

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-08

Levels 1-4

FOUNDATION'S PRICE

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Gamemastery Guide*, and *Pathfinder Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat: Bigger Pirate Ship* and *Pathfinder Flip-Mat: Elemental Planes Multi-Pack*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

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



METAPLOT (SHATTERED SANCTUARIES)

SUMMARY

The Pathfinders sent to open a new lodge in Sedeq failed to report, so the Pathfinder Society quickly dispatches the PCs to claim ownership of the building and discover what happened to their predecessors. When the PCs arrive, they find the dilapidated building and discover a bound djinni vizier is holding the other agents hostage at the behest of the genie binder who commands them. The djinni demands the PCs accomplish three tasks in exchange for the safe return of the Pathfinders: embarrass an arrogant socialite, recover the components for a magical flask, and rescue prisoners from the hobgoblins of the Iron Ring. Once the PCs return to the lodge, the unseen genie binder addresses the PCs and forces them to fight in the genie's elemental palace.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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ADVENTURE BACKGROUND

As the gateway between the continents of Casmaron and Avistan, Qadira holds significant mercantile and political influence. The Pathfinder Society recently expanded its foothold in Qadira thanks to the help of Venture-Captain **Esmayl ibn Qaradi** (NG male human aristocrat), who donated generously to establish a new lodge in the thriving trading port Sedeq. Esmayl hopes the new lodge will allow the Society to expand its presence and influence in Qadira and Casmaron. He also hopes the lodge's location in this well-known hub of unjust practices such as genie binding will allow the Pathfinder Society to directly confront these injustices and provide shelter to freed captives who seek a better life.

As the construction of the lodge neared completion, the Society's leadership sent a group of agents to take residence and formally open the lodge. With other urgent matters at hand, the Society's leaders failed to notice they hadn't heard from their agents in Sedeq for quite some time. Eventually, Sedeq's government informed the Society that none had claimed the building. It stood abandoned, and it would be auctioned off if the Society didn't take possession promptly. Venture-Captain **Ambrus Valsin** (LN male human chamberlain) quickly dispatched a group of agents to avoid losing the building.

Meanwhile, the forces responsible for the disappearance of the initial group of Pathfinder agents continue to plot against the Society. These forces are a motley group of malcontents led by **Fasiel ibn Sazadin** (NE male skelm; *Pathfinder Bestiary* 3 238), a former aristocrat and aspiring genie binder who sought apprenticeship with **Corvius Vayn** (NE male human genie binder). This arrangement was made impossible by the Pathfinder Society's successful efforts (detailed in *Pathfinder Society Scenario #2-16: Freedom for Wishes*), which resulted in Corvius's defeat and Fasiel's capture. Although the Pathfinder agents who turned Fasiel over to the city guard also rescued him and several others from the twisted wishes granted by Corvius's vengeful genie, Fasiel sees the Society as responsible for ruining his opportunity to become a genie binder.

WHERE ON GOLARION?

This adventure takes place in the Qadiran city of Sedeq, a port settlement on the southwestern coastline of the Alavah Peninsula. More information on the nation of Qadira can be found on page 54 of the *Pathfinder Lost Omens World Guide*.



Fasiel was transformed into a skelm during his imprisonment in Corvius's manor because he wished for the genie to grant him unwavering confidence. The genie transformed him into a skelm, a power-hungry creature filled with self-righteous confidence and unending rage. With the newfound ability to change shape and manipulate others, Fasiel escaped the city guards and built a following within the streets of Sedeq. He recruited others who, like him, believed the city hadn't given them what they deserved; entitled bullies among the guards, desperate thieves, and unsuccessful merchants all flocked to Fasiel and listened to his spiteful rhetoric. Fasiel believes the Society's presence in "his" city is both a threat and an insult to him.

A mysterious backer offered help to thwart the Society's efforts in Sedeq, but Fasiel arrogantly rejected this offer; when the backer convinced Fasiel they shared a hatred for the Society as deep as his, and offered the service of a bound genie, Fasiel accepted. The backer gave Fasiel a tip about the agents on their way to open the lodge, allowing his followers to capture them shortly after they arrived in Sedeq.

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GETTING STARTED

The adventure begins as the PCs arrive at the new lodge on the outskirts of Sedeq in Qadira. Venture-Captain Ambrus Valsin from the Grand Lodge in Absalom asked them to discover what happened to the other Pathfinders. When you are ready to begin, give the PCs **Handout #1: Letter from Ambrus Valsin**.

ARCANA, LORE, OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Arcana or Society check, or DC 12 check with a relevant Lore skill (such as Genie Lore or Underworld Lore) to Recall Knowledge knows more about genie binding in Qadira. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success Deena al-Parishat, Shahiyan of Qadira, is supposedly working to end the heinous practice of genie binding, among other injustices.

Success Genies are particularly prized by the nobility of Sedeq. Wish-granting genies, from bottled djinn to amber-encased shaitans, command an exorbitant price in Qadira's markets. Binding these incredibly powerful creatures is a sign of great power in Qadira.

Critical Failure In Qadira, genie binders are considered above the law, both because they command great prestige and because it is impractical to hold such powerful individuals accountable.

INSIDE THE LODGE

The recently completed lodge lies at the outskirts of Sedeq. Despite recent renovations, it appears neglected. The building is eerily quiet, in stark contrast to the loud murmur of the nearby city.

As the PCs approach the building, read or paraphrase the following.

The imposing lodge stands, quiet and forgotten, at the end of a narrow road. The gardens surrounding it are choked by weeds, and the impressive fountains have long dried up. A cobblestone path leading to the entrance is barely visible through tall grass growing in the cracks in the path.

A massive brass door stands partially open, its hinges unable to hold the weight of the metal.

If the PCs explore the outside before entering the lodge, they can see through the dust-caked windows that the rooms are filled with formerly elegant furniture, now decaying. A thick, undisturbed layer of dust covers everything, giving the rooms a muted appearance.

Safa (CG genderfluid djinni vizier) awaits the Pathfinders inside the lodge. The genie is bound to the service of Fasiel ibn Sazadin, having been given to the skelm by another enemy of the Society. Fasiel commanded Safa to issue three tasks to the PCs—tasks he hopes will ruin of the

Society's reputation and advance his own agenda. Safa has other ideas. Like most djinn, Safa resents their servitude and hopes the Pathfinders might provide them an opportunity to sabotage Fasiel's plans. Safa is magically compelled to do Fasiel's bidding, but they are extremely clever about finding ways to twist the skelm's demands. Whenever possible, Safa fulfills Fasiel's wishes in a less cruel and harmful manner than he intends.

In his shortsighted obsession with making demands of others and being in control, Fasiel has yet to realize the extent to which Safa is thwarting him.

Once the PCs enter the building, read or paraphrase the following.

"Do not enter as uninvited guests, lest I must assume you are thieves or scoundrels."

Strong winds coalesce in the form of an elegantly dressed djinni wearing multicolored silks.

Their azure skin is draped with jewelry of gold and bright lapis lazuli that jingles briefly as the winds dissipate. Along the djinni's arms, the thin gold jewelry is elegant, but its purpose is clear: these are chains of gold, but chains, nonetheless.

"I am Safa, and I bring you a chance to save those who came before you and reclaim your lodge."

Safa extends their hand to create a translucent orb. Six figures sleeping on comfortable pillows are visible within.



Safa

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"He who has bound me demands you complete three tasks in exchange for your friends. Fail, and your friends shall share my fate, becoming bound to the one who commands me," they say, joylessly, before dismissing the orb.

"First, he wishes you to bring ruin to his rival: Azam ibn Bashemi, a historian seeking patronage from the illustrious Avisha al-Isman of the Satrapian Guard. Sabotage his feast in the nearby parks, and replace his gift for Avisha with this trinket, and his humiliation is assured—but try not to draw attention to yourselves." The djinni reveals a small toy soldier.

"Second, he demands you acquire a brass stopper, a silver chain, and a cold iron container from the Overmarket. He asked me to ensure you acquire these objects, so acquire them you must." They pause with a cunning smile. "What you do with them once you acquire them is not my concern, but I urge you to seek Raha Shul so that the purpose of these objects may become clear and you can make the right choice."

Safa creates a small glass orb filled with moving smoke resembling a brewing storm. "This valuable bauble may help you in your trades, but a kind heart or a sharp wit may help you more.

"Lastly, he demands that you punish the hobgoblins of the Iron Ring for defying his will. Slay Tadrin, the captain of the *Swift Huntress*." Safa pauses, and lowers their voice to a whisper, which somehow is as clear in the mind as their normal voice is in the air. "There are those on board the ship I hope you can free from imprisonment. Find Zoha, an undine walking in Sarenrae's light, and ask for his help to board the ship, which is undergoing repairs. Free the ship's captives, and prove that the Pathfinder Society has sympathy for those sharing my fate. Then—once they are free—burn the ship."

Safa speaks once more in their normal voice. "It is just after sunrise now. You have until sundown to complete these tasks in whatever order you choose. Then return to the lodge. I am sure you have questions, and I shall try to answer." The djinni whispers once more, "After all, I am on your side."

Safa gives the PCs two items: a crude soldier figurine wearing an oversized Qadiran uniform, and a glass orb filled with colorful smoke. Safa is a dangerous foe, but it should be obvious to the PCs that the djinni is compelled to do the bidding of some unknown person. If the PCs refuse Safa's requests, make it clear that although Safa takes no joy in it, they are serious about the consequences should the PCs fail. If the PCs attack the djinni, Safa uses *invisibility* or *gaseous form* and retreats, their sad voice reminding the PCs that the only way to free their fellow Pathfinders is by completing the three tasks.

While Safa has been ordered to not share details of Fasiel's plans or his identity, they can provide the following additional information.

Who are you? / Who commands you? "I am a djinni bound to serve a cruel genie binder. I cannot reveal his identity to you, or act directly against him."

Where are the Pathfinders? "They are in my domain, unaware of the passage of time. I have done them no harm, and I intend to free them once the tasks are complete."

Who is Azam ibn Bashemi? "A Qadiran traditionalist of the worst sort—one who espouses imperialism and subjugation of others. Even though it furthers my binder's agenda, I'll take satisfaction in you bringing humiliation to Azam. Just try not to let the blame fall on you!"

What's the toy soldier for? "Replace Azam's gift for Avisha with this toy soldier, and it should bring great humiliation upon him. Avisha is a recent addition to the illustrious Satrapian Guard, and takes the business of being a soldier quite seriously, you see."

What's the orb? "A small curiosity, but valuable. Its warmth brings comfort, and the smoke twists depending on the mood of those who hold it. Use it to aid in your trades in the Overmarket as you seek the brass stopper, silver chain, and cold iron container."

What are those three objects for? "You'll learn more at the Overmarket. Again, I am forced to ensure that you *acquire* the items. Learn what you can of their purpose from Raha Shul, and do the right thing with them."

Who is Zoha? "A smuggler who has ways to move unseen across the sea. I am told he has helped many as he follows the ways of Sarenrae. He should be near the docks. He can help you board the Iron Ring's ship."

What is the Iron Ring? "A hobgoblin organization of cruel corsairs. They refused to trade with my binder, and he wishes to see them punished. He cares not for the recent captives still aboard the Iron Ring's ship, but I expect you share my desire to see them freed. Punishing the Iron Ring may serve my genie binder's aims, but hopefully such action is also in line with the Society's goals in Sedeq, yes?"

THREE TASKS

As they leave to complete the tasks, Safa mentions they intend to keep a close eye on the Pathfinders' actions by following them at a safe distance while invisible.

