir A creature drinking this elixir becomes particularly pliable mentally and emotionally for 10 minutes (Will DC 16 negates). Bluff, Diplomacy, and Intimidate checks automatically succeed against a pliable creature, except for Diplomacy checks to improve a pliable creature's attitude, which have the normal DC. This does not allow characters to whom the pliable creature is unfriendly or hostile to make requests of the pliable creature using Diplomacy. After 1 minute, the effects of *pliability elixir* are noticeable with a successful DC 25 Sense Motive check. The GM can apply circumstance bonuses to this check based on factors that make the effect more obvious, such as if the affected creature contradicts itself or agrees to something that doesn't make sense. A vial of *pliability elixir* appears to be an *elixir of truth* unless the check made to identify it succeeds by 10 or more (CL 5th; **Aura** faint enchantment).

Subtier 6-7 (CR 10)

WOODSEGE PRISON GUARDS (4) CR 4

LN male and female jailors (*Pathfinder RPG Villain Codex* 50; see page 24)

A CASE OF MISSING PERSONS

Feats The jailor's Favored Community^{VC} feat applies in Woodsedge.

Gear As listed, except each guard carries only one *potion of cure light wounds* and additionally carries a set of manacles.

TACTICS

During Combat The guards use Power Attack and attack with their heavy flails. They also use their flails to disarm opponents who attack them with melee weapons and attempt to trip opponents who approach them.

Morale The prison guards fight to the death unless the prison officer orders them to retreat.

WOODSEGE PRISON OFFICER

CR 8

Female human fighter 9

LE Medium humanoid (human)

Init +5; **Senses** Perception +8

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 90 (9d10+36)

Fort +8, **Ref** +4, **Will** +4 (+3 vs. fear)

OFFENSE

Speed 30 ft.

Melee +1 *guisarme* +18/+13 (2d4+11/×3) or dagger +15/+10 (1d4+6/19–20)

Ranged mwk composite longbow +12/+7 (1d8+5/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 *guisarme*)

Special Attacks weapon training (pole arms +2, bows +1)

TACTICS

During Combat The prison officer uses her *guisarme* to trip the PCs first, preferring to attack targets who are already on the ground. She does not use the *pliability elixir* during combat, but its statistics are provided below for reference in case the PCs identify the item during the adventure.

Morale The prison officer believes wholeheartedly in the revolution's cause, and is unwilling to let the PCs snatch their prisoner away from the Gray Gardeners' justice. She fights to the death. However, if she is reduced to 25 hit points or fewer, she orders one of the guards to retreat and find backup.

STATISTICS

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

Base Atk +9; **CMB** +13 (+17 trip); **CMD** 24 (26 vs. trip)

Feats Combat Expertise, Gang Up^{APG}, Greater Trip, Greater Weapon Focus (*guisarme*), Improved Initiative, Improved Trip, Iron Will, Power Attack, Toughness, Tripping Strike^{APG}, Weapon Focus (*guisarme*), Weapon Specialization (*guisarme*)

Skills Acrobatics +8, Diplomacy +9, Intimidate +12, Perception +8, Sense Motive +8

Languages Common, Hallit

SQ armor training 3

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 full plate, +1 *guisarme*, dagger, *guisarme*, mwk composite longbow (+4 Str) with 20 arrows, *pliability elixir*^{VC}, *sash of the war champion*^{APG}, manacles

SPECIAL ABILITIES

Pliability Elixir See Subtier 3–4.

Development: After the PCs rescue Venza from Woodsedge Prison, they most likely want to reunite him with Lofton. See Conclusion below for more information. If the PCs lose this fight, the guards imprison them in the jail. Eliza Petulengro arranges for their release, but the PCs must each pay 5 Prestige Points. Venza is executed while they are imprisoned. Lofton is still able to live out his life in Venza's body, but Venza's knowledge is lost.

Rewards: If the PCs fail to rescue Venza, reduce each PC's gold by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 539 gp.

Out of Subtier: Reduce each PC's gold earned by 918 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,298 gp.

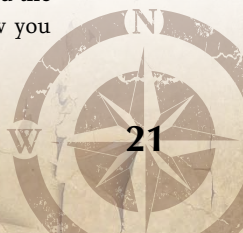
CONCLUSION

If she had not done so already, Eliza Petulengro arranges to have Lofton's *feeblemind* effect reversed while the PCs are rescuing Venza.

After recovering both Venza and Lofton, the PCs are likely to want to undo the body swap with the ritual they learned in the forest. Both men are eager to return to their own bodies. The ritual succeeds without a hitch. Venza honors his promise to the PCs and recount all he knows about the abductions. He first informs them that the man behind the abductions is Colson Maldris. He does not understand all of Maldris's motivations for his actions, but he knows a few things. Maldris said something about "slavery insidiously poisoning even the halls of freedom." He also mentioned that one of the prisoners was a man named Halmont Warrith who got out of jail early after a key witness in his trial suspiciously retracted his testimony, and that Maldris seemed to hold a personal grudge against Warrith. Finally, he knows that Maldris and the Gray Gardeners with him were headed north to Galt's capital, Isarn. When he has finished relaying all that he knows, he departs, planning to flee to Taldor.

When the PCs speak with the real Lofton, he explains that he searched for Venza in the Verduran Forest all those years ago, having heard that he was in possession of an artifact from the lodge. He is grateful to the Pathfinder Society for rescuing him from his complicated predicament, and tells the PCs that he plans to attempt to rebuild his legal career in Absalom while helping the Society. He is unwilling to take the risk of salvaging his legal career in Galt. He is glad to see a capable venture-captain openly leading the Woodsedge Lodge, and tells the PCs that he may or may not choose to return to the duties of a venture-captain someday in the future.

When the PCs report to Eliza Petulengro, she is surprised and dismayed to hear that Maldris is behind the kidnappings. She mutters, "Colson, you fool, I knew you



had a lot more passion than sense, but to do something like this?" Turning to the PCs, she thanks them for figuring out the cause of the kidnappings, and listens attentively while they report all of the details of their investigation. She asks the PCs if any of them has any insight into why he may have taken such a drastic action and carefully weighs any theories they put forth. She cautions that the PCs should keep Maldris's involvement close to the chest for now, and says that the Society must now play a delicate game of politics to ensure that Maldris doesn't ignite an international incident, dragging the Society's name through the mud by association and putting many lives at risk. For now, though, she tells the PCs that they have done an excellent job, and that they should be proud of the work they have done here in Woodsedge. She quickly attempts to use divinations to locate Maldris, and then shakes her head, proclaiming that, as she expected, he is warded. She assures the PCs that she will hire several other teams to pick up the work from here and tells them that she may call upon them again when it is time to take decisive action.

PRIMARY SUCCESS CONDITION

If the PCs rescue Venture-Captain Lofton from the fey

and save Venza from execution, they fulfill their primary objective and earn 1 Prestige Point. Each PC also earns the boon *The Real Lofton's Aid* on her Chronicle Sheet.

SECONDARY SUCCESS CONDITIONS

If the PCs discover at least four of the following six pieces of information, they each earn 1 additional Prestige Point. Additionally, each PC earns the *Eliza's Insight* boon on her Chronicle sheet.

- Banker Morvius Korkovin is one of the prisoners.
- Lumber Consortium representative Sabrine Tularis is one of the prisoners.
- Halmont Warrith is one of the prisoners.
- Venza the Nick in his guise as Lofton bribed people at the harbor to conceal the arrival of the *Drifting Current*.
- A man convicted of treason in Galt, Estienne Jacquert, has been seen working with the Gray Gardeners.
- Colson Maldris is behind the kidnappings.

FACTION NOTES

If the PCs fulfill the primary success condition, members of the Liberty's Edge faction also earn the *Ready to Act* boon on their Chronicle sheets.



A CASE OF MISSING PERSONS

APPENDIX: STAT BLOCKS

The following stat blocks appear in this scenario.

CALPINA

Membranous wings hold this insectile woman aloft. She has bright red eyes, and her sharp tongue resembles a proboscis.

CALPINA	CR 3
<i>Pathfinder RPG Bestiary 6 53</i>	
CN Small fey	
Init +7; Senses low-light vision; Perception +9	
DEFENSE	
AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)	
hp 27 (5d6+10)	
Fort +3, Ref +7, Will +5	
DR 5/cold iron	
OFFENSE	
Speed 20 ft., fly 40 ft. (good)	
Melee bite +6 (1d4 plus grab)	
Special Attacks ego drain (1d4 Cha), fragrant haze, grab (Medium)	
STATISTICS	
Str 10, Dex 17, Con 14, Int 11, Wis 12, Cha 15	
Base Atk +2; CMB +4 (+6 grapple); CMD 14 (16 vs. grapple)	
Feats Agile Maneuvers, Improved Grapple [®] , Improved Initiative, Weapon Finesse	
Skills Bluff +10, Fly +17, Knowledge (nature) +8, Perception +9, Perform (dance) +10, Stealth +15	
Languages Common, Sylvan	
SPECIAL ABILITIES	
Ego Drain (Su) A calpina grappling a foe feeds on her target's ego at the end of its turn, dealing 1d4 points of Charisma damage. Once a calpina has dealt an amount of Charisma damage equal to her Constitution score, she is fully sated and cannot use this ability again for 24 hours.	
Fragrant Haze (Su) As a standard action, a calpina can release magical vapors that cause stupor and vertigo in creatures other than calpinas or their larvae. Each living creature within 20 feet must succeed at a DC 14 Will save or be exhausted for 1d4 rounds. A creature that succeeds at its save is immune to that calpina's fragrant haze for 24 hours.	

REDCAP

Like some miniscule, wicked old man, this snarling little humanoid wears metal boots and a blood-red pointed cap.

REDCAP	CR 6
<i>Pathfinder RPG Bestiary 2 233</i>	
NE Small fey	
Init +8; Senses low-light vision; Perception +12	
DEFENSE	
AC 20, touch 15, flat-footed 16 (+2 armor, +4 Dex, +3 natural, +1 size)	
hp 60 (8d6+32); fast healing 3	

Fort +6, **Ref** +10, **Will** +7

DR 10/cold iron

Weaknesses irreligious

OFFENSE

Speed 60 ft.

Melee Medium scythe +10 (2d4+10/x4), kick +4 (1d4+6)

STATISTICS

Str 18, **Dex** 19, **Con** 18, **Int** 16, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +7; **CMD** 21

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (scythe)

Skills Acrobatics +15 (+27 jump), Bluff +13, Climb +15, Escape Artist +15, Intimidate +10, Knowledge (nature) +14, Perception +12, Sense Motive +12, Stealth +19

Languages Aklo, Common, Giant, Sylvan

SQ boot stomp, heavy weapons, red cap

SPECIAL ABILITIES

Boot Stomp (Ex) A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement, just as if it had the Spring Attack feat.

Heavy Weapons (Ex) A redcap can wield weapons sized for Medium creatures without penalty.

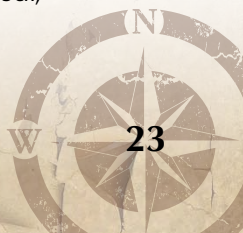
Irreligious (Ex) Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. A redcap that successfully saves is shaken for 1 minute.

Red Cap (Su) A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

TROLL

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

TROLL WARDEN	CR 6
<i>Pathfinder RPG Monster Codex 226</i>	
Troll ranger 2	
CE Large humanoid (giant)	
Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +15	
DEFENSE	
AC 24, touch 14, flat-footed 20 (+5 armor, +1 deflection, +4 Dex, +5 natural, -1 size)	



hp 102 (8 HD; 6d8+2d10+64); regeneration 5 (acid or fire)
Fort +17, **Ref** +10, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+6), 2 claws +12 (1d6+6)

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

Special Attacks combat style (natural weapon), favored enemy (humans +2), rend (2 claws, 1d6+9)

STATISTICS

Str 23, **Dex** 18, **Con** 27, **Int** 6, **Wis** 11, **Cha** 4

Base Atk +6; **CMB** +13; **CMD** 28

Feats Rending Claws^{APG}, Skill Focus (Perception), Sprinting Troll^{MC}, Weapon Focus (claw), Weapon Focus (bite)

Skills Intimidate +4, Perception +15, Survival +6

Languages Giant

SQ track +1, wild empathy -1

Combat Gear *potion of invisibility*; **Other Gear** +1 chain shirt, cloak of resistance +1, ring of protection +1, 100 gp

TROLL BERSERKER

CR 9

Pathfinder RPG Monster Codex 227

Troll barbarian 4

CE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 20, touch 10, flat-footed 17 (+5 armor, +3 Dex, +5 natural, -2 rage, -1 size)

hp 168 (10 HD; 6d8+4d12+110); regeneration 5 (acid or fire)

Fort +20, **Ref** +6, **Will** +5; +3 vs. magic

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee bite +16 (1d8+9), 2 claws +17 (1d6+11)

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

Special Attacks rage (19 rounds/day), rage powers (increased damage reduction, superstition +3), rend (2 claws, 1d6+17)

TACTICS

Base Statistics When he's not raging, the barbarian's statistics are **AC** 22, touch 12, flat-footed 19; **hp** 148; **Fort** +18, **Will** +3; bite +14 (1d8+7), 2 claws +15 (1d6+9); rend (2 claws, 1d6+14); **Str** 25, **Con** 28; **CMB** +16, **CMD** 29;

Skills Intimidate +16.

STATISTICS

Str 29, **Dex** 16, **Con** 32, **Int** 6, **Wis** 11, **Cha** 4

Base Atk +8; **CMB** +18; **CMD** 29

Feats Great Rend^{MC}, Intimidating Prowess, Mighty Bite^{MC}, Raging Regeneration^{MC}, Weapon Focus (claw)

Skills Intimidate +18, Perception +12

Languages Giant

SQ fast movement

Combat Gear *potion of protection from energy* (fire); **Other Gear** +1 chain shirt, gauntlets of rending^{MC}, 50 gp

WOODSEGE GUARDS

These attentive guards wear checkered tabards of green and gray.

GUARD

CR 1

Pathfinder RPG NPC Codex 267

Human warrior 3

LN Medium humanoid (human)

Init -1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/×3) or mwk longsword +6 (1d8+2/19-20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), mwk guisarme, mwk longsword, manacles, 36 gp

JAILOR

CR 5

Pathfinder RPG Villain Codex 50

Human fighter 5

LE Medium humanoid (human)

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

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 47 (5d10+15)

Fort +7, **Ref** +3, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk heavy flail +11 (1d10+7/19-20)

Ranged composite longbow +6 (1d8+4/×3)

Special Attacks weapon training (flails +1)

STATISTICS

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

Base Atk +5; **CMB** +9 (+11 disarm, +11 trip); **CMD** 20 (22 vs. disarm, 22 vs. trip)

Feats Combat Expertise, Coordinated Capture^{MC}, Favored Community (guard's home city)^{MC}, Improved Disarm, Improved Trip, Power Attack, Step Up

Skills Bluff +3, Handle Animal +4, Intimidate +6, Knowledge (local) +3, Perception +6, Stealth +5, Survival +2

Languages Common, Halfling

SQ armor training 1

Combat Gear *oil of magic weapon*, *potion of cure light*

A CASE OF MISSING PERSONS

wounds (3), *potion of enlarge person*; **Other Gear** +1 breastplate, mwk heavy flail, composite longbow (Str +4) with 40 arrows, *cloak of resistance* +1, guard's kit (backpack, belt pouch, flint and steel, manacles, rope [50 ft.], signal whistle, torches [5]), 33 gp

SPECIAL ABILITIES

Coordinated Capture When you and one or more allies with this feat threaten the same enemy, the enemy takes a penalty on Acrobatics checks and concentration checks to avoid provoking attacks of opportunity equal to the number of creatures with

this feat that are threatening him (maximum +5).

Favored Community Select a permanent, stationary settlement. While in this settlement, you gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks, as per the ranger's favored terrain class features. If you already have that class feature and apply its bonuses in your favored community, increase the bonus provided by favored terrain by 2. This bonus does not stack with other effects that provide or augment favored terrain bonuses.



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9-02: Case of Missing Persons

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

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

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Pathfinder Society Scenario #9-02: A Case of Missing Persons

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Eliza's Insight: In recognition of your thorough work on the investigation, Venture-Captain Petulengro teaches you a few tricks of her own. You may cross this boon off your Chronicle sheet to roll twice and take the higher result on a skill check to notice or decipher a clue as a part of an investigation.

☐ **Ready to Act (Liberty's Edge Faction):** You have uncovered Colson Maldris's plot, a desperate scheme that could have consequences for several nations. This discovery has left you eager to act. You may check the box before this boon before rolling an initiative check to gain a +3 bonus (+6 in Andoran or Galt). This boon may also have an impact in future scenarios.

The Real Lofton's Aid: Lofton is a champion of those in need of legal defense, and he is more than willing to put his skills to use to help you, free of charge. If your character is sent to jail or otherwise imprisoned, you may cross this boon off your Chronicle sheet to negate the typical cost in Prestige Points or gold of securing release from imprisonment.

Subtier 3-4

cloak of resistance +1 (1,000 gp)
elixir of truth (500 gp)
horn of the huntmaster (5,000 gp; *Pathfinder RPG Advanced Player's Guide* 306)
lesser silent metamagic rod (3,000 gp)
oil of taggit (90 gp each; limit 3)
pliability elixir (500 gp; *Pathfinder RPG Villain Codex* 45)
potion of invisibility (300 gp)
ring of protection +1 (2,000 gp)

Subtier 6-7

circlet of persuasion (4,500 gp)
cloak of resistance +1 (1,000 gp)
elixir of truth (500 gp)
gauntlets of rending (8,000 gp; *Pathfinder RPG Monster Codex* 225)
hat of disguise (1,800 gp)
horn of the huntmaster (5,000 gp; *Pathfinder RPG Advanced Player's Guide* 306)
oil of taggit (90 gp each; limit 3)
pliability elixir (500 gp; *Pathfinder RPG Villain Codex* 45)
potion of cure serious wounds (750 gp)
potion of protection from energy (750 gp)
sash of the war champion (4,000 gp; *Advanced Player's Guide* 309)
silent metamagic rod (11,000 gp)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	641	1,282
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	1,149	2,297
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-7	1,656	3,311
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
EXPERIENCE	Starting XP		
			GM's Initials
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige		Initial Fame
			GM's Initials
	Prestige Gained (GM ONLY)		
	Prestige Spent		
	Current Prestige		Final Fame
GOLD	Starting GP		
			GM's Initials
	GP Gained (GM ONLY)		
			GM's Initials
	Day Job (GM ONLY)		
	Gold Spent		
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #