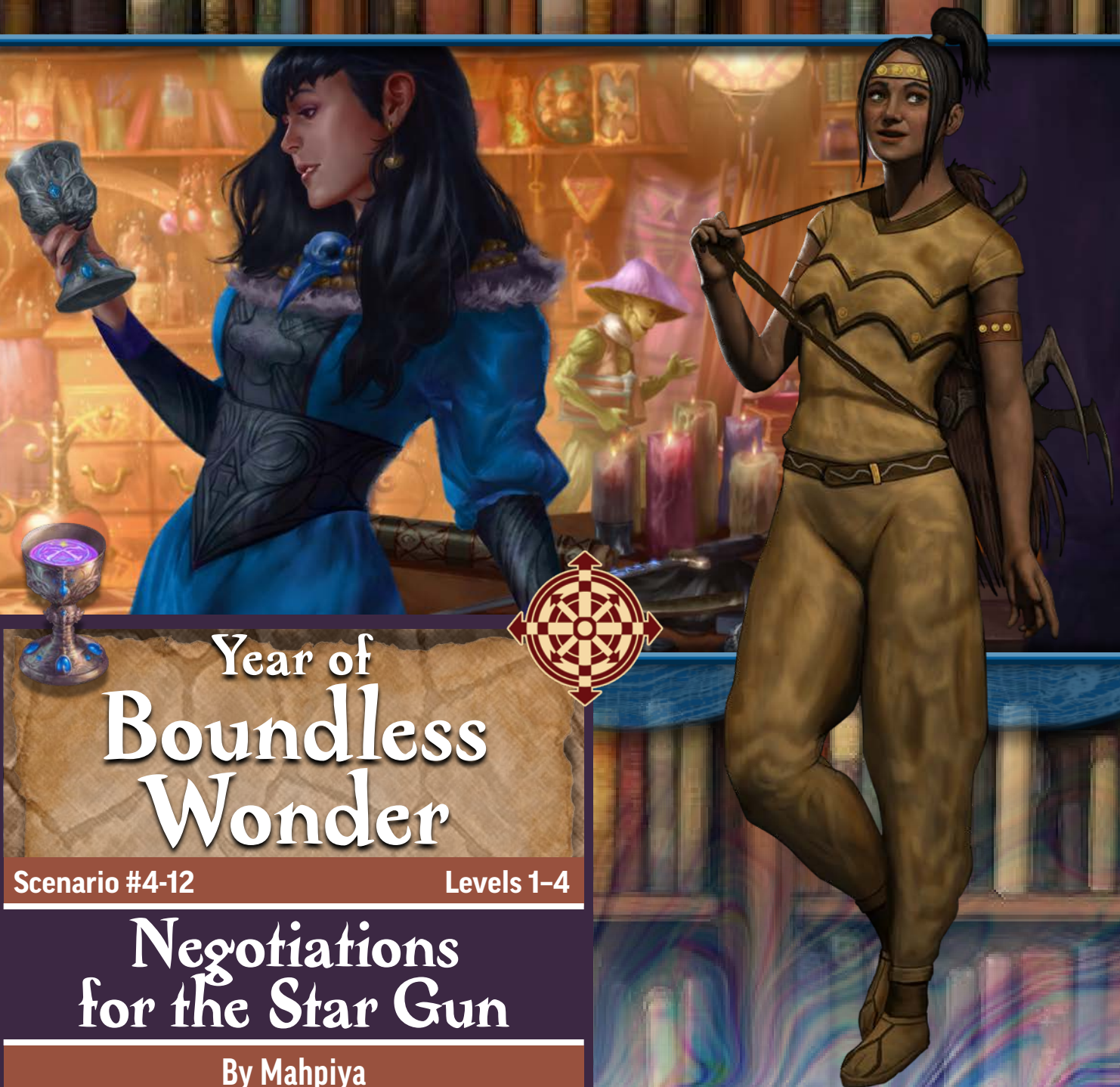


SECOND EDITION

PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-12

Levels 1-4

Negotiations for the Star Gun

By Mahpiya



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Negotiations for the Star Gun

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Dark Archive*, and *Pathfinder Gamemastery Guide*

Maps: *Pathfinder Flip-Mat Classics: Red Light District* and *Pathfinder Flip-Mat Classics: City Market*

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

<http://www.organizedplayfoundation.org/paizo/guides>



METAPLOT (BOUNDLESS WONDER)

SUMMARY

The Pathfinder Society has established its first lodge in Arcadia! Having forged good relations with government and the fey of Port Valen, the Pathfinders seek to earn the trust of the locals. Following up on a story about a stolen star gun, a powerful relic taken from the continent during the Chelaxian occupation, the Pathfinders have found an opportunity to ingratiate themselves into Degasi city of Segada. To restore and return this relic, they must meet with the Segadan Council and be granted access to the interior of the continent. They aren't the only ones interested in the relic, however. Suhko, a daughter of the night hag Aslynn, has heard of the star gun's existence, and seeks to learn of its whereabouts for her mother's own schemes. The Society must convince the leaders of Segada to approve their travel through the mountains and stop Aslynn's servants from taking the star gun for her own purposes.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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Negotiations for the Star Gun

By Mahpiya

ADVENTURE BACKGROUND

Within the past year the Pathfinder Society established its first lodge within Arcadia's borders. Dubbed Skeyrise Lodge, the former feasting hall of Linnorm King **Sveinn Blood-Eagle** (CN male human barbarian) has become the Society's foothold in Port Valen. Pathfinder agents have ingratiated themselves with the local government and fey and seek to learn more about the peoples and history of Arcadia, particularly in the lands around Port Valen.

To learn about the local area and assist the community, Pathfinder agents have been listening to any and all tales or concerns shared with them. Through this, the Society learned of the "stolen star," a story about a star gun stolen from the village of Niishan by Chelaxian invaders. Upon hearing this, Venture-Captain **Bjersig Torrsten** (LG male half-orc scholar) sent the story to the Grand Lodge in Absalom for further research. **Zarta Dralneen** (LN female human archivist), found a telling sight in the pile of treasure obtained by the Society: a broken star gun branded with Chelaxian symbols.

Zarta threw herself into research, seeking any method for this star gun to be repaired and returned to its community. During this study, she found information on a gunsmith from the inner prairies of Arcadia rumored to be able to repair the artifacts. Zarta has sent this information as well as suggestions for how to obtain permission to travel the interior of Arcadia along to Bjersig. To prevent any theft, a group of Pathfinders has been assigned to guard the star gun and keep its location secret. A second group, the PCs of this scenario, were sent to meet with Bjersig and Venture-Captain **Rahaksenwe** (CG female human ranger) in the trading metropolis of Segada. Unfortunately, a slip of the tongue from one Pathfinder agent or another has alerted **Suhko** (NE female changeling human witch), one of **Aslynn's** (NE female night hag merchant) children, of the gun's existence. She now seeks to intercept any Arcadia-bound agents to learn of the relic's location, as well as any other secrets the Society may hold.

GETTING STARTED

This adventure begins with the PCs in the city of Segada, meeting with Rahaksenwe and her friend from the

WHERE ON GOLARION?

"Negotiations for the Star Gun" takes place in the metropolis of Segada, a city-state in the northeast of Arcadia. For more information on Arcadia, see pages 6-7 of the *Pathfinder Lost Omens World Guide* and pages 208-211 of *Pathfinder Guns & Gears*. For more information on star guns, see pages 206-207 of *Pathfinder Guns & Gears*.



Segadan government, **Uanae Deepsky** (CG male human performer). The city is bustling with life, and the noise of bargaining and laughter ring through the city streets. The noon sun shines brightly in the sky, providing a pleasant warmth for those picnicking in the city's parks. After introductions are made, Rahaksenwe gives the PCs their briefing. Read or paraphrase the following.

Rahaksenwe nods in acknowledgement. "Welcome to Segada. Don't get too distracted by the crowds. If you do your job well, you'll have all the time you like to explore."

"Or get hopelessly lost." Uanae chimes in.

"Or get hopelessly lost." Rahaksenwe repeats, before getting down to business. "The archives in Absalom have found a star gun, a relic of great power, that was stolen from Arcadia. We've

Negotiations for the Star Gun

been told stories of one such gun that was stolen from these lands many years ago, which matches the description. Only differences are that it's broken and branded with Chelaxian sigils. There are rumors of someone who can repair the star gun in the interior of Arcadia. The only issue is they don't allow non-Arcadians past Segada without permission. We've taken the liberty of arranging your meeting with the Segadan Council. They'll be expecting you within the hour. In keeping with the Segada Protocol, you'll need to convince them your mission is worth their approval, and that the Society should be granted access into the interior of Arcadia."

"The people waiting for you are Tekawenda, the Peacekeeper Captain, Ojiam and Skawahann, the two high councilors, and Wanakeena, the mayor." Uanae explains. "Your organization's presence here has been... contentious. In every house I've been in I've heard a different opinion. The Segada Protocol is meant to protect our land from outside invaders. Some will say that letting in an Avistani organization of explorers would be a breach of that. What you do here will set a precedent for the future, for both your people and ours. Let's hope it turns out for the best, hmm?"

Rahaksenwe coughs. "I'm sure everything will work out fine. You're here for a good cause, and you carry a good reputation. The council has provided you with lodgings for your stay."

Uanae chimes in once more. "They really seem to want to impress you. The council paid for you to have rooms in The Seeker's Rest, one of the most luxurious taverns in town. It's usually full of important-sounding people, and Awade always makes sure they're well fed."

Rahaksenwe narrows her eyes at Uanae before she continues. "We'll guide you to them once your meeting is completed. And remember, the star gun is an important and powerful relic. Only the Society and the Segadan Council know we have it. Do your best to keep its existence secret. Now, before you head off, do you have any questions for us?"

