

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-03

Levels 5-8

HEIDMARCH HEIST

By Hilary Moon Murphy





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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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HEIDMARCH HEIST

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook* (CR), *Pathfinder Bestiary* (B1), *Pathfinder Gamemastery Guide* (GMG), and *Pathfinder Lost Omens Pathfinder Society Guide* (LOPFS)

Maps: *Pathfinder Flip-Mat Classics: Seedy Tavern* and *Pathfinder Flip-Mat Classics: Warehouse*

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*. This scenario has no tags.

SUMMARY

While the PCs are receiving a mission briefing in Heidmarch Manor, they are interrupted by the theft of the item they were brought to protect. They must race across Magnimar to recover the freshly stolen artifact from a time-displaced thief aspiring to win himself a leadership role in his new gang.

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ADVENTURE BACKGROUND

During a recent search through uncatalogued artifacts in the city of Magnimar, novice Pathfinders discovered a unusual *wayfinder*. *Wayfinders* are plentiful around Pathfinder lodges, since these compasses have long served as symbols of membership in the Pathfinder Society, but this one's needle was drawn toward a specific destination rather than pointing north. In fact, the compass led them to a familiar magical portal on the grounds to the local Pathfinder Lodge, Heidmarch Manor. Further study revealed that this unique *wayfinder*'s needle pointed to the nearest connection to the Maze of the Open Road, a hedge maze filled with portals that tie together numerous Pathfinder lodges as well as locations across the world of Golarion and beyond.

Venture-Captain Sheila Heidmarch knew just how to put this curiosity to good use. The Pathfinder Society's leaders seek to establish a cordial relationship with the powerful dragon Valashinaz, and Sheila believes that the dragon would appreciate the item both as a magical curiosity and as a symbol of honorary membership.

Meanwhile, the Night Scales, one of the oldest Magnimarian gangs, is testing a newcomer for a leadership role. **Krosovahn Mendesil** (male Azlanti master thief), the newcomer, fled Xin-Edasseril and the iron grasp of the Runelord of Envy. Krosovahn and several of his most trusted associates escaped shortly after he learned of a rescue effort, led by the Pathfinder Society, that freed several Xin-Edasseril residents (see *Pathfinder Society Scenario #1-12 Burden of Envy*). Krosovahn and his gang soon found their way to Magnimar and named themselves the Two-Timers. But the gang remained resentful of the Pathfinder Society. It does not matter to Krosovahn that the Pathfinders were unaware that his group existed, Krosovahn still felt slighted that they had been left behind.

The Two-Timers have taken a few years to get a sense of the new age in which they find themselves, and a few more to get a sense of its criminal underworld. Much to their delight, they've found that a world freed from the oppressive rule of the Runelords is child's play for an organization that had to operate and remain hidden from the iron grasp of Envy. They joined the Night Scales,

WHERE ON GOLARION?

Heidmarch Heist takes place in Magnimar, a coastal city in Varisia known for its monuments, especially an ancient Thassilonian bridge called the Irespan. For more information on Varisia, see pages 116–117 of *Pathfinder Lost Omens World Guide*. For more information on Magnimar and Heidmarch Manor, see *Magnimar, City of Monuments* and pages 82–85 of *Pathfinder Lost Omens: Pathfinder Society Guide*.



a group well-entrenched in Magnimar, but Krosovahn wants a bigger piece of the pie. He's promised the Night Scales' leadership a huge heist to prove his talents—robbing Heidmarch Manor.

The Night Scales are very interested in seeing if Krosovahn can back his boasts, and have agreed that if he pulls this off, he gets a seat at the table, so to speak. Thus, Krosovahn has been planning this heist for months. Well accustomed to breaking into magically defended areas, he requisitioned magic items to bypass wards, gained leverage over some unscrupulous local Pathfinder agents with gambling debts, and thoroughly researched all aspects of the lodge's security and personnel. He's also placed some new and expendable recruits to help deter pursuers and clean up any loose ends regarding

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the debt-ridden Pathfinder agents. His plan was initially to break into Sheila Heidmarch's office and merely steal sentimental items, showing the other Night Scales the extent of his talents. However, the initiate who identified the *wayfinder* also owed significant gambling debts to a bookie in the Two-Timers, and after being informed about the unique *wayfinder* that was due to be traded, Krosovahn determined a change of plans was in order.

GETTING STARTED

The PCs have all been invited to stay overnight in the comfortable Harakan House on the grounds of Heidmarch Manor. After **Ebrylis** (LN male half-elf guard) helps settle

them at the cottage, Venture-Captain **Sheila Heidmarch** (LN female human Taldan diplomat) sends a note inviting the PCs to a mission briefing over breakfast coffee and rolls in the lounge of her private residence at Heidmarch Manor.

"If you've all finished breakfast, we can get back to business." Sheila Heidmarch snaps her fingers as a few servants run in to clean up the remains of the coffee and rolls that were served in the study of Heidmarch Manor. Sheila Heidmarch straightens her velvet robes as she stands by the fireplace. "I need you to escort an item back to the Grand Lodge. While cataloging some items from an old vault, a group of novice Pathfinders recently discovered a unique *wayfinder*, which we're calling the *wayfinder of the open road*. Instead of pointing north, it points to the nearest entrance or exit to the Maze of the Open Road."

Sheila pauses to pull a small globe from the mantle of the fireplace and spin it. "The Society has been working on building alliances and new chapters of the Lantern Lodge in different locations throughout Tian Xia. In the past year, we were made aware of an ancient underworld dragon in that region. Valashinaz is a repository of ancient knowledge and her vaults hold an unrivaled collection of survival and adventuring gear. She's shown herself to be open to trades of magical items and scientific innovations, and her influence could open doors for us all over the continent."

Sheila puts the globe back down, frowning. "However, it is customary to open negotiations with a gift, and Valashinaz has a weakness for novel items. We were stymied trying to find a gift she didn't already have. With its unique ability, the *wayfinder of the open road* is exactly what we need to pique Valashinaz's interests. Your task is simple: deliver this *wayfinder* to the Grand Lodge, where Ambrus Valsin will assemble a diplomatic delegation. It'll be a short trip through the Maze of the Open Road. Just follow the needle to find the portal to enter the maze, then take these directions to the Grand Lodge." Sheila slides a map across the table. "I wouldn't normally send such experienced agents on a delivery errand, but things have been quiet around here lately, and I suspect Ambrus will have something else for you to take care of."

"Questions?"

Sheila Heidmarch answers the PC's questions to the best of her ability. Answers to some likely questions are provided below.

What is the Maze of Open Road? "The Maze of the Open Road is a magical hedge maze containing portals to locations all over Golarion and a few beyond, like the planet Akiton. Many prominent Pathfinder lodges connect to it, including this one and the Grand Lodge. It's not easy to keep a place that's tied to so many different locations stable, so the maze's caretakers have to let the maze open new pathways of its own every once and a while."



SHEILA HEIDMARCH

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Who else knows of this wayfinder? “At the moment?” Sheila asks. “Just me, Canayven, Ambrus Valsin, and a few members of the local staff.”

Who is Canayven? “He’s the other venture-captain of Heidmarch Manor, as well as my husband. We manage affairs out of this lodge together. While I typically handle mission briefings and other social tasks, he has knack for behind-the-scenes logistics.”

Why are we trading away a symbol of membership in the Society? “This is not a decision that I make lightly. Valashinaz has a taste for the unique and possesses items in her vault that could mean survival to our agents out in the field. So if this gift is considered to makes her an honorary member of our organization, so be it.”

Can we go on the mission to meet Valashinaz? “That’s up to Ambrus. You can express your interest to him after you make the delivery.”

AN ABRUPT CHANGE OF PLANS

After the PCs ask their questions, Sheila invites them to her office upstairs so they can view the *wayfinder of the open road* for themselves.

The top of the tower serves not just as Sheila’s home office, but also doubles as the manor’s tearoom. Here, Sheila can serve her guests a variety of coffees, teas, and cordials, and the glass windows offer a 360-degree view of the estate. As Sheila reaches her folding secretarial desk, she pauses. “Wait! It was just *here*.” Her normal air of calm control completely gone, she falls to her knees and immediately searches the area around the desk.

Observant PCs can spot several clues with a successful DC 20 Perception check (DC 23 for levels 7–8). There’s a damp spot on the windowsill closest to the outer wall, and a few damp spots on the wooden floor leading to Sheila’s desk. When they open the window, they also see a crossbow bolt sticking out the window frame.

Before they can investigate much further, the floor to Sheila’s office shakes and teapots rattle on the shelves as the sounds of an explosion reverberate elsewhere on the grounds. Multiple voices shout, “Fire! The alchemy lab’s on fire!”

If the PCs rush out to help with the fire, they see flames coming off the ground floor of a nearby building, Eurythnia House, as acrid smoke

billows out the windows. A dozen other Pathfinders have started to form a bucket brigade leading from the pond and there are other efforts underway to calm the flames. PCs who wish to help with the fire fight can use a successful DC 20 Athletics or Survival check (DC 23 for levels 7–8) or a relevant Lore check (DC 18 or DC 21 for levels 7–8). If the PCs have creative solutions (possibly including alchemical items, spells to cut off airflow to the lab or spells with the water trait) those earn an automatic success. If at least half the PCs successfully fight the fire, they extinguish the flames quickly; otherwise, the building is severely damaged before the fire is brought under control.

If the PCs choose instead to ignore the fire and continue investigating Sheila’s office, refer to Sheila Heidmarch’s Office on page 7 for other clues the PCs can find.

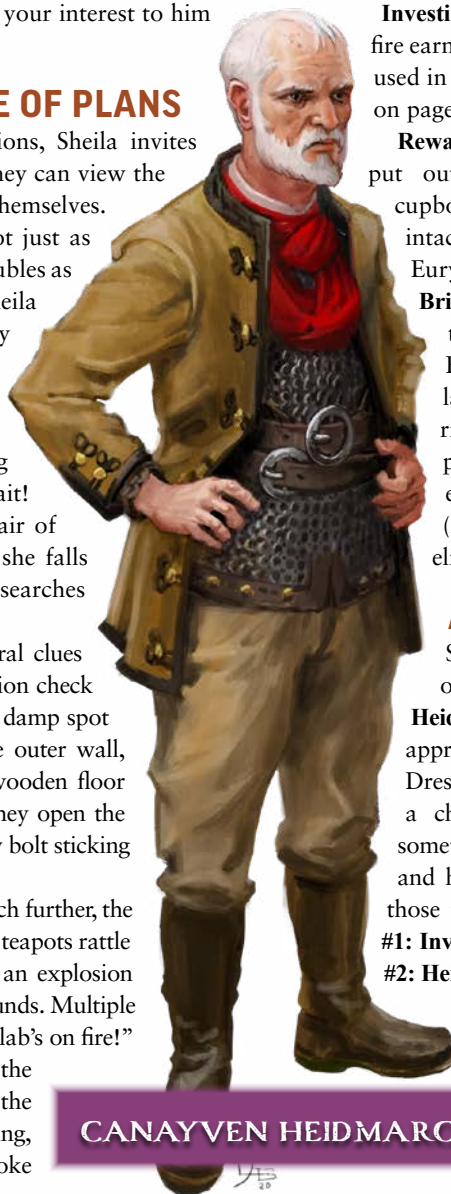
Investigation Points: Successfully helping fight the fire earns the PCs an Investigation Point that can be used in the Investigation that follows, as described on page 6.

Rewards: If at least half of the PCs successfully put out the fire, several locked fire-resistant cupboards and their alchemical contents are still intact and the residence in the upper half of Eurythnia House remains livable. **Wumbrount Brios** (male dwarf custodian) approaches the PCs and says, “You did good saving Eurythnia House. You saved not only the lab, but the guest apartments upstairs. Only right you get some of the goods you helped preserve.” He provides each PC with a lesser elixir of life and a moderate eagle-eye elixir (for levels 7–8, the PCs receive two lesser elixirs of life instead of just one.)

A NEW JOB

Soon after these events, Heidmarch Manor’s other venture-captain, **Sir Canayven Heidmarch** (NG male human Taldan manager) approaches the PCs with a look of consternation. Dressed practically in sturdy leather pants and a chainmail shirt, Canayven hastily scrawls something in his notebook, then rips the page out and hands it to the PCs. He says tersely, “Find those thieving arsonists.” Give the PCs **Handout #1: Investigating the Theft** (page 30) and **Handout #2: Heidmarch Manor NPCs** (page 31).

Rewards: Canayven offers the PCs a *pearly white spindle aeon stone* (*Lost Omens Pathfinder Society Guide* 121) and a *greater everyneed pack* (*Pathfinder Society Guide* 85) to aid in the investigation.



CANAYVEN HEIDMARCH

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Pathfinder Society Lore, Magnimar Lore or Society (Recall Knowledge)

A PC who succeeds at a DC 16 Pathfinder Society Lore or DC 18 Society check to Recall Knowledge knows more about the Pathfinder Society's history at Heidmarch Manor. 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 A series of robbery-murders in Magnimar's Beacon Point district led to local guilds calling in the Pathfinder Society to help investigate these crimes. Some of the evidence that the Pathfinders found implicated the Night Scales, the oldest and largest of Magnimar's criminal organizations, and led to the arrest of a few of their members. A critical success on this check gives the PCs a +1 circumstance bonus to their skill checks during the Running Tour of Magnimar (page 13).

Success Heidmarch Manor was founded by the adventurer-aristocrats Sheila and Sir Canayven Heidmarch as a Pathfinder training center. The outgoing Sheila Heidmarch soon became the face of the organization, and the venture-captain most likely to give mission briefings. Meanwhile, Sir Canayven has focused chiefly on supplies and logistics, arguing that the correct gear is critical to any mission.

One of the manor staff, Ekkie, recently had a large party celebrating the final discharge of her debt to the Pathfinder Society. Ekkie is a goblin who started her career burglarizing Bakrakhan House to impress a local gang. However, the Pathfinders who caught her recruited her away from her life of crime. She now teaches useful life skills to novice Pathfinders, offering classes in tomb exploration and trap avoidance. Additionally, she serves as a mentor figure to goblins entering the Society.

Critical Failure There is a rumor that the Heidmarchs got their wealth from illicit trading in Shoanti artifacts.

THE INVESTIGATION

The Heidmarchs have tasked the PCs with investigating the theft at Heidmarch Manor. This investigation should feel free form in that the PCs can tackle subjects of this investigation in any order, but they earn Investigation Points throughout. Be generous with the skills you allow PCs to use for this investigation; if a PC suggests a plausible non-Lore skill they wish to substitute, allow them to attempt it but raise the DC by 2. Unless otherwise noted, the DC for named skills is 20 unless otherwise noted (DC 23 for levels 7–8), and the DC of Perception checks is 22 (DC 25 for levels 7–8). PCs can also substitute a relevant Lore skill, which instead has a DC of 18 (DC 21 for levels 7–8). Each PC can attempt a single check for each clue. Keep track of the number of Investigation Points the PCs earn. If a PC critically

PACING THE INVESTIGATION

Some PCs will dive eagerly into all aspects of this mystery, continually thinking of new places to check. Others might hold back, thinking they have little to offer—if these PCs start disengaging, prompt them consider ways to use their best skills, or have the various NPCs roleplay with them. If the PCs' investigation starts to stall, you can easily have NPCs like Ebrylis the gate guard or Canayven Heidmarch suggest new avenues for the party's investigation or prod them to look at **Handout #1**.

MYSTERY MAGIC

Some PCs might have access to uncommon spells especially suited to mystery solving, such as *discern lies*, *locate*, *mind reading*, or other divination magic. For *mind reading*, the Heidmarchs have privacy concerns, and ask the PCs not to use that magic until they're sure of their suspect. Any expenditure of a suitable spell should be counted as an automatic success and earn the party an Investigation Point.

succeeds on a skill check that requires at least half of the PCs to succeed, that can turn one of their fellow PCs' failures into a success for that part of the investigation. This does not negate any specific consequences listed for critically failing a check. Remember that if half the PCs successfully fought the fire in An Abrupt Change of Plans on page 5, the PCs start with an Investigation Point.

Before Krosovaahn burgled Sheila Heidmarch's office, he blackmailed two Pathfinder initiates, **Ingrit** (non-binary human wizard) and **Tagheema** (female human fighter) to create a distraction to cover his retreat. The two initiates have been sneaking out of the lodge to watch the sporting events at Serpent's Run, a famous hippodrome not far from Heidmarch Manor. Their extensive gambling debts made them easy prey for Krosovaahn to manipulate.

After the two students attempted to suggest a few locations that would minimize property damage and the chance of bystander casualties, Krosovaahn overruled them and selected the alchemy lab in Eurythnia House. Eurythnia House's proximity to both the gate and the manor house made it a solid choice to draw the attention

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away from the gate, but Krosovahn had another reason for selecting it. The two kingdoms that make up New Thassilon, Edasseril and Eurythnia, are rivals. As much as Krosovahn hated being in Edasseril, under the thumb of the runelord Belimarius, he still has a partisan pride in the city of his roots and disliked seeing Eurythnia honored with a house on Heidmarch grounds when Edasseril was not. His mixed feelings about his homeland are also evinced in his habit of wearing a torn and tattered flag of New Thassilon as an armband, simultaneously announcing his pride and disdain for the city of his birth.

Feeling cornered by Krosovahn, Ingrit and Tagheema have hatched a plan to blame the explosion on a fellow classmate, the shy goblin **Tiki Stitchfeather** (NG female goblin alchemist).

SHEILA HEIDMARCH'S OFFICE (SCENE OF THE BURGLARY)

The PCs likely searched this room already when they discovered the missing *wayfinder of the open road*. However, Sheila Heidmarch's office holds several other clues. If at least one PC examines the contents of the shelves and succeeds at a DC 25 Perception check (DC 28 for levels 7–8), they realize that nothing else appears to be missing from the display of expensive teapots in the room, many of which would have been easier to sell than a historic *wayfinder*. This is enough to help the PCs realize that this was a targeted operation, rather than an opportunistic snatch and grab.

The PCs can also investigate the room for other signs of tampering. If at least half of the PCs investigate the walls and succeed at an Arcana or Thievery check, the group discovers a painted rune that was used to disable a section of the wards; a PC who critically fails this check accidentally triggers a ward and zaps themselves, taking 6d6 electricity damage (8d6 for levels 7–8).

Finally, the PCs can search for clues about how the thief escaped the room. If at least half of the PCs succeed at either a Perception check to examine the area outside the window, a Athletics check to recreate the thief's escape route by leaping from the window to the tree,

or a Survival check to follow the trail, they discover a trail of snagged branches and a few snagged threads from a blue and golden silk cloth. The cloth is from the tattered flag that Krosovahn wears tied around his bicep. A PC who critically fails at an attempted Athletics check snags a branch and falls 20 feet to the ground instead, taking 10 bludgeoning damage and increasing the DC of subsequent checks to find this trail by 2.

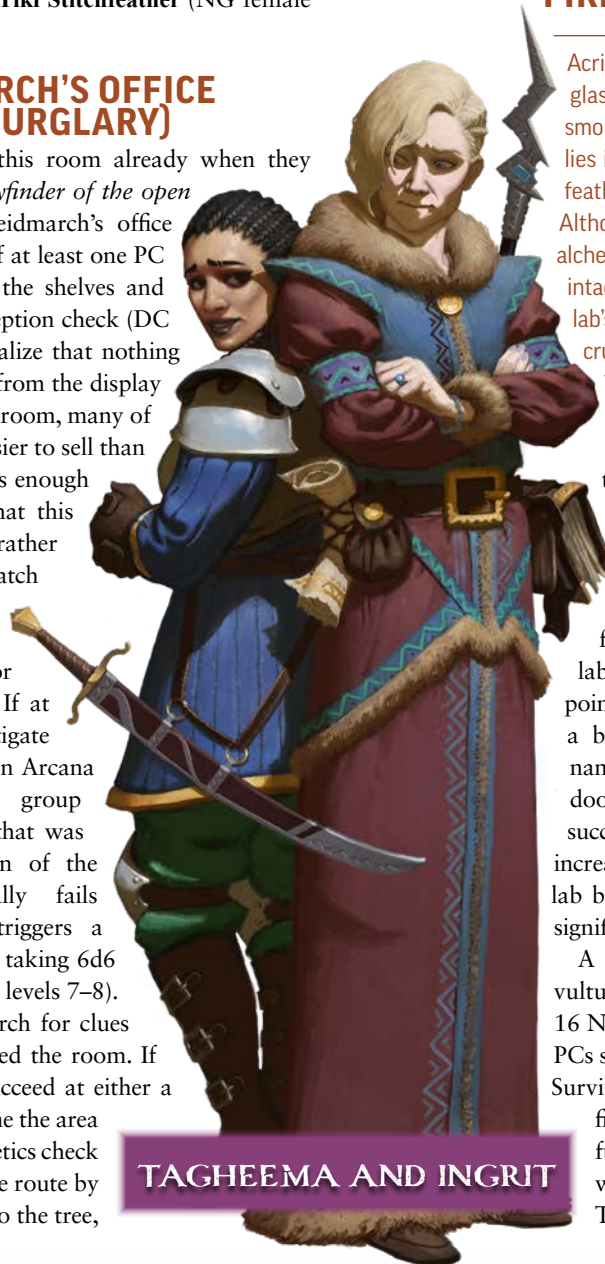
Investigation Points: If the PCs discover the method of disabling the wards or the torn fabric, award the PCs 1 Investigation Point.

ALCHEMIST LAB (SCENE OF THE FIRE)

Acrid smoke hangs in the air and broken glass crunches underfoot. The still-smoking exploded corpse of a hefty bird lies in the middle of the lab, and burned feathers are scattered everywhere. Although many of the stone pieces of alchemy equipment came through the fire intact, the same cannot be said for the lab's bookshelves. The charred books crumble when touched.

Tagheema and Ingrit slipped into Tiki Stitchfeather's room two days ago, stole Tiki's favorite taxidermied vulture, Hangbeak, and filled it with explosives. This morning, they set up the Hangbeak bomb with a long fuse and broke into the alchemy lab. They left several other false clues pointing to Tiki, including leaving a bomb-making manual with Tiki's name on the inside cover near the door to the lab. If the PCs did not successfully help put out the fire, increase all DCs to investigate in the lab by 2, as the clues have been more significantly damaged by the fire.

A PC can identify the feathers as vulture feathers with a successful DC 16 Nature check. If at least half of the PCs succeed at a Crafting, Medicine or Survival check to study the cause of the fire, they discover fibers from the fuse and determine that the bird was dead before the explosion. This is enough to surmise that



TAGHEEMA AND INGRIT

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the explosives were stuffed into a vulture corpse and lit with a very long fuse, but not why. A PC who critically fails this check accidentally comes into contact with incendiary material, burning themselves and becoming clumsy 1 for 1 hour. Given the time-sensitive nature of the investigation, this condition is likely to last until the PCs reach area A.

If the PCs make public the information about the vulture corpse (for example, by asking around the lodge about it), Ingrit is quick to volunteer that Tiki has a collection of taxidermied vultures in her room. Ingrit further comments that some of the feathers on Tiki's outfit are burnt and smoky. "How do you think they got that way? Also, who else in the lodge would have a vulture corpse just lying around?"

Investigation Points: If at the PCs discover the general cause of the explosion and fire, award them 1 Investigation Point.

INTERVIEWING THE WITNESSES

There are four main witnesses revealed by the PCs' early investigation.



TIKI STICHFEATHER

Ebrylis the Gateguard: Ebrylis has been pulled from his location by the screaming of Tagheema and Ingrit, who swear up and down that they saw their fellow novice, Tiki Stichfeather, fleeing Eurythnia house just before the explosion. Ebrylis tells the PCs, "If it'd been an explosion in Barakhan house, I'd have first seen if the Pathfinder novices could take care of it and viewed it as another training session. But a fire in an alchemist lab can go bad fast, so I yelled for help and joined in the fire fight right away."

Ingrit and Tagheema: Ingrit explains that she and Tagheema were out for a morning run when they saw Tiki fleeing Eurythnia House. "She's always sneaking in there, even when it's not open lab hours." Tagheema mentions that everyone knows that Tiki's goblin mentor, Ekkie, broke into Barakhan House before she became a Pathfinder. "What can you expect from someone being mentored by a thief?"

A PC who succeeds at a DC 22 Crafting check (DC 25 for levels 7–8) realizes that Tagheema and Ingrit both have accelerants on their clothes. PCs who succeed at a more difficult DC 25 Perception check to Sense Motive (DC 28 for levels 7–8) realize that both of them are telling a deliberately misleading story with a mix of some truth (Tiki sometimes slips into Eurythnia House during off-hours, has singed feathers on her blouse, and is mentored by a former thief) with outright lies.

Tiki Stichfeather: Tiki Stichfeather is a female goblin with a somewhat shy and nervous manner. Her blouse has the feathers of many different bird species stitched to the collar and sleeves. Tiki explains that she was up at dawn and had crossed the bridge over the carp pond to search for reeds and medicinal marsh plants on the central island. She also wanted to watch a few migratory birds who were flocking to the carp pond before heading further south. She explains that she came running when she heard the explosion, "because that lab is my life!" If asked about the singed feathers on her blouse, she looks at them as if noticing their singed quality and explains that they likely got singed while fighting the fire.

Observant PCs who make a successful Perception check realize that Tiki may have singed feathers, but she's also got mud on her pants up to her knees, backing up her story of searching for herbs by the banks of the central island in the pond. Although the mud makes it difficult to ascertain, she appears to have no accelerants on her clothes. On a critical success, the PCs can further tell that, though she's putting on a brave fact, Tiki is genuinely distressed by the damage to the lab.

Investigation Points: If the PCs successfully ascertain that Tagheema and Ingrit are unreliable witnesses, award them 1 Investigation Point.

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ASKING AROUND THE LODGE

PCs who succeed at a Diplomacy or Society check hear further testimony from a variety of lodge members.

Ebrylis: The gate guard admits that he's noticed Ingrit and Tagheema sneaking out late at night several times in the past month.

Ekkie: Ekkie, a goblin staffer at Heidmarch Lodge, approaches the PCs. "I know some longshanks think 'once a thief, always a thief,' but I spent long time working for Pathfinders and learning so much. Learning and helping is more thrilling than stealing shinies, and Heidmarch Manor's my home. But now I hear Tiki's being blamed for my past and she's a good Pathfinder! A bit weird about vultures, but good Pathfinder still!"

Wumbrount Brios: The dwarven custodian, Wumbrount, notes that all three Pathfinder novices are talented students. Ingrit is a gifted wizard who helped with a recent project for the Heidmarchs and Tagheema has excelled in combat and working with the manor's horses. However, both human novices have been distracted the past couple weeks. Meanwhile, Tiki has been a diligent student, with her biggest problem being that he's busted her sneaking into the alchemist lab after hours.

Helvi Durner: Helvi, a deaf human cook who works in both the Manor and in the Pathfinder Meeting House,

has been a bit out of the gossip loop of Heidmarch Manor. But once the PCs start asking around, she volunteers in writing that she saw two people with plain brown cloaks hauling a large bag towards Eurythnia house right after she finished making breakfast for Sheila's morning meeting. She could not tell what height they were because of the distance, but she was certain she saw two of them. PCs who speak Napsu-Sign or have the Sign Language feat get Helvi Durner's testimony without needing to roll a check, as she is more interested in speaking with them.

Investigation Points: If the PCs successfully learn Helvi's eyewitness report and the testimony of at least one other person, award them 1 Investigation Point.

SEARCHING THE BAKRAKHAN HOUSE DORM

If the PCs don't think of searching the dorm rooms of the three main suspects, have the Heidmarchs give permission for them to search.

Ingrit's Room: This is a wizard's dorm room. Books lie open on the bed, the floor, and all over the small desk. A pile of laundry has been kicked under the bed. PCs who search the room with a successful Perception check discover Ingrit's notebook, which includes detailed sketches of the *wayfinder of the open road*. PCs also find a few small vulture feathers that fell off Hangbeak mixed in with Ingrit's dirty clothes, and some empty reagent bottles in amongst their personal hygiene items.

Tagheema's Room: This dorm room is covered with the homesick Tagheema's drawings of horses, including horses racing at Serpent's Run. There is a large supply of makeup on the desk, a crafting repair kit next to the bed, and a weapons rack. PCs who search with a successful Perception check also discover a series of marked racing programs from Serpent's Run in one of her drawers—indicating that Tagheema is a regular gambler—and a bill indicating a huge debt to Mendesil Loans company. With a successful Society or Underworld Lore check, PCs can recall that Mendesil Loans is a local money lender rumored to have ties to local gangs.

Tiki's Room: This dorm room contains six taxidermied vultures on various shelves, all posed doing things like reading books or playing with test tubes. Each vulture has a plaque with a name, though one shelf has an empty spot with the plaque, "Hangbeak" sitting there. Figuring it was yet another hazing, Tiki did not report the theft of her vulture. Searching Tiki's room reveals that most of her books are about medicine and elixir-making. There are also anatomical sketches, boxes filled with neatly packed elixirs, and feathers stitched on other clothes in the closet.



EKKIE

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Ekkie's Room: It's possible that the PCs might want to search Ekkie's room, given her history and Tagheema's and Ingrit's snide remarks about her. If they do, they find a neat room with a goblin skull, various goblin weapons and daggers mounted on the wall, and a closet full of trap-making equipment. There's also a certificate framed over her bed, signed by both Heidmarchs, which commemorates her becoming a full Pathfinder.

Investigation Points: If at the PCs find the clues in either Tagheema or Ingrit's room, award the PCs 1 Investigation Point. If the PCs find clues in both Tagheema and Ingrit's rooms, award them 2 Investigation Points.

CONFRONTING THE ACCOMPLICES

Once the PCs finish their investigation, the Heidmarchs suggest that it is time for the PCs to confront the accomplices. Their success in doing so is based on how much evidence the PCs gathered in their investigation.

0–2 Investigation Points: If the PCs fail their investigation, Ingrit and Tagheema stick to their story. The Heidmarchs hire a specialist to cast *zone of truth* on all the witnesses to get the full story of what happened, and then send the PCs on to the meeting at the Old Fang. This takes extra time, and has repercussions for the fight in Area A.

3–4 Investigation Points: The two accomplices find their resolve faltering under the weight of evidence that the PCs bring to bear upon them. If the PCs succeed at an additional DC 20 Intimidation check (DC 23 for levels 7–8), the accomplices fold and offer a full confession. This also takes time and has repercussions for the fight in Area A.

5+ Investigation Points: In the weight of overwhelming evidence, Ingrit and Tagheema confess everything. The two novices break down in tears, apologizing for trying to lay the blame on Tiki. They tell the whole story of their gambling debts, pressure on them from Krosovahn, and

his seeming wish to punish and humiliate the Pathfinder Society as much as possible. "He wants us to meet up with him later today at some bar in Dockway known as the Old Fang," Tagheema admits. "He said he would clear our debts there." Meanwhile, Ingrit provides a thorough description of the tall, thin Azlanti thief. "He's pale with dark oily hair and he's got some obsession with New Thassilon. He's got a tattered flag from there tied around his arm." If the PCs show them the threads from the tree outside Sheila's office, they confirm that the threads match the flag around the man's arm.

Development: Sheila Heidmarch refuses to let the two novices go to their meeting, remarking to them sternly, "We'll handle you two later. For now, you have a lab to clean." She waves her arm and Wumbrount Brios arrives with a set of mops, brooms, and other cleaning equipment which he shoves at Ingrit and Tagheema before escorting them to Eurythnia House. Canayven nods to Sheila before following the group. If the PCs ask him what he is doing, he replies simply, "Watching for trouble."

The Heidmarchs request that the PCs investigate the Old Fang in lieu of the two novices, but be on their guard. It takes about an hour for the PCs to trek from the high-class neighborhoods surrounding Heidmarch Manor to the more working-class neighborhood of Dockway where the Old Fang is located.

A. THE OLD FANG

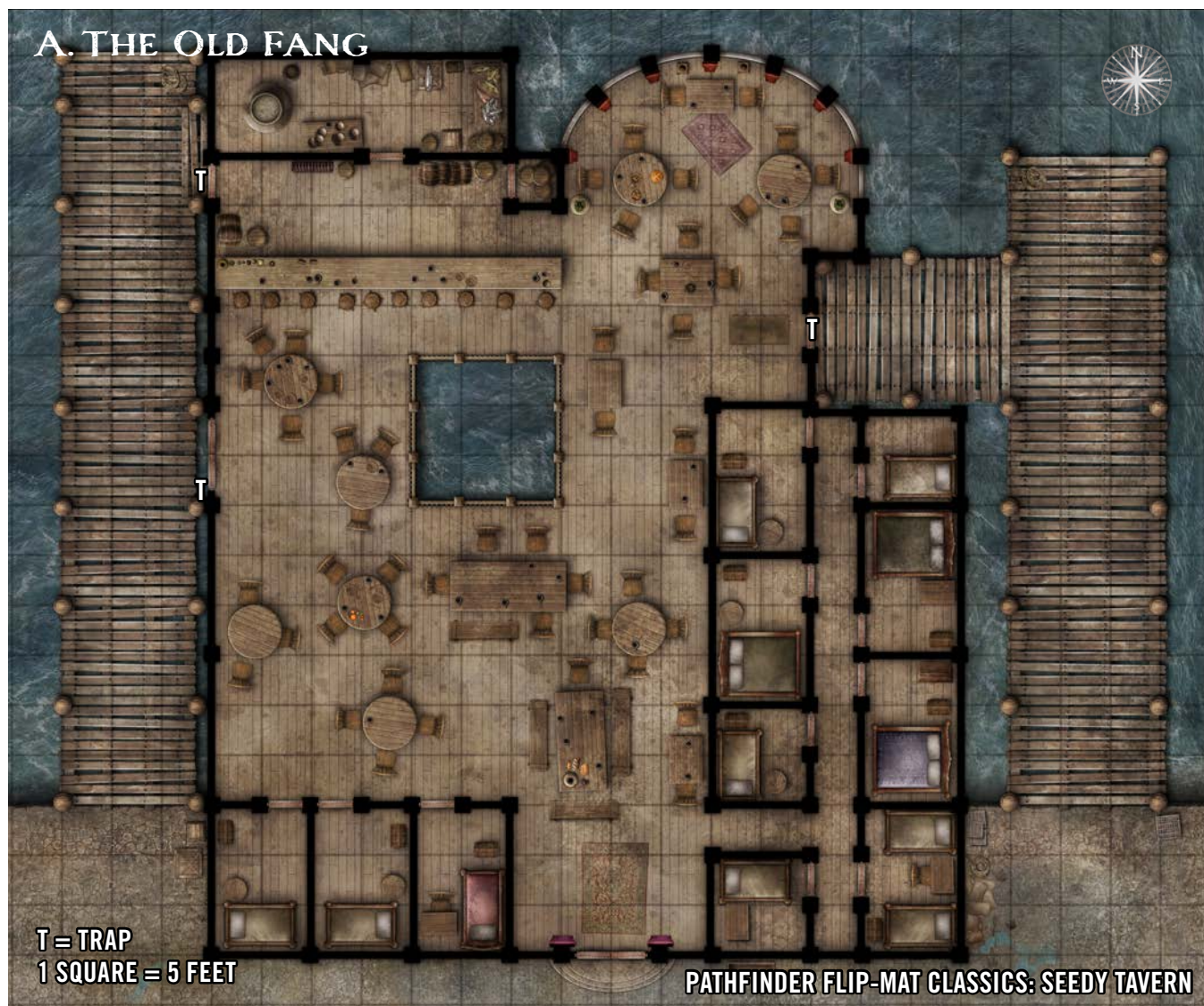
The Old Fang was once one Dockway's most popular taproom. Since its founder Ol' Mam Grottle passed away, however, the tavern has fallen into disrepair. Two azarketi brothers **Tidepool** and **Ocean Dream** (male azarketi ruffians) have turned the dilapidated landmark into a home for themselves. The brothers immigrated to Magnimar in hopes of a better life, but their hopes were dashed. Finding neither jobs nor acceptance in Magnimar, they fell in with the wrong crowd. They tried to impress the Two-Timer gang. Hoping to gain Krosovahn's good graces and protection, the brothers have agreed to set up an ambush for Ingrit and Tagheema, whom Krosovahn views as a liability.

Water laps against the walls of this Dockway landmark. A weathered sign depicting the open maw of a swamp barracuda marks the now abandoned Old Fang tavern. Barnacles cover this former taproom below the waterline, while peeling white paint graces the exterior above.

Use the map on page 11 for this location.



HEIDMARCH HEIST



TRAPPED ENTRANCES

TRIVIAL

All the doors into the abandoned Old Fang were boarded shut, though only the southern double door remains so. The doors to the east and west are intact, unlocked and show signs of recent use. Krosovahn helped the brothers set up magical traps on the east and west doors, at the locations marked T. The southern doors can be Forced Open with a successful DC 25 Athletics check to Force (DC 28 for levels 7–8). Doing so alerts all foes in the room, allowing them to use ambush tactics.

The tavern pool is a fourth entrance that requires swimming under the docks (DC 15 Athletics to Swim). This area is not trapped but does have the azarketis' aquatic pets in it. It's possible that some PCs may trigger the Wet and Wild encounter early if they choose to enter the tavern from this direction.

Levels 5–6

ELECTRIC LATCH RUNE

HAZARD 3

Page 19

Levels 7–8

FIREBALL RUNE

HAZARD 5

Page 23

WET AND WILD

MODERATE

Read or paraphrase the following when the PCs enter the Old Fang.

The floorboards of the Old Fang creak, and a dank smell lingers in the air. The walls of the Old Fang still show some of

HEIDMARCH HEIST

the nautical trophies and decorations of the former proprietor, including a sextant and a prominent board displaying sailor's knots. The head of an enormous swamp barracuda hangs mounted over the bar. Tables and chairs are scattered around an open pool in the center of this room.

Creatures: Tidepool and Ocean Dream have been ordered by Krosovahn to set up an ambush for Ingrit and Tagheema. They have also brought an aquatic pet.

The number of Investigation Points that the PCs accumulated determines how prepared the brothers are.

0–4 Investigation Points: The PCs are delayed in getting to the Old Fang. Tidepool and Ocean Dream have time to hide before the fight. They wait quietly until the PCs enter the room, and then pop up to ambush them.

5+ Investigation Points: If the PCs earned 5 or more Investigation Points, the brothers are standing in the open in the tavern and must spend one action to draw their boarding pikes.

The brothers team up on obvious spellcasters first, working to shove them into the open pool where their aquatic allies wait. PCs shoved into the water should be given a chance to use Grab an Edge as a reaction. If they fall in, or if any PCs started the combat in the water due to swimming up from below, provide **Handout #3: Aquatic Combat Rules** to the PCs. PCs can Climb out of the water with a successful DC 15 Athletics check.

The shark (or moray eel, for levels 7–8) can swim under the whole floor of the Old Fang, but prefers to lurk near the pool where the brothers normally feed them. The aquatic animal prefers not to share prey, and attacks a PC that no one else is attacking if possible. It fights until reduced to 10 Hit Points or fewer.

Krosovahn has treated Tidepool and Ocean Dream as expendable. Although the brothers have tried to serve the Two-Timers faithfully in hopes of acceptance, they have started to resent the poor treatment. PCs can

take advantage of this mindset by calling for the azarketi to surrender mid-combat.

If either brother is reduced to half of their maximum Hit Points, they become visibly shaken by their wounds. A PC can attempt to call for that foe's surrender using the Appeal to Surrender activity described below. Foes who surrender immediately lay down their arms and step back from combat. If all azarketi surrender, they order their pet to stop fighting. Inform the PCs of the option to Appeal to Surrender the first time this activity becomes available. Without a successful Appeal to Surrender, the brothers' fear of consequences for failure wins out, and they fight to the death.

APPEAL TO SURRENDER

UNCOMMON AUDITORY CONCENTRATE LINGUISTIC MENTAL

Requirements An azarketi ruffian is visibly shaken, such as being reduced to half their Hit Points or fewer, or due to other circumstance at the GM's discretion.

You call out to a visibly shaken foe and attempt to convince them to surrender. Depending upon your strategy, attempt a Deception, Diplomacy, or Intimidation check against the foe's Will DC to make your case for the foe's surrender.

Critical Success The foe is quick to surrender and attempts to convince their allies to surrender as well. You and your allies gain a +1 circumstance bonus to checks to Appeal to Surrender for one minute.

Success The foe takes your words to heart and surrenders immediately.

Failure The foe brushes off your attempt and continues to fight.

Critical Failure Your argument is severely flawed. The foe disregards your words and continues to fight. You take a –1 circumstance penalty to checks to Appeal to Surrender for one minute.

Levels 5–6

AZARKETI RUFFIANS (2)

CREATURE 4

Page 20, art on page 28

BRINE SHARK

CREATURE 3

Page 20, art on page 28



AZARKETI

HEIDMARCH HEIST

Levels 7–8

HARDENED AZARKETI RUFFIANS (2)

CREATURE 6

Page 24, art on page 28

GIANT MORAY EEL

CREATURE 5

Page 24, art on page 29

Development: Once the PCs have either defeated the azarketi ruffians nonlethally or successfully appealed to them to surrender, the brothers can tell the PCs what they know about Krosovahn and the Two-Timer gang. They provide the appropriate information from the adventure background. The brothers don't just describe Krosovahn, they also give a location where they were supposed to meet him after dealing with Ingrid and Tagheema.

If the PCs slew the brothers rather than accepting their surrender, they instead find a note on Tidepool that marks the meeting location.

RUNNING TOUR OF MAGNIMAR

The PCs have no difficulty traveling to the meeting location, in an alleyway elsewhere in the Dockway district. Krosovahn had a lingering suspicion about Tidepool and Ocean Dream's level of loyalty to him, so after waiting here for a few minutes, he decided to watch the meeting location from afar instead.

Fortunately for the PCs, the streets in this area of Dockway are not crowded, giving them an opportunity to track Krosovahn or possibly catch sight of him, all in black clothing save for the blue and gold tattered flag of New Thassilon tied tightly around one arm. Krosovahn causes disturbances as he runs pell-mell through Dockway. A PC who succeeds at a DC 20 Survival check or DC 22 Perception check (DCs 23 and 25 for levels 7–8) finds his trail. PCs with special senses like scent get a +1 circumstance bonus to their checks. If at least one PC succeeds, they spot Krosovahn in the distance and can begin to pursue him. Otherwise, after about 10 minutes of searching, they pick up a trail, but he has already left.

Either way, the PCs determine that Krosovahn is fleeing from them, and a chase begins. Krosovahn's path places numerous obstacles in the PCs' way, which the PCs must overcome before catching up to him.

This challenge uses the chase subsystem described on page 156 of the *Pathfinder Gamemastery Guide* and summarized below. The PCs each attempt to clear the obstacles in the order presented. On each chase round, each PC can attempt one check. They can act in whatever party order they prefer, attempting any of the checks set forth in each obstacle (or a different skill the GM finds reasonable, such as a relevant Lore check). The DC of

SCALING RUNNING TOUR OF MAGNIMAR

For each PC in the party beyond four, increase the number of Chase Points needed to overcome each obstacle by 1.

Lore checks is 2 lower than the lowest non-Lore DC listed in the obstacle. Increase all DCs by 3 for levels 7–8.

Once the PCs accumulate enough Obstacle Points to overcome the obstacle, they immediately move onto the next. The number of Obstacle Points the PCs have can never fall below 0.

Critical Success The PCs gain 2 Obstacle Points.

Success The PCs gain 1 Obstacle Point.

Critical Failure The PCs lose 1 Obstacle Point.

Creative Solutions: If the PCs come up with creative solutions to overcome a challenge, the GM should consider granting a +1 circumstance bonus to a PC's check. In some cases, the PC might use a resource such as a non-cantrip spell or an item to address the challenge without making a check. If they do so, award them with a number of Obstacle Points equivalent to a critical success.

Counting Chase Rounds: As the chase progresses, count the number of chase rounds it takes the PCs to overcome the obstacles. Add 1 chase round to their total if all of the PCs failed their initial Perception or Survival check to represent Krosovahn's head start. The PCs might choose to stop to Treat Wounds, Refocus, or perform another 10 minute activity. If they do, add 1 chase round to the total. The number of chase rounds determines how prepared Krosovahn and the Two-Timers are for the PCs' arrival at their base in area B, and affects their secondary objective as listed in the Conclusion.

Matador's Lodge

Raucous cheers, trumpet noises and the savory aroma of grilled meat erupt from an enormous round building that rises five floors. A sign illustrated with the head of an enormous bull proclaims this place the Matador's Lodge. With its bright colors, balconies filled with happy diners and decorated arches, the Matador's Lodge resembles a gaudy and oversized party cake. To the south of the building are fenced-in stockyards filled with lowing cattle, along with a long line of people waiting to get into the Matador's Lodge for lunch and a show. Bullfights

HEIDMARCH HEIST

are a signature event every summer in the Serpent's Run hippodrome, but during the rest of the year the matadors perform to much smaller crowds at the Matador's Lodge in the Lowleft neighborhood.

Shrieks erupt from the line of waiting customers as explosions rock the stockyard and cattle stampede out an open gate. Mooing and lowing cattle swarm the streets as terrified pedestrians try to run out of their path. From the other side of the cattle stampede, the thin frame of Krosovahn Mendesil surveys the chaos he just caused, then tips his hat and starts running in the opposite direction.

STAMPEDE! **OBSTACLE 5**

Obstacle Points 4; Overcome DC 18 Nature or Survival to calm the cattle, DC 22 Acrobatics to Tumble through, DC 20 Athletics or Intimidation to direct terrified cattle and bystanders out of the way.

Throng of distressed cattle and panicking crowds of people block the street.

Continuing the Chase: The PCs catch a glimpse of Krosovahn running through the winding streets of Lowleft neighborhood until he nears a group of singing and dancing festival-goers coming down the broad expanse of Twilight March, a major thoroughfare of this vibrant neighborhood.

Leaf Days at Celwyvian Charge

The music grows louder and louder as more and more festival goers fill the streets. The people are a mixed crowd, not just of humans, but also elves, gnomes, halflings, leshies and a dozen other ancestries. Many attendees are wearing colorful crowns of multi-colored leaves on their heads. Street vendors loudly hawk their wares with carts full of delicious leaf-shaped pastries and harvest pies, filling the area with wonderful aromas, while artists show off their paintings and musicians play jaunty pipes. Above them all, multi-hued leaves of every shade of the rainbow sprout from an enormous tree-shaped sculpture the size of a three-story building.

PCs who make a successful Nature or Society check recall that this gorgeous tree statue is among the most famous of Magnimar's monuments, the Celwyvian Charge. Originally a stony seed pod sent as a gift to the city from the elves of the distant Mierani Forest, the pod has grown into a strange tree sculpture that sprouts real leaves that bud and fall with the seasons.

"Welcome to Leaf days!" A willowy elf boy calls to the cheers of the crowd. "As the leaves fall, let the parade begin!" Dancers in leafy crowns leap into the streets as drummers drum and

the crowds solidify around the wide avenue of Twilight March. On the other side of the crowd, clinging to a lamppost, Krosovahn waves and makes a rude gesture before dropping down and hustling towards the Keystone neighborhood.

PARADE **OBSTACLE 5**

Obstacle Points 4; Overcome DC 18 Performance, DC 20 Deception, or DC 20 Acrobatics to join the parade, DC 20 Society or DC 22 Survival to find another path using back alleys.

The crowd is thick enough here that the best way through is by joining the parade, the only place where there is space to move.

Rewards: Leaves fall as the PCs chase Krosovahn. Each PC can catch a falling leaf with a successful DC 20 Reflex save (DC 23 for levels 7–8). Each leaf acts as a *heroism* scroll.

Continuing the Chase: As the parade lets out near the northeastern corner of the Keystone neighborhood, the crowds disperse and there is no immediate sign of Krosovahn but there is a park ahead filled with kids from a school group who might have witnessed where he went.

Our Lady of Blessed Waters

Serene walking paths, quiet rock gardens, and weeping willow trees lead the way into Seerspring Garden. A burbling spring of unusual purity bubbles out of a pool that sprawls more than thirty feet in diameter. In the spring's center is a gleaming bronze statue, free of both tarnish and verdigris, of a slender woman who offers a benign smile to all who come to visit the Seerspring as water spills through her hands.

Local legend purports that the magical statue is an image of the spirit of the spring, an oracular water spirit who guides all those who come to her seeking answers. A PC who makes a successful DC 20 Religion or Occultism check knows this legend; if at least one PC succeeds at this check, all PCs gain a +2 circumstance bonus to overcome this obstacle.

A group of school children all in blue robes are playing near this fountain when one gnome girl wraps a blue blindfold over her eyes, dips her fingers in the spring, and her expression abruptly changes. "Halt, seekers!" she calls in an adult tone of voice. "I am the spirit of the Seerspring. The one you seek is fleeing fast, and soon you will lose his trail." The girl tosses a spray of water into the air, letting the droplets shimmer as they fall. "Even now, it dissolves like mist. Tell me, are you worthy of my help in finding him?"

The school children are from Stone of the Seers, Magnimar's most esteemed academy of magic,

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specializing in divination magic. But even they are unsure if their friend Kari is channeling the seer or playing with the PCs. A PC who succeeds at a DC 20 Perception check to Sense Motive realizes that Kari is, for the moment, channeling the seer.

SWAY THE SEER

OBSTACLE 5

Obstacle Points 4; **Overcome** DC 22 Arcana, DC 18 Occultism, or DC 18 Religion to talk shop, DC 22 Diplomacy, DC 20 Society or DC 18 Pathfinder Society Lore to convey the significance of the theft.

The spirit of the Seerspring is initially unsure if catching Krosovahn is a worthwhile cause.

Continuing the Chase: Kari states, “I see a castle in the slums of Rag’s End. Your prey is headed there.” One of the other kids, a scholarship student named Baru from Beacon’s Point, approaches the PCs and whispers, “She probably means Jaijarko Castle, the armpit of the slums. Good luck, you’ll need it.”

The PCs race back towards the winding neighborhoods of Beacon’s Point. On the edge of the neighborhood, the stone buildings are shabby yet sturdy, becoming more

precarious and poorly repaired the deeper the PCs head into the neighborhood.

Jaijarko Castle

In the somewhat lawless neighborhood of Beacon’s Point lies a core of slums known as Rag’s End. In the middle of Rag’s End is a jumbled collection of shanties and tenements that all the locals call Jaijarko Castle, owned by the most famous slumlord in Magnimar, Rassimeri Jaijarko. The smell of fish, oysters, and liquor lingers in the air, while household garbage festers and putrefies against the walls of this infamous tenement. Even the children who play in the street are hard-eyed, and the day laborers taking a break on the front steps of main tenement assess strangers to the neighborhood with an eye to augment their meager income.

As Krosovahn disappears into one of the doors of the Castle, some of the laborers shout, “Hey!” in protest. There is no love here in Beacon’s Point for the Two-Timers, who have not yet been accepted by the Night Scales as a worthy subsidiary. Then, upon seeing the PCs chasing the thief, all the laborers outside the castle start to whoop and clap.

HEIDMARCH HEIST

A middle-aged woman in leather coveralls stands up to address those closing on Krosovahn. "Oh, look who's rushing in, today! Well, me loves, this is Jaijarko Castle, a fortified structure the likes of which you've never seen. Now... I'm thinking you're cats off to chase your prey, and we could all use the entertainment, so go ahead!" With the raucous laughter of her fellows, she grandly opens the door.

The term "castle" is not just an ironic nickname, it also refers to how this block functions as a single defensive structure. All the buildings are interconnected by secret tunnels and hidden doors, and the whole place is trapped in multiple locations.

NAVIGATE THE CASTLE

OBSTACLE 5

Obstacle Points 4; Overcome DC 20 Survival to track Krosovahn through the castle, DC 22 Perception to spot hidden doors and traps, DC 18 Thievery to disable traps. Each time a PC fails a check, they trigger an exploding ceramic piss pot and take 3d6 piercing damage (DC 17 basic Reflex; 6d6 damage and DC 20 for levels 7-8).

The labyrinthine corridors of the castle are filled with traps that spring on the unwary.

Continuing the Chase: The PCs are not the only ones who got hit with a piss pot or two. PCs with scent can smell Krosovahn and everyone sees him bolt out of one of the side doors of the castle and run north towards the Dockway district. He weaves his way in and out of the Bazaar of Sails, an ever-changing free market full of tents, booths and wagons, each waving brightly covered flags advertising their wares, and finally dashes into the darkened and disreputable streets of the Underbridge neighborhood.

The Harpy

Magnimar's most dangerous district, Underbridge, lies under the shadow of Magnimar's most famous monument, the Irespan, or Giant's Bridge. Over 300 feet high and 100 feet wide, the Irespan is the remains of a bridge that once extended across the sea.

The Underbridge neighborhood's sour-smelling taverns, salt-blasted tenement buildings and cheap rat-infested flophouses all eke out their existence in this dark and depressing neighborhood, alongside the four giant pilings that support the Irespan as it soars over Magnimar. One of these pilings, The Harpy, is named for the exquisite carved harpies that decorate the piling's exterior. The sign over the piling's entrance reads: "Harpy's Fine Art, by Appointment only" but the door is hanging open.

Just as the PCs arrive, they spot Krosovahn darting inside. If the PCs knock at the door, there is no answer.

What first appears to be a room filled with shadowy figures soon reveals itself to be an ornate sculpture gallery filled with whimsical statues, from dancing fauns and nymphs to figures of romantically entwined succubi. Then, a pale, six-fingered nephilim in dust-covered clothes steps out from behind one of the statues and says, "You don't have an appointment. I'll give you five minutes to explain why you have charged into my shop."

A PC who succeeds at a DC 20 Society or DC 18 Art Lore check identifies the woman, **Ayavah** (nonbinary nephilim sorcerer) as a famed sculptor to collectors throughout the Inner Sea.

SEARCH AYAVAH'S SHOP

OBSTACLE 5

Obstacle Points 4; Overcome DC 22 Deception, DC 20 Society, or DC 18 Art Lore to charm Ayavah into allowing a search of her shop, DC 22 Diplomacy or DC 18 Pathfinder Society Lore to explain the urgency of finding Krosovahn, or DC 25 Perception to notice Krosovahn hiding (Decrease the DC of this Perception check by 5 for PCs with scent).

Ayavah is wary of the intruders that have suddenly crashed into her shop, and must be convinced that they aren't burglars.

Continuing the Chase: As the PCs come close, smashing sounds occur as Krosovahn topples a graceful mermaid statue as he bolts out a side door in the piling. Ayavah, indignant at the destruction of her work, sends a lightning bolt after the thief that Krosovahn easily evades. "Those time-traveling thieves are destroying the Underbridge," she fumes, turning to the PCs, "but I can tell you *exactly* where their nest lies." She points the PCs to the direction of the Swift Dolphin Warehouse.

B. THE SWIFT DOLPHIN

MODERATE

Marked only by the bleached sign of three dolphins following a ship, the Swift Dolphin was one of several dockside warehouses built in Underbridge to capitalize on Magnimar's extensive sea trade before being abandoned. The deep shadows of the neighborhood made all but the most committed of smugglers nervous. At various times in its history, it has been a smuggler's berth, a drug den, and now the place where the Two-Timer gang houses its stolen goods. The western door of the Swift Dolphin hangs ajar, creaking back and forth slightly with the wind, revealing the glow of lights within.

Crates are piled haphazardly throughout this dilapidated warehouse. A chill wind blows through cracks in the slats of this eerily silent room and the endless susurrant of waves hitting the docks echo through the wooden floorboards. There

HEIDMARCH HEIST



are land entrances to the north and west, loading doors to the east over the water, and stairs leading to a mezzanine level to the south.

Use the map above for this encounter. Krosovahn and his gang are human, so the entire building is well-lit by interior lamps. The mezzanine floor containing the office is 20 feet high and the height of the warehouse overall is 40 feet. The crate stacks range between 20 and 30 feet tall, and are not difficult to scale (DC 15 Athletics to Climb).

Depending on the number of chase rounds the PCs took to catch up to Krosovahn, the encounter varies as described below.

13+ Rounds: The slow pace of the PCs gave Krosovahn and his minions time to prepare for this fight. Krosovahn's allies are bursting with confidence and gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves and skill checks so long as Krosovahn still fights.

10–12 Rounds: Krosovahn managed to get to the warehouse but didn't have time to inspire his allies. Run the encounter as is, no adjustments.

9 or Fewer Rounds: The PCs were so close on Krosovahn's heels that they burst his confidence, making his allies uncertain. Krosovahn's allies gain a –1 circumstance penalty to attack rolls, AC and saves.

Creatures: Krosovahn and his minions, knowing that they've been chased, are hiding throughout the complex. Krosovahn is hiding near the center of the warehouse, out of sight of both doors, and his minions are scattered throughout the complex. They don't come out until

either all the PCs have entered the building or the PCs attack. One cutpurse (or thief, for levels 7–8) lurks on top of the crate stacks, ready to drop crates on the PCs, while the other hides in a crate, ready to spring an ambush. When scaling the encounter for more powerful groups as listed in the appendices, additional cutpurses or thieves begin hidden among the creates; if any Azlanti sorcerers are present, they're hiding behind a stack of crates on the mezzanine and have cast the *grease* spell on the stairs. Krosovahn fights to the death, but if he goes down, his minions attempt to flee or surrender if fleeing isn't possible.

Crate Drops: Either PCs or Krosovahn's minions can use a single action when on top of a crate pile to drop crates down on an adjacent opponent at the bottom of the pile. A dropped crate deals 2d8+7 bludgeoning damage (22 basic Reflex to avoid; 2d10+9 bludgeoning and DC 25 for levels 7–8).

Levels 5–6

KROSOVAHN MENDESIL

Page 22, art on page 29

CREATURE 5

AZLANTI CUTPURSES (2)

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CREATURE 3

Levels 7–8

KROSOVAHN MENDESIL

Page 25, art on page 29

CREATURE 7

HEIDMARCH HEIST

AZLANTI THIEVES (2)

Page 25

CREATURE 5

Development: Once Krosovahn is defeated, the PCs easily collect the *wayfinder of the open road* from his person. Any captured Two-Timers can answer PC questions about Krosovahn and the history presented in the background of the scenario.

CONCLUSION

With the Two-Timers defeated, the PCs may return the *wayfinder of the open road* back to Heidmarch Manor.



KROSOVAHN

After their debriefing, Sheila Heidmarch asks them what they feel the lodge should do about the novices Ingrit and Tagheema. The two got themselves indebted to a criminal gang, conspired with a thief to steal a priceless heirloom from Heidmarch Manor, and blamed a fellow novice for it. Sheila Heidmarch wants to strike them from the registrar and confiscate their *wayfinders*. Both Ekkie and Tiki request clemency. Ekkie notes that she had originally tried to steal from the Pathfinders and the Pathfinders had allowed her to work off her crime and become an employee of the lodge. She cites that they could learn from this experience have the potential to do good. Canayven sees merit to both points of view, so he turns to the PCs and asks what they advise.

After the PCs have offered their counsel, the Heidmarchs thank them for their diligent work in the investigation. Canayven Heidmarch suggests that they have a nice dinner and a good night's rest before they begin their escort mission, taking the *wayfinder of the open road* to Absalom. The journey there, regardless of the route chosen, is thankfully uneventful.

REPORTING NOTES

If the PCs recommend clemency for Ingrit and Tagheema, mark box A. If they capture Tidepool and Ocean Dream alive, mark Box B. If any of Krosovahn's minions escape, mark Box C.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective by recovering the *wayfinder of the open road*. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective by achieving two of the following: earning 5 or more Investigation Points, sparing Tidepool and Ocean Dream's lives, or completing the chase in 12 or fewer rounds. Doing so earns each PC 2 Reputation with their chosen faction.

HEIDMARCH HEIST

APPENDIX I: LEVEL 5–6 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 5th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 33 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A1 (LEVELS 5–6)

ELECTRIC LATCH RUNE

HAZARD 3

ELECTRICITY

EVOCATION

MAGICAL

TRAP

Pathfinder Core Rulebook 523

Stealth DC 20 (trained)

Description An invisible rune imprinted on a door latch releases a powerful electric discharge.

Disable DC 20 Thievery (expert) to scratch out the rune without allowing electricity to flow, or dispel magic (2nd level; counteract DC 18) to counteract the rune

Electrocution ⚡ (arcane, electricity, evocation) **Trigger** A creature grasps the door latch directly or with a tool; **Effect** The trap deals 3d12 electricity damage to the triggering creature (DC 22 basic Reflex save).

HEIDMARCH HEIST

ENCOUNTER A2 (LEVELS 5–6)

AZARKETI RUFFIANS (2)

CREATURE 4

UNCOMMON CN MEDIUM AMPHIBIOUS AZARKETI HUMANOID

Perception +10; low-light vision

Languages Azlanti, Common

Skills Athletics +12 (+14 to Swim), Acrobatics +11, Intimidation +8, Nature +10, Stealth +11 (+13 when submerged in water)

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

Items boarding pike, javelins (3)

AC 21; **Fort** +12, **Ref** +11, **Will** +8

HP 60

Hydration Azarketi must regularly submerge themselves in water to rehydrate their water-acclimated skin. After the first 24 hours outside of water, they gain a –1 status penalty to Fortitude saves as their skin cracks and their gills become painful. After 48 hours, they struggle to breathe air and begin to suffocate until returned to water.

Attack of Opportunity ⤵

Speed 25 feet; swim 25 feet

Melee ♦ boarding pike +14 (reach, shove), **Damage** 1d10+8 piercing

Ranged ♦ javelin +13 (thrown 30 feet), **Damage** 1d6+6 piercing

SCALING ENCOUNTER A2

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

10–11 Challenge Points: Add one brine shark to the encounter.

12–13 Challenge Points: Add two brine sharks to the encounter.

14–15 Challenge Points: Add two azarketi ruffians to the encounter. These ruffians are friends of Tidepool and Ocean Dream and have the same conditions for surrender.

16–18 Challenge Points (5+ players): As 14–15 Challenge Points, except also add one brine shark to the encounter.



BRINE SHARK

CREATURE 3

N MEDIUM AQUATIC ELEMENTAL WATER

Pathfinder Bestiary 152

Perception +8; darkvision

Skills Athletics +10, Stealth +11, Survival +8

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

AC 19; **Fort** +9, **Ref** +11, **Will** +6

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Speed 15 feet, swim 50 feet

Melee ♦ jaws +11, **Damage** 1d12+7 piercing plus Grab

Deep Plunge ♦ The brine shark dives straight down into the water, moving up to twice its swim Speed in a straight vertical line. It can use this ability while grabbing a creature.

HEIDMARCH HEIST

ENCOUNTER B (LEVELS 5-6)

AZLANTI CUTPURSES (2)

CREATURE 3

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +10

Languages Azlanti, Common, Thassilonian

Skills Acrobatics +9, Athletics +8, Intimidation +8, Society +6, Stealth +9, Thievery +9

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

Items dagger, shortbow (10 arrows), shortsword, studded leather

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

HP 40

Surprise Attack On the first round of combat, if an Azlanti cutpurse rolls Stealth for initiative, creatures who haven't acted are flat-footed to them.

Speed 25 feet

Melee ♦ shortsword +11 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

Ranged ♦ dagger +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Ranged ♦ shortbow +11 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

Quick Draw ♦ An Azlanti cutpurse Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack An Azlanti cutpurse deals an extra 1d6 precision damage to flat-footed creatures.

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 Azlanti cutpurse to the encounter.

12-13 Challenge Points: Add two Azlanti cutpurses to the encounter.

14-15 Challenge Points: Add one Azlanti cutpurse and one Azlanti novice sorcerer to the encounter.

16-18 Challenge Points (5+ players): Add one Azlanti cutpurse and two Azlanti novice sorcerers to the encounter.

AZLANTI NOVICE SORCERER (0)

CREATURE 4

UNCOMMON CN MEDIUM HUMAN HUMANOID

Perception +8

Languages Azlanti, Common, Thassilonian

Skills Arcana +10, Deception +12, Gambling Lore +10, Society +10, Stealth +8

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

Items dagger

AC 18; **Fort** +8, **Ref** +11, **Will** +14

HP 45

Speed 25 feet

Melee ♦ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

Ranged ♦ dagger +9 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Arcane Spontaneous Spells DC 21, attack +13; **2nd** *dispel magic*, *flaming sphere*, *hideous laughter*, *knock* (4 slots); **1st** *fear*, *feather fall*, *grease*, *magic missile* (4 slots); **Cantrips (2nd)** *electric arc*, *ray of frost*, *shield*, *tanglefoot*, *telekinetic projectile*

Blood Magic After casting *magic missile* or *dispel magic*, the novice sorcerer gains a surge of ancestral memories, which they can use to grant themselves or one target a +1 status bonus to skill checks for 1 round.

Reach Spell ♦ (metamagic) An Azlanti novice sorcerer can extend the range of their spells. If the next action they use is to Cast a Spell that has a range, increase that spell's range by 30 feet. If the spell normally has a range of touch, the sorcerer extends its range to 30 feet.

HEIDMARCH HEIST

KROSOVAHN MENDESIL

CREATURE 5

UNIQUE

CE

MEDIUM

HUMAN

HUMANOID

Perception +12

Languages Azlanti, Common, Thassilonian

Skills Acrobatics +11, Arcana +12, Athletics +11, Deception +13, Intimidation +13, Society +8, Stealth +11, Thievery +13, Underworld Lore +12

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

Items *climbing bolt*, daggers (3), *lesser potion of healing*, shortbow (20 arrows), +1 *shortsword*, studded leather, tanglefoot bag, *wayfinder of the open road*

AC 22; **Fort** +11, **Ref** +15, **Will** +8

HP 72

Deny Advantage Krosovahn Mendesil isn't flat-footed to creatures of 5th level or lower that are hidden, undetected, flanking, or using surprise attack.

Surprise Attack On the first round of combat, if Krosovahn Mendesil rolls Deception or Stealth for initiative, creatures who haven't acted are flat-footed to him.

You're Next ➤ (emotion, feat, mental) **Trigger** Krosovahn Mendesil reduces an enemy to 0 Hit Points; **Effect** After downing the foe, Krosovahn Mendesil menacingly reminds another foe that he's coming after them next. Krosovahn Mendesil attempts an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that he can see and that can see him.

Speed 30 feet

Melee ➤ *shortsword* +14 (agile, finesse, magical, versatile S), **Damage** 1d6+8 piercing

Melee ➤ dagger +13 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Ranged ➤ dagger +13 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Ranged ➤ shortbow +13 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+6 piercing

Quick Draw ➤ Krosovahn Mendesil Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack Krosovahn Mendesil deals an extra 2d6 precision damage to flat-footed creatures.

HEIDMARCH HEIST

APPENDIX 2: LEVEL 7–8 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 7th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 33 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A1 (LEVELS 7–8)

FIREBALL RUNE

HAZARD 5

EVOCATION FIRE MAGICAL TRAP

Pathfinder Core Rulebook 524

Stealth DC 24 (expert)

Description An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.

Disable DC 22 Thievery (expert) to erase the rune without triggering the sensor, or dispel magic (3rd level; counteract DC 20) to counteract the rune

Fireball ⤵ (arcane, evocation, fire) **Trigger** A living creature enters the sensor area; **Effect** The rune detonates a fireball centered on the triggering creature’s square. This is a 3rd-level *fireball* spell that deals 6d6 fire damage (DC 22 basic Reflex save).

HEIDMARCH HEIST

ENCOUNTER A2 (LEVELS 7-8)

GIANT MORAY EEL

CREATURE 5

N **LARGE** **ANIMAL** **AQUATIC**

Pathfinder Bestiary 142


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

Skills Acrobatics +9, Athletics +13, Stealth +13


Str +6, **Dex** +2, **Con** +3, **Int** -4, **Wis** +2, **Cha** -1


AC 21; **Fort** +14, **Ref** +13, **Will** +9


HP 65; **Resistances** bludgeoning 5, piercing 5

Ambush  **Trigger** A target creature passes within 20 feet of the giant moray eel's hiding place and has not detected the giant moray eel. **Effect** The giant moray eel lunges out of its hiding place, swims directly toward the triggering creature, and makes a jaws Strike against it. The target creature is flat-footed to this attack.

Speed 10 feet, swim 40 feet

Melee  jaws +15 (reach 10 feet), **Damage** 2d6+8 piercing plus Grab

Pharyngeal Jaws  **Requirements** The giant moray eel has a creature grabbed in its jaws. **Effect** The giant moray eel uses its second set of jaws to pull the prey into its gullet. The eel deals 1d6+4 piercing damage to the grabbed creature and gains a +2 circumstance bonus to its Swallow Whole attempts and to the DC for the creature to Escape. This effect ends if the target Escapes or the giant moray eel Swallows it Whole.

Swallow Whole  (attack) Small, 1d6+6 bludgeoning, **Rupture** 12

SCALING ENCOUNTER A2

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

19-22 Challenge Points: Add one moray eel to the encounter.

23-27 Challenge Points: Add two moray eels to the encounter.

28-32 Challenge Points: Add two hardened azarketi ruffians to the encounter. These ruffians are friends of Tidepool and Ocean Dream and have the same conditions for surrender.

33+ Challenge Points: As 28-32 Challenge points, except also add one moray eel to the encounter.



HARDENED AZARKETI RUFFIANS (2)

CREATURE 6

UNCOMMON **CN** **MEDIUM** **AMPHIBIOUS** **AZARKETI** **HUMANOID**

Perception +16; low-light vision

Languages Azlanti, Common

Skills Athletics +13 (+15 to Swim), Acrobatics +14, Intimidation +12, Nature +12, Stealth +14 (+16 when submerged in water)

Str +5, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +0

Items boarding pike, javelins (3)


AC 24; **Fort** +14, **Ref** +14, **Will** +12


HP 95

Hydration Azarketi must regularly submerge themselves in water to rehydrate their water-acclimated skin. After the first 24 hours outside of water, they gain a -1 status penalty to Fortitude saves as their skin cracks and their gills become painful. After 48 hours, they struggle to breathe air and begin to suffocate until returned to water.

Attack of Opportunity 

Speed 25 feet; swim 25 feet

Melee  boarding pike +17 (reach, shove), **Damage** 1d10+13 piercing

Ranged  javelin +16 (thrown 30 feet), **Damage** 1d6+11 bludgeoning

HEIDMARCH HEIST

ENCOUNTER B (LEVELS 7-8)

AZLANTI THIEVES (2)

CREATURE 5

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +15

Languages Azlanti, Common, Thassilonian

Skills Acrobatics +13, Athletics +11, Intimidation +11, Society +11, Stealth +13, Thievery +13

Str +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

Items dagger, shortbow (10 arrows), shortsword, studded leather

AC 22; **Fort** +9, **Ref** +15, **Will** +12

HP 70

Surprise Attack On the first round of combat, if an Azlanti thief rolls Stealth for initiative, creatures who haven't acted are flat-footed to the Azlanti thief.

Speed 25 feet

Melee ♦ shortsword +15 (agile, finesse, versatile S), **Damage** 1d6+10 piercing

Melee ♦ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+10 piercing

Ranged ♦ dagger +15 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+10 piercing

Ranged ♦ shortbow +15 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+8 piercing

Quick Draw ♦ An Azlanti thief Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack An Azlanti thief deals an extra 1d6 precision damage to flat-footed creatures.

KROSOVAHN MENDESIL

CREATURE 7

UNIQUE CE MEDIUM HUMAN HUMANOID

Perception +14

Languages Azlanti, Common, Thassilonian

Skills Acrobatics +13, Arcana +15, Athletics +13, Deception +15, Intimidation +17, Society +11, Stealth +13, Thievery +20, Underworld Lore +15

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

Items climbing bolt, daggers (3), lesser potion of healing, shortbow (20 arrows), +1 shortsword, studded leather, tanglefoot bag, wayfinder of the open road

AC 26; **Fort** +13, **Ref** +17, **Will** +10

HP 111

Deny Advantage Krosovahn isn't flat-footed to creatures of 7th level or lower that are hidden, undetected, flanking, or using surprise attack.

Evasion When Krosovahn rolls a success on a Reflex save, he gets a critical success instead.

Surprise Attack On the first round of combat, if Krosovahn rolls Deception or Stealth for initiative, creatures who haven't acted are flat-footed to him.

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 Azlanti thief to the encounter.

23-27 Challenge Points: Add two Azlanti thieves to the encounter.

28-32 Challenge Points: Add one Azlanti thief and one Azlanti sorcerer to the encounter.

33+ Challenge Points: Add one Azlanti thief and two Azlanti sorcerers to the encounter.

You're Next ☞ (emotion, feat, mental) **Trigger** Krosovahn reduces an enemy to 0 Hit Points; **Effect** After downing the foe, Krosovahn menacingly reminds another foe that he's coming after them next. Krosovahn attempts an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that he can see and that can see him.

Speed 30 feet

Melee ♦ shortsword +18 (agile, finesse, magical, versatile S), **Damage** 1d6+10 piercing

Melee ♦ dagger +17 (agile, finesse, versatile S), **Damage** 1d4+8 piercing

Ranged ♦ dagger +17 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Ranged ♦ shortbow +17 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+8 piercing

Gang Up Any enemy is flat-footed against Krosovahn's melee attacks due to flanking as long as the enemy is within melee reach of both Krosovahn and one of his allies.

Quick Draw ♦ Krosovahn Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack Krosovahn deals an extra 2d6 precision damage to flat-footed creatures.

HEIDMARCH HEIST

AZLANTI SORCERER (0)

CREATURE 6

UNCOMMON

CN

MEDIUM

HUMAN

HUMANOID

Perception +11

Languages Azlanti, Common, Thassilonian

Skills Arcana +13, Deception +15, Gambling Lore +13, Society +13, Stealth +11

Str +2, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +5

Items dagger

AC 21; **Fort** +11, **Ref** +14, **Will** +17

HP 70

Speed 25 feet

Melee ♦ dagger +12 (agile, finesse, versatile S), **Damage** 2d4+7 piercing

Ranged ♦ dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d4+7 piercing

Arcane Spontaneous Spells DC 24, attack +16; **3rd** *haste*, *lightning bolt*, *stinking cloud*, *wall of wind* (4 slots); **2nd** *dispel magic*, *flaming sphere*, *hideous laughter*, *knock* (4 slots); **1st** *fear*, *feather fall*, *magic missile*, *ray of enfeeblement* (4 slots); **Cantrips (3rd)** *electric arc*, *ray of frost*, *shield*, *tanglefoot*, *telekinetic projectile*

Reach Spell ♦ (metamagic) An Azlanti sorcerer can extend the range of their spells. If the next action they use is to Cast a Spell that has a range, increase that spell's range by 30 feet. If the spell normally has a range of touch, an Azlanti sorcerer extend its range to 30 feet.

HEIDMARCH HEIST

APPENDIX 3: GAME AIDS



SHEILA HEIMARCH



CANAYVEN HEIDMARCH

TAGHEEMA AND INGRIT



TIKI STITCHFEATHER



HEIDMARCH HEIST



EKKIE



NEW THASSILON FLAG



AZARKETI



BRINE SHARK

HEIDMARCH HEIST



GIANT MORAY EEL



MAGNIMAR SKYLINE

KROSOVAHN



PATHFINDER SOCIETY SCENARIO

HEIDMARCH HEIST

HANDOUT #1: INVESTIGATING THE THEFT

Pathfinders,

Signs point to this theft being partly an inside job. As the most recent visitors to Heidmarch Manor, you're the least likely to have been personally involved in this case. I would like you to conduct a thorough investigation.

Here are some avenues where you can start:

- Investigate the two potential crime scenes: Sheila's office and the Alchemy Lab at Eurythnia House.
- Interview the eyewitnesses to the fire.
- Ask around the lodge and find out if there are witnesses that have not come forward yet, and what they know.
- If you need to investigate any personal residences on the grounds of Heidmarch Manor, consider this your warrant. At the same time, don't abuse this power. Wait until you have at least some evidence before invading the privacy of our visitors, guests, staff and students.

Do inform me of any of your findings,

Sir Canayven Heidmarch

HEIDMARCH HEIST

HANDOUT #2: HEIDMARCH MANOR NPCs

The following people spend considerable time in Heidmarch Manor.

Venture Captains

The two venture-captains of this lodge are a pair of married aristocrats who pay the lodge's expenses with their own funds.

Sir Canayven Heidmarch (male human Taldan manager). Sir Canayven handles the logistics and supplies of the lodge, making sure that Pathfinders stay well-supplied.

Sheila Heidmarch (female human Taldan diplomat). The outgoing and fashionable face of Heidmarch manor, Sheila gives nearly all mission briefings.

Heidmarch Manor Staff

Ebrylis (male half-elf guard). A stalwart and reliable long-term employee of Heidmarch Manor, Ebrylis is often the first face that greets guests and Pathfinders alike.

Ekkie (female goblin scout). A former thief that once stole from the Pathfinder Society, Ekkie now teaches classes on traps and dungeon exploration.

Helvi Durner (female human Varisian cook). Deaf from birth, Helvi is known around the lodge for her boisterous laugh as much as for her flaky breakfast rolls.

Wumbrount Brios (male dwarf custodian). More than just a custodian, Wumbrount oversees the day-to-day operations of the Meeting House, including its rigorous class and training schedule.

Pathfinder Novices

Ingrit (non-binary human Ulfen wizard). Ingrit hails from Kalsgard in the Lands of the Linnorm Kings. They came here looking for better magical libraries than could be found at home.

Tagheema (female human Keleshite fighter). The athletic Tagheema is from Solku in Katapesh and is known for her abilities on horseback. When not training, she frequently volunteers time grooming the horses in Heidmarch Manor's stable.

Tiki Stitchfeather (female goblin alchemist). Tiki hails from the Crookedtoe tribe, a tribe that once lived in the southern Fangwood forest but was displaced by the Whispering Tyrant. Quiet and shy, she's an avid naturalist and alchemy student.

HEIDMARCH HEIST

HANDOUT #3: AQUATIC COMBAT RULES

This adventure features aquatic combat, which comes with a risk of drowning. The relevant rules from the *Pathfinder Core Rulebook* (page 478) are provided below for easy reference.

Aquatic Combat

Use these rules for battles in water or underwater.

- You're flat-footed unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a –2 circumstance penalty to melee slashing or bludgeoning attacks that pass through water.
- Ranged attacks that deal bludgeoning or slashing damage automatically miss if the attacker or target is underwater, and piercing ranged attacks made by an underwater creature or against an underwater target have their range increments halved.
- You can't cast fire spells or use actions with the fire trait underwater.
- At the GM's discretion, some ground-based actions might not work underwater or while floating.

Drowning and Suffocation

You can hold your breath for a number of rounds equal to 5 + your Constitution modifier. Reduce your remaining air by 1 round at the end of each of your turns, or by 2 if you attacked or cast any spells that turn. You also lose 1 round worth of air each time you are critically hit or critically fail a save against a damaging effect. If you speak (including casting spells with verbal components or activating items with command components) you lose all remaining air.

When you run out of air, you fall unconscious and start suffocating. You can't recover from being unconscious and must attempt a DC 20 Fortitude save at the end of each of your turns. On a failure, you take 1d10 damage, and on a critical failure, you die. On each check after the first, the DC increases by 5 and the damage by 1d10; these increases are cumulative. Once your access to air is restored, you stop suffocating and are no longer unconscious (unless you're at 0 Hit Points)

HEIDMARCH HEIST

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

Treasure Bundles

- An Abrupt Change of Plans, page 5: 1 Treasure Bundle for successfully helping put out the fire in the Alchemy Lab.
- A New Job, page 5: 1 Treasure Bundle as supplies from Sir Canayven Heidmarch.
- □ Confronting the Accomplices, page 10: 2 Treasure Bundles for getting Ingrid and Tagheema to confess their crimes without calling in outside help.
- □ Area A, page 10: 2 Treasure Bundles for defeating the azarketi brothers in the Old Fang.
- □ Running Tour of Magnimar, page 13: 2 Treasure Bundles for completing the chase in 12 or fewer chase rounds.
- □ Area B, page 16: 2 Treasure Bundles for defeating Krosovahn Mendesil at the Swift Dolphin.

CP Total	Level Range
8–14	5–6
16–18 (5+ players)	5–6
16–18 (4 players)	7–8
19+	7–8

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.

5th-level PCs = 2 points each

6th-level PCs = 3 points each

7th-level PCs = 4 points each

8th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 5–6 encounters appear in Appendix 1, and level 7–8 encounters appear in Appendix 2.

HEIDMARCH HEIST



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"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

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

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

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

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

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

HEIDMARCH HEIST

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Scenario #5-03: Heidmarch Heist

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Venture-Captain Sheila Heidmarch called you to a meeting at Heidmarch Manor, asking you to escort a unique item known as the *wayfinder of the open road* back to the Grand Lodge. However, a thief stole the item during the mission briefing and forced you to investigate the theft throughout Heidmarch Manor. You then pick up the thief's trail in a chase all through Magnimar. After your showdown with the thief, you were able to retrieve the unique *wayfinder* and complete your original mission.

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

Experience

Items

Notes

boarding pike^U (item 1, 8 sp, *Pathfinder Lost Omens Pathfinder Society Guide* 81)
everyneed pack, greater^U (item 7, discounted to 75 gp, limit 1, *Pathfinder Lost Omens Pathfinder Society Guide* 85)
pearly white spindle^U (item 3, 60 gp, *Pathfinder Lost Omens Pathfinder Society Guide* 120)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: D5IC

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