The PCs can tackle the three tasks in whichever order they prefer. Each task includes further details about Fasiel's devious intentions and reasons for demanding this task of the Pathfinders, as well as Safa's efforts to twist Fasiel's demands. Keep track of whether the PCs meet the conditions of "Fasiel's Goal" and "Safa's Goal" for each task, as these conditions impact the scenario's Secondary Objectives, Reporting Notes, and rewards.

If the PCs become confused at any point about what they are supposed to do next, or they fear the tasks they are completing might go against the Pathfinder Society's

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goals, consider having Safa show up to reassure them. The tasks are designed to complicate the Pathfinder Society's reputation in Sedeq, but Safa worked hard to manipulate Fasiel into wishing for things that would bring some benefit to the Society or to other people, such as the captives aboard the *Swift Huntress*.

When the PCs wish to crash Azam's party, proceed to **Azam's Feast**, below. When they go to trade for items in the Overmarket, proceed to **Overmarket Trading** on page 8. When they go to sabotage the Iron Ring and free the captives from the *Swift Huntress*, proceed to **Breaking the Iron Ring** on page 11.

Once the PCs accomplish—or at least attempt—these three tasks, they can return to confront Safa at the lodge.

AZAM'S FEAST

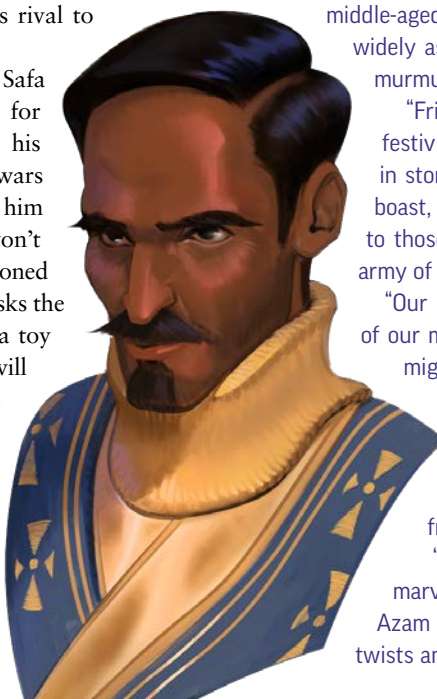
Azam ibn Bashemi (LE male human historian) is hosting a daylong public feast not far from the abandoned lodge, making it easy for the Pathfinders to spot the considerable crowd amassing around tall and wide tents. Music and laughter fill the air, accompanied by excited chatter about the upcoming performances.

Fasiel's Plan: The skelm intends to embarrass Azam, a longtime rival, and pin the whole affair on the Pathfinders. Azam seeks the patronage of **Avisha al-Isman** (LN female human officer) of the Satrapian Guard. Fasiel plans to approach Azam after his public humiliation, and use Azam's rage and ambition to recruit his rival to join his cause.

Safa's Twist: At Fasiel's bidding, Safa approached Azam to discover his plans for the future of Qadira. Azam displayed his naked ambition as he spoke of glorious wars to come. Disappointed, Safa compared him to a "child playing at war, knowing he won't pay the price." The furious Azam summoned his elementals to chase Safa away. Safa asks the Pathfinders to replace Azam's gift with a toy soldier, hoping the arrogant historian will realize the message behind the gift and blame Fasiel rather than the Society for his humiliation.

Fasiel's Goal: To complete Fasiel's goal, the PCs must replace Azam's gift for Avisha—an ornate dagger—with the toy soldier from Safa.

Safa's Goal: To complete Safa's goal, the PCs must sufficiently disrupt the festivities, as described in "Sabotaging the Feast" on page 7, and replace the gift without drawing attention to the Society.



AZAM

CREATIVE SOLUTIONS

To complete their tasks at Azam's feast and the Overmarket, the PCs might devise all manner of solutions, and this adventure cannot possibly anticipate them all! Be generous in allowing for creative solutions. For example, if your PCs have the resources to do so, they might create distractions or steal objects using magic or other clever tools at their disposal. They might disguise themselves, frame Azam for a crime, or replace the Overmarket items with convincing fakes. Use the skills and DCs in each section as guidelines when deciding what sort of checks to use as the PCs attempt the tasks. The completion of each task should require some number of successful checks or expenditure of resources, even if you allow for creative solutions.

If the PCs feel stuck at some point, Safa can offer subtle clues or suggestions. In the Overmarket, consider making the NPCs more agreeable to Diplomacy or Intimidation checks, or use Melika to nudge the Pathfinders toward possible solutions.

After the PCs reach the heart of the festivities, read or paraphrase the following.

In the middle of a sprawling public park, colorful tents surround a wide area filled with expensive pillows. A middle-aged Qadiran man with jet-black hair smiles widely as he raises his hands, and the crowd's murmur ends.

"Friends, I trust you have enjoyed the day's festivities thus far! What a feast we have in store for you yet! I, Azam, am not one to boast, but the marvels you will see pale only to those created by Sulesh the Great and his army of genies," the man says.

"Our past is filled with stories that speak of our might and bravery. But where has that might gone? Who trembles at the sound of Qadiran steps approaching their borders? Too long we have been complacent." He sighs, shaking his head as he retrieves a small stone from his elegant robe.

"But now is the time for celebration and marvel," his voice again loud and boisterous. Azam claps his hands, and the barren soil twists and shifts until water rushes in to create a perfect oasis between the tall palm trees.

Azam speaks one last time before sitting on a large pillow.

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"Delight in the festivities. Endless refreshments and wonderful performances are yours to enjoy as we await the arrival of the illustrious Avisha al-Isman, who shall honor us with her presence soon. I hope she finds my gift to be a worthy symbol of her great accomplishments," Azam says, patting a small ornate chest sitting on a pillow next to him.

"And if you are of keen intellect and refined taste, sit with me for a traditional rendition of the great epic, *The Tale of Al-Yazan the Wanderer*, so that we shall remember the history of the empire as we hope for its future."

A PC who succeeds at a DC 15 Society check recognizes *The Tale of Al-Yazan the Wanderer* as a 2-hour epic that speaks of war and imperialistic aims.

MINGLING

The PCs can chat with people in the crowd to gain information about the upcoming performances. These include a flaming dance by the famous Twisting Embers, a troupe of geniekin working to pay off a debt to Azam, and an archery demonstration by **Murad ibn Sahab** (LN male human soldier), Azam's godson who trained in the camel cavalry unit in the fortress city of Omash.

The PCs can also learn more about the host with a successful DC 13 Diplomacy check to Gather Information (DC 16 for levels 3–4). Azam's outspoken approval of slavery and war have become a growing embarrassment amongst higher circles; his attachment to the past is seen as an implicit condemnation of the present. People in the crowd heard Azam boast about the beautiful gift that is sure to change Avisha's mind about his devotion to the satrapy and the empire.

SABOTAGING THE FEAST

Unless the PCs cause a significant disruption to the events, Azam doesn't let his gift for Avisha out of his sight. The festivities last several hours, giving the PCs plenty of time to spoil Azam's attempt to gain a powerful patron. The PCs might take several approaches to cause enough disruption to replace Azam's gift with the toy soldier.

Each PC can attempt one DC 15 skill check (or DC 12 check with a relevant Lore skill) to represent their efforts to sabotage the feast and earn Diversion Points. For levels 3–4, increase the DCs by 3.

Critical Success The PCs earn 2 Diversion Points.

Failure The PCs earn 1 Diversion point.

Critical Failure The PCs lose 1 Diversion Point.

Encourage creative solutions and reward especially clever ideas or descriptions with a +2 circumstance bonus to the PC's check. Some example approaches to sabotage the feast are described below.

Interrupted Tales: Azam spends time talking about each story in *The Tale of Al-Yazan the Wanderer* during the performance, often leaving his oud unattended on a nearby pillow. The PCs could use Deception or a relevant Lore skill to ask ridiculous questions about the tale. They could use Crafting, Stealth, or Thievery to sabotage or steal the instrument, causing Azam to lose his temper until someone can bring him a replacement oud.

Spoiled Refreshments: A well-stocked tent contains all kinds of chilled refreshments for the many guests. Despite the intense heat, the beverages remain pleasantly cold thanks to Vix, an ice mephit currently held under the refreshment table. Vix begs the PCs to free him, saying, "Safa said you might be sympathetic to my situation." The PCs can free Vix from his bonds using Athletics or Thievery. Without Vix's attention, the refreshments quickly spoil.

An Explosive Performance: The Twisting Embers are a troupe of ifrits contracted to perform at Azam's parties for three years and three days. The PCs can convince their leader, **Abina** (N female ifrit human performer), to throw their performance with a successful Diplomacy or Intimidation check. If convinced, Abina gives the PCs a vial filled with silvery powder and instructs them to drop it in the pond during their performance. The powder causes the water to swell and overflow, soaking nearby spectators. In this event, Azam dismisses the troupe out of frustration—much to their delight, as a loophole in Azam's contract with the Twisting Embers allows the ifrits to terminate their contract if he ever intentionally interrupts their performance!

Rumors and Stories: The PCs can intermingle with the crowd and spread rumors, or give their own performances to distract from the main event, such as by using Deception or Performance.

Raging Bull: Azam's godson, Murad, promised he would use his mounted archery skills to entertain the crowd. His godfather secured an impressive camel, but the bull is young and stubborn. The PCs can spook the animal with a successful Nature check, or distract Murad with a successful Deception check long enough to cut the reins and free the bull, causing no small amount of mayhem amongst the crowd as it runs free.

Replacing the Gift: Azam is momentarily distracted from the festivities when someone in the crowd shouts they've spotted Avisha's entourage, and her arrival is imminent. If the PCs earn a number of Diversion Points equal to or greater than half the number of PCs (rounded up), they successfully create enough diversion to replace the gift without being noticed. If they do not earn enough points, they can still replace the gift and accomplish their task, but someone notices them and later spreads

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the rumor that the Pathfinder Society is interfering with the affairs of Sedeq's elites. This causes the PCs to fail to fulfill Safa's goal, negatively impacting the scenario's Secondary Objectives.

Rewards: Azam's chest contains a beautifully ornate dagger with crystals and gems in the pommel. The dagger is worth 4 gp (12 gp for levels 3–4), and is fashioned in the old Qadiran style as a gift for Avisha's recent inclusion in the Satrapian Guard.

Development: Once the PCs replace the gift, Avisha arrives in her immaculate uniform. Azam approaches her, welcoming her and doing his best to hide any chaos the PCs may have caused. He promptly offers the ornate chest to her, stating he hopes he captured her true nature perfectly. Seeing the toy soldier in its oversized uniform, Avisha furiously demands an immediate end to the festivities.

OVERMARKET TRADING

The Overmarket's banners can be seen from many parts of the bustling city. The PCs can follow the winding paths and crowded streets of Sedeq without fear of getting lost. The well-known gathering place is usually crowded as merchants shout across the stalls in a mixture of many languages to attract the attention of prospective buyers.

Fasiel's Plan: Fasiel wants the PCs to recover three key items used to create a magic bottle for trapping and binding genies. Safa suggested he let the Pathfinders recover the parts, both to keep his hands clean in a region becoming increasingly uncomfortable with the practice of genie binding, and to help spread the rumor that the Pathfinder Society is studying the practice as well.

Safa's Twist: Fasiel's poorly phrased command only demanded that Safa ensure the Pathfinder Society acquire the items, not to deliver them to the djinni. Safa directed the PCs to meet with **Raha Shul** (NE female human merchant), a peddler of dubious wares who has crossed paths with djinni multiple times. Safa hopes the encounter with Raha will reveal the nefarious purpose of these items to the Pathfinders, and that they will decide not to return the items to Safa, who would be forced to give them to Fasiel.

Fasiel's Goal: To complete Fasiel's goal for this task, the PCs must acquire the three items from the Overmarket—a brass stopper, a cold iron carafe, and a silver chain.

They can acquire these items through a combination of skill checks and trades.

Safa's Goal: To complete Safa's goal for this task, the PCs must give the Overmarket items to anyone other than Safa, as this would result in the materials ending up in Fasiel's hands.

As the PCs arrive at the Overmarket, read or paraphrase the following.

The round plaza of the Overmarket is crowded but well kept. Long, curved stalls surround an imposing fountain in the middle of the market. On the eastern side of the plaza, an empty wooden auction platform stands as a grim reminder of the cruel practices that continue in the city. Sitting cross-legged nearby, a young girl displays a handmade sign proudly stating, "Melika, local guide, two copper pieces."

Melika (CG female human street urchin) is a clever 12-year-old girl. Every morning, she peruses the shopkeepers and their available wares, and creates several copies of a simple advertisement to sell to visitors along with her guide services. She offers to assist the PCs in navigating the market and to share a copy of the advertisement for 2 cp. Alternatively, if a PC succeeds at a DC 13 Diplomacy check to Gather Information, they can piece together this information themselves. In any case, share with them **Handout #2: Overmarket Advertisement**, which includes information about Raha Shul.

SEEKING RAHA SHUL

This colorful stall is filled with pendants, potions, and the sweet scent of innumerable spices. Behind the counter, a dignified woman dressed in elegant Jalmeri fashion smiles and holds out her hands in a welcoming gesture. "I am Raha Shul, purveyor of mystic gifts for the wise. Or perhaps you seek a cure to what ails you?" she says with a small bow.

Raha's greed is hidden behind fake smiles and refined silks. She tries to appear more important than she is, presenting herself to the Pathfinders as a trained mystic from Jalmeray. In reality, Raha left Jalmeray after stealing a book of alchemical formulas from her former employer, a skilled genie binder and alchemist. Since then, she has made a living by selling cures and information about genie binding.



MELIKA

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If the PCs heed Safa's advice and seek out Raha Shul to find out more about the items, they quickly discover the nefarious intentions behind Fasiel's request. In an attempt to impress the PCs with her knowledge, Raha informs them that these items are not valuable by themselves, but can be used together to create a prison for genies. Such a bottle allows even the untrained to trap a genie, but making the binding permanent requires expending considerable additional resources—and no small amount of willpower—to create a powerful genie seal. Without it, the bottle is just a snare for unaware genies, who tend to seek quick vengeance against the would-be prankster who tricked them.

Raha offers to trade alchemical items to the PCs for the three items if they manage to obtain them. If asked why she is being so generous, she says she wishes to remove such dangerous items from circulation. A PC succeeding at a DC 16 Perception check to Sense Motive (DC 19 for levels 3–4) notices the greedy spark twinkling in Raha's eyes; she actually intends to sell the items for a much higher price elsewhere.

If the PCs inquire about where they can find these items, she mentions seeing an unusual carafe in Ary's stall, which is not far from hers. She also believes that Elyon uses silver and other metals in his creations, so maybe he can help the PCs secure the other two items.

THE BRASS STOPPER

Elyon (LN male elf artisan) has one of the items that the Pathfinders need: a well-crafted brass stopper currently crowns a beautiful crystal decanter in his shop. As the PCs approach Elyon's stall, read or paraphrase the following.

The thin stall is covered with elegant crystal creations. The glow of an *everburning torch* creates multicolored beams as the warm light bounces off beautiful earrings, delicate figurines, and thin vials. Topping an elegant decanter, a brass stopper stands out like a setting sun atop a crystal waterfall.

Sitting on the left side of the stall, a shivering elf covered in a heavy robe looks up and smiles.

"Welcome to the G-g-glittering Prisms," he says, his teeth chattering as he rubs his blue-tinged fingers together.

Elyon initially refuses to sell the brass stopper on its own, and the exquisite artisanship of the decanter puts the price of the set beyond the reach of the Pathfinders. If a PC asks about silver chains, Elyon sadly informs them he has no chains for sale at the moment. "Jalal the bookseller wears a fine chain," Elyon offers. "Perhaps you can speak with him."

A PC who succeeds at a DC 10 Medicine check confirms Elyon is genuinely exhibiting all the symptoms of being unnaturally cold, despite the hot climate.

Elyon was stung by the seed of an immature calathgar (*Pathfinder Bestiary* 2 45) as he was working on floral arrangements for a client. While he recalls the thorny seed exploding, he doesn't know one of the thorns is still embedded in his skin, filling his entire body with chills. He paid **Lissom** (N male human apothecary) to craft a cure, but the acerbic apothecary has not delivered the remedy; he's holding a grudge due to an argument the two had a few days prior.

If the PCs ask about his argument with Lissom, Elyon scoffs, visibly uncomfortable. "I might have called his poultices and potions 'folksy remedies' instead of 'real medicine,' but he kept on insisting that my crystal vials would be useless to a traveling healer as they are prone to breaking. Apparently, he's allowed to insult my profession, but I'm not allowed to return the sentiment!"

HELPING ELYON

Elyon begins with an indifferent attitude toward the PCs. If they give him Safa's glass orb, the constant warmth emanating from the sphere counteracts the effects of the calathgar's seed. Elyon happily trades the stopper for the orb, regardless of his current attitude. Alternatively, the PCs can convince him to trade by improving his attitude to helpful. In addition to the typical use of Diplomacy to Make an Impression (DC 15, or DC 18 for levels 3–4), the PCs can improve Elyon's attitude in the following ways.



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Remove the Thorn: The PCs can find a small frostbitten part of Elyon's arm. A PC who succeeds at a DC 19 Nature check recognizes the calathgar's thorn as the source of Elyon's predicament. A PC who succeeds at a DC 15 Medicine check (DC 18 for levels 3–4) removes the thorn from Elyon's arm and makes him more comfortable. Increase his attitude by one step.

Lissom's Cure: If the PCs speak to Lissom, he recounts the argument with Elyon, stating that his observations were factual, not slander. Lissom refuses to give the PCs the salve unless Elyon apologizes, which the PCs can arrange once Elyon's attitude is at least friendly. Alternatively, the PCs can steal the salve from the cluttered stall with a successful DC 14 Thievery check (DC 16 for levels 3–4).

If Melika is with the group, she can steal the salve if the PCs create a distraction with a successful DC 15 Deception check (DC 18 for levels 3–4) and offer her an additional 2 cp for her trouble. (Melika assures the PCs that the various shopkeepers consider her a beloved fixture of the market, and she won't get in any serious trouble, even if caught.) Giving the salve to Elyon increases his attitude by one step.

Raha's Poultice: If they ask for her help, Raha offers the PCs a poultice derived from pesh, a cactus originally from Katapesh. A PC who succeeds at a DC 15 Nature or Medicine check recognizes the sweet smell of pesh and realizes the poultice will make Elyon comfortable but clumsy, and discerns the correct way to apply it around—but not directly on—the frostbite wound. Raha accepts no payment for this from the PCs, claiming she merely wishes to help. Giving the poultice to Elyon increases his attitude by one step.

THE SILVER CHAIN

Jalal al-Shaheed (NG male human bookbinder) wears a silver chain around his neck. He refuses to sell the chain for money, since it has some sentimental value—it was a gift from his grandmother. As the PCs approach, read or paraphrase the following.

A long, curved stall is nestled snugly next to a large fountain where children play. Books of different sizes cover every surface, leaving just a little space for a simple wooden box displaying metal bookmarks. Within the stall, a Keleshite man hums happily. Streaks of silver in his well-groomed beard mirror a silver chain with the symbol of Sarenrae clasped around his neck.

Suddenly aware of customers, he smiles warmly.

"Ah, travelers! You won't find better stories in all of Qadira! How can Jalal assist you?"

Jalal inherited his love for stories from his grandmother, a kind woman who left her small tribe in the Zho Mountains to care for him when he was a child. Jalal is very fond of his grandmother, a skilled storyteller who sells intricate carpets made in the style of her people. He wishes to find his extended family to learn more about their customs, but he can't afford the services of a skilled guide to locate them.

PERSUADING JALAL

Jalal begins with an indifferent attitude toward the PCs. They have two choices for convincing him to trade. If they give him Safa's glass orb, he readily accepts it in exchange for the chain, smiling widely. The orb reminds him of a story his grandmother told him about an arrogant efreet who was trapped by a cunning young girl from a small village. Alternatively, the PCs can convince him to trade by improving his attribute to helpful. In addition to the typical use of Diplomacy to Make an Impression (DC 15, or DC 18 for levels 3–4), the PCs can improve Jalal's attitude in the following ways.

Friendship: Jalal is a passionate collector of stories. A PC who succeeds at a DC 15 Society or Performance check can improve his attitude by one step (DC 18 for levels 3–4) by sharing an interesting story. Reduce the DC by 2 if they share a story or anecdote about a beloved family figure.

Firrah's Expedition: If Melika is with the party or the PCs succeed at a DC 15 Diplomacy check to Gather Information (DC 18 for levels 3–4), they discover **Firrah** (N male sylph explorer) just returned from an expedition to the Zho Mountains. Firrah is a well-known figure in the Overmarket for his boisterous nature and larger-than-life adventurer persona. He confirms he encountered nomads in the Zho Mountains by showing the PCs beautiful carpets made in the style Jalal's grandmother used. If asked, he promptly accepts Jalal into his crew as official chronicler of his next expedition. Jalal is ecstatic about the prospect of joining the expedition. Increase his attitude by one step.

For the Greater Good: Just like his grandmother, Jalal is saddened to see genies reduced to tools for the rich. If the PCs speak of Safa's plight or mention the chain can be used to free the imprisoned Pathfinders, and the PCs succeed at a DC 16 Diplomacy check (DC 19 for levels 3–4), increase his attitude by one step. He is more willing to trade the silver chain if he knows it is for a good cause.

THE IRON CARAFE

Ary (NG female gnome merchant) is a wide-eyed lover of bizarre and impossible worlds. Although usually cheerful and upbeat, she is in low spirits because her latest and

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greatest work is lying in her stall, unclaimed. As the PCs approach, read or paraphrase the following.

Metal creations ranging from refined silverware to sturdy iron pokers rest on shelves and hooks along the back wall of this tiny shop, all decorated with intricate patterns. Behind the counter, a gnome with strong arms and a mane of untamed, deep-green hair absentmindedly inspects a leaf-shaped earring, visibly dissatisfied with the result. She looks at a tall iron carafe displayed prominently on a small, raised shelf and sighs.

As she turns around, her face lights up with a wide, welcoming smile.

"Welcome to First World Metalworks. I imagine it, you buy it!"

A PC who succeeds at a DC 14 Crafting check identifies the carafe is made of cold iron.

Ary is fascinated by the First World and speaks at length about how her work is inspired by its inhabitants. In reality, Ary knows little about the First World due to her upbringing in one of Sedeq's orphanages. She created the carafe for a rich nobleman, not knowing cold iron is dangerous to fey. The nobleman has not yet picked up the carafe, but Ary is loath to break her agreement, fearing it may tarnish her reputation.

CONVINCING ARY

Ary begins with an indifferent attitude toward the PCs. They have two choices for convincing her to trade. If they give Ary Safa's glass orb, she readily accepts it in exchange for the iron carafe, happy to have such a unique item to inspire her next creation. Alternatively, the PCs can convince her to trade by improving her attribute to helpful. In addition to the typical use of Diplomacy to Make an Impression (DC 16, or DC 19 for levels 3–4), the PCs can improve Ary's attitude in the following ways.

Friendship: Ary is a skilled artisan fascinated with the First World. A PC who succeeds at a DC 15 Crafting check impresses her with their crafting skills, while a PC who succeeds at a DC 13 Nature check to share knowledge about the First World plays on her fascination with that mysterious realm. Increase Ary's attitude by one step.

Cold Iron: If the PCs succeed at a DC 13 Nature check to Recall Knowledge, they know cold iron is dangerous to many fey and can inform Ary of this fact. If they do,

increase her attitude by one step. She is more willing to give up the carafe in light of this revelation.

Fey Obsession: Ary tells the Pathfinders she is an avid collector of items connected to the First World. If Melika is with the Pathfinders, she mentions seeing beautiful sketches of a strange forest at Drawn to Scale. The PCs can obtain a sketch capturing a beautiful and impossible forest from **Basu** (LG male human cartographer). These sketches are the results of Basu's conversations with Pathfinders he met in the Thuvian city of Lamasara who swore they had been in the First World. Basu considers his sketches a hobby, and he happily exchanges the sketch for a similar sketch or an interesting description of a faraway landscape, which the PCs can provide by succeeding at a DC 14 Crafting or Performance check (DC 16 for levels 3–4). If the PCs give Ary the sketch, increase her attitude by one step.

SECURING THE ITEMS

Once the PCs secure the items, they must decide what to do with them. They can give the items to Raha in exchange for alchemical items, they can return them to Safa, keep them for the Society, or do something else, such as throw them in the sea. Remember to use the scenario's Reporting Notes to indicate if the PCs return the items to Raha or Safa.

Rewards: If the PCs give the items to Raha, she enthusiastically offers them 2 *minor healing potions* and 2 lesser alchemist's fires in return (or 2 *lesser healing potions* and 2 moderate alchemist's fires for levels 3–4).

No one else in the market is interested in purchasing the items, and the original owners grow suspicious if the PCs try to sell their property back to them.

BREAKING THE IRON RING

Locating the docks is simple, thanks to the salty breeze guiding the PCs toward the water. While the Pathfinders can make their own way to the docks, accessing the *Swift Huntress* requires Zoha's help.

Fasiel's Plan: Fasiel knows the Iron Ring is too dangerous to fight directly. He hopes the Pathfinders and their misguided sense of justice will eliminate a dangerous competitor and grow his influence over Sedeq's markets.

Safa's Twist: Safa hopes the Pathfinders honor their request to save others who, like the djinni, have been deprived of freedom. Safa doesn't know that doing so may allow the Pathfinders to find an unexpected ally for



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the Society in **Ganthur Higglesun** (NG male dwarf spy), an informer for the anti-slavery Andoren Gray Corsairs, who is a captive aboard the ship.

Fasiel's Goal: To complete Fasiel's goal for this task, the PCs must defeat Captain Tadrin in area **A8**.

Safa's Goal: To complete Safa's goal for this task, the PCs must free the captives on board the *Swift Huntress* and sink the ship in a dramatic fashion (once any captives have been freed). The ship eventually sinks on its own if there are no captives or crew left on board to bail water, but Safa wants to send a message to those in Sedeq who deal with the Iron Ring. The PCs can set a fire using one of several methods available throughout the ship; however, Safa can use magic to quickly extinguish any fires if there are still captives aboard the ship.

As the PCs arrive at the docks, read or paraphrase the following.

Dozens of ships are moored along the sprawling docks of Sedeq. A warm sea breeze fills the air with its salty bite as many deckhands move crates and people off the ships. An undine man with blue hair tends to a similarly colored vessel sporting the symbol of the Dawnflower. As he whistles, his finned ears move gently, giving the impression of dancing along with the melody.

Zoha (NG male human undine smuggler) doesn't hesitate to offer his services if the PCs explain why they need his help to free the captives aboard the *Swift Huntress*. Zoha's face darkens as he points at the ship moored far from the harbor. "The worst I have had the misfortune to encounter. The *Swift Huntress* is led by Tadrin, a villain in the truest sense," he says. "The Iron Ring arrived a couple of days ago to sell captives from their latest sea battle, but I gather their ship took a beating during the fight. They have been trying to keep it afloat ever since. Sadly, it seems they are succeeding." Zoha asks the PCs to rescue his friend Ganthur, a dwarf who helps him relocate freed captives to safer shores. Ganthur is late, and Zoha suspects the dwarf was captured by the Iron Ring.

If the PCs ask Zoha if he knows Safa, he looks puzzled. "Safa? I don't think I do. I have a good memory for people, and that doesn't ring a bell. Maybe I helped a family member or friend? In my work, word of mouth tends to go far and wide," he replies.

When the PCs are ready, Zoha uses his skills as a smuggler and his connection to the sea to help them approach the vessel undetected. He leads the PCs to the ship, summoning a thin fog to protect their approach while letting his small vessel glide silently across the water to the port side (to the west) of the *Swift Huntress*.

A. SWIFT HUNTRESS

A skeleton crew bails the water entering a hole on the starboard side while the rest of Tadrin's crew secure supplies in Sedeq to repair the ship.

Encounters in this area use the map on page 13.

A1. TOP DECK

Two large masts tower over the empty deck. The sails are furled, suggesting the ship is not planning to leave these waters anytime soon.

The PCs can use a rope ladder to reach the top deck with little difficulty. To the north, nestled under the poop deck, stands the door to the captain's quarters (area **A8**). A deep guttural voice barks orders from the lower decks.

A2. GUN DECK

The only light filtering in the room comes over the two stairs leading to the top deck as the gunports in front of the cannon on the broadside remain closed. Cruel laughter and the sound of sloshing water drift through the southern door.

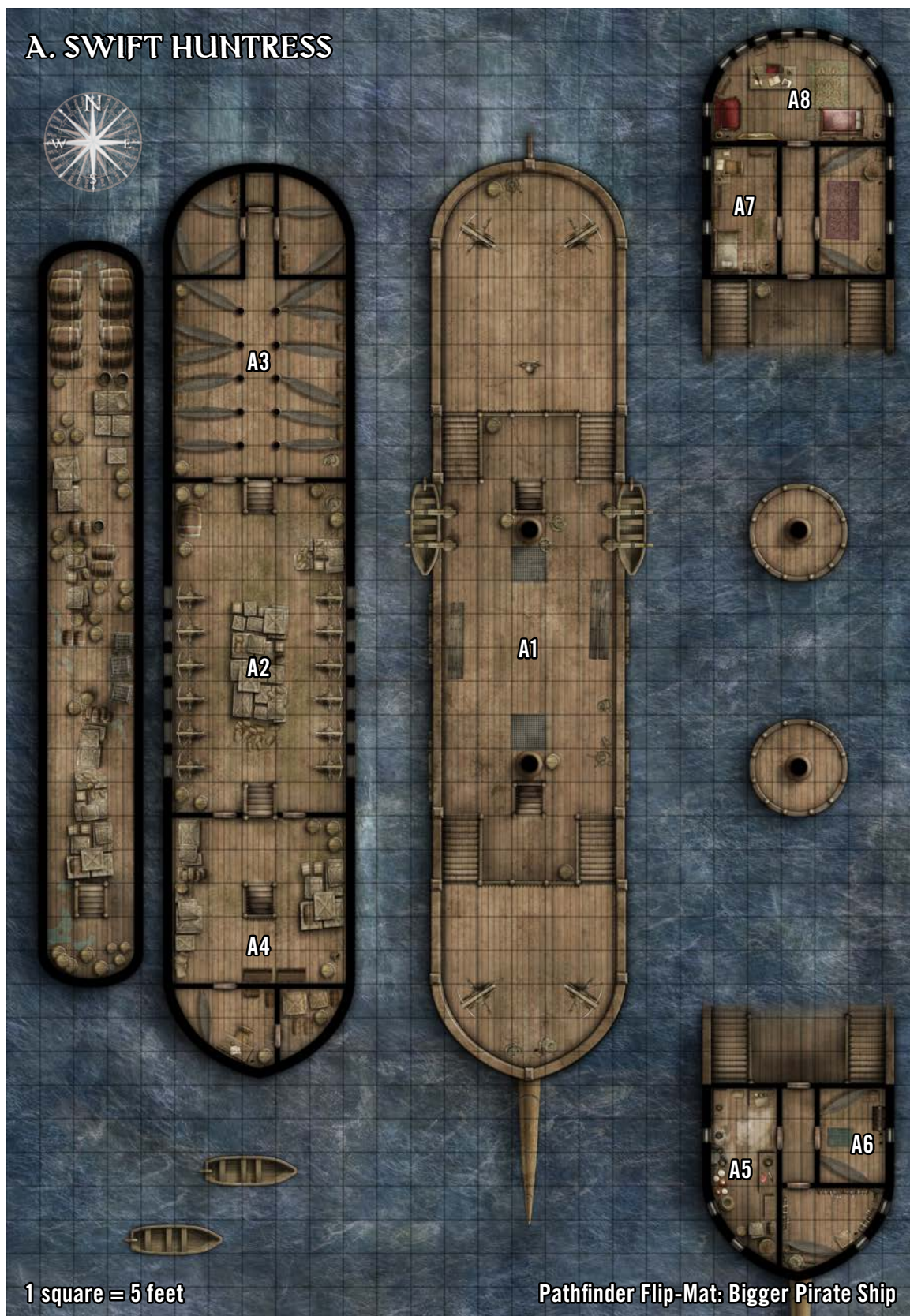
The gunpowder is too wet to explode, but it can be used to start a fire to take the ship down. The PCs can rig a simple fuse with a successful DC 15 Crafting check. Alternatively, they can start a fire using an item that causes persistent fire damage, like alchemist's fire. Safa is standing by to extinguish the fire if there are still captives to rescue.

A3. CREW QUARTERS

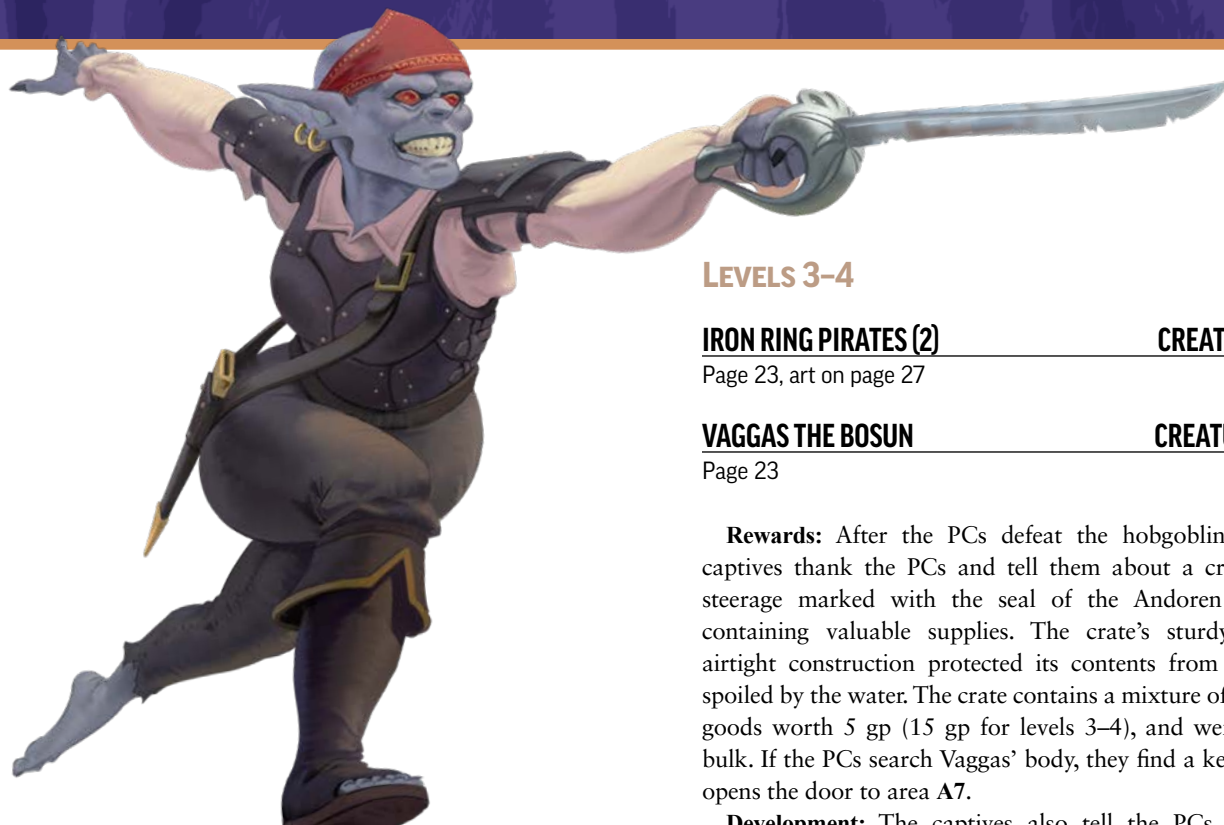
Due to the ship's damage, Tadrin ordered the ship's captives to be moved to the crew quarters and chained in groups of four. The captives are resting after a long shift bailing water.

Half a dozen figures lie in the crew's hammocks while a few figures lie in a corner, massaging tired muscles and comforting one another. Their movements fill the room with the jingle of chains that bind them to each other. If the PCs enter, they are greeted by **Karija** (CG female human sailor), a resourceful Garundi woman who was captured when the Iron Ring boarded her ship, the *Rose of Sotra*, four days prior. She knows the tired captives—mostly her fellow shipmates—have no chance to overpower the crew and make it off the ship without help. She asks the Pathfinders to clear the way so she can lead these people ashore. She informs the PCs that one dwarf prisoner was taken to the captain two days ago. If the captives in area **A4** are not yet free, Karija asks the PCs to confront the quartermaster and rescue them.

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IRON RING PIRATE

A4. STEERAGE ACCESS **MODERATE**

Vaggas (NE male hobgoblin quartermaster) remained on the ship to coordinate repairs, but the crew doesn't have enough supplies to seal the hole in steerage. He is directing some of the captives to create a chain of workers to continue to bail water from the stairs.

Creatures: A halfling at the top of the stairs leading below to steerage crouches to fill a rusted bucket with seawater. Three more captives form a line to toss the water from a porthole while a hobgoblin moves a heavy crate to a dry corner. A corpulent hobgoblin sits atop a short barrel, watching the work with a cruel smile.

Quartermaster Vaggas didn't become quartermaster without cracking a skull or ten. He fights the PCs without surrendering, though any other hobgoblin foes surrender if Vaggas is defeated and they are below half their maximum Hit Points.

LEVELS 1-2

IRON RING DECKHANDS (2)

Page 20

CREATURE -1

VAGGAS THE FANATIC

Page 20

CREATURE 1

LEVELS 3-4

IRON RING PIRATES (2)

Page 23, art on page 27

CREATURE 1

VAGGAS THE BOSUN

Page 23

CREATURE 3

Rewards: After the PCs defeat the hobgoblins, the captives thank the PCs and tell them about a crate in steerage marked with the seal of the Andoren navy containing valuable supplies. The crate's sturdy and airtight construction protected its contents from being spoiled by the water. The crate contains a mixture of trade goods worth 5 gp (15 gp for levels 3-4), and weighs 2 bulk. If the PCs search Vaggas' body, they find a key that opens the door to area A7.

Development: The captives also tell the PCs about Kajira's plan and the other prisoners in area A3.

A5. GALLEY

Pungent spices and the smell of stew fill the sweltering air.

Creatures: Perched on a three-legged stool, a goblin stirs an iron cauldron twice his size with a large wooden spoon. As the PCs enter, he pulls a small vial from the bandolier draped across his chest and shatters it at the base of the cauldron, cackling as the flames grow and burn hotter. **Nar** (CN male goblin servant) has been the ship's cook for a bit more than a year and is creating a dish to feed Gunther, the captain's prisoner. He has never cooked for a dwarf, but he assumes that since they like rocks, they are bound to love salt. His stew is salty enough to be nearly inedible.

Nar is not a combatant. The PCs can play both on his vanity and on his love of fire to make him an unlikely ally. If a PC succeeds at a DC 11 Cooking Lore check, a DC 13 Deception check to Lie about the quality of the salty stew, or a DC 15 Diplomacy check to Make an Impression, Nar's attitude (which starts as indifferent) improves to friendly. For levels 3-4, Nar is less gullible; increase these DCs by 3. If the PCs improve his attitude, he tells them about the crew as well as about the snare in area A6. Additionally, he can be persuaded to give the PCs a concoction to set the ship on fire with a successful DC 12 Diplomacy check (DC 15 for Levels 3-4). Safa is standing by to extinguish the fire if there are still captives to rescue.

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A6. COOK AND QUARTERMASTER CABINS

Two hammocks—one big and one small—are draped in the corners of the room. Opposite the door, papers bearing the sigil of Sedeq's port authority and a well-used abacus rest on a small table. A thick tome lays open in the middle, its pages filled with dates and numbers written by a heavy hand. A large chest rests under the table.

Written by Vaggas, the papers detail the most recent sales and acquisitions by the Iron Ring. A PC can glean useful information with a successful DC 15 Society check.

Critical Success In addition to the insights acquired on a success, the PC discovers Ganthur is to be sold in Okeno, in southern Katapesh, for more than all the other captives combined.

Success The ship is carrying a dozen captives from a recent sea raid. They were meant to be sold quickly in Sedeq—all except one captive, Ganthur, due to his "unique affiliations"—but Captain Tadrún has kept them all on board to help with repairs. Between the postponed sale and the cost of the repairs, the ship's coffers are almost depleted.

Critical Failure The ledger indicates the Iron Ring's coffers are overflowing with gold from recent sales.

Hazard: The chest is protected by a crude alarm snare. The snare is triggered as soon as the lid is lifted or the chest is moved from its original location. A PC notices the snare with a successful DC 15 Perception check and can disable it with a successful DC 15 Thievery check; increase these DCs by 3 for levels 3–4. The alarm is loud enough to be audible to Quartermaster Vaggas in A4. If alerted, Vaggas reaches the room in 2 rounds, suspecting Nar of getting into the chest.

Rewards: The chest contains no money, as the remainder of the ship's riches went to buy the necessary supplies to make repairs. However, it does contain some of Vaggas' personal spoils, including a *bird feather token* (and a *chest feather token* for levels 3–4).

A7. MAKESHIFT CELL

Ganthur Higglesun (NG male dwarf informant) is imprisoned in this makeshift cell. Getting through the door without alerting Tadrún in A9 requires the proper key (such as the one carried by Vaggas in area A4) or a successful DC 18 Thievery check to Pick a Lock (DC 21 for levels 3–4). Breaking down the door with a successful DC 18 Athletics check (DC 21 for levels 3–4) or using a weapon is sure to attract the captain's attention.

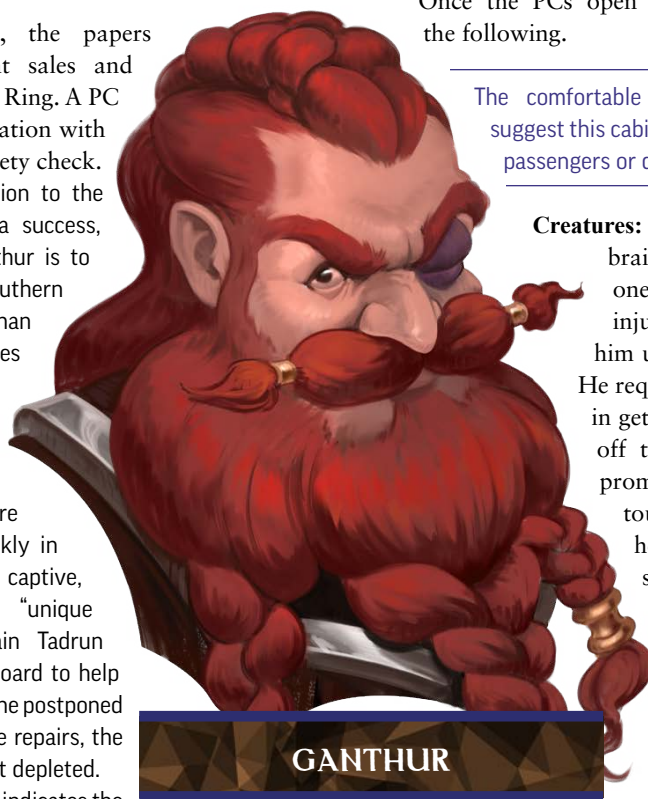
Once the PCs open the door, read or paraphrase the following.

The comfortable bed and expensive furnishing suggest this cabin was once intended for important passengers or dignitaries to travel in luxury.

Creatures: A red-haired dwarf with a braided beard is tied to a chair, one of his eyes bruised by recent injuries. Ganthur's injuries make him unlikely to be helpful in a fight. He requests the Pathfinders' assistance in getting him and the other captives off the ship before they are sold, promising to put the fugitives in touch with someone who can help them find a better future somewhere else. If the PCs press Ganthur for more information about his affiliations, he initially refuses to talk. If they mention the evidence in the ledger from area A6 revealing Ganthur's "unique affiliations" or succeed at a DC 15 Diplomacy check (DC

18 for levels 3–4) to Make a Request, Ganthur admits Tadrún wanted information about the Gray Corsairs, including contacts or routes used by the Andoren navy—information that Ganthur possesses, as he is an informant for that very organization. If Tadrún has not been defeated yet, Ganthur asks the PCs to recover his clan dagger from the captain's cabin.

If the PCs ask how Ganthur ended up in this situation, he grimaces. "I secured passage on a fishing boat to meet with a ship called the *Triumph* in the open seas two days ago. Our fishing boat was boarded, and Tadrún took everyone captive. The *Triumph* descended upon the *Swift Huntress* as it headed to Sedeq. They gave as good as they got, each ship unable to continue the fight. I'm surprised we made it to port—and I hope the *Triumph* is still afloat somewhere!"



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A8. CAPTAIN'S CABIN

MODERATE

This finely appointed room can only be the captain's quarters. A silken bed made with military precision stands in the corner. On the solid oak table rests a detailed map of the Inner Sea detailing dozens of crisscrossing trade routes.

If Tadrún has not left the room to deal with the Pathfinders, read or paraphrase the following.

An imposing figure with tanned gray skin stands tall behind the map, contemplating his next move. The handle of a two-handed axe juts from behind the desk, well within his reach.

Creatures: Tadrún is the captain of the *Swift Huntress*. As a member of the Iron Ring, he seeks only profit and owes no allegiance to the newly founded hobgoblin nation of Oprak. He lives according to the old ways, and earned his rank through strength, cunning, and cruelty.

LEVELS 1-2

IRON RING DECKHAND

CREATURE -1

Page 21

TADRÚN

CREATURE 2

Page 21, art on page 27

LEVELS 3-4

IRON RING PIRATE

CREATURE 1

Page 24

TADRÚN

CREATURE 4

Page 24, art on page 27

Rewards: Tadrún carries a key to area A7. If the PCs look around the cabin, they find an ornate compass and a dented spyglass that has seen many years of use. The two items are worth about 5 gp in total (15 gp for levels 3-4). They also find Ganthur's clan dagger mounted on a wall.

LEAVING THE SHIP

Once the captives are freed or the Iron Ring hobgoblins are defeated, the PCs can lead the fugitives to the harbor using the lifeboats. Without the captives to bail water, the ship is doomed to sink. Any remaining hobgoblins get on a lifeboat and row for the harbor, bringing Ganthur with them unless the Pathfinders rescued him.

Rewards: If the PCs rescue Ganthur, both he and Zoha are grateful, rewarding the PCs with 10 gp (25 gp for Levels 3-4).

Development: If the PCs start a fire, the djinni lets it burn as long as no captives remain on board, but they put it out if any captives remain. If they leave the ship without starting a fire, Safa sneaks on board to light the gunpowder, but is disappointed the PCs didn't burn the ship themselves.

UNFINISHED TASKS

It is possible the PCs attempt all the tasks but fail to complete one or more of "Fasiel's Goals." If they fail any of his goals, Fasiel spreads news of their meddling and failures across Sedeq, ultimately making things harder for the Pathfinder Society down the road. This consequence is represented in the

Reporting Notes for the scenario.

If the PCs attempt all three tasks, regardless of their success, they still can return for a final confrontation with Safa at the lodge.

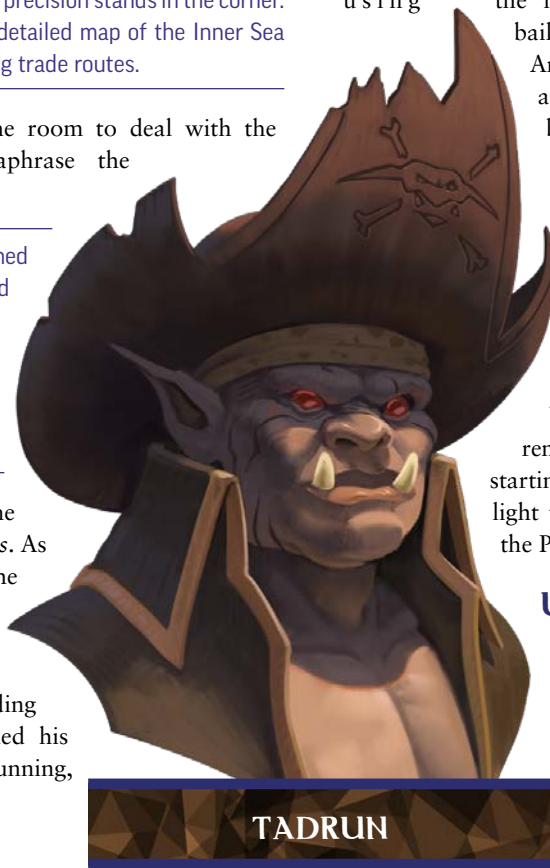
RETURNING TO SAFA

When the Pathfinders return to the lodge, Safa asks the PCs to recount how they completed their tasks so that Safa's genie binder might hear their tale. If all tasks are completed to Safa's satisfaction, Safa congratulates the Pathfinders; if the PCs attempted all the tasks but failed one or more of them, Safa shakes their head in disappointment.

Read or paraphrase the following.

"It is time for he who has bound me to speak with you."

With a flick of the djinni's wrist, the room echoes with the harsh grinding and cracking of stone as a grotesque maw opens in the floor. A deep voice filled with vitriol echoes in the abandoned lodge.



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"Pathfinders! Disgusting. Always ready to show up where you are least wanted. You are nothing but fastidious meddlers, but this time, your actions will bring you nothing but ruin. This city is mine, *mine!* And it will *never* belong to anyone else!"

The maw rumbles with a mocking laugh.

"Genie, I command you to attack the Pathfinders, as you should have when they first arrived in my city! Defeating them should require nothing more than a fraction of your power, so be quick about it and return to me. There is much to be done!"

The room again fills with the grinding sound of stone as the maw disappears. Safa frowns.

"You have heard the genie binder's wishes. I must attack you." The djinni's frown slowly turns into a sly smile. "We shall fight as if you had just arrived in Sedeq, and I shall use nothing more than a fraction of my power."

Safa laughs jovially, weaving restorative magic through the air. Suddenly, the room shifts as the bare walls of the abandoned lodge are replaced by the slender and elegant marbles of the djinni's extraplanar home.

Capricious winds dance amongst the clouds as Safa disappears.

Development: Safa's patience with Fasiel has grown thin, and they have decided to subvert the genie binder's request once again. They heal the Pathfinders before the fight, restoring them to "as they were when they arrived in Sedeq." Each PC returns to their usual maximum Hit Points, and gains the benefit of a full rest and daily preparations, returning to the same state they were in at the beginning of the adventure. However, any consumable items are not returned (except those created during daily preparations as part of a class ability, such as batches of items from an alchemist's advanced alchemy), and the PCs still possess any new items they have acquired since the beginning of the adventure.

Once the PCs have been restored and finished their preparations, proceed to the final encounter in area B.

B. SAFA'S FORTRESS SEVERE

The PCs find themselves in Safa's elemental palace. Safa uses "a fraction of their power" to fight the PCs by manifesting elemental creatures to attack them. Use the map on page 18 for this encounter. The PCs begin in the center of the map.

Gales and Clouds: Ephemeral gales occasionally tear through Safa's domain. These mischievous winds do not affect Safa's elementals (see below). Instead, they hamper creatures standing on the ground. A gale blows across the fortress at the end of each even round the PCs spend in the fortress, buffeting them and filling their ears with giggling laughter. This creates the effects of

gust of wind (DC 15 Fortitude save; DC 18 for levels 3–4) in all squares adjacent to the ground. The entire gale blows in the same direction, as chosen by Safa. While the force of this wind is as small as the genie can muster, they still use it tactically, attempting to blow PCs off the fortress.

Safa's palace appears to be high in the clouds, but the PCs are not at risk of death from falling. In the event that any PC falls or is pushed from the fortress, Safa causes them to land prone at the center of the area again at the beginning of their next turn—though they take 1d6 bludgeoning damage from the fall (DC 15 basic Reflex save; 2d6 damage and DC 18 for levels 3–4).

Creatures: Safa manifests elemental creatures to fight the PCs. The creatures appear, hovering about 10 feet off the ground and 20 feet away from the PCs, spread roughly evenly around the area. Destroying these creatures does not harm Safa. Although Safa can partially twist Fasiel's wishes, they are compelled to make at least some effort to "attack" the PCs. The manifestations remain to fight until they are destroyed, doing their best to down the PCs, but only for a maximum of seven rounds. If any PCs fall in battle, the elementals turn their attention to foes who are still standing. Safa takes care not to leave the flying creatures too far out of reach of the PCs' attacks. While Safa must attack them, the djinni hopes the Pathfinders emerge victorious! After seven rounds, Safa calls off the attackers and stabilizes any dying PCs, considering Fasiel's demand fulfilled for now—even though they know they'll face Fasiel's displeasure later.

LEVELS 1-2

AIR MEPHITS (2)

CREATURE 1

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LEVELS 3-4

ZEPHYR HAWKS (2)

CREATURE 3

Page 25

CONCLUSION

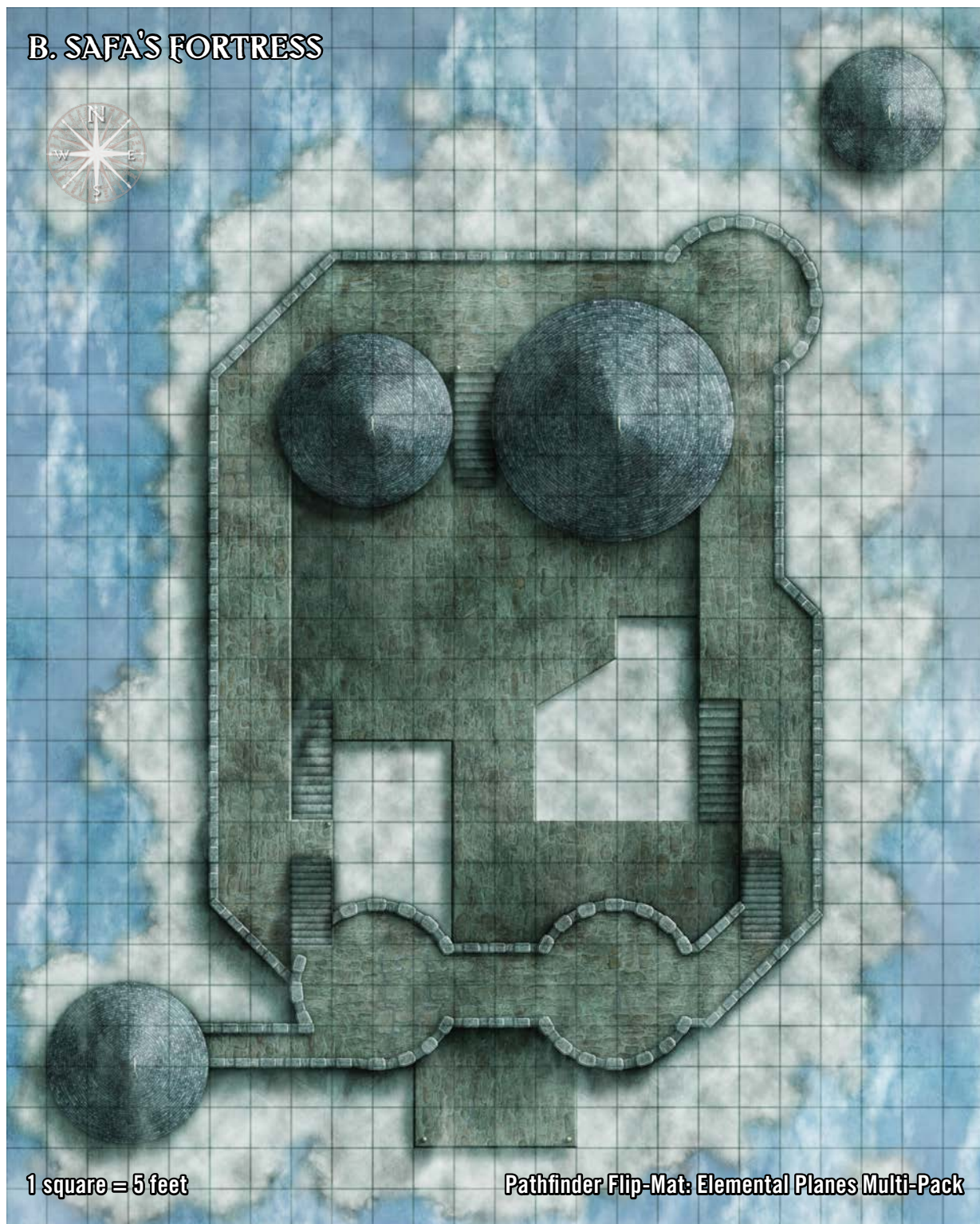
Once the PCs defeat the last of Safa's manifestations, or after seven rounds have elapsed, the battle is over. Read or paraphrase the following text (see page 19) to conclude the scenario.

A familiar hateful voice roars over an angry wind.

"How *dare* you defy me, servant?! You are *nothing*, and I will make you regret your insubordination. I'll carve a reminder of your disobedience on your soul, Safa! Return at once!"

FOUNDATION'S PRICE

B. SAFA'S FORTRESS



FOUNDATION'S PRICE

The elegant fortress is replaced by the decrepit walls of the lodge. Safa bows, the clinking of her thin golden chains clearly audible in the silent lodge.

"You have done everything and so much more, Pathfinders. I must do his bidding. I have only one gift that is mine to give."

A whirlwind forms in the genie's hands before being released across the building, lifting dust and causing heavy, moth-eaten curtains to flap wildly. The wind subsides as abruptly as it arose, but there's no trace of the djinni. The surrounding lodge appears transformed, gleaming as if untouched by the ravages of time. A small pile of riches lies a few feet away.

The sleeping figures of the original group of Pathfinders lie nearby, and they start to move as they stir from their torpor. They open their eyes, looking around in confusion. A middle-aged Pathfinder with long gray hair stands up, ordering his colleagues around as they awaken one by one.

"Get up! We have to prepare the lodge for the opening ceremony! Vishka, did you..." he stops abruptly, realizing they are not alone in the room.

"Wait, who are you? What's going on?"

Rewards: Safa rewards the PCs with tiny gems, jewels, and semiprecious stones worth 3 gp, plus 3 gp for each of "Safa's goals" they accomplished, to a maximum of 12 gp (or 8 gp, plus 8 gp per task, to a maximum of 32 gp, for levels 3–4). Among the rewards, a small figurine made of silver stands out: a finely dressed Qadiran aristocrat with a reddened, angry face and small antlers.

Development: The freed Pathfinders have no recollection of their captivity and seem to have suffered no ill effect for the extended sleep aside from stiff limbs. In fact, their minds are set on only one thing—they're supposed to prepare the lodge for a grand opening ceremony with several prominent Qadiran citizens, and they haven't even started yet!

REPORTING NOTES

If the PCs gathered all three components for the flask and traded them to Raha, check box A. If the PCs returned the components to Safa, check box B. If the PCs rescued Ganthur and learned of his affiliation with the Gray Corsairs, check box C. If the PCs successfully accomplished Fasiel's goals for all three tasks (replace Azam's gift, acquire the Overmarket items, and defeat Tadrin), check box D.

PRIMARY OBJECTIVES

The PCs complete their primary objective by defeating Safa's ephemeral manifestations and rescuing the imprisoned Pathfinders. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objectives if they meet either of the following conditions: fulfill "Fasiel's goals" for all three tasks or fulfill "Safa's goals" for all three tasks. Doing so earns each PC 2 Reputation with their chosen faction.

FOUNDATION'S PRICE

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A4. STEERAGE ACCESS (LEVELS 1-2)

IRON RING DECKHANDS (2)

CREATURE -1

UNCOMMON LE MEDIUM GOBLIN HUMANOID

Variant dockhand (*Pathfinder Gamemastery Guide* 222)

Perception +2; darkvision

Languages Common, Goblin

Skills Acrobatics +2, Athletics +2, Intimidation +2, Labor Lore +3

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

Items empty bottle (3), leather armor, whiskey (1 bottle)

AC 13; **Fort** +6, **Ref** +4, **Will** +2

HP 9

Speed 25 feet

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

Ranged ♦ bottle +5 (agile, thrown 20 feet), **Damage** 1d6+1 bludgeoning

Heft Crate ♦♦ (manipulate) **Requirements** The deckhand is adjacent to a crate; **Effect** The deckhand picks up a crate and heaves it up to 15 feet. Upon landing, the crate breaks open in a 5-foot burst. Each creature within the area takes 2d4 bludgeoning damage (DC 13 basic Reflex save), and the area becomes difficult terrain until cleared.

Swig ♦♦ (manipulate) The deckhand interacts to either draw a bottle of alcohol or pick up a nearby unattended bottle of alcohol and drink the whole thing. For 1 minute, the deckhand gains a +2 item bonus to melee damage rolls and saving throws against fear, but they become clumsy 1.

SCALING ENCOUNTER A4

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one Iron Ring deckhand to the encounter.

12-13 Challenge Points: Add one Iron Ring fanatic (an opponent with statistics identical to Vaggas the Fanatic’s) to the encounter.

14-15 Challenge Points: Add one Iron Ring deckhand and one Iron Ring fanatic (an opponent with statistics identical to Vaggas the Fanatic’s) to the encounter.

16-18 Challenge Points (5+ players): Add two Iron Ring fanatics (opponents with statistics identical to Vaggas the Fanatic’s) to the encounter.

VAGGAS THE FANATIC

CREATURE 1

UNIQUE NE MEDIUM GOBLIN HUMANOID

Variant cultist (*Pathfinder Gamemastery Guide* 229)

Perception +4; darkvision

Languages Common, Goblin

Skills Deception +3, Intimidation +3, Iron Ring Lore +8, Occultism +3, Society +4, Stealth +6

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

Items dagger, leather armor

AC 17; **Fort** +7, **Ref** +8, **Will** +4 (or +2 vs. higher-ranking members of the Iron Ring)

HP 20

Speed 25 feet

Melee ♦ dagger +7 (agile, versatile S), **Damage** 1d4+4 piercing

Ranged ♦ dagger +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Fanatical Frenzy ♦ **Requirements** The fanatic has taken damage and is neither fatigued nor already in a frenzy; **Effect** The fanatic flies into a frenzy that lasts 1 minute. While frenzied, the fanatic gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a -2 status penalty to AC. The fanatic can’t voluntarily stop their frenzy. After their frenzy, the fanatic is fatigued.

FOUNDATION'S PRICE

A8. CAPTAIN'S CABIN (LEVELS 1-2)

IRON RING DECKHAND

CREATURE -1

UNCOMMON LE MEDIUM GOBLIN HUMANOID

Variant dockhand (*Pathfinder Gamemastery Guide* 222)

Perception +2; darkvision

Languages Common, Goblin

Skills Acrobatics +2, Athletics +2, Intimidation +2, Labor Lore +3

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

Items empty bottle (3), leather armor, whiskey (1 bottle)

AC 13; **Fort** +6, **Ref** +4, **Will** +2

HP 9

Speed 25 feet

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

Ranged ♦ bottle +5 (agile, thrown 20 feet), **Damage** 1d6+1 bludgeoning

Heft Crate ♦♦ (manipulate) **Requirements** The deckhand is adjacent to a crate; **Effect** The deckhand picks up a crate and heaves it up to 15 feet. Upon landing, the crate breaks open in a 5-foot burst. Each creature within the area takes 2d4 bludgeoning damage (DC 13 basic Reflex save), and the area becomes difficult terrain until cleared.

Swig ♦♦ (manipulate) The deckhand interacts to either draw a bottle of alcohol or pick up a nearby unattended bottle of alcohol and drink the whole thing. For 1 minute, the deckhand gains a +2 item bonus to melee damage rolls and saving throws against fear, but they become clumsy 1.

TADRUN

CREATURE 2

UNIQUE LE MEDIUM GOBLIN HUMANOID

Perception +8; darkvision

Languages Common, Goblin

Skills Athletics +9, Acrobatics +7, Stealth +7

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

Items battle axe, spiked gauntlet, leather armor

AC 18; **Fort** +11, **Ref** +9, **Will** +6

HP 32

Attack of Opportunity ⤵

Formation When he's adjacent to at least two other allies, Tadrún gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

Speed 25 feet

Melee ♦ battle axe +9 (sweep), **Damage** 1d8+5 slashing

Melee ♦ spiked gauntlet +9 (agile, free-hand), **Damage** 1d4+5 piercing

Hunt Prey ♦ (concentrate) Tadrún designates a single creature he can see and hear, or one he's Tracking, as his prey. Tadrún gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time Tadrún hits his designated prey in a round, he deals an additional 1d8 precision damage. These effects last until Tadrún uses Hunt Prey again.

SCALING ENCOUNTER A8

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one Iron Ring deckhand to the encounter.

12-13 Challenge Points: Add two Iron Ring deckhands to the encounter.

14-15 Challenge Points: Add one Iron Ring deckhand and one Iron Ring pirate to the encounter.

16-18 Challenge Points (5+ players): Add two Iron Ring pirates to the encounter.

IRON RING PIRATE (0)

CREATURE 1

UNCOMMON LE MEDIUM GOBLIN HUMANOID

Variant pirate (*Pathfinder Gamemastery Guide* 242)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +7, Deception +5, Intimidation +5, Sailing Lore +7

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

Items dagger, padded armor, scimitar

AC 16; **Fort** +6, **Ref** +7, **Will** +5

HP 21

Attack of Opportunity ⤵

Bravery When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Speed 25 feet

Melee ♦ scimitar +8 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ♦ dagger +9 (agile, versatile S), **Damage** 1d4+2 piercing

Ranged ♦ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Boarding Action ♦♦ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

FOUNDATION'S PRICE

B. SAFA'S FORTRESS (LEVELS 1-2)

AIR MEPHITS (2)

CREATURE 1

N **SMALL** **AIR** **ELEMENTAL**

Pathfinder Bestiary 150

Perception +3; darkvision

Languages Auran

Skills Acrobatics +7, Stealth +7

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

AC 16; **Fort** +3, **Ref** +19, **Will** +7

HP 12; fast healing 2 (in open air); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 40 feet

Melee ♦ claw +9 (agile, finesse), **Damage** 1d6+1 slashing

Arcane Innate Spells DC 17; **2nd** *blur*; **1st** *gust of wind*

Breath Weapon ♦♦ (air, arcane) The air mephit breathes sand and grit in a 15-foot cone that deals 2d6 slashing damage to each creature within the area (DC 17 basic Reflex save). The air mephit can't use Breath Weapon again for 1d4 rounds.

ZEPHYR HAWK (0)

CREATURE 3

N **SMALL** **AIR** **ELEMENTAL**

Pathfinder Bestiary 144

Perception +7; darkvision

Skills Acrobatics +13, Stealth +11

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

AC 21; **Fort** +6, **Ref** +13, **Will** +7

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ♦ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

Circling Attack ♦♦ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, and then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one air mephit with the weak adjustments to the encounter.

12-13 Challenge Points: Add one air mephit with the elite adjustments to the encounter.

14-15 Challenge Points: The PCs instead face two air mephits with 20 Hit Points each and one zephyr hawk.

16-18 Challenge Points (5+ players): Add one air mephit and one zephyr hawk to the encounter.

FOUNDATION'S PRICE

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A4. STEERAGE ACCESS (LEVELS 3-4)

IRON RING PIRATES (2)

CREATURE 1

UNCOMMON LE MEDIUM GOBLIN HUMANOID

Variant pirate (*Pathfinder Gamemastery Guide* 242)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +7, Deception +5, Intimidation +5, Sailing Lore +7

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

Items dagger, padded armor, scimitar

AC 16; **Fort** +6, **Ref** +7, **Will** +5

HP 21

Attack of Opportunity ⚔

Bravery When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. Anytime they gain the frightened condition, reduce its value by 1.

Speed 25 feet

Melee ⚔ scimitar +8 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ⚔ dagger +9 (agile, versatile S), **Damage** 1d4+2 piercing

Ranged ⚔ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Boarding Action ⚔⚔ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

SCALING ENCOUNTER A4

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one Iron Ring pirate to the encounter.

23-27 Challenge Points: Add two Iron Ring pirates to the encounter.

28-32 Challenge Points: Add one Iron Ring pirate and one Iron Ring bosun (an opponent with statistics identical to Vaggas the Bosun’s) to the encounter.

33+ Challenge Points: Add two Iron Ring bosuns (opponents with statistics identical to Vaggas the Bosun’s) to the encounter.

VAGGAS THE BOSUN

CREATURE 3

UNIQUE NE MEDIUM GOBLIN HUMANOID

Variant bosun (*Pathfinder Gamemastery Guide* 243)

Perception +8; darkvision

Languages Common, Goblin

Skills Acrobatics +9, Athletics +9, Intimidation +9, Sailing Lore +11

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

Items dagger, naval pike (functions as spear)

AC 19; **Fort** +6, **Ref** +11, **Will** +8

HP 45

Speed 25 feet

Melee ⚔ fist +13 (agile, nonlethal), **Damage** 1d6+5 bludgeoning

Melee ⚔ naval pike +11, **Damage** 1d6+5 piercing

Melee ⚔ dagger +13 (agile, versatile S), **Damage** 1d4+5 piercing

Ranged ⚔ naval pike +13 (thrown 20 feet), **Damage** 1d6+5 piercing

Bosun’s Command ⚔ (auditory, concentrate, emotion, linguistic, mental) **Frequency** once per round; **Effect** The bosun orders an ally to attack or to get in position. Until the end of the ally’s next turn, they gain the bosun’s choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.

Pike and Strike ⚔⚔ The bosun Strikes with their naval pike. If this Strike hits, the bosun can either move the target 5 feet within the pike’s reach or make a fist Strike against the target without increasing their multiple attack penalty until after the fist Strike.

FOUNDATION'S PRICE

A8. CAPTAIN'S CABIN (LEVELS 3–4)

IRON RING PIRATE

CREATURE 1

UNCOMMON LE MEDIUM GOBLIN HUMANOID

Variant pirate (*Pathfinder Gamemastery Guide* 242)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +7, Deception +5, Intimidation +5, Sailing Lore +7

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

Items dagger, padded armor, scimitar

AC 16; **Fort** +6, **Ref** +7, **Will** +5

HP 21

Attack of Opportunity ⚔

Bravery When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. Anytime they gain the frightened condition, reduce its value by 1.

Speed 25 feet

Melee ⚔ scimitar +8 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ⚔ dagger +9 (agile, versatile S), **Damage** 1d4+2 piercing

Ranged ⚔ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Boarding Action ⚔ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

TADRUN

CREATURE 4

UNIQUE NE MEDIUM GOBLIN HUMANOID

Perception +12; darkvision

Languages Common, Goblin

Skills Athletics +12, Acrobatics +11, Stealth +11

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

Items greataxe, spiked gauntlet, leather armor

AC 21; **Fort** +13, **Ref** +11, **Will** +8

HP 63

Attack of Opportunity ⚔

Formation When he's adjacent to at least two other allies, Tadrún gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

Speed 25 feet

Melee ⚔ greataxe +12 (sweep), **Damage** 1d12+8 slashing

Melee ⚔ spiked gauntlet +12 (agile, free-hand), **Damage** 1d4+8 piercing

Hunt Prey ⚔ (concentrate) Tadrún designates a single creature he can see and hear, or one he's Tracking, as his prey. Tadrún gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time Tadrún hits his designated prey in a round, he deals an additional 1d8 precision damage. These effects last until Tadrún uses Hunt Prey again.

SCALING ENCOUNTER A8

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one Iron Ring pirate to the encounter.

23–27 Challenge Points: Add two Iron Ring pirates to the encounter.

28–32 Challenge Points: Add one Iron Ring pirate and one Iron Ring bosun to the encounter.

33+ Challenge Points: Add two Iron Ring bosuns to the encounter.

IRON RING BOSUNS (0)

CREATURE 3

UNCOMMON NE MEDIUM GOBLIN HUMANOID

Variant bosun (*Pathfinder Gamemastery Guide* 243)

Perception +8; darkvision

Languages Common, Goblin

Skills Acrobatics +9, Athletics +9, Intimidation +9, Sailing Lore +11

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

Items dagger, naval pike (functions as spear)

AC 19; **Fort** +6, **Ref** +11, **Will** +8

HP 45

Speed 25 feet

Melee ⚔ fist +13 (agile, nonlethal), **Damage** 1d6+5 bludgeoning

Melee ⚔ naval pike +11, **Damage** 1d6+5 piercing

Melee ⚔ dagger +13 (agile, versatile S), **Damage** 1d4+5 piercing

Ranged ⚔ naval pike +13 (thrown 20 feet), **Damage** 1d6+5 piercing

Bosun's Command ⚔ (auditory, concentrate, emotion, linguistic, mental) **Frequency** once per round; **Effect** The bosun orders an ally to attack or to get in position. Until the end of the ally's next turn, they gain the bosun's choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.

Pike and Strike ⚔ The bosun Strikes with their naval pike. If this Strike hits, the bosun can either move the target 5 feet within the pike's reach or make a fist Strike against the target without increasing their multiple attack penalty until after the fist Strike.

FOUNDATION'S PRICE

B. SAFA'S FORTRESS (LEVELS 3-4)

ZEPHYR HAWKS (2)

CREATURE 3

N **SMALL** **AIR** **ELEMENTAL**

Pathfinder Bestiary 144

Perception +7; darkvision

Skills Acrobatics +13, Stealth +11

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

AC 21; **Fort** +6, **Ref** +13, **Will** +7

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ♦ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

Circling Attack ♦♦ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, and then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

LIVING WHIRLWIND (0)

CREATURE 5

N **MEDIUM** **AIR** **ELEMENTAL**

Pathfinder Bestiary 144

Perception +10; darkvision

Languages Auran

Skills Acrobatics +16, Stealth +14

Str +3, **Dex** +5, **Con** +2, **Int** -2, **Wis** +1, **Cha** +0

AC 24; **Fort** +9, **Ref** +16, **Will** +10

HP 50; **Immunities** bleed, paralyzed, poison, sleep

Disperse ↻ **Trigger** The living whirlwind takes damage from a hostile action. **Effect** The living whirlwind disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and any auras or emanations it has are suppressed. At the end of the turn, the living whirlwind re-forms in any space in which it can fit within 25 feet of where it dispersed, and any auras or emanations it has are restored as long as their duration didn't run out while it was dispersed.

Speed fly 50 feet; swiftness

Melee ♦ gust +14 (finesse, reach 10 feet), **Damage** 2d6+7 bludgeoning plus Push 5 feet

Swiftness The living whirlwind's movement doesn't trigger reactions.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one zephyr hawk with the weak adjustments to the encounter.

23-27 Challenge Points: Add one zephyr hawk with the elite adjustments to the encounter.

28-32 Challenge Points: The PCs instead face two zephyr hawks with 45 Hit Points each and one living whirlwind.

33+ Challenge Points: Add one zephyr hawk and one living whirlwind to the encounter.

FOUNDATION'S PRICE

APPENDIX 3: GAME AIDS



SAFA

MELIKA



AZAM

OVERMARKET ITEMS



FOUNDATION'S PRICE

APPENDIX 3: GAME AIDS



ZOHA

TADRUN



GANTHUR

IRON RING PIRATE



FOUNDATION'S PRICE

HANDOUT #1: LETTER FROM AMBRUS VALSIN

Field agents,

After the defeat of Corvius Vayn, a cruel genie binder, the Society was granted permission to open a new lodge in Sedeq. A group of Pathfinders was sent to prepare the new lodge for opening but has disappeared without a trace. All we know is the building stands abandoned. I am sending you to discover the reason for this unusual silence.

The lodge is an important step toward expanding the Society's presence in Qadira. Much work has gone into securing this unprecedented opportunity for the Society—we hope a lodge in Sedeq might allow us to oppose Qadira's ongoing practice of genie binding more directly. The fate of all those bound to serve cruel aristocrats and genie binders in Sedeq may depend on your success, as the government has threatened to shut down our lodge if it remains abandoned.

Go to the lodge, discover the fate of your colleagues, and rescue them if necessary. Hopefully, you can find them in time so they can prepare for the lodge's upcoming grand opening.

I eagerly await your report.

—Venture-Captain Ambrus Valsin, Grand Lodge of Absalom

HANDOUT #2: OVERMARKET ADVERTISEMENT

Searching for the greatest treasures? Visit the Overmarket and be ready to weep with joy at the incredible prices!

Jalal's Books: Spellbinding stories and bookbinding of the finest quality.

First World Metalworks by Ary: Visiting her stall is just like stepping through a portal to the world of the fey.

Firrah's Expeditions: Purveyor of fine goods and silks. Here only for a limited time!

Glittering Prisms: Metals, gems, and glassware by the talented Elyon.

Drawn to Scale: For all your mapmaking needs, ask Basu.

Tinctures and Tonics: A craft almost as old as Lissom himself!

Dreams of Prada Hanam: Seek wisdom and potions from Raha Shul, the astounding arcanist.

FOUNDATION'S PRICE

ORGANIZED PLAY

TREASURE TABLE

| LEVEL | TREASURE BUNDLE |
|-------|-----------------|
| 1 | 1.4 gp |
| 2 | 2.2 gp |
| 3 | 3.8 gp |
| 4 | 6.4 gp |

TREASURE BUNDLES

☐☐☐ **Azam's Feast**, page 6: 2 Treasure Bundles for completing Fasiel's goals, and 1 additional Treasure Bundle for accomplishing Safa's goals.

☐☐☐ **Overmarket Trading**, page 8: 2 Treasure Bundles for completing Fasiel's goals, and 1 additional Treasure Bundle for accomplishing Safa's goals.

☐☐☐ **Breaking the Iron Ring**, page 11: 2 Treasure Bundles for completing Fasiel's goals, and 1 additional Treasure Bundle for accomplishing Safa's goals.

☐ Area **B**, page 17: 1 Treasure Bundle for defeating Safa's elemental manifestations and freeing the imprisoned Pathfinders.

FOUNDATION'S PRICE

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Scenario #3-08: Foundation's Price

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|---|---|---|
| <div style="border-bottom: 1px solid black; margin-bottom: 5px;"></div> Character Name | <div style="border-bottom: 1px solid black; margin-bottom: 5px;"></div> Organized Play # | <div style="border-bottom: 1px solid black; margin-bottom: 5px; background-color: #f0f0f0;"></div> Character # |
| Adventure Summary | | |
| <p>You were sent to search for Pathfinders who failed to report back from the Society's new lodge in Sedeq, Qadira. When you arrived, you found a dilapidated, abandoned building and discovered a bound djinni vizier named Safa was holding the other agents hostage at the behest of a cruel genie binder.</p> <p>The djinni demanded you accomplish three tasks in exchange for the safe return of the Pathfinders: embarrass an arrogant socialite, recover components for a magical flask, and defeat the pirate captain of the <i>Swift Huntress</i>, part of the hobgoblin pirate consortium known as the Iron Ring. Once you returned to the lodge, you were addressed by the unseen genie binder and forced to fight in the genie's elemental palace. Safa twisted the genie binder's demands and returned the lodge to its former grandeur before departing.</p> | | |
| Boons | | |
| <p>Congratulations on completing the adventure! You've earned Pathfinder Society (Second Edition) Achievement Points, a currency that can be redeemed at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> | | XP Gained |
| | | Total XP |
| | | Starting GP |
| | | GP Gained |
| | | Total GP |
| Reputation Gained | | |
| | | |
| | | |
| | | |
| | | |
| Items | | |
| <p><i>bird feather token</i> (item 3, discounted to 6 gp; limit 1) <i>chest feather token</i> (item 3, discounted to 8 gp; limit 1)</p> | | |
| Purchases | | |
| Items Sold / Conditions Gained | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| TOTAL VALUE OF ITEMS SOLD <small>Add 1/2 this value to the GP Gained Box</small> | | |
| Items Bought / Conditions Cleared | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| TOTAL COST OF ITEMS BOUGHT | | |
| Notes | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| FOR GM ONLY | | |
| <div style="border-bottom: 1px solid black; margin-bottom: 5px;"></div> EVENT | <div style="border-bottom: 1px solid black; margin-bottom: 5px;"></div> EVENT CODE | <div style="border-bottom: 1px solid black; margin-bottom: 5px;"></div> DATE |
| <div style="border-bottom: 1px solid black; margin-bottom: 5px;"></div> GM Organized Play # | | |

Chronicle Code: YN5I

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club