From here the PCs are free to ask any questions or continue into the city toward the council chambers. Below are answers to some of the PC's likely questions.

What is the Segada Protocol? Uanae answers. "The Segada Protocol was set up to protect Arcadia from foreign exploitation. Avistani settlement is limited to three locations, and

in order to keep those settlements they have to leave us and our friends alone, only send a small amount of their wealth back home, and they can only go further into the continent if they get permission from the council. Even then, one of us has to go along to keep an eye on them."

What can we do to sway the council? Rahaksenwe speaks up. "Be honest about your mission. You're here to restore and return a stolen relic, and simply need a guide to reach the one who can restore it. As long as you can convince them that's your only motive, I can't see why they wouldn't let you through the mountains."

Are there any particular councilors that might disapprove? Uanae considers this for a moment. "Wanakeena is pretty wary about giving this much access to an Avistani organization. She'll be the hardest to convince. She has a responsibility to the whole city and will only give her blessing if she believes it's best for all her people."

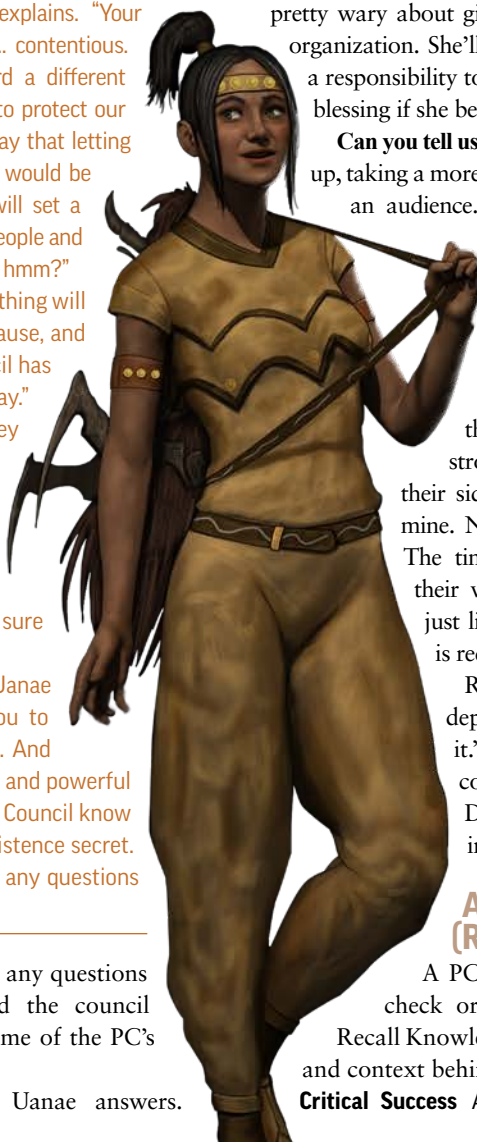
Can you tell us more about the star gun? Uanae perks up, taking a more theatrical tone as if he was addressing an audience. "Our stories tell us that when the world was young, metal rained from the sky. Some of this metal took on the form of a long cylinder that, if activated, shot out a blast with the power and heat of the stars themselves. They were everywhere in the old days. Heroes and villains alike strode across Arcadia with star guns at their side. Like old Deft Onki, a favorite of mine. Not too common these days, though. The time of those heroes has passed, and their weapons faded alongside them. Both just live in the stories, now. Each time one is rediscovered, it's cause for celebration."

Rahaksenwe adds, "Or lamentation, depending on who exactly has uncovered it." If needed, she then goes on to convey the information regarding Zarta Dralneen's discovery of the gun found in the Adventure Background.

ARCADIA LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Society check or a DC 13 Arcadia Lore check to Recall Knowledge understands more of the history and context behind the Segada Protocol.

Critical Success As success, but you also know the Segada Protocol was organized in response to Avistani discovery of precious minerals in the mountains surrounding Segada. This history



RAHAKSENWE

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informs who the council permits access to and why: the purpose of the protocol isn't to stop outsiders from entering Arcadia, but to make sure Arcadia's lands and resources remain in their own hands.

Success The Segada Protocol was agreed upon by multiple Arcadian nations to protect the continent from exploitation. It limits the actions Avistani nations can take on Arcadian soil, most notably preventing colonization and controlling access to the interior.

Critical Failure The Segada Protocol is enforced by the city of Segada to create a hegemony over the rest of Arcadia. As Segada controls access to the interior, all diplomacy and trade with other Arcadian nations will only be allowed when Segada sees some benefit to themselves.



SEGADA PROTOCOL

Enacted 44 years ago by a council of four Arcadian nations, the Segada Protocol arose in response to Avistani colonization. The protocol is intended to protect Arcadian lands and peoples from exploitation by outside forces and, as such, limits the actions that Avistani nations may take on Arcadian soil. The core points of the protocol are:

- Avistani settlement must be limited to three locations on the Grinding Coast: Canorus, Anchor's End, and Elsomare.
- The presence of these settlements will only be tolerated so long as their inhabitants maintain peace with Arcadian nations.
- Access into the interior of Arcadia can only be granted by the Segadan council, and a guide must be present at all times.
- No more than fifteen percent of the wealth of these settlements can leave Arcadia's shores.

DIPLOMACY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information can learn more about Tekawenda, the Peacekeeper Captain of Segada.

Critical Success Tekawenda thinks the Pathfinder Society would be a strong asset to in Segada's protection. She believes the presence of Pathfinders in the city will aid in its security, and that a prominent Avistani organization following the processes and procedures of Arcadia will provide further international legitimacy to the Segada Protocol.

Success Tekawenda is committed to keeping Segada safe above all. She has heard of the Pathfinder Society's previous efforts to ensure community safety and spoken of them favorably. She has also expressed concerns that increased attention to Segada might spread her Peacekeepers efforts thinner than they already are.

Critical Failure Tekawenda believes the Pathfinders are too soft to survive in Arcadia. She has been dismissive of any claims of the organization's skill and is wary about providing such inexperienced people access to the interior of Arcadia.

THE WELCOMING COMMITTEE

When the PCs are finished with their questions, they are directed to the main path through town toward the council chambers in the city center. Cutting off their

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main path, however, is an angry crowd blocking off the street. Read or paraphrase the following.

A crowd of quiet Segadan blocks the main street, becoming louder once they notice newcomers. A few members in the crowd begin to boo. Some tauntingly wave torn Chelaxian flags while others brandish buckets of red paint. Their booing is soon accompanied by shouts of "Our land, not Avistan's!" and "Keep your swords off our shores!" Every step forward seems to only antagonize them further, whipping up until their shouts and jeers echo between the alleys. From the crowd, a small, aged woman steps forward. "You'd best turn around. We know our paths already and even if we didn't, we certainly wouldn't need your help finding them."

Leading the protestors is **Kwari** (CG female human elder), an elder and former councilor of Segada. She's defiant and ultimately worried about having the Pathfinder Society in Segada, so when she heard rumors of the Pathfinder Society meeting with the council, she spread them among the populace. Though they don't know the exact reason the Pathfinders are here, they are wary of what giving the Pathfinder Society access to the continent could lead to. They fear the Pathfinders are moving adventurers and armed mercenaries into their land as a prelude to a future colonization attempt by Avistan. They want the Pathfinders gone and want the council to hear it. Kwari, separated from the crowd, is easy for the PCs to approach and ask questions. Below are some possible questions.

Why don't you want the Pathfinders here? "This isn't the first time Avistan has tried to encroach on our lands. Anchor's End, Canorus, Elsomare. All cities founded by Avistani nations, beholden to powers beyond our shores. All of them bringing stories of mistreatment and mistrust." She gestures to the crowd. "We have many stories of how Cheliox has harmed us. Stories of people stealing heirlooms to bring back home. Of people calling themselves adventurers and trying to sneak past the mountains. Where is it that your Society is based, eh? Absalom? Even if you're not from there, you carry their slogans and their symbols. How do we know that you won't turn those swords against us

if Absalom calls for it? How do we know that you'll honor your agreements?"

What can we do to convince you? "Show us that we can trust you. Not with words, not with promises. With action. Many of us have family that have been wronged by Avistan and its organizations. Prove to us that you can be our allies. That your 'adventurers' won't search through the homes of our cousins for trinkets and relics like Cheliox has. Once you have done that, we may consider letting you pass." Convincing Kwari of their good intentions without revealing the truth about the star gun is difficult, but she's willing to listen to what the PCs have to say. If a PC succeeds at a DC 18 Diplomacy check to convince her that the Society has good intentions, Kwari leads them to a quieter alley, where they can speak freely. The crowd willingly lets the PCs walk through them if Kwari accompanies them.

If the PCs try to go through without Kwari, the protestors are adamant about preventing the party from reaching the council chambers and rebuff attempts to get them to step aside. Navigating around the crowd requires a PC to succeed at a DC 18 Survival check to Sense Direction, finding a quick path through the maze of alleyways and side streets to reach the council chambers. If the PCs wish to push through the crowd, they can do so, but they must succeed at a DC 20 Reflex saving throw to avoid the paint being thrown at them by an angry crowd. Failure to navigate quickly causes the PCs to arrive late to their meeting, and failure to avoid the paint causes them to enter the council chambers wearing a clear mark of the people's disfavor, neither of which inspires confidence in the council.

A. PRIVATE MEETINGS MODERATE

If the PCs convinced Kwari of their intentions, she leads them to a more private alley and waits for them to explain more about the Pathfinder Society's goals in Segada. As a previous member of the council, Kwari can be trusted with the information about the star gun and the Society's plans. Once they've finished telling her about the plan for the star gun, Kwari speaks.



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"I see." Kwari is silent for a moment, considering everything she's learned with a level head. "That certainly explains your presence here. And why Uanae was so eager to sing your praises. Thought he was just being ridiculous again." She smiles, but it quickly fades. "This is a dangerous mission for you, Pathfinders. There are people who would do anything to control a star gun. I will speak of your willingness to make amends, without giving away your secret. Give me a moment to calm the crowd so you may walk freely through them."

Creatures: A few members of the Owl Coven—Suhko's allies and followers—instructed some animal companions to wait and attack any Pathfinders they encountered alone, in order to weaken the PCs before their meeting with the council. Once Kwari leaves, a dream spider lowers into the alleyway with its allies, ready to attack the PCs. They fight to the death. Use the map on page 7 for this encounter.

LEVELS 1-2

ELITE DREAM SPIDER CREATURE 1

Page 16, art on page 28

RAVENS (2) CREATURE -1

Page 16, art on page 28

LEVELS 3-4

ELITE DREAM SPIDER CREATURE 1

Page 22, art on page 28

FADING FOXES (2) CREATURE 2

Page 22, art on page 29

Development: Once combat ends, Kwari returns, seeking the PCs to find out why they haven't appeared. When she learns what has happened, she frowns and remarks that it seems like others may know about the Pathfinder Society's secret. She then offers to walk the PCs into the council building and smooth over their lateness, so they can start negotiations with a clean plate.

INFLUENCE

This adventure uses the Influence subsystem to represent the Pathfinder Society's efforts to earn the council's favor. Like combat,

the Influence system uses rounds. During each round, each PC can either use the Discover action to learn more about an NPC or the Influence action to make a favorable impression. These actions are reprinted below. For more information on the use of the Influence subsystem, reference *Pathfinder Gamemastery Guide* pages 151–153. Influence stat blocks for each NPC appear in the adventure's appendices.

INFLUENCE

CONCENTRATE LINGUISTIC

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Choose an NPC, and attempt a skill check to impress that NPC. The DC, and whether success is possible, depend on the NPC's preferences (typically found in the NPC's influence stat block).

Critical Success You gain 2 Influence Points with the chosen NPC.

Success You gain 1 Influence Point with the chosen NPC.

Failure You gain no Influence Points with the chosen NPC.

Critical Failure You lose 1 Influence Point with the chosen NPC.

DISCOVER

CONCENTRATE SECRET

You watch or study an NPC to learn more about that NPC's preferences. Choose an NPC and attempt a Perception check or an appropriate skill check determined by the GM. The DC is typically found in the NPC's influence stat block.

Critical Success Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

Success Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

Failure You learn no information.

Critical Failure Choose a piece of information to learn about, as success, but the information is incorrect. For instance, you might think the NPC is susceptible to flattery when actually the NPC is resistant to flattery.



WANA KEENA AWASUUL

Negotiations for the Star Gun

A. PRIVATE MEETINGS



Negotiations for the Star Gun

OPENING REMARKS

From the city center, it's only a short walk to the council chambers. Once the PCs have entered, a secretary meets them at the door and guides them through the wide halls of the council chamber. He leads the PCs up a tall, winding staircase until they come to a circular meeting room with large open windows overlooking the city. In attendance are the mayor, Wanakeena; her councilors, Ojiam and Skawahann; and the Peacekeeper Captain, Tekawenda. Also in attendance is a woman sitting off to the side, Suhko, recording notes on the proceedings. Wanakeena rises to her feet and initiates the meeting with her opening remarks. Read or paraphrase the following.

"The room we're gathered in overlooks the city. This is not to show our superiority, but to remind us of our duty. Look out in any direction and you'll see our city, our people. Every decision we make is with the constant reminder of who we are meant to serve. It is with this in mind that we meet with you today. What we decide here will set a precedent, and the city is aware of it. You are here with good intentions. To restore something stolen from our lands is a welcome change. It shows that your organization listens. That they are willing to act toward the benefit of our peoples rather than themselves. Already there is talk on the streets about the problems of our citizens and how you can help. There are those, as you must have heard, who do not share this view. In fact, we can see them right now, gathered right below us. The Segada Protocol is intended to protect Arcadia from Avistani interests. They say that the Pathfinder Society, based in Absalom, is one of those interests. That by allowing you entry, we are exposing the continent to armed warriors beholden to a foreign authority. The Avistani settlements may only send a small amount of their wealth across the ocean, will this apply to your organization as well?"

Finally, she sits back down behind her desk. "Arcadia is listening, Pathfinders. Tell us why it should welcome you."

In this social encounter, the PCs have an opportunity to convince

the councilors that the Pathfinder Society should be allowed to access the interior of Arcadia. The PCs have 90 minutes, comprised of three 30-minute rounds in the influence subsystem. Introduce this subsystem for players who are unfamiliar with its mechanics. Draw special attention to the concept that NPCs have weaknesses and resistances, and that the Discover action allows those to be uncovered.

Suhko, while present at the meeting, is not a member of the council and is simply here to record information. She takes special interest in recording any information about the star gun but barely pays attention when the topic shifts. If the PCs were late without Kwari's guidance, or have paint on them from the protestors, increase the DC of all checks to Influence by 2. Once all three rounds have passed, Wanakeena calls the meeting to recess. Read or paraphrase the following.

Wanakeena looks out to the quickly setting sun and stands up once more. "You have given us much to consider. It is, however, getting late. Something this important should not be decided by tired minds. Meet us again in the morning, once we've all had time to sleep on it, and we will make our final decision. Oh, and give Awedo my best. I hear she's spent all week preparing the rooms for your arrival."

With the meeting adjourned, the councilors all stand and prepare to leave. The secretary returns once more to guide the PCs out of the chambers. Suhko has snuck out during Wanakeena's closing remarks to set up her trap and is not present in the room by the meeting's conclusion.

LEVELS 1-2

WANAKEENA AWASUUL

Page 17, art on page 29

TEKAWENDA ULASH

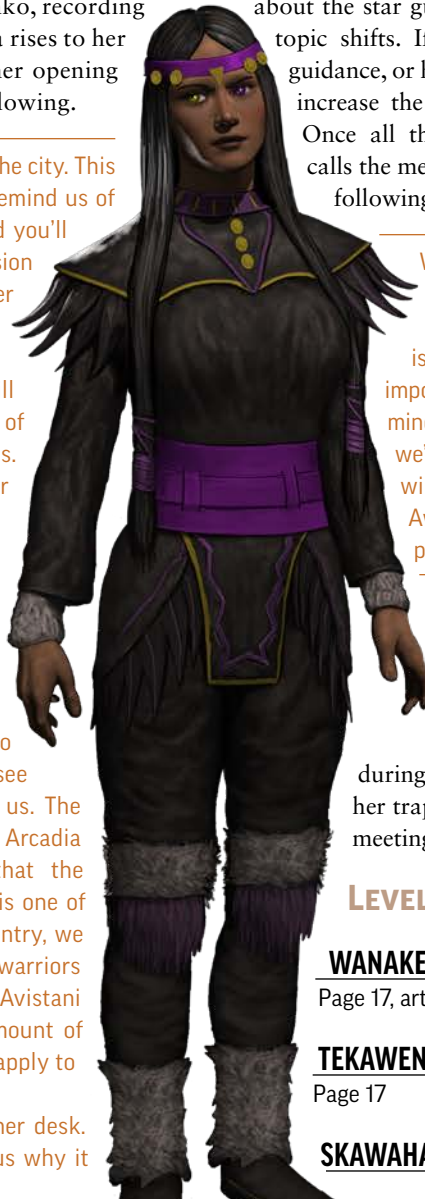
Page 17

SKAWAHANN DUBURRA

Page 18, art on page 29

OJIHAM NEKERO

Page 18, art on page 30



SUHKO

Negotiations for the Star Gun

LEVELS 3–4

WANAKEENA AWASUUL

Page 23, art on page 29

TEKAWENDA ULASH

Page 23

SKAWAHANN DUBURRA

Page 24, art on page 29

OJIHAM NEKERO

Page 24, art on page 30

SUNSET IN SEGADA TRIVIAL

While Suhko was slipping out the council meeting, she instructed her coven to prepare a magical trap with her special perfume. This perfume is butterfly's breath, a magical fragrance created by Suhko and her followers, meant to make those who inhale it drowsy and their dreams more pliable to influence. Characters who are immune to sleep effects or who don't need to breathe suffer no effects from the vapors. PCs who fail the saving throw find it harder to think, and any exhaustion they feel is doubled.



SKAWAHANN DUBURRA

in the morning. Street vendors set small fires next to their stalls, burning off the last of their unsold stock to feed the spirits. The streets gently begin to fill with light as people settle into their homes for the evening. The calm atmosphere is cut short by a sharp crash down a nearby alleyway and a whispered argument.

Down the alleyway is a small plaza where members of Suhko's coven have just shattered a ceramic pot and are arguing with each other about who's to blame for the accident. When the PCs investigate, read or paraphrase the following.

At the end of the alleyway stands a small group of people in cloaks, huddled over shards of clay, sharply whispering at each other. They stop when they notice they're not alone, and quickly draw their weapons. "She won't care about the pot." One of them calls out. "Not if we bring her the Pathfinder Society's heads!"

Use the map on page 11 for this encounter. The coven members are in the plaza in the lower right corner of the map. The walls of the nearby buildings are 15 feet

high and provide cover.

Creatures: For levels 1–2, the witch's eyes fear the repercussions for failing their mission and think that they'll meet their ends if they return to their base empty handed. On the first round, one of the witch's eyes attempts to back up to fight from range, much to their compatriot's annoyance. In combat, they focus on keeping a distance between themselves and the enemy and setting up opportunities to sneak attack.

For levels 3–4, the witch's gazes are more confident in their abilities to pick off enemies than they are in burglary. They prefer to stay at range from any opponents, relying on their bleed damage to deal with their enemies before they can reach them. They focus on picking off opponents one by one unless they fear their lives are in danger, in which case they focus on whoever is threatening them.

LEVELS 1–2

BUTTERFLY'S BREATH TRAP

Page 19

HAZARD 1

LEVELS 3–4

BUTTERFLY'S BREATH TRAP

Page 25

HAZARD 3

Suhko's perfume trap is slow acting, meant to help her schemes later in the night once the PCs fall asleep. For now, the PCs have the final hours of daylight to rest, recuperate, or investigate Segada.

B. ALLEYWAY AMBUSH LOW

When the PCs decide to retire to the tavern, read or paraphrase the following.

The noise in the city begins to die down. Storytellers reach the end of their tales, promising to continue their lessons

LEVELS 1–2

WITCH'S EYES (2)

Page 20

CREATURE 0

Negotiations for the Star Gun



LEVELS 3–4

WITCH'S GAZES (2)

CREATURE 2

Page 26

Aftermath: On the bodies of one of the coven members is a note from their superiors within the coven with information on the council members. Give the players **Handout: Owl Coven Letter** on page 31. Rahaksenwe is nearby and rushes down the alley. She explains that she was caught behind the protestors but finally found her way to the party. After expressing her sympathies for not being around to help with the troubles the PCs have faced, she guides them to Awade's tavern. She promises she'll be there in the morning to guide them back to the council chambers.

With the coven members defeated and their note read, there's not much left to do before night truly falls on Segada. The path down the alleyway has left the PCs within walking distance of the tavern they've been given rooms to stay in. When they enter the tavern, read or paraphrase the following.

The tavern still vibrates with life, despite the late hour. Tables are filled with tourists, visiting dignitaries, and ambassadors from other Arcadian nations. The tavern keeper, a grinning halfling woman, approaches with arms outstretched, offering a hug. "Welcome to Seeker's Rest! Have you eaten yet?" She doesn't wait for a response before she's disappeared behind the counter, preparing plates of food. She soon returns with bannock and berry sauce. "My grandmother's recipe," she explains. "When the council told me we were getting visitors from Avistan I had to make sure that we put our best foot forward. Your rooms are up the stairs, on the left. Best rooms in the building if I do say so myself. Please, let me know if there's anything you need."

Awade (NG halfling female tavern keeper) answers any questions the PCs have to the best of her ability. She knows nothing about the Owl Coven but can provide guidance on people and places within Segada. Some possible questions are listed below.

What do you know about the council? "About as much as anyone who lives around here can, I suppose. Ojiam is usually around, telling stories of the past.

Negotiations for the Star Gun

Wanakeena stops by pretty often, whether it's to make arrangements for visitors, like yourselves, or to ask about how the community is doing. The other two are a bit more reclusive, though. With their heads buried in books or busy with protecting the city. I rarely see them around here."

Have you heard anything about owls? "About owls? No. My mother always taught me to shoo them away. They're signs of death. That, and people who practice bad magic like to turn into them to snoop on you. I prefer they stay away from my tavern. Don't need all that weighing on the people here."

How do you feel about our presence in the city? "My tavern hosts travelling diplomats all the time, whether they're from other nations in Arcadia, other villages nearby, or even people from across the ocean trying to do what you're doing right now. It's the lifeblood of my business. But even if it wasn't, I would have no problem with you being here. Segada has always been welcoming, and we thrive off welcoming as many people as we can. People are scared, as you have no doubt learned, but it's a fear that will pass with time. If you can live up to your reputation, of course."

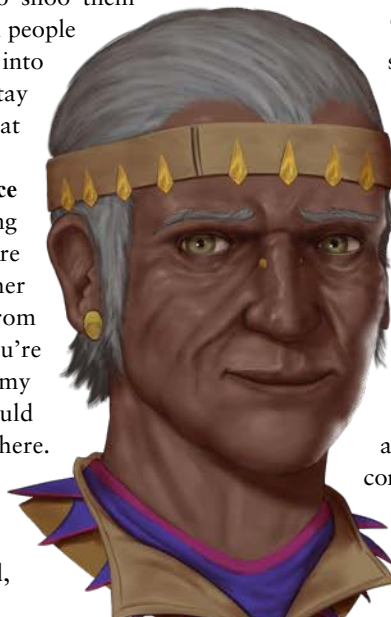
The PCs are free to eat and drink in the tavern. The other guests, while polite, are fellow travelers who know nothing about the coven or the council. The PCs' rooms are spacious and luxurious, fitted with thick blankets and furs to keep guests warm in the cold Segadan nights. Each PC is provided with their own room and an assortment of teas left ready for them.

SWEET DREAMS

Upon falling asleep, any PCs afflicted by butterfly's breath are visited by Suhko in their dreams. Ask the afflicted PCs what they are dreaming about as they fall asleep, then read or paraphrase the following.

The comfort of sleep soon slips away as the safety of dreams is invaded by a rolling purple mist. Out of the mist steps a woman dressed in owl feathers. As the mist fades, it's clear that this is the woman who was taking notes in the meeting room. She strolls through the dreamscape, a bemused expression on her face as she takes in the scenery she's interrupted. "This is what you dream of?" She scoffs. "No matter. I'll find what I'm looking for eventually." She waves her hand and the scenery

around her begins to morph. Buildings from Segada, the Skyrise Lodge in Port Valen, and the Grand Lodge in Absalom all erupt out of the ground. "Unless, of course, you'll just tell me what you know about the star gun. It'll make all this so much easier." There's a shock of pain as Suhko digs through dreams and memories, prying for any information related to the star gun.



OJHAM NEKERO

Through her dream interrogation, Suhko seeks to rip the location of the star gun from the minds of the PCs. The PCs must succeed on a DC 15 Will save to steel their mind against Suhko's probing. Any PCs who fail this check have information related to the star gun plucked from their dreams. This can include its location in the Skyrise Lodge, that it belongs to the village of Niishan, or that the Pathfinders are aware of someone who can restore it. This interrogation causes a fitful sleep, and any afflicted PC may be woken up by a conscious comrade, instantly ending Suhko's attack. Whether resisted or interrupted, Suhko abandons the PCs' dreams with a puff of purple mist, allowing the group a peaceful rest for whatever remains of the night.

C. RUDE AWAKENING MODERATE

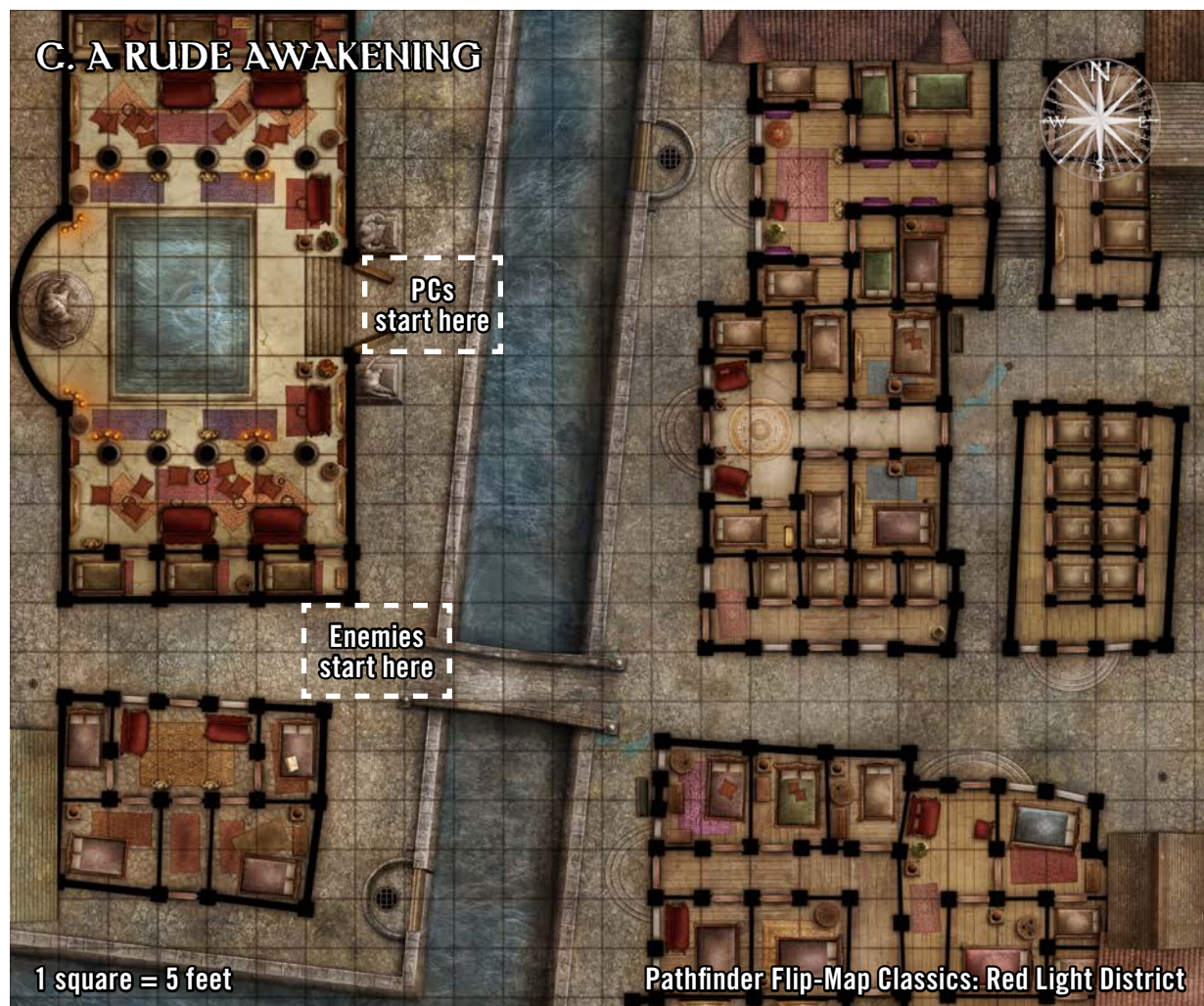
As the PCs reconvene outside of their lodgings in the morning, people wearing owl masks pour out from the alleyway, blocking off exits and surrounding the party. Read or paraphrase the following.

The crisp morning air is abuzz with life as crowds of people hustle by the tavern, travelling toward their jobs, the market, or to meet with friends for tea. The crowds are disrupted by tall figures pushing against the current, steadily making their way toward the tavern. Their dark cloaks stand out from the normal colorful clothing of Segada, and their owl skull masks stand out even more so. They stop in front of the tavern, blocking off access to the bridge and alleys while brandishing their weapons.

If the PCs succeeded in resisting Suhko's interrogation, read or paraphrase the following.

The leader of the group steps forward. "This is your last chance. Tell us of the star gun and you can be on your way.

Negotiations for the Star Gun



Deny us and... well, we trust you'll make the smart choice."

If Suhko was able to gain information from the PCs, read or paraphrase the following.

The leader of the group smirks. "We trust you slept well. Our mother appreciates your cooperation, but we can't have you sharing our secrets, can we?"

Use the map above for this encounter. The enemies form a square in front of the bridge, blocking it off. The walls of the buildings are 15 feet high and provide cover. The waters in the canal can be waded in as difficult terrain.

LEVELS 1-2

WITCH OF THE OWL

Page 21, art on page 30

CREATURE 1

WITCH'S TALONS (2)

Page 21, art on page 30

CREATURE -1

LEVELS 3-4

GRACE OF THE OWL

Page 27

CREATURE 3

WITCH'S WINGS (2)

Page 27

CREATURE 1

Creatures: The witch of the owl hangs back to harass the party with their magic. They prefer to weaken the PCs and allow the talons to finish them off, rather than dirtying their hands. If all the witch's talons fall, the witch of the owl attempts to flee through the alleys, using their knowledge of the city against the PCs to aid in their escape. The witch's talons keep a barrier between the PCs and the witch they're protecting, sacrificing their lives if necessary.

Negotiations for the Star Gun

The grace of the owl takes a direct approach in dealing with threats to the coven, striking out at targets they deem weak and using their magic to position their protectors in the way of any opponents they think may pose a challenge. Witch's wings are pledged to protect the grace of the owl, but prefer to do so proactively, eliminating threats rather than defending their charge. The grace of the owl believes strongly in the cause of their coven and is ready to die for Suhko's plans, commanding their protectors to fight to the last.

Development: Once the fighting ends, Rahaksenwe and Uanae rush toward the PCs. They were on their way to escort the group back to the council chambers when they heard fighting and hurried to assist, only arriving a second

too late. If the PCs were defeated, the presence of the duo scares off Suhko's minions, who run off rather than risking a confrontation with all Segada. Either way the coven is dealt with. Rahaksenwe and Uanae offer their aid to the PCs, asking what happened. Once they're caught up to speed, they insist on accompanying the PCs to the council to share this information.

CLOSING STATEMENTS

Accompanied by Rahaksenwe and Uanae, the PCs are escorted back to the council chambers to finish their negotiations. The protestors have still gathered outside the chambers, but Uanae's presence and his endorsement of the PCs is enough for them to begrudgingly step aside and let the group pass. All members of the council are present except for Suhko, whose notes have vanished alongside her. Once they are back inside the chambers, Rahaksenwe steps ahead of the PCs so she can brief the council on the situation with the coven. Tekawenda solemnly nods and promises to discuss these events further once the meeting is complete. If the PCs successfully defeated the coven, their proven ability to defend themselves and protect Arcadian secrets further sways the council, granting them 1 Influence Point with every councilor. The PCs have one final hour, comprised of two 30-minute Influence rounds, to convince the remaining council members. During this time, Rahaksenwe assists the PCs in their efforts, focusing her attention on convincing a council member of the PCs' choice. The PCs can pick a different council member on each of the two remaining rounds. The DCs of all checks to Influence the council member Rahaksenwe is talking to are reduced by 2. Once the hour has passed (or the PCs have convinced all of the council members, whichever comes first), Wanakeena calls for a final vote.

If the PCs convinced all of the council members, read or paraphrase the following.

Wanakeena smiles warmly. "I believe we've heard enough. It's true some of our people have had misgivings about your organization, but it's also true you have demonstrated your ability and commitment to the Segada Protocol and the peoples of Arcadia. You have shown us courage, honesty, and a healthy amount of stubbornness. These are all traits you will need in our home. I, however, can't make this decision on my own. Our council requires consensus. So now I ask my fellow members: should the Pathfinder Society be allowed access through the Akrandida Mountains so they may have the star gun restored?"

She raises her hand, and slowly, the rest of the council joins her. She beams once more. "Arcadia has listened, and it has thrown its arms wide." She rises to her feet, offering a handshake. "We will deliberate and decide on who shall



WITCH OF THE OWL

Negotiations for the Star Gun

accompany you past the mountains. Your organization will be contacted once we have decided on a guide. In the meantime, you're free to stay in the lodgings we provided and take in the city." Wanakeena looks over to Rahaksenwe, who's already pitching strategies and plans to Tekawenda. "As for us, it seems our day has only just begun."

If the PCs convinced some but not all the councilors within the allotted time, read or paraphrase the following.

Wanakeena raises her hand to signal the time for argument has ended. She and the other councilors step back and huddle, conferring in whispers. After a few minutes of conversation, she steps forward. "We can see you have argued well and that you're passionate about your mission. The information Rahaksenwe has provided to us is troubling. If this group is aware of the star gun and is willing to attack people in broad daylight, our people may be placed in great danger simply by being involved."

"But not all our members are convinced of your organization's merits. With this in mind, we offer an exchange and a chance to prove yourselves. The Pathfinder Society, in accordance with the Segada Protocol, will be allowed past the Akrandida Mountains. In return, the Pathfinders will assign another team here to aid our Peacekeepers in rooting out this threat and keeping our city and people safe. Do we have a deal?"

Rahaksenwe nods. "We do. And on behalf of the Pathfinder Society, I thank you for your time and consideration, and for giving us the opportunity to work with the Peacekeepers to protect Segada."

If the PCs failed to convince any of the councilors, the council rejects their request and sends them away.

CONCLUSION

If the PCs secured the council's approval, Venture-Captain Rahaksenwe quickly congratulates the PCs before hurrying off with Tekawenda to discuss their next steps. Once they leave the council building, they're greeted again by Kwari, who commends them on their future adventures into Arcadia. The successful negotiation has allowed the Pathfinder Society to venture through the mountains and deeper into Arcadia. The PCs are now free to take in the sights of Segada, or report back to the Skyrise Lodge in Port Valen.

If the PCs didn't convince any council members, Rahaksenwe is disappointed. She respects the council's decision, and tells the PCs she'll need time to consider what the Society should do next.

REPORTING NOTES

If the PCs avoided giving Suhko any information on the star gun mission, check box A on the reporting sheet. If Suhko gained information, check box B. If the PCs were able to convince the council to vote unanimously, check box C. If the council was divided, check box D.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they successfully convinced the Segadan council to allow the Pathfinder Society to enter into the interior of Arcadia, whether the council was unanimous or not. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objectives if they meet at least three of the following objectives: proving the Society's intentions to Kwari, defeating Suhko's coven, fighting off the dream spiders, and securing the council's unanimous approval.



Negotiations for the Star Gun

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).

A. PRIVATE MEETINGS (LEVELS 1-2)

ELITE DREAM SPIDER

CREATURE 1

UNCOMMON N SMALL ANIMAL

Pathfinder Bestiary 2 6, 249

Perception +8; darkvision, web sense

Skills Acrobatics +7, Athletics +4, Stealth +9

Str +0, **Dex** +3, **Con** +1, **Int** -5, **Wis** +0, **Cha** -4

Web Sense The dream spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 18; **Fort** +7, **Ref** +9, **Will** +6

HP 25

Speed 25 feet, climb 25 feet

Melee ♦ fang +9 (finesse), **Damage** 1d6+2 piercing plus dream spider venom

Ranged ♦ web +9 (range increment 10 feet), **Effect** web trap plus dream spider venom

Dream Spider Venom (poison) **Saving Throw** DC 18 Fortitude;

Maximum Duration 4 rounds; **Stage 1** stupefied 1 (1 round);

Stage 2 1d6 poison damage plus stupefied 1 (1 round)

Web Trap A creature hit by the dream spider’s web attack is immobilized and stuck to the nearest surface until it Escapes (DC 18).

SCALING ENCOUNTER A

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

10-11 Challenge Points: Add one raven to the encounter.

12-13 Challenge Points: Add one elite dream spider to the encounter.

14-15 Challenge Points: Add one elite dream spider and one raven to the encounter.

16-18 Challenge Points (5+ players): Add two elite dream spiders to the encounter.

RAVENS (2)

CREATURE -1

N TINY ANIMAL

Pathfinder Bestiary 2 221

Perception +5; low-light vision

Skills Acrobatics +5, Thievery +5

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

Cunning A raven can use simple items as tools, such as poking a stick at an opening to tease out a piece of food. They are also quite adept at stealing objects. A raven can’t use Thievery to Palm an Object, Disable a Device, or Pick a Lock, but it can use Thievery to Steal light objects that it can carry in its beak or talons or to accomplish other relatively simple tasks.

AC 15; **Fort** +2, **Ref** +7, **Will** +5

HP 7

Speed 10 feet, fly 40 feet

Melee ♦ beak +7 (finesse), **Damage** 1d6 piercing

Negotiations for the Star Gun

OPENING REMARKS (LEVELS 1-2)

WANAKEENA AWASUUL

NG HUMAN HUMANOID

Community-focused mayor

Perception +7

Will +10

Discovery DC 10 Arcadia Lore, DC 13 Society, DC 15 Perception

Influence Skills DC 15 Society (discussing the ceremonial importance of returning the star gun), DC 20 Diplomacy, DC 25 Deception

Influence 6: Wanakeena votes in favor of the Pathfinders

Resistances Wanakeena bristles when outsiders think they know what's best for her community. Non-Arcadians that insist that the Pathfinder Society is good for Segada increase this check's DC by 2.

Weaknesses A star gun is a powerful cultural symbol, and the Star Code is the basis for Arcadian law. Highlighting the ceremonial and political importance of restoring a star gun reduces this check's DC by 2.

Background Wanakeena has been mayor for years. She has kept her position through being in touch with the community and its issues. Her community-first attitude is how she approaches all problems, even to the detriment of her own wellbeing or ideals.

Appearance Wanakeena wears bright fabrics embroidered with quillwork and keeps her hair tied up into two tight buns. When she precedes over a council meeting, her outfit incorporates fabrics, quillwork, or beads from each neighborhood in Segada.

Personality Community-minded, optimistic, peaceful

TEKAWENDA ULASH

LN HUMAN HUMANOID

Overworked Peacekeeper

Perception +10

Will +7

Discovery DC 10 Warfare Lore, DC 12 Athletics, DC 16 Society, DC 18 Perception

Influence Skills DC 12 Pathfinder Lore (discussing the history of the Pathfinders and how they may aid her), DC 15 various (demonstrating a skill and explaining how it can help her keep the peace; various skills can apply), DC 17 Diplomacy, DC 25 Deception, DC 27 Intimidation (trying to threaten the captain of the peacekeepers)

Influence 3: Tekawenda votes in favor of the Pathfinders

Influence 6: Tekawenda shares a weakness of the councilor who currently has the fewest Influence Points.

Resistances Tekawenda promotes cohesion and teamwork. Arguments based on the self-sufficiency on the PCs, such as declaring that they need no guide, increase this check's DC by 2.

SCALING OPENING REMARKS

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

10-11 Challenge Points: Increase each Discovery and Influence DC by 1.

12-13 Challenge Points: Increase the number of Influence Points needed to reach each Influence threshold by 1 (or by 2 if the threshold required 6 Influence Points to reach).

14-15 Challenge Points: Increase each Discovery and Influence DC by 1. Increase the number of Influence Points needed to reach each Influence threshold by 1 (or by 2 if the threshold required 6 Influence Points to reach).

16-18 Challenge Points (5+ players): Increase each Discovery and Influence DC by 2.

Weaknesses The Peacekeepers are increasingly spread thin. Promises of Pathfinder assistance in the security of Segada reduce this check's DC by 2

Background Tekawenda is from a small village outside of Segada. She had only gotten her bearings on life in the city when she was thrust into command of the Peacekeepers and had to maintain peace not only in Segada, but in the Avistani villages as well. She's worried about Peacekeeper resources becoming stretched too thin, and fears that they are not prepared should any serious threat arise.

Appearance Tekawenda keeps her hair back in a tight braid. She wears a hide jacket painted with geometric designs and a blue sash around her waist. She is visibly tired but refuses to let it affect her posture.

Personality Brave, personable, exhausted

Negotiations for the Star Gun

SKAWAHANN DUBURRA

N GNOME HUMANOID

Inquisitive Councilor

Perception +7

Will +7

Discovery DC 10 Arcadia Lore, DC 13 Arcana, DC 15 Perception

Influence Skills DC 12 Lore (appealing to her love of knowledge and secrets; various lores can apply), DC 12 Occultism (sharing hidden knowledge), DC 15 Arcana (demonstrating knowledge of magic and its history), DC 15 Crafting (explaining how the Pathfinders will care for this relic over the journey), DC 17 Diplomacy, DC 22 Deception

Influence 4: Skawahann votes in favor of the Pathfinders

Resistances Skawahann believes the simplest way to handle the star gun situation is for the Pathfinders to hand it over and have Arcadians handle it. Arguing for the importance of the Pathfinder Society increases this check's DC by 2.

Weaknesses The councilor knows of the Pathfinder Society's research capabilities and is interested in what other secrets they have uncovered. Promises to share the Society's knowledge reduce this check's DC by 2. Arguments made by Arcadians reduce this check's DC by 5.

Background Skawahann is one of the foremost creative minds in Segada, elected to the council for her ingenuity. She seeks to turn Segada into a center for art and science, uncovering the mysteries of the past to better guide the path of the future.

Appearance Skawahann wears her hair loose, pinned with small ornaments, trinkets, and small items she thinks she might need throughout the day. She wears a ribbon skirt, a rainbow of fabric cascading down her legs.

Personality Skeptical, curious, ambitious

OJIHAM NEKERO

LN HUMAN HUMANOID

Idealistic Traditionalist

Perception +7

Will +10

Discovery DC 10 Society, DC 13 Arcana, DC 15 Perception

Influence Skills DC 15 Society (showing a clear understanding of the Segada Protocol), DC 15 Religion (ascribing divine importance to the restoration of the star gun), DC 18 Performance (comparing the Society's mission to a famous story) DC 18 Survival (demonstrating that the Pathfinders know how to navigate and subsist), DC 20 Diplomacy, DC 25 Deception

Influence 2: Ojiam votes in favor of the Pathfinders.

Resistances Ojiam believes in a hopeful world guided by the actions of his ancestors. Arguments that eschew tradition or rely on pragmatism increase this check's DC by 2

Weaknesses Ojiam firmly believes in the importance of the Segada Protocol and its role in keeping Arcadia safe. Incorporating aspects of the Protocol into an argument reduces this check's DC by 5.

Background Ojiam has been on the council longer than nearly anyone can remember. He brings a sense of history and tradition with him, ensuring that the council acts with the wisdom and precedent set by their ancestors. He remembers the past better than most and is more than happy to recount any story in Segada's history in excruciating detail.

Appearance Ojiam is an aged man but carries himself with the energy and alertness of youth. His hair is bundled into a loose braid, intertwined with ribbon. His neck is adorned with many beaded necklaces, adding a new bead for each year he has sat on the council.

Personality Cheerful, wise, just

Negotiations for the Star Gun

SUNSET IN SEGADA (LEVELS 1-2)

BUTTERFLY'S BREATH TRAP

HAZARD 1

UNIQUE

MAGICAL

TRAP

Stealth DC 20 (trained)

Description A sickly-sweet perfume wafts through the air outside the council building, assaulting the senses of all that inhale it.

Disable DC 17 Survival to hold your breath through the perfume, DC 16 Occultism (trained) to draw a warding rune in the air to disperse the poison, or *dispel magic* (1st level; counteract DC 15) to counteract the poison

Goodnight Kiss ➤ **Trigger** A creature opens the doors of the Segada council building; **Effect** All creatures within 10 feet are exposed to the butterfly's breath poison.

Butterfly's Breath (inhaled, occult, poison, sleep); **Saving Throw** DC 18 Fortitude; **Onset** 10 minutes; **Stage 1** stupefied 1 (6 hours); **Stage 2** stupefied 1 (12 hours); **Stage 3** stupefied 1 (24 hours)

Negotiations for the Star Gun

B. ALLEYWAY AMBUSH (LEVELS 1-2)

WITCH'S EYES (2)

CREATURE 0

NE HUMAN HUMANOID

Perception +7

Languages Common, Mahwek

Skills Acrobatics +5, Occultism +3, Thievery +5, Owl Coven Lore +3

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

Items leather armor, shortbow (20 arrows), shortsword

AC 15; **Fort** +3, **Ref** +9, **Will** +5

HP 15

Speed 30 feet

Melee ♦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+1 bludgeoning

Ranged ♦ shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Bloodletting When the witch's eye deal piercing or slashing damage to a flat-footed target, they also deal 1 persistent bleed damage.

WITCH'S TALONS (0)

CREATURE -1

NE HUMAN HUMANOID

Perception +6

Languages Common, Mahwek

Skills Deception +4, Intimidation +4, Occultism +5, Owl Coven Lore +5

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

Items leather armor, shortsword

AC 15; **Fort** +4, **Ref** +8, **Will** +4

HP 7

Lay Down Your Lives ☞ (occult) **Trigger** An ally within 30 feet of the witch's talon takes Hit Point damage; **Effect** The ally takes half of the Hit Point damage, and the witch's talon takes the remainder of the damage.

Speed 25 feet

Melee ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6 piercing

SCALING ENCOUNTER B

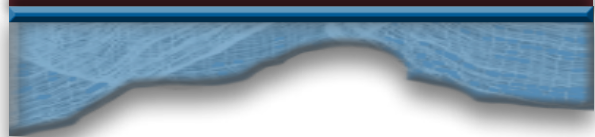
To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one witch's talon to the encounter.

12-13 Challenge Points: Add one witch's eye to the encounter.

14-15 Challenge Points: Add two witch's talons to the encounter.

16-18 Challenge Points (5+ players): Add two witch's eyes and one witch's talon to the encounter.



Negotiations for the Star Gun

C. RUDE AWAKENING (LEVELS 1-2)

WITCH OF THE OWL

CREATURE 1

NE HUMAN HUMANOID

Perception +7

Languages Common, Mahwek

Skills Deception +6, Intimidation +6, Occultism +7, Owl Coven Lore +4

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

Items club, hooded robe

AC 15; **Fort** +7, **Ref** +4, **Will** +0

HP 15

Speed 25 feet

Melee ✎ club +5, **Damage** 1d6 bludgeoning

Ranged ✎ club +5 (thrown 10 feet), **Damage** 1d6 bludgeoning

Occult Prepared Spells DC 17, attack +6; **1st** *ill omen* (Pathfinder Advanced Player's Guide 221), *sleep*; **Cantrips (1st)** *chill touch*, *daze*, *message*, *shield*

Witch Hexes 1 Focus Point, DC 17; **1st** *veil of dreams* (Pathfinder Advanced Player's Guide 239); **Cantrips (1st)** *shroud of night* (Pathfinder Advanced Player's Guide 239)

WITCH'S TALONS (2)

CREATURE -1

NE HUMAN HUMANOID

Perception +6

Languages Common, Mahwek

Skills Deception +4, Intimidation +4, Occultism +5, Owl Coven Lore +5

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

Items leather armor, shortsword

AC 15; **Fort** +4, **Ref** +8, **Will** +4

HP 7

Lay Down Your Lives ➤ (occult) **Trigger** An ally within 30 feet of the witch's talon takes Hit Point damage; **Effect** The ally takes half of the Hit Point damage, and the witch's talon takes the remainder of the damage.

Speed 25 feet

Melee ✎ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6 piercing

SCALING ENCOUNTER C

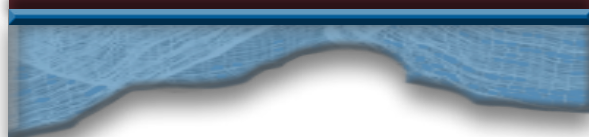
To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one witch's talon to the encounter.

12–13 Challenge Points: Add one witch of the owl to the encounter.

14–15 Challenge Points: Add one witch's talon and one witch of the owl to the encounter.

16–18 Challenge Points (5+ players): Add two witch's talons and one witch of the owl to the encounter.



Negotiations for the Star Gun

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).

A. PRIVATE MEETINGS (LEVELS 3-4)

ELITE DREAM SPIDER

CREATURE 1

UNCOMMON N SMALL ANIMAL

Pathfinder Bestiary 2 6, 249

Perception +8; darkvision, web sense

Skills Acrobatics +7, Athletics +4, Stealth +9

Str +0, **Dex** +3, **Con** +1, **Int** -5, **Wis** +0, **Cha** -4

Web Sense The dream spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 18; **Fort** +7, **Ref** +9, **Will** +6

HP 25

Speed 25 feet, climb 25 feet

Melee ♦ fang +9 (finesse), **Damage** 1d6+2 piercing plus dream spider venom

Ranged ♦ web +9 (range increment 10 feet), **Effect** web trap plus dream spider venom

Dream Spider Venom (poison) **Saving Throw** DC 18 Fortitude;

Maximum Duration 4 rounds; **Stage 1** stupefied 1 (1 round);

Stage 2 1d6 poison damage plus stupefied 1 (1 round)

Web Trap A creature hit by the dream spider’s web attack is immobilized and stuck to the nearest surface until it Escapes (DC 18).

SCALING ENCOUNTER A

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

19-22 Challenge Points: Add one elite dream spider to the encounter.

23-27 Challenge Points: Add two elite dream spiders to the encounter.

28-32 Challenge Points: Add two fading foxes to the encounter.

33+ Challenge Points: The PCs face two elite dream spiders and three elite fading foxes.

FADING FOXES (2)

CREATURE 2

N TINY ANIMAL

Pathfinder Bestiary 3 102

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8 (+10 to Escape), Athletics +5 (+7 to High Jump or Long Jump), Stealth +10, Survival +9

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

AC 21; **Fort** +5, **Ref** +10, **Will** +7

HP 25

Fade Away ➤ **Trigger** A creature within 30 feet that the fading fox is aware of either moves toward the fox or targets it with an ability; **Requirements** The fading fox is in natural surroundings; **Effect** The fading fox Hides. If its Stealth check result meets or exceeds the triggering creature’s Perception DC, the fading fox is hidden to that creature. The fading fox can use this reaction even if it is being observed.

Speed 35 feet

Melee ♦ jaws +10 (agile, finesse), **Damage** 1d6+1 piercing

Leaping Pounce ♦ The fading fox either Strides or Leaps up to its Speed and makes a Strike at the end of that movement. If the fox began this action hidden, it remains hidden until after this ability’s Strike.

Sneak Attack The fading fox deals an additional 1d6 precision damage to flat-footed creatures.

Trackless Step The fading fox always gains the benefit of Cover Tracks in natural surroundings, even while moving at full Speed.

Vanish into the Wilds ♦♦ **Requirements** The fading fox is in natural surroundings; **Effect** The fading fox Steps, then Hides, then Sneaks. It can take this Step into natural difficult terrain and can Hide this way even if it is being observed.

Negotiations for the Star Gun

OPENING REMARKS (LEVELS 3–4)

WANAKEENA AWASUUL

NG HUMAN HUMANOID
Community-focused mayor

Perception +7

Will +10

Discovery DC 13 Arcadia Lore, DC 16 Society, DC 18 Perception

Influence Skills DC 18 Society (discussing the ceremonial importance of returning the star gun), DC 23 Diplomacy, DC 28 Deception

Influence 6: Wanakeena votes in favor of the Pathfinders

Resistances Wanakeena bristles when outsiders think they know what's best for her community. Non-Arcadians that insist that the Pathfinder Society is good for Segada increase this check's DC by 2.

Weaknesses A star gun is a powerful cultural symbol, and the Star Code is the basis for Arcadian law. Highlighting the ceremonial and political importance of restoring a star gun reduces this check's DC by 2.

Background Wanakeena has been mayor for years. She has kept her position through being in touch with the community and its issues. Her community-first attitude is how she approaches all problems, even to the detriment of her own wellbeing or ideals.

Appearance Wanakeena wears bright fabrics embroidered with quillwork and keeps her hair tied up into two tight buns. When she precedes over a council meeting, her outfit incorporates fabrics, quillwork, or beads from each neighborhood in Segada.

Personality Community-minded, optimistic, peaceful.

TEKAWENDA ULASH

LN HUMAN HUMANOID
Overworked peacekeeper

Perception +10

Will +7

Discovery DC 13 Warfare Lore, DC 15 Athletics, DC 19 Society, DC 21 Perception

Influence Skills DC 15 Pathfinder Lore (discussing the history of the Pathfinders and how they may aid her), DC 18 various (demonstrating a skill and explaining how it can help her keep the peace; various skills can apply), DC 20 Diplomacy, DC 28 Deception, DC 30 Intimidation (trying to threaten the captain of the peacekeepers)

Influence 3: Tekawenda votes in favor of the Pathfinders

Influence 6: Tekawenda shares a weakness of the councillor who currently has the fewest influence points.

Resistances Tekawenda promotes cohesion and teamwork. Arguments based on the self-sufficiency on the PCs, such as declaring that they need no guide, increase this check's DC by 2.

SCALING OPENING REMARKS

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

19–22 Challenge Points: Increase each Discovery and Influence DC by 1.

23–27 Challenge Points: Increase the number of Influence Points needed to reach each Influence threshold by 1 (or by 2 if the threshold required 6 Influence Points to reach).

28–32 Challenge Points: Increase each Discovery and Influence DC by 1. Increase the number of Influence Points needed to reach each Influence threshold by 1 (or by 2 if the threshold required 6 Influence Points to reach).

33+ Challenge Points: Increase each Discovery and Influence DC by 2.

Weaknesses The Peacekeepers are increasingly spread thin. Promises of Pathfinder assistance in the security of Segada reduce this check's DC by 2

Background Tekawenda is from a small village outside of Segada. She had only gotten her bearings on life in the city when she was thrust into command of the Peacekeepers and had to maintain peace not only in Segada, but in the Avistani villages as well. She's worried about Peacekeeper resources becoming stretched too thin, and fears that they are not prepared should any serious threat arise.

Appearance Tekawenda keeps her hair back in a tight braid. She wears a hide jacket painted with geometric designs and a blue sash around her waist. She is visibly tired but refuses to let it affect her posture.

Personality Brave, personable, exhausted.

Negotiations for the Star Gun

SKAWAHANN DUBURRA

N **GNOME** **HUMANOID**

Inquisitive councilor

Perception +7

Will +7

Discovery DC 16 Arcadia Lore, DC 19 Arcana, DC 21 Perception

Influence Skills DC 18 Lore (appealing to her love of knowledge and secrets; various lores can apply), DC 18 Occultism (sharing hidden knowledge), DC 21 Arcana (demonstrating knowledge of magic and its history), DC 21 Crafting (explaining how the Pathfinders will care for this relic over the journey), DC 23 Diplomacy, DC 28 Deception

Influence 4: Skawahann votes in favor of the Pathfinders

Resistances Skawahann believes the simplest way to handle the star gun situation is for the Pathfinders to hand it over and have Arcadians handle it. Arguing for the importance of the Pathfinder Society increases this check's DC by 2.

Weaknesses The councilor knows of the Pathfinder Society's research capabilities and is interested in what other secrets they have uncovered. Promises to share the Society's knowledge reduce this check's DC by 2. Arguments made by Arcadians reduce this check's DC by 5.

Background Skawahann is one of the foremost creative minds in Segada, elected to the council for her ingenuity. She seeks to turn Segada into a center for art and science, uncovering the mysteries of the past to better guide the path of the future.

Appearance Skawahann wears her hair loose, pinned with small ornaments, trinkets, and small items she thinks she might need throughout the day. She wears a ribbon skirt, a rainbow of fabric cascading down her legs.

Personality Skeptical, curious, ambitious

OJIHAM NEKERO

LN **HUMAN** **HUMANOID**

Idealistic traditionalist

Perception +7

Will +10

Discovery DC 16 Society, DC 18 Arcana, DC 20 Perception

Influence Skills DC 18 Society (showing a clear understanding of the Segada Protocol), DC 18 Religion (ascribing divine importance to the restoration of the star gun), DC 21 Performance (comparing the Society's mission to a famous story) DC 21 Survival (demonstrating that the Pathfinders know how to navigate and subsist), DC 23 Diplomacy, DC 28 Deception

Influence 2: Ojiam votes in favor of the Pathfinders.

Resistances Ojiam believes in a hopeful world guided by the actions of his ancestors. Arguments that eschew tradition or rely on pragmatism increase this check's DC by 2

Weaknesses Ojiam firmly believes in the importance of the Segada Protocol and its role in keeping Arcadia safe. Incorporating aspects of the Protocol into an argument reduces this check's DC by 5.

Background Ojiam has been on the council longer than nearly anyone can remember. He brings a sense of history and tradition with him, ensuring that the council acts with the wisdom and precedent set by their ancestors. He remembers the past better than most and is more than happy to recount any story in Segada's history in excruciating detail.

Appearance Ojiam is an aged man but carries himself with the energy and alertness of youth. His hair is bundled into a loose braid, intertwined with ribbon. His neck is adorned with many beaded necklaces, adding a new bead for each year he has sat on the council.

Personality Cheerful, wise, just

Negotiations for the Star Gun

SUNSET IN SEGADA (LEVELS 3-4)

BUTTERFLY'S BREATH TRAP

HAZARD 3

UNIQUE MAGICAL TRAP

Stealth DC 23 (trained)

Description A sickly-sweet perfume wafts through the air outside the council building, assaulting the senses of all that inhale it.

Disable DC 20 Survival to hold your breath through the perfume, DC 19 Occultism (trained) to draw a warding rune in the air to disperse the poison, or *dispel magic* (2nd level; counteract DC 17) to counteract the poison

Goodnight Kiss ➤ **Trigger** A creature opens the doors of the Segada council building; **Effect** All creatures within 10 feet are exposed to the butterfly's breath poison.

Butterfly's Breath (inhaled, occult, poison, sleep); **Saving Throw** DC 21 Fortitude; **Onset** 10 minutes; **Stage 1** stupefied 1 (6 hours); **Stage 2** stupefied 1 (12 hours); **Stage 3** stupefied 1 (24 hours)

Negotiations for the Star Gun

B. ALLEYWAY AMBUSH (LEVELS 3-4)

WITCH'S GAZES (2)

CREATURE 2

NE HUMAN HUMANOID

Perception +11

Languages Common, Mahwek

Skills Acrobatics +7, Occultism +7, Thievery +8, Owl Coven Lore +5

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

Items composite longbow (20 arrows), leather armor, shortsword

AC 17; **Fort** +5, **Ref** +11, **Will** +8

HP 23

Speed 25 feet

Melee ♦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+3 piercing

Ranged ♦ composite longbow +10 (deadly d10, range increment 100 feet, reload 0 volley 30 feet), **Damage** 1d6+1 piercing

Bloodletting When the witch's gaze deals piercing or slashing damage to a flat-footed target, they also deal 1d4 persistent bleed damage.

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 witch's eye to the encounter.

23-27 Challenge Points: Add one witch's gaze to the encounter.

28-32 Challenge Points: Add two witch's eyes to the encounter.

33+ Challenge Points: Add two witch's eyes and one witch's gaze to the encounter.



WITCH'S EYES (0)

CREATURE 0

NE HUMAN HUMANOID

Perception +7

Languages Common, Mahwek

Skills Acrobatics+5, Occultism +3, Thievery +5, Owl Coven Lore +3

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

Items leather armor, shortbow (20 arrows), shortsword

AC 15; **Fort** +3, **Ref** +9, **Will** +5

HP 15

Speed 30 feet

Melee ♦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

Ranged ♦ shortbow +6 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Bloodletting The witch's eye deals piercing or slashing damage to a flat-footed target, they also deal 1 persistent bleed damage.

Negotiations for the Star Gun

C. RUDE AWAKENING

GRACE OF THE OWL

CREATURE 3

NE HUMAN HUMANOID

Perception +9

Languages Common, Mahwek

Skills Deception +9, Intimidation +9, Occultism +9, Owl Coven Lore +9

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

Items dagger (3), hooded robe

AC 18; **Fort** +6, **Ref** +9, **Will** +12

HP 31

Speed 25 feet

Melee ♦ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Ranged ♦ dagger +8 (thrown 10 feet), **Damage** 1d4+1 piercing

Occult Prepared Spells DC +20, spell attack +9; **2nd** *blood vendetta* (Pathfinder Advanced Player's Guide 216), *loose time's arrow* (Pathfinder Dark Archive 182); **1st** *fear*, *grim tendrils*, *phantom pain*; **Cantrips (2nd)** *chill touch*, *daze*, *guidance*, *phase bolt* (Pathfinder Dark Archive 106), *shield*

Witch Hexes 1 Focus Point, DC 17; **1st** *veil of dreams* (Pathfinder Advanced Player's Guide 239); **Cantrips (2nd)** *shroud of night* (Pathfinder Advanced Player's Guide 239)

SCALING C. A RUDE AWAKENING

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

19–22 Challenge Points: Add one witch's wing to the encounter.

23–27 Challenge Points: Add one grace of the owl to the encounter.

28–32 Challenge Points: Add one witch's wing and one grace of the owl to the encounter.

33+ Challenge Points: Add two witch's wings and two grace of the owls to the encounter.



WITCH'S WINGS (2)

CREATURE 1

NE HUMAN HUMANOID

Perception +5

Languages Common, Mahwek

Skills Athletics +7, Intimidation +6, Thievery +3, Owl Coven Lore +6

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

Items bastard sword, breastplate

You're Next ➤ (emotion, fear, mental) **Trigger** The witch's wing reduces a creature to 0 Hit Points; Effect The witch's wing attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature they can see and that can see them.

AC 15; **Fort** +9, **Ref** +4, **Will** +7

HP 25

Speed 25 feet

Melee ♦ bastard sword +5 (two-hand 1d12), **Damage** 1d8+4 slashing

Negotiations for the Star Gun

Appendix 3: Game Aids



Venture-Captain Rahaksenwe
Dream Spider



Uanae Deepsky
Raven



Negotiations for the Star Gun

Appendix 3: Game Aids



Fading Fox
Suhko



Mayor Wanakeena Awasuul
Skawahann Duburra



Negotiations for the Star Gun

Appendix 3: Game Aids



Ojilham Nekero
Witch's Talon



Witch of the Owl



Negotiations for the Star Gun

HANDOUT: OWL COVEN LETTER

It's only a matter of time before the council learns of our existence. Bring them under our thumb before then. Our mother has dug through their minds to find their truths. Use this information to make them malleable in her name.

- Skawahann remains the easiest of the councilors to bring to our side. Her search for secrets will inevitably bring her to our direction. Offer her the information she so desperately craves, but only enough to make her more interested in letting us operate in the darkness than exposing us to the light. Her occult interests will turn to things frowned upon in Segada, and she'll need us to provide her answers.
- Tekawenda is dangerous, but she will fold before she ever poses a threat. Already her peacekeepers are spread thin and her energy even thinner. The tiniest bit of chaos will be enough for her and her forces to buckle under the pressure. Even if we are discovered, there will be no one capable enough to do anything about it.
- Ojiam is a traditionalist with long years of experience. We are likely not the first group of our kind he has seen, but we will be his last. His obsession with protocol may be something we can use against him. Search for any old precedents or stories about owls, magic, or children found within the woods. These are all things we can use to gain his favor for our mother. If none exist, remove him. With his age, many people will believe it was his time to go anyway.
- Wanakeena has resisted our normal means of scrying. We'll need something more to truly breach her defenses. Break into her home when the council is in session and bring something of hers with sentimental value. A family heirloom, gift from a loved one, something she's made herself. Anything that you can grab and get out without being noticed.

Come back successful or do not bother coming back at all.

May you avoid the Owl's gaze.

Negotiations for the Star Gun

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

- ☐ Private Meetings, page 6: 1 Treasure Bundle for convincing Kwari of the Pathfinder Society's intentions.
- ☐ ☐ Area B, page 10: 2 Treasure Bundles for defeating part of Suhko's coven.
- ☐ Sweet Dreams, page 12: 1 Treasure Bundle for succeeding against Suhko's dream theft.
- ☐ ☐ Area C, page 12: 2 Treasure Bundles for defeating the rest of Suhko's coven.
- ☐ ☐ ☐ ☐ Closing Statements, page 14: 1 Treasure Bundle for each councilor successfully Influenced, to a maximum of 4.

CHALLENGE POINTS

CP TOTAL	LEVEL RANGE
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

CHALLENGE POINTS

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

1st-level PCs = 2 points each

2nd-level PCs = 3 points each

3rd-level PCs = 4 points each

4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1-2 encounters appear in Appendix 1, and level 3-4 encounters appear in Appendix 2.

Negotiations for the Star Gun



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal	Infamy

Negotiations for the Star Gun

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Scenario #4-12: Negotiations for the Star Gun

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You traveled to Segada in Arcadia to convince the Segadan Council to allow the Pathfinder Society access to the interior of Arcadia per the Segada Protocol. While there you met with protestors, and you ☐ were able to calm them down and convince them of your good intentions, or ☐ you escaped from their anger to get to your meeting. Between sessions, your dreams were accosted by a changeling witch looking for information on the star gun. You ☐ held her off, or perhaps ☐ you were unable to withstand her magic. Ultimately you obtained ☐ unanimous or ☐ partial consent from the council to travel the interior of Arcadia, or ☐ failed to secure the council's approval.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website 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.

Rewards

Starting XP

XP Gained

Total XP

Starting GP

GP Gained

GP Spent

Total GP

Experience

Gold

Items

Notes

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: HKL2

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