



Year of the Open Road



**PATHFINDER
SOCIETY**

PORT PERIL PUB CRAWL

By James Case

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TABLE OF CONTENTS

Port Peril Pub Crawl	3
Appendix 1: Subtier 1-2 Encounters	13
Appendix 2: Subtier 3-4 Encounters	16
Appendix 3: Art	19
GM Reference and Reporting Sheet	21
Chronicle Sheet	23

How To Play

Pathfinder Society Quest #4: Port Peril Pub Crawl is a Pathfinder Society Quest designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Port Peril Pub Crawl makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as the maps from *Pathfinder Flip Mat: Tavern Multipack*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides>.



Repeatable



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Port Peril Pub Crawl

By James Case

GM SYNOPSIS

This repeatable quest features a short investigation followed by a rowdy bar fight at one of three taverns.

ADVENTURE BACKGROUND

When explorers from Chelax first reached the Shackles in 4111 AR, they found the island chain rife with ruins from the ancient cyclops empire of Ghol-Gan. The remaining walls of these colossal buildings were so densely illustrated with murals of blood-soaked rites and unholy sacrifices that no Chelaxian dared consider these haunted shores suitable for colonization. Yet that same fearsome reputation made it an immediate destination for northern pirates. They flocked to the supposedly cursed islands in droves, settling there in relative safety while launching lucrative raids against merchant ships in the Abendego Gulf.

With the appearance of the Eye of Abendego, however, trade along the western coast of Garund greatly decreased, and the pirates were forced to band together to survive. United under the first Hurricane King, the newly named Free Captains of the Shackles became a single fleet, their actions guided by the Pirate Council—pirate lords powerful enough to each control one of the archipelago's major ports. In addition to its usual raiding, the new fleet sold its services to Sargava, promising to secure the colony's independence from Chelax in exchange for tribute. Though the overthrow of Sargava's colonial government eventually ended the agreement, it lasted long enough for the pirate government to fully establish itself, and the buccaneer federation has to date managed to weather several invasions by fleets from Chelax and Rahadoum. Today, under the rule of Hurricane Queen Tessa Fairwind, the pirates of the Shackles are bolder than ever before, raiding all along the western coasts of Avistan and Garund.

The Shackles themselves are as chaotic as one might expect, with each port having its own laws and customs enforced absolutely by its pirate lord. By far the largest is Port Peril, situated on the mainland and guarded by the cannons of Fort Hazard on the cliffs overlooking Jeopardy Bay. In its narrow streets, fugitives cut deals with addicts and unscrupulous merchants, happily ignored by the pirates who run the town.

Of late, the Free Captains of Port Peril have made the burgeoning nation of Vidrian their priority for looting and plundering, seeking to punish the young country for refusing to pay tithes as had been the custom of the rulers of the now defunct colony of Sargava. The Vidrian navy, comprised of ships liberated from the Chelaxian

WHERE ON GOLARION?

Port Peril Pub Crawl begins with the PCs traveling through the Shackles, a lawless archipelago to the west of Garund. Shortly after, they ferry to the harbor city of Port Peril, located in a sheltered bay on the Garundi mainland. More information about the Shackles can be found on pages 67–68 of the *Lost Omens World Guide*.



fleet, is currently engaged in a back and forth battle with the pirate forces, but neither side has yet to establish a decisive advantage.

ADVENTURE SUMMARY

The adventure begins with the PCs inside the retrofitted merchant vessel the *Glorious Payoff*, under the command of Venture-Captain Calisro Benarry. The venture-captain has arranged for the PC's transport to the pirate haven of Port Peril to make contact with Free Captain Stella Fane and negotiate a contract with her facilitating Society movements through the pirate blockades in the area. Upon arriving in Port Peril, the PCs can speak with harbor staff to find that Fane has recently returned to port and is indulging in a bit of shore leave at one of three drinking establishments in the city. Arriving at Fane's establishment of choice, the PCs can attempt to negotiate the contract with her over drinks and games. Once Fane signs the contract, she realizes that to ensure the other Free Captains don't connect her to the Society, a distraction will be required, at which point she instigates a massive bar fight and escapes, leaving the PCs to fight their way clear of rowdy sailors and pirates.

GETTING STARTED

Venture-Captain Calisro Benarry invites the PCs to meet her at the helm of the *Glorious Payoff*, where she

Port Peril Pub Crawl

navigates the vessel down the Garundi coast. This quest assumes the PCs have been traveling together for several days and have had ample time to get acquainted.

Once the PCs reach the helm, read or paraphrase the following to begin the adventure.

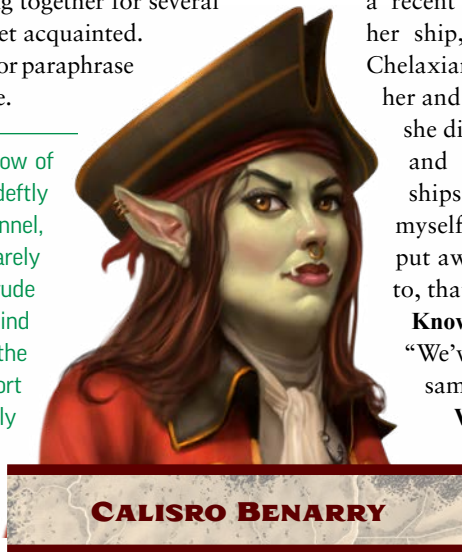
As a splash of salt crashes over the bow of the *Glorious Payoff*, Calisro Benarry deftly steers her ship through a hidden channel, carefully navigating through the barely visible rock and coral that protrude slightly from the water's surface. Behind the *Payoff*, a slightly smaller ship—the *Sea Sparkle*—follows, making every effort to follow Benarry's course as closely as possible. Off the port hull, the deep green of the Garundi coast is illuminated by the late afternoon sun.

"See those gulls?" Benarry shouts over the flapping of the sails, "that's the sandbar we'll be dropping you off at. Barely sticks up over the waves, but the seabirds flock over it to feast on crab."

"As I explained earlier, Vidrian—you might have known it as Sargava not that long ago—needs explorers to chart the trade routes to the south that they couldn't use back when it was ruled by Chelax. Simple enough bit of adventuring, but the new nation's been having trouble with the Free Captains of late. Turns out when Vidrian broke free of Chelax, the locals stopped paying the pirates protection money, and now they're the number-one plunder target in the Shackles. What's more, the pirates have set up a blockade preventing our ships from making it down to Vidrian to assist."

"Thankfully, we've got someone on the inside. Stella Fane, a Free Captain with ties to the Firebrands and the Pirate Council, has been in contact with the Society. She and members of the Society's leadership have put together a fairly clever plan to help the Society's ships pass through the pirate blockades unharmed. The *Wind* and the *Waves* willing, the *Payoff* and the *Sparkle* can sail to Vidrian, no problem. While we're doing that, I've arranged transport for you to Port Peril to meet with Fane and get her to sign this contract making the whole thing official—she may be a pirate, but she's the kind that holds to her word. You'll need to avoid drawing too much attention until after the deal is done. Once she's signed the contract her friends in the Pirate Council will ratify it and there won't be much the lesser captains can do. Be careful. Anyone looking to put a stop to this need only ensure that contract never gets signed."

Benarry is happy to answer questions the PCs might have, as long as they can spit them out before the *Glorious Payoff* starts to leave the sandbar behind.



What can you tell us about Stella Fane? "She's a recent figure on the Shackles scene, as is her ship, the *Risen Albatross*. Word is, the Chelaxians bought her crew out from under her and tossed her overboard at sea. Some say she died and it's her ghost sailing the waters and sinking slaver boats and Chelaxian ships left and right. I don't believe it myself—never heard of a ghost that could put away as much rum as she's been known to, that's for sure."

Known to? Do you know Stella personally?

"We've crossed the same seas and shared the same ports a time or two, that's all."

What's in the contract? "It's a long-term trade agreement; we tell her where we've had reports of slavers—she hates them and it's no skin off Society members' backs to let her know—and she approaches

us first with any information she receives regarding archaeological sites and historical discoveries. Our obligation requires us to make the information exchange each time one of our ships passes through the Shackles, so attacking a Pathfinder ship is the same as attacking Stella and her allies on the Pirate Council. Smartest deal we've made, if you ask me.

Careful with that contract, by the way. It's all magicked shut, so only Fane can read and sign it."

Once the PCs are ready, Benarry instructs them to jump overboard and swim to the sandbar—the water's too shallow for the *Payoff* to get closer, but it's calm enough in the lee of the sandbar that the PCs have no trouble swimming to shore.

A RIDE IN TO PORT

The tide comes in as the PCs wait on the sandbar, eventually leaving them standing in a few inches of water in the middle of the ocean. About an hour later, a small boat appears, sailed by an elderly diver, **Hlar** (CN female dwarf). The woman beckons the PCs aboard, shifting around sacks of shellfish and crab traps to make room in the cramped vessel. Over the next few hours, Hlar sails her boat in a meandering path to shore along the submerged rock formations, every now and then jumping overboard and freediving for several minutes before reemerging with an oyster, sea urchin, or squid. If a PC offers to assist her magically with a spell such as *air bubble*, she gruffly declines, finding the advantage "takes the sport out of it." When the wind dies down along the way, she rows the boat instead, passing one of the other PCs a spare

Port Peril Pub Crawl

oar and mentioning that since Benarry made her come out of her way to get the PCs, the least they can do is help get everyone to shore.

Rewards: A PC who succeeds at a DC 18 Perception check (DC 21 in Subtier 3–4) notices a wooden crate barely protruding from the sandbar. Opening the crate with a DC 20 Athletics check to Force Open (DC 23 in Subtier 3–4) reveals a rare bottle of rum stamped with a stylized dragon turtle—which a successful DC 15 Alcohol Lore check reveals as Southern Squall, a rather high-end liquor. The crate also holds a flask of lesser bravo's brew and several dirty, cracked bottles. Critically failing on the Athletics check to open the crate destroys all of its contents.

WHERE'S THE PARTY?

Hlar's boat arrives in Port Peril around sunset. As the PCs drift into Crescent Harbor, sailors disembarking for shore leave remain clearly visible, singing rowdily as they work. Hlar soon lands at a smaller dock to unload her catch and gestures at Fane's ship in one of the docks—the *Risen Albatross*. The diver notes that Stella Fane's penchant for riotous nights on the town once she's returned to port are well known, but confesses that she doesn't know "where the kids go these days" and that the harbormaster, **Tsojmin Kreidoros** (LE male dwarf), would probably have a better idea of where he saw Fane head after her ship docked and unloaded. Thankfully, the bald bureaucrat is close by, checking off tasks written in a ledger. Though he doesn't offer information freely, a bribe of 5 gp, a gift of the Southern Squall rum, or a successful DC 18 Diplomacy check (DC 21 in Subtier 3–4) is enough to get him to gruffly spit out the name of the drinking establishment where Stella spends her hard-liberated gold.

Select one of the following establishments, either by choosing one or rolling 1d6.

The Watchtower Gaming Hall and Purveyor of Fine Spirits (1–2): This former lookout tower in the Eastwind district was purchased by a well-to-do merchant and converted into a chic area to gamble and enjoy overpriced drinks.

Last Catch (3–4): A homey tavern on an islet in Crescent Harbor, frequented by local fishers, sailors, divers, and others who spend their days on the sea and are looking for a stop on the way in to shore.

Rivanti's Bar (5–6): A rough and tumble bar in Beggarbriar slums. Its tengu proprietor—as well as its popularity with jinx eaters and Hei Fengan priests—has led to its nickname: the Crow's Nest, though this is a name best not used within earshot of the bar.

Once the PCs know where Stella is, they can easily head to the location to meet her. If the PCs are unable to bribe or talk the information out of Tsojmin, they arrive late to their meeting with Stella Fane (character art on page 20) and the captain is less forgiving during her competition with the PCs (see *A Night on the Town* on page 6), and the DC of all checks attempted during the games played while socializing with Fane increases by 1.

The Watchtower (Encounter A)

As the PCs cross the bay in Hlar's boat and head up the bluffs to the expensive and exclusive district of High Eastwind, several clusters of large, elegant dwellings come into view. A long series of stairs with intermittent landings lead up the side of a small cliff towards a fortified stone structure. The structure, once a lookout and armory, has since been refitted into an upscale gambling hall. The sound of falling chips, shuffling cards, and pleasant music becomes audible to the PCs before they reach the entrance and see a wash of well-dressed merchants gambling their money away. Stella Fane is clearly visible at the back of the building near a card table, wearing an extremely elegant dress that is slightly too large for her, suggesting it was probably stolen.

Last Catch (Encounter B)

Turning around toward the harbor, the PCs can clearly see that one of the docks leads out to a small islet. Walking down the dock, they find themselves at an open-air tavern with a large open space facing the sea. Several fishing boats have docked directly at the restaurant, unloading both ingredients and customers. Many of the patrons appear to be amphibious or otherwise from aquatic ancestries, and a few enjoy their drinks while bobbing up and down in the water off the pier. In a corner, Stella polishes off an absolutely massive plate of what looks to be fried octopus.

Rivanti's Bar (Encounter C)

Heading across the bay to the south on Hlar's boat, the PCs make their way to the slums of Beggarbriar, where pickpockets linger in shady alleys, shooting the PCs appraising looks in an effort to determine if the party is worth the trouble of trying to rob. Eventually, the PCs arrive at a shack in a clearing, from which rowdy drinking songs and squawks spew forth. Entering the bar, the PCs see a crowd of tengus, split between merely drunk worshippers of Besmara and extremely inebriated priests of Hei Feng. The proprietor is passed out behind the bar next to Stella and a pile of recently emptied mugs.

Port Peril Pub Crawl

A NIGHT ON THE TOWN

When she spots the PCs, Stella says, “Ah, you’re just in time! Like little baby cleaner fish, not knowing that the shark might decide it wants a meal more than sparkling teeth. Let’s see what we’re dealing with. But first, a toast!”

To begin the night, Stella Fane orders a round of drinks and raises her cup in a toast “to calmer seas” before throwing it back. PCs who partake in the toast must succeed

at a DC 15 Fortitude save (DC 18 in Subtier 3–4) or sputter embarrassingly after knocking back the drink, which is powerful, pungent, and has an aftertaste not unlike very old tar. If the PCs present Fane with the Southern Squall rum from the sandbar, she pours a toast with it, and the PCs automatically succeed at this check, as the drink is actually potable. If a PC does not wish to consume alcohol, Fane knocks back the cup meant for that PC before immediately calling for a mug of Besmara’s brine to toast with instead. This drink—a potent combination of ghost pepper, ginger, and bitter herbs, all steeped for days in seawater—is a Port Peril “specialty” often imbibed as a dare or for losing a bet. Though not an intoxicant, its overpowering taste forces the PC to attempt the same Fortitude save as the alcoholic drink, and succeeding at the check leaves Fane just as impressed. If a PC refuses to toast with Fane altogether, she’s disappointed, increasing the DCs of all checks attempted during the games played while socializing with Fane by 1. (This increase is cumulative with the one imposed if the PCs are late to the meeting with Stella).

Reward: Once during the adventure, a PC who succeeds at the check to drink with Fane (regardless of what drink they toasted with) can use a reaction when they are targeted by an attack roll from an enemy they can see. If they do so, they stumble just as the attack is made, gaining a +2 status bonus to their AC against the attack.

Once they’ve toasted, Fane declares she wants the PCs to entertain her while they talk business, and invites them to one of three games.

The Watchtower (Encounter A)

Pulling out a deck of cards, Fane invites the PCs to play a game of High Tide, a pirate gambling game where cards are passed face-down while players try to lie about what cards they’ve “added to the tide.” A PC can attempt a Games Lore check (to win fairly), a Thievery check (to surreptitiously hide cards up their sleeve), or a Deception check (to bluff Fane into thinking they have better cards). The game is played in three rounds, and a different PC must attempt the check for each round. The DCs of these checks are 15, 16, and 17 (18, 19, and 20 in Subtier 3–4), respectively.

Last Catch (Encounter B)

Stella takes her place at a line on the floor in front of a dart board and challenges the PCs to beat her at darts. PCs can attempt ranged attack rolls using their best proficiency with a weapon in the dart or knife group, or using a spell attack roll with a spell such as *telekinetic projectile* that could propel the darts. The game is played in three rounds, and a different PC must attempt the check for each round. The DCs of these checks are 15, 16, and 17 (18, 19, and 20 in Subtier 3–4), respectively.



Port Peril Pub Crawl

Rivanti's Bar (Encounter C)

Fane jerks her head over to a table where a large number of tengus make gestures as if passing something between each other. Notifying the PCs that they are engaged in a “jinx-eating contest,” where each tries to pass off bad luck onto the other, she bets the PCs that they can’t guess which jinx eater will end up the loser and have to eat the table’s jinxes. A PC can attempt a Fortune-Telling Lore check or Occultism check to follow the ritual’s ebb and flow and predict the winner. The contest runs for three rounds, and a different PC must attempt the check for each round to predict the round’s winner. The DCs of these checks are 15, 16, and 17 (18, 19, and 20 in Subtier 3–4), respectively.

CHAOS!

After the PCs have toasted and socialized with Fane, she’s more than happy to sign the contract. She brings the party back to her table (her location is marked with an “S” on each map). After removing one of her gloves, she pricks her finger with a knife and writes her name in blood. If the PCs succeeded at a minimum of 2 checks during their games while socializing with Stella, she’s impressed by their abilities and decides to honor the original terms of the deal, assisting the Pathfinder Society with the pirate blockade in exchange for information on slaver movements. If the PCs did not succeed on at least 2 checks, Fane is less than enthused about the quality of the Society’s latest recruits, and decides that the PCs need to make it worth her while, quickly adding a clause to the contract that requires the Society to give her right of shipping and refusal on all their finds in the region of northern Garund—if pressed on this, she simply states “it’s less than you’d pay the pirates, and it’s going to a better cause. Valsin can sign it or not.”

After Fane rolls the contract back up and hands it to the PCs, she looks around suspiciously. “Never can tell who’s watching—the Free Captains have eyes and ears everywhere. Best to be sure that if these lot remember anything about this night, it’s not that they saw us heretoegether.” With that, Stella Fane sweeps her hat off her head in an exaggerated bow and bids the PCs good night, just before

LETHAL BAR FIGHTS

Even in a place as rough and tumble as Port Peril, bar fights are rarely to the death, with most combatants just looking to get a few good licks in or knock out their opponents rather than drive up a body count. Rather than having nonplayer creatures die immediately when reduced to 0 Hit Points, apply the PC knocked out and dying rules (*Core Rulebook* 459) to all the bar patrons in each fight to have them become unconscious and dying 1 instead of instantly slain. These unconscious patrons automatically stabilize on their next turn, meaning that unless the PCs continue to deal damage to them, the bar combatants will eventually come to with perhaps just a few (more) scars or debts owed to a back-alley doctor.

performing one final act that whips the patrons inside the bar into a frenzy. She then activates her *cape of the mountebank* and disappears in a puff of smoke.



BARFIGHT HALFLING

Port Peril Pub Crawl

A. The Watchtower **Moderate or Severe**

A flung glove flies out from the smoke left by Fane, striking a nearby gambler in the back of the head. Turning around, the gambler believes he was just challenged to a duel by another guest, who has beat him at numerous games all night. As friends and allies come to each other's aid over wounded pride, the bar's patrons start a chaotic brawl.

SUBTIER 1-2

PORT PERIL BAR FIGHT **HAZARD 1**

Page 13

Initiative Stealth -10

OFFENDED GAMBLERS (2) **CREATURE -1**

Page 13

Initiative Perception +6

SUBTIER 3-4

PORT PERIL BAR FIGHT **HAZARD 4**

Page 16

Initiative Stealth -10

OFFENDED HIGH ROLLERS (2) **CREATURE 2**

Page 16

Initiative Perception +8

B. Last Catch **Moderate or Severe**

As Fane bows, she extends a leg behind her, tripping a nearby server. The server drops a plate of exquisitely prepared crab and raw fish, which lands across the faces of a nearby table of fishers—the same ones, in fact, who supplied the bounty used to prepare the dish. Enraged at the waste of food and livid with hunger, they lunge from their seats, inciting the rest of the tavern's patrons into a raucous fight.

SUBTIER 1-2

PORT PERIL BAR FIGHT **HAZARD 1**

Page 14

Initiative Stealth -10

SEABORN FISHERS (2) **CREATURE -1**

Page 14

Initiative Perception +6

SUBTIER 3-4

PORT PERIL BAR FIGHT **HAZARD 4**

Page 17

Initiative Stealth -10

SEABORN CAPTAINS (2)

CREATURE 2

Page 17

Initiative Perception +8

C. Rivanti's Bar **Moderate or Severe**

Fane drops a thunderstone at her feet, releasing a deafening clap, and then splashes a nearby drink around for good measure. Combined with the smoke left from her cape, the effect looks and sounds enough like a storm surge and thundercloud that the groups of Besmaran tengus and Hei Fengan tengus each think it is a conjuration created by the other party as a mockery of their god's majesty. After snapping at each other all night, this is the final straw needed to provoke the two groups into attacking each other.

SUBTIER 1-2

PORT PERIL BAR FIGHT **HAZARD 1**

Page 15

Initiative Stealth -10

STORM ACOLYTES (2) **CREATURE -1**

Page 15

Initiative Perception +6

SUBTIER 3-4

PORT PERIL BAR FIGHT **HAZARD 4**

Page 18

Initiative Stealth -10

STORM WARRIOR-PRIESTS (2) **CREATURE 2**

Page 18

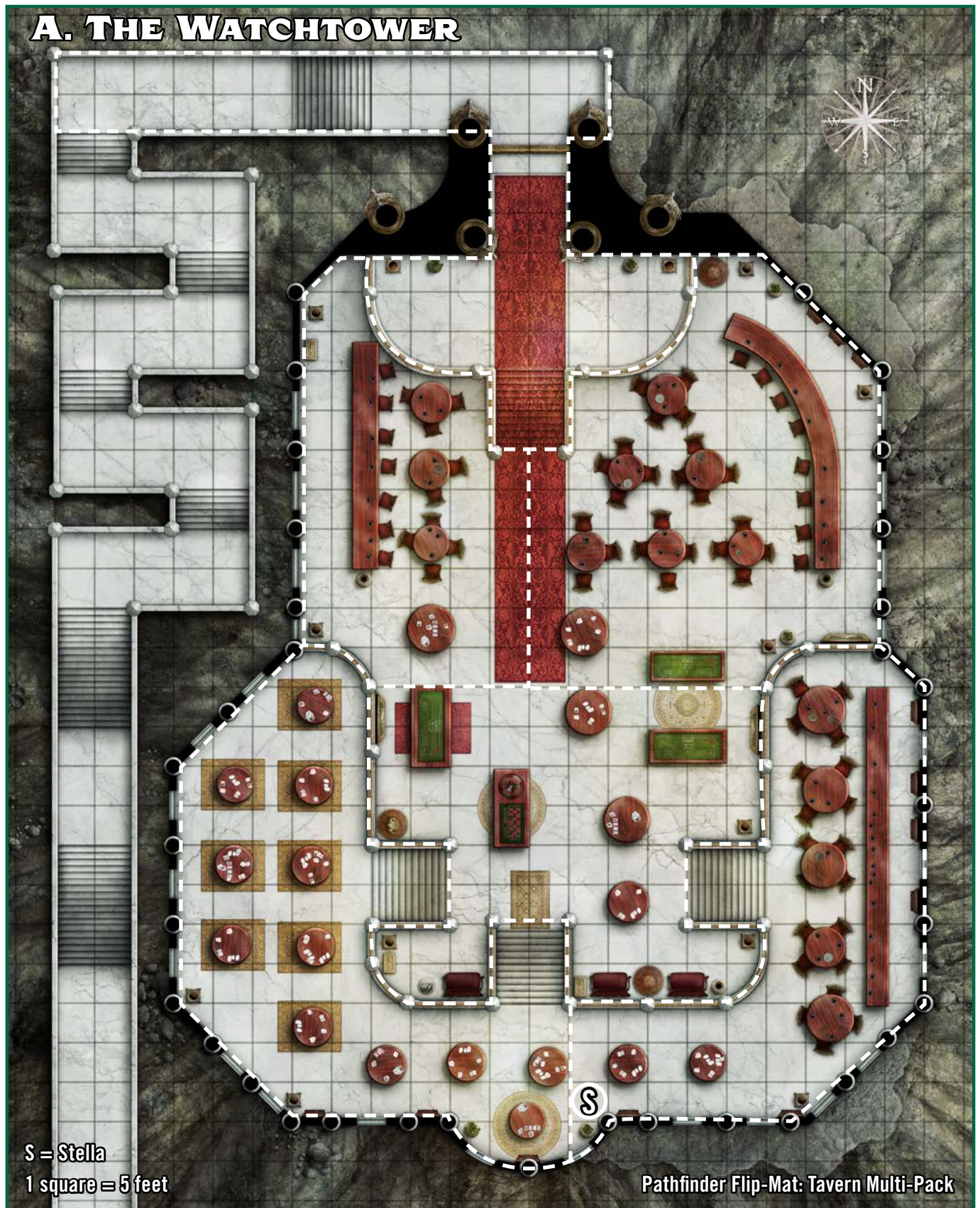
Initiative Perception +6

CONCLUSION

Once the PCs fight their way clear of the bar fight Fane started, they can make their way back to Hlar's boat, contract in hand. The old diver is upset at having to row them back out so soon after just arriving in town, but agrees with the PCs that it's probably best to leave after being involved in a brawl of that size. She navigates the PCs back to the sandbar she originally picked them up at, leaving them with some dried squid and a jar of fresh water. A day later, another commissioned ship travels by and offers to transport the PCs to Absalom. There, they present Stella Fane's contract to Venture-Captain Ambrus Valsin, notifying him that she's agreed to aid the Society with passage through the blockade, and that the way to Vidrian is open. In gratitude for their service, Valsin presents the PCs with an *archaic wayfinder*.

Port Peril Pub Crawl

A. THE WATCHTOWER



Port Peril Pub Crawl

B. LAST CATCH



Port Peril Pub Crawl





Port Peril Pub Crawl

Reporting Notes

If the PCs managed to strike a good deal with Stella Fane, exchanging information for information, check box A and the PCs gain the Fane's Friend boon on their Chronicle sheet. If they did not manage to and Fane helped only on condition that the Pathfinder Society tithe a portion of its treasure to her, check box B and the PCs gain the Stella's Acquaintance boon on their Chronicle sheet instead.

Primary Objectives

The PCs fulfill their primary objective if they get Stella Fane to sign the contract with the Pathfinder Society (regardless of the terms of the contract) and then successfully make their way out of Port Peril, gaining 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

Port Peril Pub Crawl

APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

A. The Watchtower

Moderate

The bar fight spreads across the entire building. The offended gamblers are bar patrons who specifically target their attacks at the PCs. Place each of the offended gamblers on the map about 15 feet away from the PCs. The gamblers attack the PCs until they are knocked unconscious or until the PCs exit the edge of the map. The hazard below represents the collective effects of the rest of the brawl. Instead of representing the bar fight as a single swarm that fights at its full strength until it is defeated, this encounter divides the bar fight into 6 sections, marked by dotted lines on this encounter's map (page 9). Each of these sections has 8 Hit Points. If a section's Hit Points are reduced to 0, that section is disabled. Once a section is disabled, the hazard can no longer make its general mayhem Strike in that area, though the hazard can still use its Port Peril specialty on creatures within that area. If the PCs defeat all 6 sections of the hazard, the bar fight disperses entirely. The hazard does not move or expand beyond its starting locations.

PORT PERIL BAR FIGHT

HAZARD 1

UNIQUE

COMPLEX

Stealth -10 and no minimum proficiency to notice

Description An assorted crowd throws punches, flings bottles, and otherwise flies into chaos as a bar fight breaks out, clustering in six sections of one of Port Peril's drinking houses.

Disable DC 17 Intimidation to cow a section of crowd or DC 20 Diplomacy to attempt to disperse it

AC 13; **Fort** +10, **Ref** +4, **Will** +4

HP 8 per section of crowd; **Immunities** critical hits, precision damage, swarm mind

Routine (two actions) The bar fight uses its first action to make a general mayhem Strike against all creatures in any area that has not been disabled. Make one Strike against each enemy in the area and roll the damage only once for all targets. The bar fight then uses its second action to use Port Peril specialty.

Port Peril Specialty The bar fight creates an effect unique to the bar, located at any point within the hazard (even within sections that have been disabled) as long as the entire hazard has not been disabled. The DC for each effect is 15.

Get the Goods! ♦ (visual) Gaming chips, a money purse, or jewels from a broken necklace scatter across the ground. All creatures within a 15-foot burst that could be enticed by material wealth must attempt a Will saving throw or be fascinated for 1 round or until a creature has used an Interact action to scoop up the valuables. This effect is a Watchtower specialty.

Melee ♦ general mayhem +9 (nonlethal), **Damage** 1d6+3 bludgeoning, slashing, or piercing damage

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following challenge point adjustment.

Challenge Points: For every 2 challenge points beyond 8, add one offended gambler to the encounter.

OFFENDED GAMBLERS (2)

CREATURE -1

CN

MEDIUM

HUMAN

HUMANOID

Perception +6

Languages Common

Skills Athletics +4, Diplomacy +4, Games Lore +1

Str +1, **Dex** +2, **Con** +2, **Int** -1, **Wis** +0, **Cha** +1

Items rapier

AC 15; **Fort** +5, **Ref** +8, **Will** +2

HP 11

Speed 25 feet

Melee ♦ rapier +6 (deadly d8, disarm, finesse), **Damage** 1d6+1 piercing

Melee ♦ slap +6 (agile, nonlethal), **Damage** 1d4+1 bludgeoning

Flurry of Slaps ♦ (flourish) The offended gambler makes two slap Strikes. If both hit the same creature, they combine their damage for the purpose of resistances and weaknesses. The gamblers apply their multiple attack penalty to the Strikes normally.

Throw Drink ♦♦ (visual) The offended gambler grabs a nearby drink and throws it in the face of a creature within 10 feet. The creature must attempt a DC 15 Fortitude save or be dazzled for one round (blinded on a critical failure). On its turn, the affected creature can spend an Interact action to end the dazzled or blinded condition.

Port Peril Pub Crawl

B. Last Catch

Moderate

The bar fight spreads across the entire building. The seaborn fishers are bar patrons who specifically target their attacks at the PCs. Place each of the seaborn fishers on the map about 15 feet away from the PCs. The fishers attack the PCs until they are knocked unconscious or until the PCs exit the edge of the map. The hazard below represents the collective effects of the rest of the brawl. Instead of representing the bar fight as a single swarm that fights at its full strength until it is defeated, this encounter divides the bar fight into 6 sections, marked by dotted lines on this encounter's map (page 10). Each of these sections has 8 Hit Points. If a section's Hit Points are reduced to 0, that section is disabled. Once a section is disabled, the hazard can no longer make its general mayhem Strike in that area, though the hazard can still use its Port Peril specialty on creatures within that area. If the PCs defeat all 6 sections of the hazard, the bar fight disperses entirely. The hazard does not move or expand beyond its starting locations.

PORT PERIL BAR FIGHT

HAZARD 1

UNIQUE

COMPLEX

Stealth -10 and no minimum proficiency to notice

Description An assorted crowd throws punches, flings bottles, and otherwise flies into chaos as a bar fight breaks out, clustering in six sections of one of Port Peril's drinking houses.

Disable DC 17 Intimidation to cow a section of crowd or DC 20 Diplomacy to attempt to disperse it

AC 13; **Fort** +10, **Ref** +4, **Will** +4

HP 8 per section of crowd; **Immunities** critical hits, precision damage, swarm mind

Routine (two actions) The bar fight uses its first action to make a general mayhem Strike against all creatures in any area that has not been disabled. Make one Strike against each enemy in the area and roll the damage only once for all targets. The bar fight then uses its second action to use its Port Peril specialty.

Port Peril Specialty The bar fight creates an effect unique to the bar, located at any point within the hazard (even within sections that have been disabled) as long as the entire hazard has not been disabled. The DC for each effect is 15.

Slippery When Wet ♦ The sea splashes, a cask ruptures, or a patron from an aquatic ancestry uses a water-based ability, coating 4 contiguous 5-foot squares with the effects of *grease*. This effect is a Last Catch specialty.

Melee ♦ general mayhem +9 (nonlethal), **Damage** 1d6+3 bludgeoning, slashing, or piercing damage

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following challenge point adjustment.

Challenge Points: For every 2 challenge points beyond 8, add one seaborn fisher to the encounter.

SEABORN FISHERS (2)

CREATURE -1

CN

MEDIUM

AQUATIC

ELF

HUMANOID

Perception +6; low-light vision

Languages Aquan, Common

Skills Athletics +4 (+6 to Swim), Deception +3, Nature +5, Ocean Lore +5

Str +1, **Dex** +1, **Con** +0, **Int** +0, **Wis** +2, **Cha** +1

Items fishing knife (4)

AC 15; **Fort** +5, **Ref** +2, **Will** +8

HP 9

Speed 25 feet, swim 25 feet

Melee ♦ knife +6 (agile, versatile S), **Damage** 1d4+1 piercing

Ranged ♦ knife +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Primal Innate Spells DC 15, attack +7; **1st** *hydraulic push*;

Cantrips (1st) *dancing lights*, *electric arc*, *ray of frost*

Port Peril Pub Crawl

C. Rivanti's Bar

Moderate

The bar fight spreads across the entire building. The storm acolytes are bar patrons who specifically target their attacks at the PCs. Place each of the storm acolytes on the map about 15 feet away from the PCs. The acolytes attack the PCs until they are knocked unconscious or until the PCs exit the edge of the map. The hazard below represents the collective effects of the rest of the brawl. Instead of representing the bar fight as a single swarm that fights at its full strength until it is defeated, this encounter divides the bar fight into 6 sections, marked by dotted lines on this encounter's map (page 11). Each of these sections has 8 Hit Points. If a section's Hit Points are reduced to 0, that section is disabled. Once a section is disabled, the hazard can no longer make its general mayhem Strike in that area, though the hazard can still use its Port Peril specialty on creatures within that area. If the PCs defeat all 6 sections of the hazard, the bar fight disperses entirely. The hazard does not move or expand beyond its starting locations.

PORT PERIL BAR FIGHT

HAZARD 1

UNIQUE

COMPLEX

Stealth -10 and no minimum proficiency to notice

Description An assorted crowd throws punches, flings bottles, and otherwise flies into chaos as a bar fight breaks out, clustering in six sections of one of Port Peril's drinking houses.

Disable DC 17 Intimidation to cow a section of crowd or DC 20 Diplomacy to attempt to disperse it

AC 13; **Fort** +10, **Ref** +4, **Will** +4

HP 8 per section of crowd; **Immunities** critical hits, precision damage, swarm mind

Routine (two actions) The bar fight uses its first action to make a general mayhem Strike against all creatures in any area that has not been disabled. Make one Strike against each enemy in the area and roll the damage only once for all targets. The bar fight then uses its second action to use its Port Peril specialty.

Port Peril Specialty The bar fight creates an effect unique to the bar, located at any point within the hazard (even within sections that have been disabled) as long as the entire hazard has not been disabled. The DC for each effect is 15. The DC for each effect is 15.

Jinx Gone Wrong ♦ (curse) Something about the bar fight has attracted a storm of bad luck, causing a character to bang their shin on a pushed-out bench or get hit on the head by a falling painting. The hazard casts *jealous hex* (Core Rulebook 405) on a creature. This effect is a Rivanti's Bar specialty.

Melee ♦ general mayhem +9 (nonlethal), **Damage** 1d6+3 bludgeoning, slashing, or piercing damage

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following challenge point adjustment.

Challenge Points: For every 2 challenge points beyond 8, add one storm acolyte to the encounter.

STORM ACOLYTES (2)

CREATURE -1

CN

MEDIUM

HUMANOID

TENGU

Perception +6; low-light vision

Languages Common, Tengu

Skills Acrobatics +2, Athletics +3, Diplomacy +3, Religion +4, Society +2

Str +0, **Dex** +0, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0

Items scimitar, studded leather armor

AC 16; **Fort** +5, **Ref** +2, **Will** +8

HP 10

Speed 25 feet

Melee ♦ scimitar +8 (forceful, sweep), **Damage** 1d6 slashing

Melee ♦ beak +6 (finesse), **Damage** 1d4 piercing

Storm Smite ⤵ (divine, electricity, evocation) **Trigger** The storm acolyte critically hits with a scimitar Strike; **Effect** The storm acolyte releases a blast of lighting in a 10-foot burst centered on the target. A creature in the area other than the storm acolyte takes 1d6 electricity damage (DC 13 basic Reflex save). On a critical failure, such a creature is also deafened for 1 round.

Port Peril Pub Crawl

APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

A. The Watchtower

Severe

The bar fight spreads across the entire building. The offended high rollers are bar patrons who specifically target their attacks at the PCs. Place each of the offended high rollers on the map about 15 feet away from the PCs. The high rollers attack the PCs until they are knocked unconscious or until the PCs exit the edge of the map. The hazard below represents the collective effects of the rest of the brawl. Instead of representing the bar fight as a single swarm that fights at its full strength until it is defeated, this encounter divides the bar fight into 6 sections, marked by dotted lines on this encounter's map (page 9). Each of these sections has 15 Hit Points. If a section's Hit Points are reduced to 0, that section is disabled. Once a section is disabled, the hazard can no longer make its general mayhem Strike in that area, though the hazard can still use its Port Peril specialty on creatures within that area. If the PCs defeat all 6 sections of the hazard, the bar fight disperses entirely. The hazard does not move or expand beyond its starting locations.

PORT PERIL BAR FIGHT

HAZARD 4

UNIQUE

COMPLEX

Stealth -10 and no minimum proficiency to notice

Description An assorted crowd throws punches, flings bottles, and otherwise flies into chaos as a bar fight breaks out, clustering in six sections of one of Port Peril's drinking houses.

Disable DC 22 Intimidation to cow a section of crowd or DC 25 Diplomacy to attempt to disperse it

AC 18; **Fort** +19, **Ref** +13, **Will** +13

HP 15 per section of crowd; **Immunities** critical hits, precision damage, swarm mind

Routine (two actions) The bar fight uses its first action to make a general mayhem Strike against all creatures in any area that has not been disabled. Make one Strike against each enemy in the area and roll the damage only once for all targets. The bar fight then uses its second action to use its Port Peril specialty.

Port Peril Specialty The bar fight creates an effect unique to the bar, located at any point within the hazard (even within sections that have been disabled) as long as the entire hazard has not been disabled. The DC for each effect is 21.

Get the Goods! ♦ (visual) Gaming chips, a money purse, or jewels from a broken necklace scatter across the ground. All creatures within a 15-foot burst that could be enticed by material wealth must attempt a Will saving throw or be fascinated for 1 round or until a creature has used an Interact action to scoop up the valuables. This effect is a Watchtower specialty.

Melee ♦ general mayhem +14 (nonlethal), **Damage** 2d8+5 bludgeoning, slashing, or piercing damage

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following challenge point adjustment.

Challenge Points: For every 4 challenge points beyond 16, add one offended high roller to the encounter.

OFFENDED HIGH ROLLERS (2)

CREATURE 2

CN

MEDIUM

HUMAN

HUMANOID

Perception +8

Languages Common

Skills Athletics +7, Diplomacy +8, Games Lore +3

Str +2, **Dex** +3, **Con** +4, **Int** -1, **Wis** +0, **Cha** +2

Items rapier

AC 17; **Fort** +8, **Ref** +10, **Will** +6

HP 40

Speed 25 feet

Melee ♦ rapier +9 (deadly d8, disarm, finesse), **Damage** 1d6+4 piercing

Melee ♦ slap +9 (agile, nonlethal), **Damage** 1d4+1 bludgeoning
Flurry of Slaps ♦ (flourish) The offended high roller makes two slap Strikes. If both hit the same creature, they combine their damage for the purpose of resistances and weaknesses. They high rollers apply their multiple attack penalty to the Strikes normally.

Throw Drink ♦♦ (visual) The offended high roller grabs a nearby drink and throws it in the face of a creature within 10 feet. The creature must attempt a DC 18 Fortitude save or be dazzled for one round (blinded on a critical failure). On its turn, it can spend an Interact action to end the dazzled or blinded condition.

Port Peril Pub Crawl

B. Last Catch

Severe

The bar fight spreads across the entire building. The seaborne captains are bar patrons who specifically target their attacks at the PCs. Place each of the seaborne captains on the map about 15 feet away from the PCs. The captains attack the PCs until they are knocked unconscious or until the PCs exit the edge of the map. The hazard below represents the collective effects of the rest of the brawl. Instead of representing the bar fight as a single swarm that fights at its full strength until it is defeated, this encounter divides the bar fight into 6 sections, marked by dotted lines on this encounter's map (page 10). Each of these sections has 15 Hit Points. If a section's Hit Points are reduced to 0, that section is disabled. Once a section is disabled, the hazard can no longer make its general mayhem Strike in that area, though the hazard can still use its Port Peril specialty on creatures within that area. If the PCs defeat all 6 sections of the hazard, the bar fight disperses entirely. The hazard does not move or expand beyond its starting locations.

PORT PERIL BAR FIGHT

HAZARD 4

UNIQUE

COMPLEX

Stealth -10 and no minimum proficiency to notice

Description An assorted crowd throws punches, flings bottles, and otherwise flies into chaos as a bar fight breaks out, clustering in six sections of one of Port Peril's drinking houses.

Disable DC 22 Intimidation to cow a section of crowd or DC 25 Diplomacy to attempt to disperse it

AC 18; **Fort** +19, **Ref** +13, **Will** +13

HP 15 per section of crowd; **Immunities** critical hits, precision damage, swarm mind

Routine (two actions) The bar fight uses its first action to make a general mayhem Strike against all creatures in any area that has not been disabled. Make one Strike against each enemy in the area and roll the damage only once for all targets. The bar fight then uses its second action to use its Port Peril specialty.

Port Peril Specialty The bar fight creates an effect unique to the bar, located at any point within the hazard (even within sections that have been disabled) as long as the entire hazard has not been disabled. The DC for each effect is 21.

Slippery When Wet ♦ The sea splashes, a cask ruptures, or a patron from an aquatic ancestry uses a water-based ability, coating 4 contiguous 5-foot squares with the effects of *grease*. This effect is a Last Catch specialty.

Melee ♦ general mayhem +14 (nonlethal), **Damage** 2d8+5 bludgeoning, slashing, or piercing damage

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following challenge point adjustment.

Challenge Points: For every 4 challenge points beyond 16, add one seaborne captain to the encounter.

SEABORN CAPTAINS (2)

CREATURE 2

CN

MEDIUM

AQUATIC

ELF

HUMANOID

Perception +8; low-light vision

Languages Aquan, Common

Skills Athletics +7 (+9 to Swim), Deception +6, Nature +8, Ocean Lore +8

Str +3, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

Items fishing knife (4)

AC 17; **Fort** +7, **Ref** +6, **Will** +10

HP 30

Speed 25 feet, swim 25 feet

Melee ♦ knife +9 (agile, versatile S), **Damage** 1d4+3 piercing

Ranged ♦ knife +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Primal Innate Spells DC 18, attack +10; **1st** *hydraulic push* (×2); **Cantrips (1st)** *dancing lights*, *electric arc*, *ray of frost*

Port Peril Pub Crawl

C. Rivanti's Bar

Severe

The bar fight spreads across the entire building. The storm warrior-priests are bar patrons who specifically target their attacks at the PCs. Place each of the storm warrior-priests on the map about 15 feet away from the PCs. The warrior-priests attack the PCs until they are knocked unconscious or until the PCs exit the edge of the map. The hazard below represents the collective effects of the rest of the brawl. Instead of representing the bar fight as a single swarm that fights at its full strength until it is defeated, this encounter divides the bar fight into 6 sections, marked by dotted lines on this encounter's map (page 11). Each of these sections has 15 Hit Points. If a section's Hit Points are reduced to 0, that section is disabled. Once a section is disabled, the hazard can no longer make its general mayhem Strike in that area, though the hazard can still use its Port Peril specialty on creatures within that area. If the PCs defeat all 6 sections of the hazard, the bar fight disperses entirely. The hazard does not move or expand beyond its starting locations.

PORT PERIL BAR FIGHT

HAZARD 4

UNIQUE

COMPLEX

Stealth -10 and no minimum proficiency to notice

Description An assorted crowd throws punches, flings bottles, and otherwise flies into chaos as a bar fight breaks out, clustering in six sections of one of Port Peril's drinking houses.

Disable DC 22 Intimidation to cow a section of crowd or DC 25 Diplomacy to attempt to disperse it

AC 18; **Fort** +19, **Ref** +13, **Will** +13

HP 15 per section of crowd; **Immunities** critical hits, precision damage, swarm mind

Routine (two actions) The bar fight uses its first action to make a general mayhem Strike against all creatures in any area that has not been disabled. Make one Strike against each enemy in the area and roll the damage only once for all targets. The bar fight then uses its second action to use its Port Peril specialty.

Port Peril Specialty The bar fight creates an effect unique to the bar, located at any point within the hazard (even within sections that have been disabled) as long as the entire hazard has not been disabled. The DC for each effect is 21.

Jinx Gone Wrong ♦ (curse) Something about the bar fight has attracted a storm of bad luck, causing a character to bang their shin on a pushed-out bench or get hit on the head by a falling painting. The hazard casts *jealous hex* (Core Rulebook 405) on a creature. This effect is a Rivanti's Bar specialty.

Melee ♦ general mayhem +14 (nonlethal), **Damage** 2d8+5 bludgeoning, slashing, or piercing damage

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following challenge point adjustment.

Challenge Points: For every 4 challenge points beyond 16, add one storm warrior-priest to the encounter.

STORM WARRIOR-PRIESTS (2)

CREATURE 2

CN

MEDIUM

HUMANOID

TENGU

Perception +6; low-light vision

Languages Common, Tengu

Skills Acrobatics +5, Athletics +7, Diplomacy +5, Religion +7, Society +5

Str +2, **Dex** +0, **Con** +1, **Int** +1, **Wis** +4, **Cha** +1

Items scimitar, studded leather armor

AC 17; **Fort** +7, **Ref** +6, **Will** +10

HP 30

Speed 25 feet

Melee ♦ scimitar +10 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ♦ beak +8 (finesse), **Damage** 1d4+2 piercing

Storm Smite ⤵ (divine, electricity, evocation) **Trigger** The storm warrior-priest critically hits with a scimitar Strike; **Effect** The storm warrior-priest releases a blast of lighting in a 10-foot burst centered on the target. A creature in the area other than the storm warrior-priest takes 2d6 electricity damage (DC 15 basic Reflex save). On a critical failure, such a creature is also deafened for 1 round.

Port Peril Pub Crawl

APPENDIX 3: ART



BARFIGHT HALFLING

Port Peril Pub Crawl



STELLA FANE

Port Peril Pub Crawl

GM REFERENCE

Treasure Table

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

Chronicle Sheet

PCs who successfully complete this quest gain the Fane's Friend boon on their Chronicle sheet if they managed to impress Stella; otherwise, cross Fane's Friend off the Chronicle sheet and the PCs gain Stella's Associate instead.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
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Fame Earned:		

Faction:		
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Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
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Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
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		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Port Peril Pub Crawl

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Pathfinder Society Quest #4: Port Peril Pub Crawl

Character Chronicle #

Herolab Code

C9F8

A.K.A.		- 2		Faction	Reputation
Player Name	Character Name	Organized Play #	Character #	Faction	Reputation
				Faction	Reputation

Adventure Summary

Traveling to Port Peril and making a deal with a pirate captain is the kind of adventure that should end with an epic bar fight, and this one did.

Boons

Fane's Friend (General): You managed to impress the enigmatic pirate captain Stella Fane and she considers you a friend. This boon has special benefits when slotted during scenarios and quests that feature Stella Fane.

Stella's Associate (General): Stella Fane knows you, though she's not particularly impressed by you. Maybe you can improve her opinion of you next time around. This boon has special benefits when slotted during scenarios and quests that feature Stella Fane.

Items

Purchases

Items Sold / Conditions Gained

archaic wayfinder^U (level 2; discounted price 25 gp; *Lost Omens World Guide* 17, limit 1)

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

archaic wayfinder^U (level 2; discounted price 25 gp; *Lost Omens World Guide* 17, limit 1)

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #