



Year of the Open Road



**PATHFINDER
SOCIETY**

A CURIOUS CLAIM

By Dennis Muldoon

PATHFINDER SOCIETY

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How To Play

Pathfinder Society Quest #7: A Curious Claim is a Pathfinder Society Quest designed for 3rd- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). 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

A Curious Claim makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Flip-Tiles: Forest Starter Set*. 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 Bestiary 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 **www.organizedplayfoundation.org/paizo/guides/**. This quest has no scenario tags.



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A Curious Claim

By Dennis Muldoon

GM SYNOPSIS

In this adventure, the PCs are ambushed by an Aspis Consortium operative on their way to investigate a shipwreck and must then avoid an undead swarm while obtaining cargo and evidence of fraud from the wreck.

ADVENTURE BACKGROUND

The Pathfinder Society quietly recruited **Kristoff Valicho** (NG male half-orc bartender) as a venture-captain, paying off his loan on The Silver Spoon Inn and Tavern. The tavern, a well-appointed establishment 10 miles outside of Kerse, Druma's capital, now serves as his lodge. In the two years since, Kristoff has proven adept at gleaning information from reputable associates and loose-tongued merchants. However, during the last month, he has increasingly seen potential opportunities stolen by the Aspis Consortium's operations in the area.

Kristoff recently uncovered an opportunity to improve the Society's standing in the Kerse political arena. **Temel Passad** (LN male human Kalistocrat) approached Kristoff with suspicions that a cargo of steel ingots he had shipped from Detmer was intentionally waylaid and wrecked by his business partner, **Annette Tuddlym** (LE female dwarf merchant). The shipment was insured and notarized by agents of the Esteemed Bureaucratic Foundation, and Annette's profits were guaranteed as part of her investment. With the shipment lost, Annette collected the same payment as she would from the completed shipment, perhaps more, if rumors are true. Temel's own investment was also covered, though he fears that his reputation was harmed by his failure to deliver to his own purchasers.

Annette is a cousin of Ulba Tuddlym, intercessor of the Esteemed Bureaucratic Foundation and the highest-ranking politician in Kerse. Further, the Mercenary League's investigation of the report ended with a finding of "unavoidable catastrophe with no fault by the assignees." Temel dares not accuse Annette without evidence. Thus, he approached the Pathfinder Society, requesting they track down the wreckage of the lost ship, verify the reports of its destruction, and return the steel if it is intact.

In truth, Annette and her allies in the Aspis Consortium arranged for the ship to run aground near waters infested by aquatic undead. Annette's only interest in the enterprise was to claim a quick insurance payment to fund another endeavor. The ship's captain and crew tied off the rudder and abandoned the ship, lying to the investigators from the Mercenary League about a sudden turn in the weather and an unexpected assault by undead.

WHERE ON GOLARION?

A Curious Claim takes place in the mercantile oligarchy of Druma, along the coast between the capital city of Kerse and the port city of Detmer. More information on the country of Druma can be found on pages 62-65 of the *Pathfinder Inner Sea World Guide*, available from your friendly local game store and online at paizo.com.



ADVENTURE SUMMARY

After meeting with Venture-Captain Valicho, the PCs investigate the wreck. On the way, an Aspis Consortium operative ambushes the PCs. The PCs proceed to the wreck, where they find many aquatic undead. Knowing that these are just the vanguard of a larger swarm of undead arriving with the oncoming storm, the PCs must quickly sneak on board to retrieve the evidence and potentially recover some of the lost cargo before making their escape.

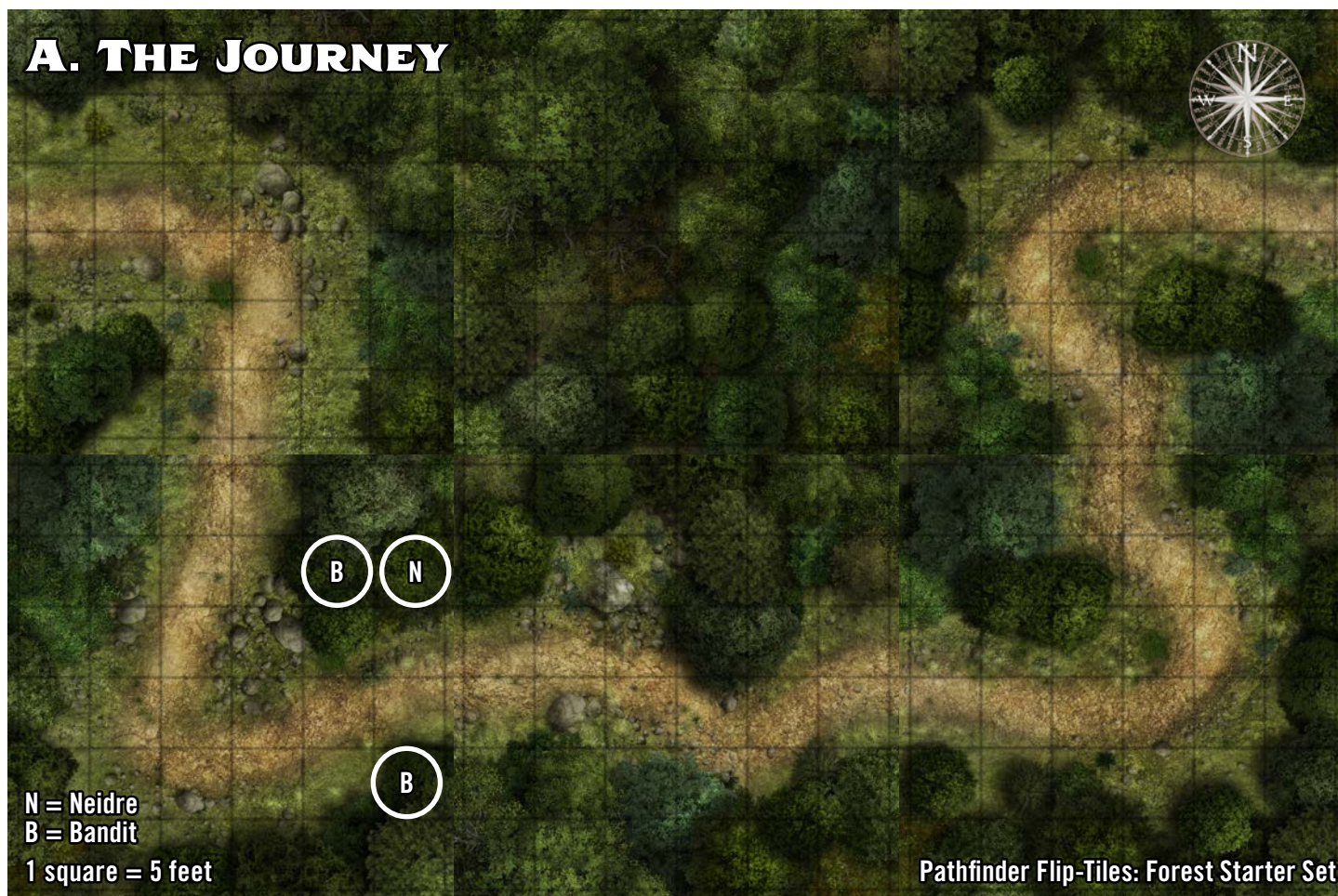
GETTING STARTED

The interior of the Silver Spoon Inn and Tavern is as elegant as the name would imply, featuring a black marble bar top and gilt chairs, freshly upholstered in rich leather. On opposite ends of the room are two polished ebony tables, one laden with decadent trays of charcuterie and cheese, while the other holds simple crusts of bread served on fine porcelain platters beside silver ewers of clear water. Finely dressed patrons mill about, drinking and gossiping, while a few individuals clad all in white stand aloof from the crowd.

Venture-Captain Kristoff Valicho gestures for an employee to take over behind the bar before joining you at a corner booth. "Welcome to the Silver Spoon, friends! Since the Society helped pay off the loan, we've really been able to fix the place up right. Anyway, on to business. Establishing

A Curious Claim

A. THE JOURNEY



the Society's position in Kerse has been slow going, especially with interference from the Aspis Consortium. You may be able to help change that, however, as an important potential ally has requested our assistance."

Give the players a few moments to read **Handout: Letter from Temel Passad** before continuing.

"The wreck is a few hours' walk from here up the coast. I have a horse and a small wagon ready for you, just in case you're able to recover any of the cargo. Be careful, though. My contacts in the Mercenary League say their investigation of the wreck was cut short by a swarm of carnivorous undead that surged up from the water during a storm. I'm sure capable agents like yourselves can handle a few monsters, but with the number of creatures they reported, you should head inland before any such storm arrives."

Venture-Captain Valicho answers the PCs questions as best he can, though he has little to add beyond what's in the letter.

A. THE JOURNEY MODERATE

The PCs travel north along a trade road following the shore of Lake Encarthan toward Detmer. The road is well maintained and regularly patrolled by the Mercenary League to prevent any threats to the frequent trade caravans that pass through. The forest is thick enough to create difficult terrain and provide cover to creatures within. This map uses *Pathfinder Flip-Tiles: Forest Starter Set* with the following tiles, ordered left to right and top to bottom: **30A, 09B, 17A, 18A, 03A, and 20A.**

Creatures: The Aspis Consortium agent Neidre Fliavazzana waits with hired bandits to ambush the PCs. They hide in the underbrush, ready to attack. Under orders to conceal the Consortium's involvement, Neidre keeps her badge hidden at all times.

Subtier 3-4

NEIDRE FLIAVAZZANA

Page 6, art on page 8

CREATURE 3

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HUMAN BANDITS (2)

Page 6, art on page 9

CREATURE 1

Subtier 5–6

NEIDRE FLIAVAZZANA

Page 7, art on page 8

CREATURE 5

HUMAN BANDITS (2)

Page 7, art on page 9

CREATURE 3

Reward: A PC searching Neidre's body discovers a scrap of paper and a bronze badge embossed with the image of a snake. The note says simply "Stop the investigators. Hide our involvement." A PC who succeeds at a DC 15 Society or Pathfinder Society Lore check recognizes the badge as the mark of an Aspis Consortium agent. A PC who is trained in Aspis Consortium Lore automatically succeeds at the check.



KRISTOFF VALICHO

SCALING ENCOUNTER B

To accommodate a larger group, make the following adjustments.

5+ PCs: The PCs recover one crate of cargo for every 4 successes, rather than every 3.

move quietly, or Sailing Lore or Mercantile Lore to know where cargo and documents are usually stored on a trade ship.

Phase 3: Load Cargo

The PCs might use: Athletics to carry heavy cargo, Perception to watch for approaching undead, Mercantile Lore or Labor lore to make logistical plan, or Nature to time departure with favorable conditions.

Phase 4: Escape

The PCs might use: Stealth to move quietly, Athletics to swim or row a raft, Deception to create a diversion, or Religion to know how best to avoid undead.

Reward: Once onboard, the PCs find much of the ship's contents intact, including several undamaged crates of steel ingots. For every three successes earned, the party has time to offload one crate of cargo before the approaching undead force them to flee, to a maximum of four crates. As long as they recover at least one crate of cargo, the PCs also find the ship's navigational charts, cargo manifest, and captain's log. If they recover at least 3 crates, they earn the Amateur Adjuster boon on their Chronicle sheets.

THE WRECK

After another hour's travel, the PCs arrive at a footpath leading down to the site of the wreck on the lake shore. A pack of undead creatures—the vanguard of the approaching swarm—roam the shallows near the beached ship, too numerous to fight past. Storm clouds loom not far up the coast, giving the PCs a limited window in which to operate before more undead swarm the area.

To sneak aboard and find what they came for, the PCs act in four phases (listed below). In each phase, each PC must attempt a DC 18 skill check (DC 20 in Subtier 5–6). Suggested skill options are listed below for each phase, though creative solutions should be encouraged, using a similar DC. On a critical success the PC can help their allies as well, gaining two successes. On a critical failure, the PC makes a mistake at a crucial moment, losing one success from the group's total. Track the total number of successes the PCs earn through all four phases.

Phase 1: Get on the Boat

The PCs might use: Stealth to sneak past the undead, Deception to pose as undead, Craft to improvise a raft, or Athletics to quickly swim to the ship.

Phase 2: Investigate Quickly and Quietly

The PCs might use: Perception to find cargo, Stealth to

CONCLUSION

If the PCs return to the Silver Spoon with the requested documents, Venture-Captain Valicho thanks them for their help in strengthening the Pathfinder Society's position in Druma and promises to deliver their finds to Temel Passad immediately.

Primary Objectives

The PCs fulfill their primary objective if they recover the documents from the ship. Doing so earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

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APPENDIX 1: SUBTIER 3-4 ENCOUNTERS

Encounter A (Subtier 3-4)

Aspis agent Neidre Fliavazzana has been in the forest long enough for the chameleon gnome's hair and skin to take on a mottled greenish hue, providing a +2 bonus to her Stealth (already included below). She and her hired bandits hide in the bushes on either side of the road, waiting for the PCs to pass between them before attacking. Neidre begins by firing her hand crossbow at the nearest PC before moving into melee with her kukri. She directs her lackeys to move into flanking position whenever possible, not hesitating to put them in harm's way to create an advantage for herself. She attempts to feint opponents when a flanking opportunity is not available. Desperate to impress the Consortium, the ambitious Neidre fights to the death. If Neidre is defeated, the bandits flee when reduced below 5 HP.

NEIDRE FLIAVAZZANA

CREATURE 3

CE SMALL GNOME HUMANOID

Perception +12

Languages Common, Gnome

Acrobatics +9, **Aspis Consortium Lore** +7, **Athletics** +6, **Deception** +10, **Intimidate** +8, **Society** +7, **Stealth** +13, **Thievery** +9

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

Items bronze badge, hand crossbow (10 bolts), kukri (2), studded leather armor

AC 19; **Fortitude** +6, **Reflex** +12, **Will** +9

HP 41

Speed 25 feet

Melee ♦ +10 kukri (agile, finesse, trip), **Damage** 1d6+5 slashing

Melee ♦ +10 fist (agile, finesse, nonlethal), **Damage** 1d4+5 bludgeoning

Ranged ♦ +10 hand crossbow (range increment 60 feet), **Damage** 1d6 piercing

Sneak Attack Neidre deals an additional 1d6 precision damage to flatfooted creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to Neidre.

Deny Advantage Neidre isn't flat-footed to hidden, undetected, or flanking creatures of her level or lower, or creatures of her level or lower using surprise attack. However, they can still help their allies flank.

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 bandit to the encounter.

HUMAN BANDITS (2)

CREATURE 1

NE MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Athletics +8, **Intimidate** +3, **Stealth** +6

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

Items dagger, hide armor, shortsword

AC 16; **Fortitude** +10, **Reflex** +7, **Will** +4

HP 20

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ +9 shortsword (agile, finesse, versatile S), **Damage** 1d6+3 piercing

Melee ♦ +9 fist (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

Melee ♦ +8 dagger (agile, range increment 10 feet, versatile S), **Damage** 1d4+3 piercing

Ranged ♦ +8 dagger (agile, range increment 10 feet, versatile S), **Damage** 1d4+3 piercing

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APPENDIX 2: SUBTIER 5-6 ENCOUNTERS

Encounter A (Subtier 5-6)

Aspis agent Neidre Fliavazzana has been in the forest long enough for the chameleon gnome's hair and skin to take on a mottled greenish hue, providing a +2 bonus to her Stealth (already included below). She and her hired bandits hide in the bushes on either side of the road, waiting for the PCs to pass between them before attacking. Neidre begins by firing her hand crossbow at the nearest PC before moving into melee with her kukri. She directs her lackeys to move into flanking position whenever possible, not hesitating to put them in harm's way to create an advantage for herself. She attempts to feint opponents when a flanking opportunity is not available. Desperate to impress the Consortium, the ambitious Neidre fights to the death. If Neidre is defeated, the bandits flee when reduced below 10 HP.

NEIDRE FLIAVAZZANA

CREATURE 5

CE SMALL GNOME HUMANOID

Perception +15

Languages Common, Gnome

Acrobatics +13, **Aspis Consortium Lore** +10, **Athletics** +8, **Deception** +13, **Intimidate** +11, **Society** +10, **Stealth** +15, **Thievery** +13

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

Items bronze badge, hand crossbow (10 bolts), kukri (2), *minor healing potion*, studded leather armor

AC 22; **Fortitude** +9, **Reflex** +15, **Will** +12

HP 68

Speed 25 feet

Melee ♦ +13 kukri (agile, finesse, trip), **Damage** 1d6+7 slashing

Melee ♦ +13 fist (agile, finesse, nonlethal), **Damage** 1d4+7 bludgeoning

Ranged ♦ +13 hand crossbow (range increment 60 feet), **Damage** 1d6 piercing

Sneak Attack Neidre deals an additional 1d6 precision damage to flatfooted creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to Neidre.

Deny Advantage Neidre isn't flat-footed to hidden, undetected, or flanking creatures of her level or lower, or creatures of her level or lower using surprise attack. However, they can still help their allies flank.

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 bandit to the encounter.

HUMAN BANDITS (2)

CREATURE 3

NE MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Athletics +11, **Intimidate** +5, **Stealth** +9

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

Items dagger, scale mail, shortsword

AC 19; **Fortitude** +11, **Reflex** +9, **Will** +7

HP 45

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ +12 shortsword (agile, finesse, versatile S), **Damage** 1d6+6 piercing

Melee ♦ +12 fist (agile, finesse, nonlethal), **Damage** 1d4+6 bludgeoning

Melee ♦ +10 dagger (agile, range increment 10 feet, versatile S), **Damage** 1d4+6 piercing

Ranged ♦ +10 dagger (agile, range increment 10 feet, versatile S), **Damage** 1d4+3 piercing

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APPENDIX 3: ART AND HANDOUT



NEIDRE FLIAVAZZANA

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BANDIT

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Handout #1: Letter from Temel Passad

Greetings Pathfinders,

Though our dealings in the past have not always been as successful as one might hope, I view the recent establishment of your lodge near Kerse as a new opportunity. To begin this renewed collaboration, I propose an exchange of services. I shall use my standing in Druma to help your Society make new contacts and stem the tide of Aspis interference in your ventures. In exchange, I would like you to investigate a recent stroke of misfortune that befell my business. A cargo ship bearing a shipment of steel ingots bound for my customers was recently shipwrecked on journey from Detmer in the north. I suspect my partner in the venture, Annette Tuddlym, may have planned the wreck to collect on the insurance payment. While my own investment was likewise insured, I fear the loss of the shipment may have damaged my reputation with the arranged buyers. Her connections to the local bureaucracy are deep, however, and I cannot bring forward my suspicions without some proof.

I would like you to journey to the site of the wreck to confirm its destruction and bring back any documents pertaining to the voyage you find intact so that I might examine them for evidence. In addition, if any of the cargo has survived the wreck, please retrieve it as well.

Yours in profit and health,
Temel Passad

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GM REFERENCE

Treasure Table

Level	Gold Earned
3	9.5 gp
4	16 gp
5	25 gp
6	37.5 gp

Chronicle Sheet

If the PCs recover at least 3 crates, they all earn the Amateur Adjuster boon on their Chronicle sheets.



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
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Fame Earned:		

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
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		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

A Curious Claim

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Pathfinder Society Quest #7: A Curious Claim

Character Chronicle #

Herolab Code

S7D3

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

Adventure Summary

Druma is a land of complex etiquette and financial laws, and you had an opportunity to participate in that system. Who knew insurance adjusters might find themselves opposed by bandits, undead, and powerful mercantile conglomerates?

Boons

☐☐☐ **Amateur Adjuster (General)** With the claim settled, you've shored up relationships with some valuable allies and learned a bit about navigating Druman bureaucracy. Whenever you attempt a check to Gather Information, Decipher Writing, or Create a Forgery, you can check a box next to this boon to gain a +1 circumstance bonus on the check. If the check involves interacting with a Druman business or Druman bureaucracy, you instead gain a +3 circumstance bonus on the check.

SUBTIER 1-2

SUBTIER 3-4

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Items

Purchases

kukri^u (6 sp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #