

SECOND EDITION

# PATHFINDER SOCIETY



## YEAR OF UNFETTERED EXPLORATION

Scenario #5-07

Levels 1-4

## SEWER DRAGON CRISIS

By Genevieve Rudat Olejnik



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## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 1-4**



**PLAYERS: 3-6**



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# SEWER DRAGON CRISIS

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens Absalom*, *Pathfinder Lost Omens Grand Bazaar*, and *Pathfinder Lost Omens Pathfinder Society Guide*

**Maps:** *Pathfinder Flip-Mat Classics: Haunted Dungeon* and *Pathfinder Flip-Mat Classics: Theater*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://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>.



## FACTION (RADIANT OATH)

## SUMMARY

At Absalom's Grand Lodge, Venture-Captain Drandle Dreng and Valais Durant introduce the PCs to Sewer Dragon emissary Pethjun, who hopes to shore up the alliance between her tribe and the Pathfinders. The three task the PCs with repairing the frayed relationship through diplomatic efforts and by addressing the damage caused by the Pathfinder Society's neglect. Promises of territory remain unfulfilled, other Undercity tribes have been attacking the Sewer Dragons freely, and their losses have been compounded by Pathfinder recruiting efforts.

Aboveground, the PCs speak with the sewer workers and city officials about rebuilding the Dragons' tunnels. Below, they meet with Chief Dragon Yiddlepode, who requests their assistance in taking back territory. The PCs must first prove their capability by completing a challenge course, simultaneously demonstrating their Pathfinder training. Meanwhile, an opposing faction within the Sewer Dragons led by the chief's brother, Trapmaster Tok, works to undermine the Pathfinders' efforts and break the alliance permanently. Things come to a head when Tok and his loyalists confront the PCs directly, ready to fight for control of the tribe.

There are two equally valid paths to victory: one via diplomacy and one via a show of strength. Valais strongly prefers a peaceful resolution that heals the fractured Sewer Dragons, as does Chief Dragon Yiddlepode, but it's up to the PCs to convince the tribe members through their words and actions, even if that means Tok's death.

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By Genevieve Rudat Olejnik

## ADVENTURE BACKGROUND

12 years ago, in 4711 AR, the Sewer Dragons formed an alliance with the Pathfinder Society after agents deposed the then-chief Kibizax, helping his daughter Yiddlepode cement her grasp over the tribe's leadership and defeating but sparing her brother, Trapmaster Tok. Yiddlepode has since served as chief of the Sewer Dragons and, as a forward thinker, has used agreements and alliances to greatly enrich her tribe. In fact, 3 years later, a group of Sewer Dragons saved Venture-Captain Drandle Dreng and a good part of Absalom from an attack by the Onyx Alliance of Shadow Absalom. These deeds have made members of the Sewer Dragons welcome in the Pathfinder Society, and many kobolds have left the tribe to join up.

This arrangement served the Sewer Dragons well until 4720, when a strange drilling machine gone amok in the Undercity caused immense damage to their territory and took many lives. Though Pathfinder Agents were able to rescue Chief Yiddlepode, Trapmaster Tok, and Pethjun, one of the tribe's best warriors, the Sewer Dragons' territory was left unstable. Drandle Dreng, the Pathfinder's main liaison with the kobold tribe, was to meet with them when disaster struck, and he disappeared. In fact, he was possessed by the spirit of a cyclopean demoniac in service to Urxehl, demon lord of storms and disasters. Though Drandle was eventually freed from possession, it has taken a huge toll on him. He's pulled back from his duties as a Venture-Captain, and having been unmasked as a Decemvirate member, he was forced to step down from that role entirely.

Drandle Dreng's exhaustion has left the Sewer Dragons in limbo, as their primary Pathfinder contact has lost most of his political power. They've remained in their unstable territory for the past three years, holding to the agreement made to the Pathfinders. Chief Yiddlepode still believes that these agreements with outsiders are the best way to keep the Sewer Dragons strong, but doubts have arisen among other members of the tribe in the ensuing years. Trapmaster Tok especially has begun to blame the Pathfinders for their

## WHERE ON GOLARION?

*Sewer Dragon Crisis* is set in the sewers and buried structures that make up the underground of Absalom. The Undercity bustles as actively as the metropolis above, but with an altogether shadier bent. Warring tribes compete for prime territory, making its political climate as uncertain as its terrain.



misfortune. He sees their best spellcasters and warriors leave their territory to strengthen the ranks of these outsiders while their home crumbles, and his anger has boiled over. He's challenged Yiddlepode for command of the Sewer Dragons, and she has turned again to the Pathfinders. Though it shames her to admit it, there's enough truth in Tok's complaints that she can't simply dismiss them, although she realizes his leadership would weaken them further. As long as the status quo holds, however, similar unrest will continue to broil beneath the surface. She doesn't have the connections to solve their territorial issues, nor does she feel her tribe has the strength to claim other territory by force. She knows the Pathfinders have both, though.

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## GETTING STARTED

The PCs begin in the Founder's Garden at Absalom's Grand Lodge, where **Venture-Captain Drandle Dreng** (NG male human trickster) has called them along with **Valais Durant** (LG female aasimar ritualist), leader of the Radiant Oath, to discuss the Pathfinder Society's political alignment with the Sewer Dragons. Their emissary, **Pethjun** (LE female kobold warrior; art on page 32), soon joins them. The mood is tense but hopeful.

Read or paraphrase the following to get the adventure underway.

The familiar face of Venture-Captain Drandle Dreng looks haggard, his tired demeanor betraying his reasoning for meeting in the Founder's Garden rather than his usual offbeat selection. He gestures to the pale aasimar woman accompanying him. "You know Valais Durant, don't you? Well, she's generously agreed to help me on this assignment I'm about to give you." He sighs. "I'm afraid I've let down our allies in the Undercity, the Sewer Dragons. Those kobolds are the ones who've been keeping everything together down there, not to mention all the help they've given the Society over the years. We—I have been a rather poor friend to them these last three years, and—"

Valais interrupts gently as his voice starts to break. "And we're ready to change that. We're here to meet Pethjun, their emissary, and to address the Sewer Dragon's unhappiness directly. That's where you'll be most helpful. She should be waiting for us just up here."

Valais leads the PCs to a secluded corner, where a proud kobold warrior stands ready. She and Drandle exchange warm greetings, and she nods to the PCs and Valais. If any of the PCs are Sewer Dragons, she greets them by name and with a hearty clap on the shoulder. Pethjun doesn't waste time with any other pleasantries.

"Pathfinders, this is a time of uncertainty for our tribe. You may know that three years ago a fearsome machine tore through our territory and—" she glances at Drandle "—damaged our reputation along with it. We have held fast to our deal, but frankly, the Pathfinder Society has not. Chief Dragon Yiddlepode asks you to remedy this now. Prove that we were not fools to trust you." She looks at the group as if to gauge their reactions to this challenge, then continues. "Large parts of our territory remain unusable, and still more is being taken. Our enemies see our weakness and are becoming bolder in their attacks. Pathfinder recruitment is taking away

our best young warriors, and there are many tribe members who, like Trapmaster Tok, believe you have made us weak. Please. Help us rebuild. Help us take back our warren. The Chief Dragon trusts you won't hesitate." She punctuates her words with a salute, then continues in a gentler tone.

"Chief Dragon Yiddlepode believes that her brother—that Tok will listen to reason. There is a mission he has planned that you should join. Talk with his loyalists. Talk to him. Show them the worth of your alliance."

Pethjun has a few minutes to spare to answer some questions.

**Who is encroaching on the Sewer Dragons' territory?** Pethjun hisses derisively. "Hatchlings who think they have formed their own tribe, the so-called 'Tunnel Scales.' Sss! They would never have dared nest here three years ago." She shakes her head. "But they've picked up a few clever tactics, so don't underestimate them."

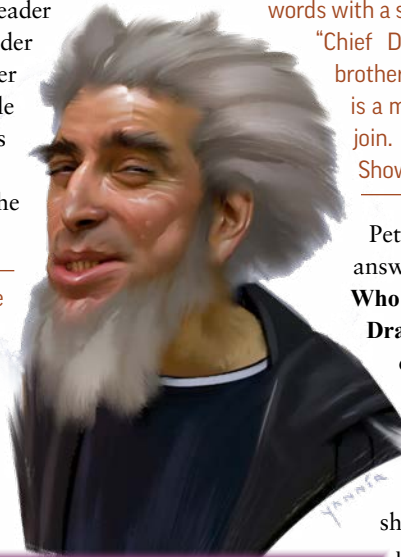
**What can we do to convince the Sewer Dragons of our alliance?**

Pethjun says, "Aside from getting our tunnels repaired and fighting alongside us to reclaim the warrens, talk to our tribe members—especially to Trapmaster Tok and his entourage. They'll surely tell you their complaints, and perhaps you can address those directly. I believe Tok has plans to remove trespassers from the warrens within a few days. Joining him could go a long way."

**Who is Trapmaster Tok/Who is leading the discontent?** Pethjun hesitates before saying, "Trapmaster Tok is Chief Dragon Yiddlepode's brother. They were close as young but have always disagreed on matters of politics, and Tok is letting his resentment and frustration with her leadership fester. If you can convince Trapmaster Tok to trust his sister again, you could heal a growing divide in our tribe. As it is, I believe he has been undermining her at every turn, even as she goes to him for counsel. She sees so much, and yet is blind to his maneuvers. And now he has directly challenged her for leadership."

When the PCs have no additional questions for Pethjun, she steps back with a purposeful stride, trusting Drandle and Valais to handle further details.

"There is also something you can do about the damage to the sewers," Valais adds. "Drandle has pulled some strings with the High Council and arranged an early dinner with Larrett, our Commissioner of Sewers, at The Golden Serpent today. Try to convince him to put the Commission's resources



DRANDLE DRENG

# SEWER DRAGON CRISIS

towards repairing the damage to the sewers under the Ivy District. Oh—and I recommend speaking with Adula Tremane. She's the forewoman of the sewer maintenance crew. I can arrange a meeting with her as well if you'd like." She pauses. "Do you have any questions? You'll be reporting to the alleyway entrance, which Drandle can show you, tomorrow morning. Pethjun will then take you to meet with Chief Dragon Yiddlepode."

The PCs may ask the following questions before or after Pethjun leaves. Drandle and Valais take the lead regarding direct actions.

**Why should we get involved in a kobold political struggle?** With a brief bout of renewed vigor, Drandle says, "An understandable question, and yet it misses the point entirely! Aside from the Pathfinders losing a valuable ally, if Chief Yiddlepode lost control of the tribe to Trapmaster Tok, his leadership would destroy them. He's passionate about his tribe but is a short-term thinker, so let's not double that mistake, eh? The Sewer Dragons are crucial to the Undercity's current stability, and a destabilized Undercity is a destabilized Absalom, you know." He sits down, exhausted, after his outburst. Valais, seeing his exhaustion, continues for him. "What's more, our recruitment efforts have possibly been too successful. Many Sewer Dragons have joined the Society and now travel to many distant places—and are often far away from their tribe." If any PCs are Sewer Dragons, she adds, "Not that we begrudge you, or feel you don't belong here, but there are some in your tribe who seem to resent the numbers we've drawn."

**Can Drandle or Valais help?** Drandle is not well enough to help physically but can pull some strings and organize meetings with the right people. Valais is needed elsewhere with the Radiant Oath and believes the party has things well in hand.

**How can we repair the tunnels?** Valais smiles gently. "We do not expect you to do the physical work yourselves, of course. Drandle has arranged a meeting with Absalom's Commissioner of Sewers. We trust you to convince him and the city to finally complete the sewer repairs they've promised. You may also wish to speak with Adula Tremane, the forewoman for the sanitary

workers, to see if she can give you any other support. I believe she would be interested in what you have to say."

**How are the PCs expected to help reclaim territory/convince the Sewer Dragon kobolds?** Valais says, "I have asked Chief Dragon Yiddlepode to meet with you tomorrow to discuss such things. Pethjun will show you the way."

Valais ensures that the PCs understand the following before she dismisses them: they are to assist the tribe in taking back territory, likely involving a physical skirmish, for which they should report tomorrow morning to a designated sewer entrance. They are to speak to Larrett, the Commissioner of Sewers, about repairs during this afternoon's meeting. Additionally, they may speak with Adula Tremane about the sewers, as well as speak with the various Sewer Dragon tribe members to understand their complaints.

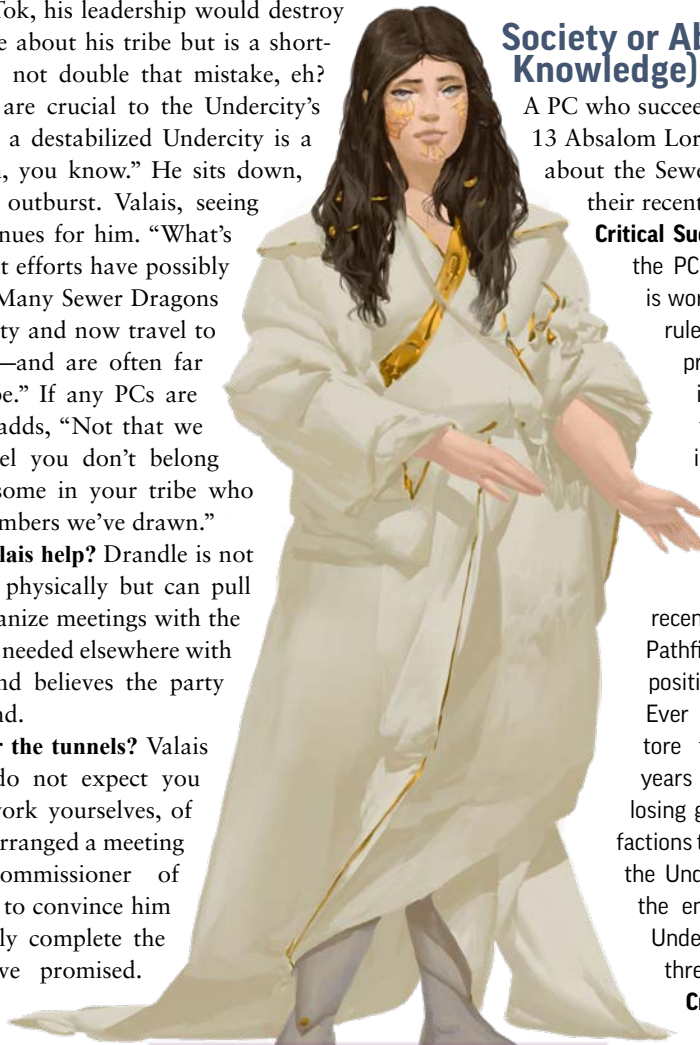
## Society or Absalom Lore (Recall Knowledge)

A PC who succeeds at a DC 15 Society or DC 13 Absalom Lore check to Recall Knowledge about the Sewer Dragons may be aware of their recent history.

**Critical Success** As success. Additionally, the PC confirms that Trapmaster Tok is working to overthrow Yiddlepode's rule, fracturing the tribe in the process. While he has good intentions, his strategy functions in opposition to his intended outcome.

**Success** The Sewer Dragons are the lynchpin of the political stability of the Undercity, and until recently, their alliance with the Pathfinders helped to strengthen their position and maintain that stability. Ever since the strange machine tore through their territory three years ago, however, they have been losing ground to the small, squabbling factions that make up much of the rest of the Undercity's society. This threatens the entire political structure of the Undercity and is therefore no small threat to Absalom itself.

**Critical Failure** Despite their alliance with the Pathfinders, the Sewer Dragons are secretly working with the Onyx



VALAIS DURANT

# SEWER DRAGON CRISIS

Alliance, intending to take down the whole of Absalom via infiltration from the sewer system.

Once the PCs have asked their questions, they may prepare for the coming days. They are expected to meet with Larrett later this afternoon for an early dinner.

## REBUILDING TRUST

Three years of neglect by the Pathfinders have left their reputation with the Sewer Dragons in tatters. While most Sewer Dragon members are not hostile toward the PCs, some hold a pernicious and cynical belief that they have been used for their resources, and that once they are no longer seen as useful, the Pathfinders will disavow their alliance. Under Yiddlepode's guidance and strongly held belief that the Pathfinders are good allies, the kobolds are still willing to hear them out. Alongside the strength of Drandle Dreng's relationship with the Sewer Dragons, this is what allows the PCs to attempt these diplomatic overtures.



PETHJUN

## RUNNING AN INFLUENCE ENCOUNTER

You will be using the Influence subsystem for both the party's meal with Larrett as well as the optional meeting with Adula Tremane. A brief overview follows; more details can be found in the Gamemastery Guide (pages 151-153). Each influence encounter is divided into rounds, during which each PC may take one Influence or Discover action. For the meeting with Larrett, there will also be unique actions available during certain parts of the meal. Influence Points are gathered over the course of the encounter, with thresholds noted in the stat blocks that determine the overall outcome.

### INFLUENCE

**CONCENTRATE** **LINGUISTIC**

You try to make a favorable impression on an NPC. Attempt a skill check (DCs found in the NPC's Influence stat block).

**Critical Success** Gain 2 Influence Points.

**Success** Gain 1 Influence Point.

**Critical Failure** Lose 1 Influence Point.

### DISCOVER

**CONCENTRATE** **SECRET**

You study an NPC to learn more about their preferences and behaviors. Attempt a Perception or skill check (DCs found in the NPC's Influence stat block).

**Critical Success** Choose two from Success (you can choose the same option twice to learn two pieces of information from the same category).

**Success** Choose one: You learn which skill that can Influence the NPC has the lowest DC, one of the NPC's personal biases, one of their resistances, or one of their weaknesses.

**Critical Failure** Choose one, as success, but the information is incorrect.

## REPAIRING THE TUNNELS

Much of the damage to the Sewer Dragons' territory is within Absalom's sewer network, putting repairs under the Sewer Commission's jurisdiction. The Sewer Dragons have neither the workforce nor resources to undertake

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major infrastructural overhauls, but their relationship with the city is at best one of thin tolerance. The Commission has been slow to undergo any major repairs, preferring to spend their funds elsewhere, typically coinciding with complaints from influential members of Absalom high society. Additionally, sanitation workers do not generally consider Sewer Dragon territory safe to work in, meaning that even regular maintenance tasks are long overdue in many of the tunnels that make up the warren. This is an unsustainable situation that, in the long term, will almost certainly result in a complete collapse of the Ivy District's sewers—and the Sewer Dragon's home.

The Pathfinders' main target of influence is **Larrett** (LE male wererat aristocrat), known by some as the corrupt "Lord Filth," the High Council's Commissioner of Sewers. Despite having received various requests from Chief Dragon Yiddlepode to meet regarding repairs, Larrett has ignored the issues in the Sewer Dragons' territory so far; they lack the influence he craves. The Pathfinder Society, and more importantly, Drandle Dreng, has enough clout to grant the PCs a meeting over lunch in one of the Ivy District's well-known fine dining establishments, The Golden Serpent. The seven-course meal offers the party a chance to convince Larrett to focus the Sanitation Commission's efforts on conducting repairs to the sewers beneath them.

Separately, the PCs can speak with **Adula Tremane** (NG female human laborer). She heads the maintenance crew keeping the sewers of Absalom functional, and, although unsure why Pathfinders would bother with her, she will meet with the PCs on Valais' request.

Read or paraphrase the following once the PCs are ready to attend that afternoon's meeting with Larrett.

Drandle gives directions to The Golden Serpent, a fashionable restaurant and lounge in the Ivy District, where he has arranged a meeting with the Commissioner of Sewers over a lavish early dinner—paid for by the Pathfinders, of course. Before seeing you off, the wizened venture-captain gives you all a look far more serious than any you've seen on his face previously and sighs before explaining, "Larrett is not an individual we can afford to offend. He's corrupt to the core and barely makes the effort to hide that, but his power in the city is real. Offend him, and it

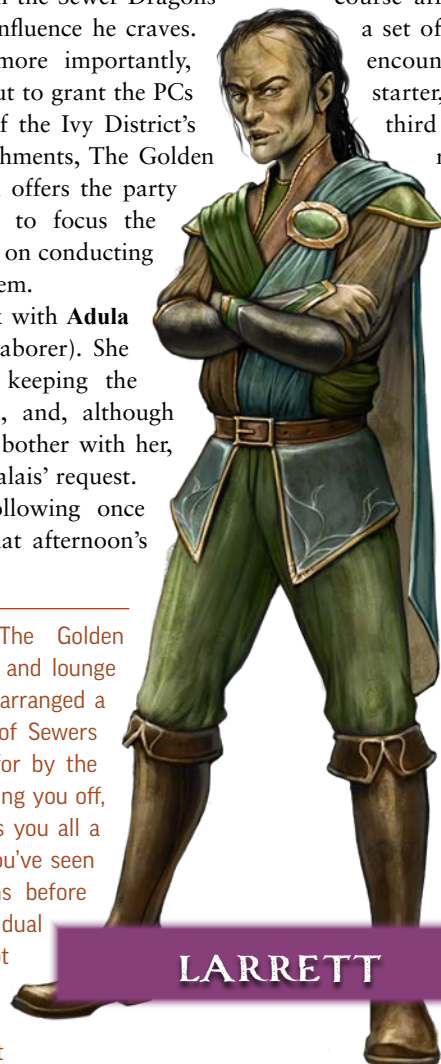
will be the Sewer Dragons who suffer. They've trusted us too much to fail them over some corrupt official. I need you all on your best behavior, regardless of how Larrett acts." With that, he gestures toward a pair of intricately carved doors covered in a gilded snake motif.

Within the dramatic interior, a thin, impeccably dressed azarketi eyes you with some judgment and a hint of disdain, but he recognizes actual patrons when he sees them. He directs you to a quiet corner booth decked out in plush red velvet and gold ornamentation. Leaning back in a position of smug authority, with a hint of a smarmy buck-toothed grin, Larrett looks like his broadsheet caricature come to life. He motions for you to join him on the overstuffed seating.

## A. THE WERERAT AND THE SERPENT MODERATE

Larrett is willing to parlay only while the meal lasts. Thankfully for the PCs, it is an extravagant seven-course affair with pre- and post-meal drinks, with a set of courses acting as one round in the social encounter—the first during the aperitif and starter, the second during the fish and main, the third during the cheese and dessert, and the final round during the digestif as the meal wraps up—for a total of 4 social rounds. The place-setting is excruciatingly precise, and the waiters are discreet, timing their explanations of each course with the pace of your conversation. Larrett begins with a bemused indifference. He's clearly here for the free, expensive meal and initially regards the PCs as bumpkins out of their element, amusing and harmless. Be sure to have him show increased interest and affability as the PCs reach each threshold; indicate when they've reached the third and final threshold clearly, which conveys to them that he's completely convinced and now regards the PCs in a very positive light.

**Round 1 Aperitif and Starter:** At the start of the aperitif, the stoic-faced waiter offers tiny, beautifully cut crystal glasses of a bright emerald beverage. "Would our esteemed guests care for a cocktail made with the finest elven absinthe?" On the table are small cubes of yellowish, translucent gelatinous material that the waiter describes as ochre jelly, "To cleanse the palate." It is incredibly bitter and does the job effectively. Proper preparation of the dish means there's no



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chance of injury; instead, the jelly leaves a pleasantly acidic tingle in the mouth. For the starter, fat beetles are drowned in clarified butter, with plenty of crusty bread for smearing. It is delicious. Larrett eats greedily, leaving food on his face; the PCs have a +1 circumstance bonus on all checks while he appears less intimidating during this round. The cocktails and ochre jelly palate cleanser provide two unique influence actions this round.

## BOTTOMS UP

### MANIPULATE

You drink the incredibly strong cocktail without coughing or otherwise showing discomfort in an effort to impress Larrett. Attempt a DC 14 (DC 17 for levels 3–4) Fortitude save.

**Critical Success** Gain 2 Influence Points.

**Success** Gain 1 Influence Point.

**Critical Failure** Lose 1 Influence Point.

## DOWN THE HATCH

### CONCENTRATE MANIPULATE

You calmly eat a portion of what many Pathfinders fight in the sewers to demonstrate to Larrett that you're well within your element. Attempt a DC 14 (DC 17 for levels 3–4) Will save.

**Critical Success** Gain 2 Influence Points.

**Success** Gain 1 Influence Point.

**Critical Failure** Lose 1 Influence Point.

**Round 2 Fish and Main:** Several staff present satchels of parchment, opening them with a flourish. The fish course is snapper drake, perfectly dressed with Sylirican lemons that cut through its fat with an extra sharp citrus tang. Meanwhile, the main course is not to be outdone. The star dish of the season is roasted manticore, carved at the table off a tail spike. The lean and gamy meat is heavily spiced and served over root vegetables, accompanied by an expertly paired sangwine.

## CULINARY EXPERTISE

### CONCENTRATE LINGUISTIC

You attempt to impress Larrett with your knowledge of the main portions of this meal. Attempt a DC 14 Nature check to Recall Knowledge (DC 17 for levels 3–4) or a DC 12 Cooking or Fishing Lore check to Recall Knowledge (DC 15 for levels 3–4).

**Critical Success** Gain 2 Influence Points.

**Success** Gain 1 Influence Point.

**Critical Failure** Lose 1 Influence Point.

**Round 3 Cheese and Dessert:** The cheese course includes several fine varieties of cheese from across Golarion, with plenty of bread and crackers passed around. The meal's dessert is a light custard with berries.

Larrett eats slowly, finding the PCs amusing enough by now to listen through the rest of their arguments rather than cut them off early.

## MAKE THE COMMISSIONER LAUGH

### CONCENTRATE LINGUISTIC

Larrett's amusement is apparent to all, and you attempt to take advantage of his jovial mood with a joke, a bawdy limerick, or something similar. Attempt a DC 14 (DC 17 for levels 3–4) Performance check to Perform.

**Critical Success** Gain 2 Influence Points.

**Success** Gain 1 Influence Point.

**Critical Failure** Lose 1 Influence Point.

**Round 4 Digestif:** Pesh brandy, served in thin glassware. It is warming and slightly sweet. Larrett hears out any last arguments before announcing his final decision. There are no special actions during the final round.

## LARRETT

Page 17 or 24, art on page 32

**Rewards:** If the PCs convince Larrett to help with the tunnel repairs by meeting his second threshold, Larrett leaves a platinum medallion worth 1 gp on the table as his calling card. For levels 3–4 this medallion is embossed with jewels, increasing the value to 5 gp.

**Development:** Reaching the second threshold qualifies as a success for the tunnel rebuilding objective. If that threshold is not met, the PCs may bolster their influence with the city by speaking with Adula Tremane.

## B. (OPTIONAL) ADULA TREMANE'S CREW MODERATE

If the PCs did not meet Larrett's second threshold, or if there is ample time left for the remaining encounters and the PCs want to make another ally, run this encounter. Although busy, Adula Tremane is willing to make some time to speak with the Pathfinders when Valais asks. She meets them in a city-owned building in the Ivy District and gives the party an hour (four influence rounds) before she has another appointment.

Read or paraphrase the following when the PCs start their meeting with Adula.

A well-muscled woman with a stern but kind face, Adula offers you a seat, pacing as she listens attentively. "Valais told me you were looking to get the sewers repaired here," she says, gesturing broadly at the Ivy District. "I agree that it's a project that needs to be done, but unless you've evicted those kobolds, there's no chance I'm sending my crew down

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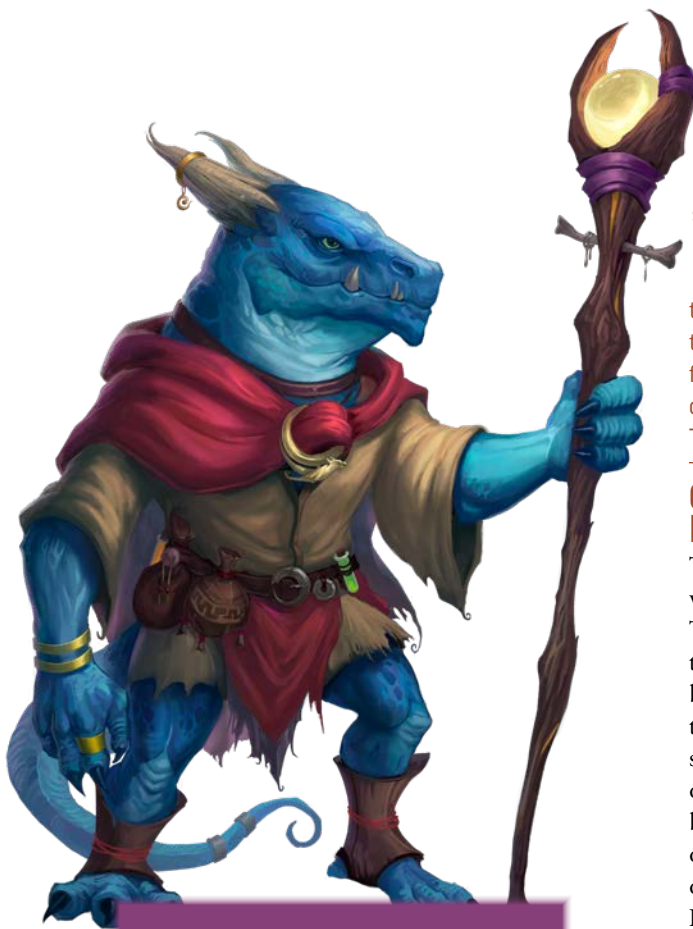
there. It's just too dangerous." She shows you a curdled chemical burn on her neck. "This one sent one of my workers to a cleric. And they've told us to stay out. They threatened us. I'm not going to risk lives for that. If it's their territory, they can do the repairs."

Adula listens intently to practical problems but has no patience for politics. She sees the damaged sewer tunnels as a long-term, but not immediate, concern for the people of the city and will not risk the lives of her workers while there isn't a clear plan in place. She is willing to be persuaded to act quickly, however, and holds the Pathfinder Society in high enough regard to consider their opinion with some weight.

## ADULA TREMANE

Page 18 or 25

**Development:** If the PCs met Larrett's first threshold, but not his second, meeting Adula's first threshold (or better) qualifies as a success for the tunnel rebuilding objective.



CHIEF YIDDLEPODE

## INTO THE UNDERCITY

The following day, the PCs meet Pethjun at the designated spot. With military precision, she brings them through the confusing maze of sewer tunnels and caves, including through collapsed areas previously occupied by the kobold tribe. She is polite but focused, answering questions without breaking stride, and the PCs quickly find themselves in the once opulent, now decaying theater that is the Sewer Dragon's seat of power. Onstage, in a large, comfortable chair lit by magic and mirrors, is a blue-scaled kobold in a bright red cloak. Chief Dragon Yiddlepode is flanked by several advisors, including a blue-scaled kobold the party recognizes as Trapmaster Tok.

"Pathfinders! Welcome. We thank you for coming," Chief Dragon Yiddlepode says, nodding to Pethjun. "Let us get straight to the point. Our warrens are shrinking. Outsiders encroach and attack us, and they have become bolder the longer we are unable to effectively fight against them. Pethjun reports that you are finding a means to repair the tunnels, but that will do us no good if they are simply taken by our enemies." She gestures to a blue-scaled kobold nearby. "Yipitok will be raiding one of the pockets of invaders in short order. You should join him. Prove you're willing to fight alongside us!" Tok reacts angrily, hissing while the other advisors slink away from the pair, and says, "Sister, why should I take these *Pathfinders* when they are unproven? We might as well take a juvenile before he's earned his first scale." Yiddlepode looks at her brother; this is clearly an ongoing disagreement. She thinks for a second, then smiles as she turns back to the PCs. "Pathfinders, Yipitok seems to think your training is unworthy. I suppose you'll have to pass through the Breath of the Dragon! This earns a young warrior full entry into our defensive ranks. Then you would be fully qualified to accompany the raid. Don't you agree, Yipitok?" The Trapmaster grumbles, annoyed, but agrees.

## C. THE BREATH OF THE DRAGON MODERATE

The Breath of the Dragon is the Sewer Dragon's young warriors' final test before full induction into their ranks. The challenge course takes an hour of the kobolds' time to set up, and in the meantime, the PCs are offered a quiet back room to wait in; they may also opt to spend some time speaking with tribe members. Pethjun is happy to speak with them but has no additional information to offer other than her perception that Pathfinders should be more than up to the challenge the course might offer. Others offer mixed responses if asked about their opinions on Pathfinders. A PC who succeeds at a DC 15 Diplomacy check to Gather Information or Society check to Recall Knowledge uncovers a clear split within the

# SEWER DRAGON CRISIS

tribe between Yiddlepode loyalists and those who believe a change of leadership is needed. A PC who critically succeeds at the check discovers that Tok has been actively agitating the tribe behind his sister's back, and that he has plans to sabotage the PCs' attempt at running the course. Currently, Trapmaster Tok is overseeing the course preparation and is in no mood to speak with them.

Read or paraphrase the following to start the challenge.

Chief Dragon Yiddlepode and Trapmaster Tok lead their dignitaries in a formal procession. Pethjun ushers you along just behind, in a position of honor. Where you stop, a mural of an iridescent dragon's head is painted around a tunnel opening just ahead. A ragged piece of red fabric taken from the theater's old curtain hangs across it, evoking the appearance of fire. Drawing to a halt, Chief Yiddlepode finally speaks. "This is the Breath of the Dragon." Pethjun indicates the start line for the party as a young and wiry blue-scaled kobold takes their place nearby. They eye you with surprised approval and give you a small bow in acknowledgment of your competition.

Chief Dragon Yiddlepode addresses the crowd. "Sewer Dragons and Pathfinders, for several years we have been friends and allies, but never have we had the pleasure of



SEWER DRAGON KOBOLD

## RUNNING A CHASE

The Breath of the Dragon uses the Chase subsystem rules. In a collective Chase challenge, the PCs accumulate Chase Points as a group to overcome each obstacle, typically by attempting the skill checks listed in the obstacle stat block. The result determines the number of Chase Points added to the group's total.

**Critical Success** The PCs gain 2 Chase Points.

**Success** The PCs gain 1 Chase Point.

**Critical Failure** The PCs lose 1 Chase Point (minimum 0 Chase Points).

Chase Points do not carry over to the next obstacle. PCs may try other skills or methods to overcome a given obstacle. Their creative use should be encouraged, so long as the solution posed helps to address the challenge in question. To set an alternate skill's DC, use the given skill DCs and any modifiers that might apply from the DC Adjustments table on Core Rulebook page 504. If an alternate method helps automatically—the use of a spell, for example—the PCs may gain 1 or 2 Chase Points on its success. A complete explanation of the Chase subsystem can be found in the Gamemastery Guide (pages 156-159). Each obstacle in the Breath of the Dragon takes a few minutes to reach and overcome. The kobold who initially ran off will advance 1 obstacle each round of the chase, going before the PCs, but unlike other chases, he begins in the same place as the PCs, since they aren't merely trying to catch him.

hosting this special challenge. With the completion of this course, you'll all be honorary members of our warrior ranks, fighting alongside our champions." She turns to Pethjun, "Please give them the marks." Pethjun looks at you and the runner, gauging your readiness. "On your mark. Five—four—three—two—one—begin!" The blue-scaled kobold takes off, disappearing through the curtain in a flash.

### RUSTED SEWER GRATE

### OBSTACLE (1 OR 3)

Page 19 or 26

The young warrior easily slips through the bars of a locked sewer grate spanning the tunnel ahead. It's long neglected, and the steel looks rusted.

# SEWER DRAGON CRISIS

## PARTIAL COLLAPSE

### OBSTACLE (1 OR 3)

Page 19 or 26

The sewer tunnel has collapsed in this area, blocking the immediate path but not making it completely impassable.

## TRIPWIRE SNARE

### OBSTACLE (1 OR 3)

Page 19 or 26

A thin wire has been placed across the path here. If tripped, a series of *tanglefoot bags* are deployed at the PCs to slow their progress.

## FORKED TUNNEL

### OBSTACLE (1 OR 3)

Page 19 or 26

Just around a tight corner, the course abruptly ends in a tee with no clear indication regarding which path to take.

## DISGUISED SUMP

### OBSTACLE (2 OR 4)

Page 19 or 26

What appears to be a shallow puddle across the path is a deep hole filled with sewer water and filth.

## RISING WATERS

### OBSTACLE (2 OR 4)

Page 19 or 26

An opened valve is spewing forth a rush of water and has already half-filled the tunnel. A small ledge remains above the surface, just behind the stream of water at the outfall.

## WAIST-HIGH FILTH

### OBSTACLE (1 OR 3)

Page 19 or 26

The sewer water is waist-deep for Medium creatures and stinks of excrement and rot. The bodies of dead rats float like warning buoys on the surface. Above the water line, a Small-sized opening indicates the presence of another path.

## TEETERING BOARD

### OBSTACLE (1 OR 3)

Page 19 or 26

A steep ascent covered by scree, this section of the tunnel is too difficult to climb up normally. A wooden board has been lain across the slope, stuck onto a large rock that causes it to teeter at its midpoint. When navigated, the board tilts with the PCs' weight.

**Rewards:** For completing the course, the Pathfinders are given an intricate pin in the shape of a dragon's head, worth 3 gp. PCs of levels 3–4 also receive the second half of the pin, a ruby-inlaid depiction of dragon's breath worth 4 gp.

**Development:** Completing the training course within one or fewer rounds of their kobold competition earns the PCs a success on the "Pathfinder Society value" objective. A party that finishes 2–3 rounds behind the kobold may boost their reputation by succeeding at a

DC 15 Diplomacy check to Make an Impression or a DC 13 Intimidation check to Coerce, boasting about their prowess to impress the tribe members and earn credit for the objective. For levels 3–4, Trapmaster Tok's influence is stronger, increasing the DCs by 3. A party that finishes 4 or more rounds behind the kobold completes the course and is allowed to accompany Tok's strike force but does not earn a success in the objective.

## STRENGTHENING TERRITORY

Tok begrudgingly sends the PCs along on a mission against a particularly irritating encroaching encampment, a group of other kobolds calling themselves the "Tunnel Scales." Tok's plan is to have his warriors ambush them; he may tell the PCs his general plan but is not forthcoming with specifics.

On the way to the planned attack, the party of PCs and four of Tok's loyalists runs into a war party of Bug Smasher goblins. As it happens, they are also trying to find the Tunnel Scales, who have embarked on a series of escalating raids after their successful incursion into Sewer Dragon territory emboldened them to greater ambitions. There is a chance to avoid the fight: the Bug Smashers' surprise and potential recognition that these are not the kobolds they want offers the PCs a possible way out.

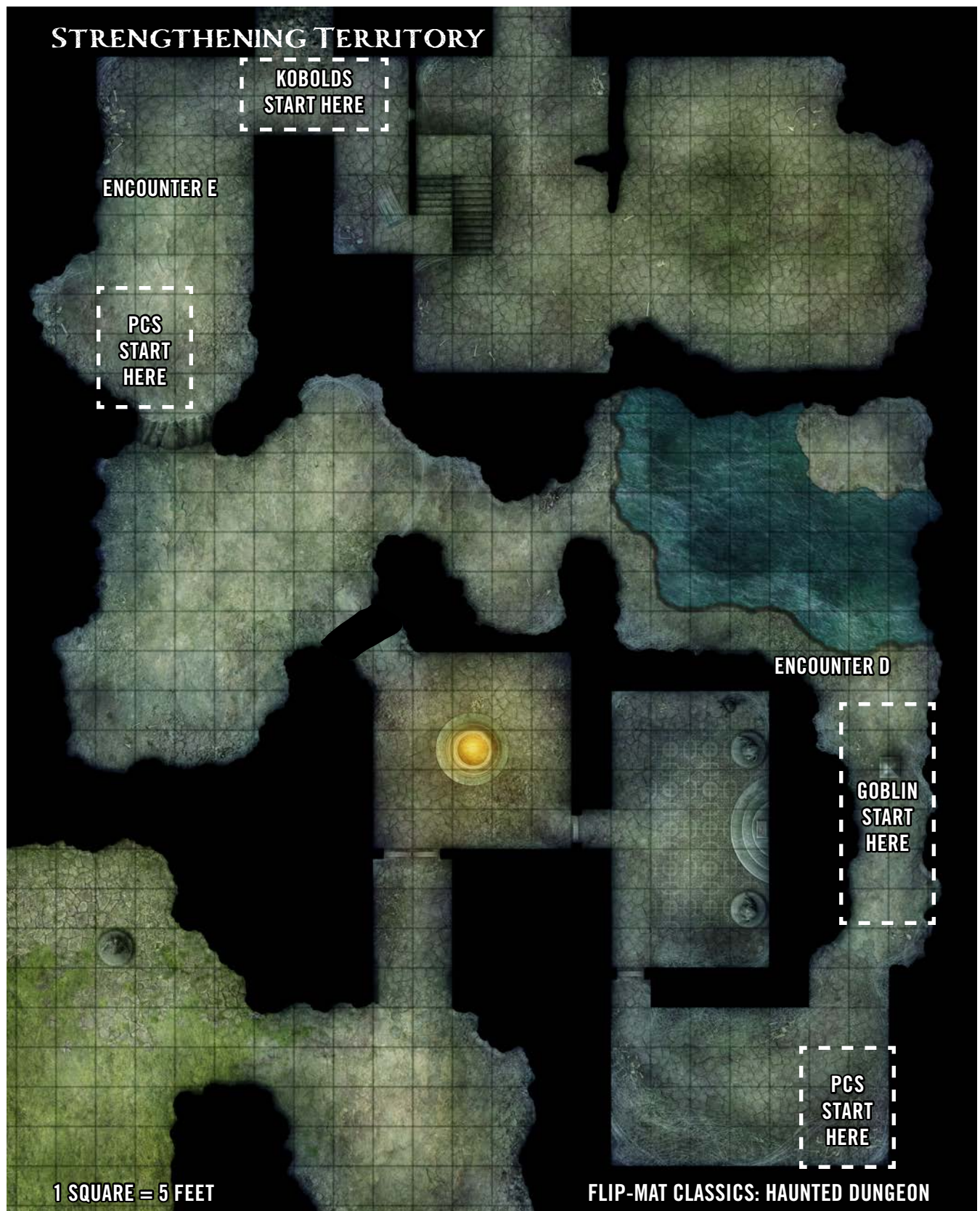
## D. NARROW TUNNELS (OPTIONAL) MODERATE

This encounter is optional; you should run it if over two hours remain in the scenario's time slot, or if you otherwise judge there is sufficient time. If you skip this encounter, add the rewards (including the treasure bundle) to encounter E (page 13). This encounter uses the map on page 12.

At a cramped and unpleasant section of the Undercity where the sewer tunnels meet some natural cave passages and produce a stinking, clinging dampness, the strike force scout leading your party suddenly stops. The same blue-scaled runner from your earlier challenge signals you to halt and hisses, "There's a—" before cutting off their sentence in surprise. A goblin scout, clearly mirroring your own scout's position and confusion, cuts off similar words, then shouts "Tunnel Scales?!" in a tone halfway between a warning to her party and a question to you.

The Bug Smashers do not attack immediately. Instead, they look expectantly at the PCs and wait for them to confirm or deny their allegiance to the despised Tunnel Scales. The PCs have the opportunity to speak with the goblins during this standoff before one of the goblins,

# SEWER DRAGON CRISIS



# SEWER DRAGON CRISIS

overwhelmed by circumstance, lets loose an arrow at the nearest PC and triggers initiative.

During these initial rounds, a PC who succeeds at a DC 13 Diplomacy check to Make an Impression or a DC 17 Intimidation check to Coerce convinces the goblins' leader that the PCs and their kobold companions are not enemies. For levels 3–4, the goblins are more on edge, increasing these DCs by 3. If talked down, the goblin leader, who simply calls himself Knife, explains that they are seeking out the Tunnel Scales after attacks on their territory. She tentatively asks what the PCs are doing and jumps at any opportunity to join forces with them.

If the PCs opt to attack immediately, or if the standoff devolves into a fight, the goblins jump into the fray with gusto. The kobolds with you hang back, saving their energy for their intended battle and using this simple fight to further judge the PCs' capabilities.

**Creatures:** Four rough-and-tumble goblin warriors (and their commando and goblin dog for levels 3–4) attack haphazardly and enthusiastically once violence is on the table. They will continue to fight until only one remains; the last goblin attempts to flee.



KOBOLD WARRIOR

## Levels 1–2

### GOBLIN WARRIORS (4)

CREATURE -1

Page 20

## Levels 3–4

### GOBLIN COMMANDO

CREATURE 1

Page 27

### GOBLIN DOG

CREATURE 1

Page 27

### GOBLIN WARRIORS (4)

CREATURE -1

Page 27

**Rewards:** If the Bug Smashers are defeated, the PCs find a small silver ring worth 10 sp, an unpolished garnet worth 1 gp, and several coins (together worth 1 Treasure Bundle). If they join the party instead, they dutifully hand over these items to the PCs, assuming that these “mercenaries” would demand payment regardless.

**Development:** If the PCs convince the Bug Smashers to join them, they follow the party, closely watched by the Sewer Dragons for signs of trouble. The goblins are just happy to have the extra numbers on their side.

## E. MAKESHIFT WARREN MODERATE

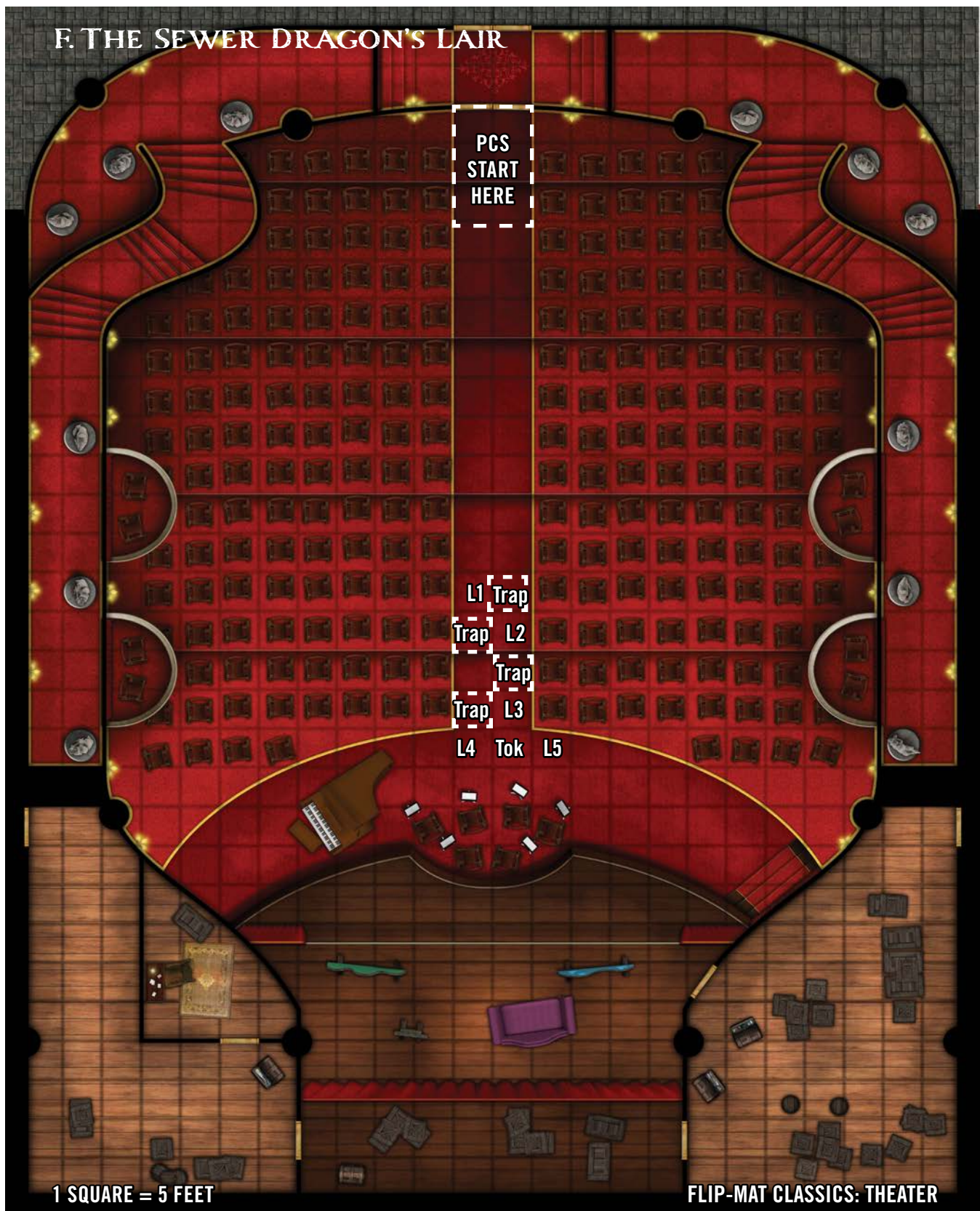
A crisscrossing series of tunnels is the heart of the Tunnel Scales' new lair. While it's on the fringes of their territory now, the Sewer Dragons once considered this area unassailable.

The kobolds you accompany get more agitated as you approach, unsure whether you are there to help them or if you'll prove a hindrance. The Tunnel Scales are ready for confrontation, poised to attack as soon as the party reaches their lair.

The Sewer Dragons intend to confront these thieving kobolds and take back the territory stolen from them. The Tunnel Scales see this area as their warren and are ready to defend it in a similarly vicious manner. The kobold—and perhaps goblin—allies fight separate enemies from those targeted by the PCs. This is a massive battle, but for the sake of time, only the PCs' actions will be decisive. Feel free to describe these side battles as the PCs fight their own. As they get closer to victory, so too do these side conflicts.

**Creatures:** A scout and two of their best warriors (plus a kobold dragon mage and a additional warrior in levels

# SEWER DRAGON CRISIS



PATHFINDER SOCIETY SCENARIO

# SEWER DRAGON CRISIS

3–4) savagely defend their home. They fight defensively, attempting to trap their enemies in difficult positions. When the PCs have defeated at least half of their foes (round up), the overall battle finds the Tunnel Scales in a losing position. They surrender, asking for mercy and saying are simply looking for a home. They are amenable to joining the Sewer Dragons, and for their part, the Sewer Dragons are impressed enough with their grit to allow them to join provisionally. If the goblins are present, they do not object so long as their territory is returned. This encounter uses the map on page 12.

## Levels 1–2

### KOBOLD SCOUT

Page 21

### CREATURE 1

### KOBOLD WARRIORS (2)

Page 21, art on page 33

### CREATURE -1

## Levels 3–4

### KOBOLD DRAGON MAGE

Page 29

### CREATURE 2

### KOBOLD SCOUT

Page 29

### CREATURE 1

### KOBOLD WARRIORS (3)

Page 29, art on page 33

### CREATURE -1

**Rewards:** The PCs find a small hoard stashed in a secluded corner, including a gold carved dragon scale (worth 2 gp), a set of well-worn but beautiful bone dice (worth 12 sp), and a fine portrait of a noble elf (worth 1 gp). For levels 3–4, they additionally find a walking stick with a filigreed silver head worth 5 gp. If recruited instead of driven off, the Tunnel Scales additionally gift them a hidden stash that contains a handful of various polished gemstones worth 10 gp in total.

**Development:** Winning the battle by killing the Tunnel Scales, by forcing them to flee, or by successfully recruiting the Tunnel Scales counts as succeeding the “driving out invading forces” primary objective.

## A HOUSE DIVIDED

After the scuffle with the Tunnel Scales, the Sewer Dragons lead the PCs back through the tunnels and caverns via an alternate route. If the Tunnel Scales surrendered, those kobolds are taken along in manacles. The scouts do not allow the PCs to lead their party and will not listen to attempts to persuade them otherwise. It is suspicious behavior that they play off as cautionary; however, it is part of a larger maneuver revealed as soon as the PCs reach their destination. Rather than the bustling center of activity they encountered previously, the theater is suspiciously empty, and Chief Dragon Yiddlepode is not on her throne. Only Trapmaster Tok is visible; he stands in the center aisle, patiently awaiting the Pathfinders. This encounter uses the map on page 14.

## F. THE SEWER DRAGON'S LAIR SEVERE

Chief Dragon Yiddlepode's comfortable throne sits empty on the stage, its spotlights dimmed while she is away from the rotting theater that lies at the heart of the Sewer Dragon's domain. The rest of the theater is empty as well, much quieter than one would expect. Trapmaster Tok stands in the center aisle, looking expectantly at you. He waits until you cross the threshold, then, with a mirthless smile, says, “Now.” Your kobold companions turn on you with fear and some hesitation



TRAPMASTER TOK

# SEWER DRAGON CRISIS

in their eyes, yet the Trapmaster's command clearly holds sway. They ready their weapons with shaky hands.

**Creatures:** The kobolds the PCs just fought beside have now turned on the party. They are loyal to Tok, yet hesitate to attack; their experiences with these Pathfinders suggest that Tok may be wrong. Still, their loyalty is why Tok chose them, and they attack while he commands them. They attempt to drive the PCs toward any traps.

It is still possible to reason with Tok. A PC who succeeds at a DC 20 Diplomacy check to Request, persuades the Trapmaster to listen to Yiddlepode rather than tear the Sewer Dragons apart. Trapmaster Tok is more certain of his path for levels 3–4, increasing this DC by 3. PCs who have succeeded at the “rebuilding the tunnels” objective decrease the DC by 2; those who succeeded at the “Pathfinder Society value” objective decrease the DC by 1; and those who have achieved the objective “driving out invading forces” decrease the DC by 2. These decreases are cumulative.

**Hazards:** Trapmaster Tok has already set 4 traps using his abilities in preparation for the PCs' arrival.

## Levels 1–2

<b>TRAPMASTER TOK</b>	<b>CREATURE 3</b>
Page 22, art on page 33	

<b>TOK LOYALISTS (2)</b>	<b>CREATURE -1</b>
Page 22	

<b>TOK'S TRAPS (4)</b>	<b>HAZARD -1</b>
Page 23	

## Levels 3–4

<b>TRAPMASTER TOK</b>	<b>CREATURE 5</b>
Page 30, art on page 33	

<b>TOK LOYALISTS (2)</b>	<b>CREATURE 1</b>
Page 30	

<b>TOK'S TRAPS (4)</b>	<b>HAZARD 1</b>
Page 31	

**Development:** Defeating Tok and his loyalists or successfully reasoning with Tok to stop the infighting earns the Pathfinders a success in their primary objective of aiding the Sewer Dragons. Doing so by convincing Tok of his misguidedness earns them special recognition from Valais.

## CONCLUSION

While the PCs' actions in the Undercity are at the direction of Chief Dragon Yiddlepode, it is Trapmaster Tok and his loyalists they are appealing to. Regardless of outcome, their show of interest as well as force convinces Tok that the Pathfinder Society should not be underestimated as either an ally or an enemy. If defeated but not killed, he offers sincere thanks to the PCs for finally paying attention to their troubles. Yiddlepode echoes his gratitude. Armed with an air of propriety, restraint, and grace, she publicly thanks the Pathfinder Society to show the tribe that they, and the PCs especially, are to be treated as honored guests.

**Rewards:** Successfully stopping Tok from taking over the tribe earns the PCs Yiddlepode's respect, and she solemnly and ceremoniously gifts them a *dull gray aeon stone* in a velvet-lined box. For levels 3–4, she also grants them a *dragon's crest* (*Pathfinder Lost Omens Grand Bazaar* 104).

**Special:** If the PCs convinced Trapmaster Tok to rejoin his sister, he requests that they meet him in a private conversation. There, he looks uncomfortably emotional and thanks them profusely before offering them a token of his gratitude: a dozen *lesser vexing vapors* (or *moderate vexing vapors* for levels 3–4; *Grand Bazaar* 27).

## REPORTING NOTES

If Trapmaster Tok is killed, check box A. If the PCs convince Tok to rejoin Yiddlepode, check box B. If the PCs promised a favor to Larrett, check box C. If the PCs reach at least the second influence threshold with both Larrett and Adula Tremane, check box D.

## PRIMARY OBJECTIVES

The PCs fulfill their primary objectives if they resolved two of the three complaints (rebuilding the tunnels, demonstrating Pathfinder Society value, and driving out invading forces) and either defeated Tok or convinced him to rejoin his sister. Doing so earns each PC 2 Reputation with their chosen faction. Resolving all three complaints earns each PC an additional 2 Reputation.

## FACTION NOTES

Valais is interested in a peaceful resolution to the intertribal conflict and is especially keen to ensure Trapmaster Tok's redemption.

**Radiant Oath:** Talking Trapmaster Tok into peacefully surrendering earns the PCs 2 additional Reputation with the Radiant Oath faction.

# SEWER DRAGON CRISIS

## APPENDIX I: 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).

### ENCOUNTER A (LEVELS 1–2)

#### LARRETT

LE MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Corrupt politician

**Perception** +12

**Will** +14

**Discovery** DC 10 Absalom or Underworld Lore, DC 15 Perception, DC 12 Society

**Influence Skills** DC 14 Crafting (flattering his exquisite taste in clothing and jewelry) and Society, DC 16 Diplomacy, DC 18 Intimidation, DC 21 Deception,

**Influence 4** Larrett promises to talk to the city about repairing the tunnels... eventually.

**Influence 6** Larrett agrees to make the tunnel repair work a top priority, telling the party he will arrange the necessary resources to start as soon as possible.

**Influence 8** Larrett begins the bureaucratic process immediately to repair the tunnels and additionally promises to work with the maintenance crews on their regular upkeep.

## SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10+ Challenge Points:** For every 2 Challenge Points above 10, add 1 to each Influence Point threshold.

**Resistances** Larrett has no sympathy; appeals to the kindness of his heart increase the checks' DC by 2. He also views a bribe offer of 2 gp or less as an insult and will reject it, increasing all following checks' DCs by 1.

**Weaknesses** He does not hide his greed. Money and power appeal to him greatly; the question is how much, and what kind of power, will catch his attention. A direct bribe of 10 gp automatically generates 2 Influence Points. A bribe of at least 5 gp but less than 10 gp lowers all following checks' DCs by 2, additional bribes do not reduce this further. The first successful Society or Diplomacy check that incorporates a promise of a favor owed by the Pathfinder Society generates an additional 2 Influence Points.

**Background** Notoriously corrupt and a caricature of a terrible bureaucrat, everyone in the city seems to dislike Larrett, yet he somehow remains in power as the Commissioner of Sewers.

**Appearance** Buck-toothed, beady-eyed, and always dressed to the nines in expensive jewelry; he is the very picture of a sleaze.

**Personality** Greedy, self-interested, unsympathetic, vain

**Penalty** Three rejected bribe offers in total cause Larrett to reconsider the value of the meeting, and he makes an excuse to leave after the cheese course (reducing the total number of rounds to 3).

# SEWER DRAGON CRISIS

## ENCOUNTER B (LEVELS 1-2)

### ADULA TREMANE

NG MEDIUM HUMAN HUMANOID

Hardworking sewer keeper

**Perception** +10

**Will** +12

**Discovery** DC 15 Labor or Guild Lore, DC 13 Perception, DC 17 Society

**Influence Skills** DC 13 Diplomacy, DC 13 Labor Lore (suggesting ways of improving working conditions), DC 15 Crafting or Engineering Lore (ideas to repair the tunnels efficiently), DC 17 Deception, DC 20 Intimidation

**Influence 6** Adula allows her crew to work on the repair project but is not interested in resuming regular maintenance.

**Influence 9** She offers to meet with city officials regarding the repairs to form a plan for an efficient reconstruction of the damaged sections.

**Influence 12** Adula agrees to meet the Chief Dragon to begin a working relationship regarding ongoing sewer maintenance, and she says she will push the city to repair the damage to the tunnel, offering her crew's muscle and expertise.

**Resistances** Attempting to bribe Adula offends her, increasing the checks' DC by 2. Insulting the sewer workers increases the checks' DC by 5.

**Weaknesses** **Weaknesses** The first offer that improves her crew's working conditions automatically generates 2 Influence Points. A successful check on a considered plan for how to complete the repair work impresses Adula and automatically influences her to Influence 6 (or increases the Influence Threshold success level by 1 if that has already been reached).

**Background** A hard worker who looks out for her crew. Strong, practical, and self-disciplined, she dislikes being manipulated and is unmoved by threats.

**Appearance** Middle-aged, with a stern expression softened by compassion; her muscled physique suggests a lifetime of hard work.

**Personality** No-nonsense, honest, seasoned

**Penalty** Insulting her crew angers Adula, who gives the PCs one chance to apologize before abruptly ending the meeting.

## SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10+ Challenge Points:** For every 2 Challenge Points above 10, add 1 to each Influence Point threshold.



# SEWER DRAGON CRISIS

## ENCOUNTER C (LEVELS 1-2)

### RUSTED SEWER GRATE

#### OBSTACLE 1

**Chase Points** 4; **Overcome** DC 15 Acrobatics or Athletics to move through the bars or break open the grate. DC 13 Thievery to pick the lock.

The young warrior easily slips through the bars of a locked sewer grate spanning the tunnel ahead. It's long neglected, and the steel looks rusted.

### PARTIAL COLLAPSE

#### OBSTACLE 1

**Chase Points** 4; **Overcome** DC 13 Acrobatics or Athletics to scabble across the debris field. DC 16 Crafting or Engineering Lore to assess the rubble and clear an easy path through.

The sewer tunnel has collapsed in this area, blocking the immediate path but not making it completely impassable.

### TRIPWIRE SNARE

#### OBSTACLE 1

**Chase Points** 2; **Overcome** DC 14 Perception or Thievery to spot the wire and avoid the trap. On failure: DC 16 Reflex save to avoid getting caught in the *tanglefoot* bags or be immobilized for 1 round.

A thin wire has been placed across the path here. If tripped, a series of *tanglefoot bags* are deployed at the PCs to slow their progress.

### FORKED TUNNEL

#### OBSTACLE 1

**Chase Points** 4; **Overcome** DC 13 Survival to pick out the kobold's tracks. DC 15 Underworld Lore to find and interpret the remnants of an erased indicator.

Just around a tight corner, the course abruptly ends in a tee with no clear indication regarding which path to take.

### DISGUISED SUMP

#### OBSTACLE 2

**Chase Points** 5; **Overcome** DC 17 Arcana or Perception to spot something "off" about the puddle. On failure, DC 13 Reflex to quickly pull back before falling in. DC 14 Athletics or Acrobatics to leap across the puddle. On failure, the PC falls into the sump, becoming disoriented. DC 13 Athletics or Survival to get out of the murky water, or 2 rounds to do so ungracefully.

What appears to be a shallow puddle across the path is a deep hole filled with sewer water and filth.

## SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**16-18 Challenge Points (5+ players):** Add 1 Chase Point to each obstacle.



### RISING WATERS

#### OBSTACLE 1

**Chase Points** 4; **Overcome** DC 16 Acrobatics to navigate the small ledge across and behind the waterfall. DC 14 Athletics to swim against the rush of water. DC 17 Survival to take a position sheltered from the water's force.

An opened valve is spewing forth a rush of water and has already half-filled the tunnel. A small ledge remains above the surface, just behind the stream of water at the outfall.

### WAIST-HIGH FILTH

#### OBSTACLE 1

**Chase Points** 4; **Overcome** DC 16 Acrobatics to squeeze into the narrow opening. DC 14 Fortitude to brave wading through the muck.

The sewer water is waist-deep for Medium creatures and stinks of excrement and rot. The bodies of dead rats float like warning buoys on the surface. Above the water line, a Small-sized opening indicates the presence of another path.

### TEETERING BOARD

#### OBSTACLE 1

**Chase Points** 4; **Overcome** DC 16 Acrobatics to balance and run across the board. DC 14 Circus Lore or Survival to discover a strategy to avoid falling.

A steep ascent covered by scree, this section of the tunnel is too difficult to climb up normally. A wooden board crosses the slope, stuck onto a large rock that causes it to teeter at its midpoint. When navigated, the board tilts with the PCs' weight.

# SEWER DRAGON CRISIS

## ENCOUNTER D (LEVELS 1-2)

### GOBLIN WARRIORS (4)

CREATURE -1

CE SMALL GOBLIN HUMANOID

*Pathfinder Bestiary* 180

**Perception** +2; darkvision

**Languages** Common, Goblin


**Skills** Acrobatics +5, Athletics +2, Nature +1, Stealth +5

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


**Items** dogslicer, leather armor, shortbow (10 arrows)


**AC** 16; **Fort** +5, **Ref** +7, **Will** +3

**HP** 6

**Goblin Scuttle**  **Trigger** A goblin ally ends a movement action adjacent to the warrior; **Effect** The Goblin Warrior Steps.

**Speed** 25 feet

**Melee**  dogslicer +8 (agile, backstabber, finesse), **Damage** 1d6 slashing

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

### ELITE GOBLIN WARRIOR (0)

CREATURE 0

CE SMALL GOBLIN HUMANOID

*Pathfinder Bestiary* 6, 180

**Perception** +4; darkvision

**Languages** Common, Goblin


**Skills** Acrobatics +7, Athletics +4, Nature +3, Stealth +7

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


**Items** dogslicer, leather armor, shortbow (10 arrows)


**AC** 18; **Fort** +7, **Ref** +9, **Will** +5

**HP** 16

**Goblin Scuttle**  **Trigger** A goblin ally ends a movement action adjacent to the warrior; **Effect** The Goblin Warrior Steps.

**Speed** 25 feet

**Melee**  dogslicer +10 (agile, backstabber, finesse), **Damage** 1d6+2 slashing

**Ranged**  shortbow +10 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

## SCALING ENCOUNTER D

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10-11 Challenge Points:** Add one goblin warrior to the encounter.

**12-13 Challenge Points:** Add two goblin warriors to the encounter.

**14-15 Challenge Points:** Replace two goblin warriors with elite goblin warriors and add two goblin warriors to the encounter.

**16-18 Challenge Points (5+ players):** Replace four goblin warriors with elite goblin warriors and add two goblin warriors to the encounter.



# SEWER DRAGON CRISIS

## ENCOUNTER E (LEVELS 1-2)

### KOBOLD SCOUT

### CREATURE 1

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 213

**Perception** +5; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

**Items** crossbow (20 bolts), leather armor, shortsword, snare kit

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 16

**Speed** 25 feet

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

**Ranged** ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Hurried Retreat** ♦ **Requirements** The kobold scout is adjacent to at least one enemy; **Effect** The kobold scout Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold scout deals an extra 1d6 precision damage to flat-footed creatures.

### KOBOLD WARRIORS (2)

### CREATURE -1

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 212

**Perception** +3; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +5, Craft +2 (+4 traps), Stealth +5

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

**Items** leather armor, sling (20 bullets), spear

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

**HP** 8

**Speed** 25 feet

**Melee** ♦ spear +3, **Damage** 1d6+1 piercing

**Ranged** ♦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

**Ranged** ♦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

**Hurried Retreat** ♦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

## SCALING ENCOUNTER E

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

**10-11 Challenge Points:** Add one kobold warrior to the encounter.

**12-13 Challenge Points:** Add one kobold scout to the encounter.

**14-15 Challenge Points:** Add one kobold scout and one kobold warrior to the encounter.

**16-18 Challenge Points (5+ players):** Add two kobold scouts to the encounter.



# SEWER DRAGON CRISIS

## ENCOUNTER F (LEVELS 1-2)

### TRAPMASTER TOK

### CREATURE 3

**LE** **SMALL** **HUMANOID** **KOBOLD**

**Perception** +9; darkvision

**Languages** Common, Draconic, Dwarven, Goblin

**Skills** Acrobatics +9, Craft +10 (+11 traps), Absalom Lore +10, Occultism +10, Stealth +9, Thievery +9

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

**Items** alchemist's tools, dagger, formula book, grit (2 doses), studded leather armor

**Infused Items** 2 moderate acid flasks, 2 moderate alchemist fires, 2 minor elixirs of life, 2 moderate vexing vapors (*Lost Omens Grand Bazaar* 27). These items last for 24 hours or until Trapmaster Tok makes his next daily preparations.

**AC** 19; **Fort** +9, **Ref** +12, **Will** +6

**HP** 53

**Speed** 25 feet

**Melee** ♦ dagger +12 (agile, finesse, thrown 10 ft, versatile S), **Damage** 1d4+1 piercing

**Ranged** ♦ alchemical bomb +12 (range increment 20 feet, splash), **Damage** varies by bomb

**Hurried Retreat** ♦ **Requirements** Tok is adjacent to at least one enemy; **Effect** He Strides up to his speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. He must end this movement in a space that's not adjacent to any enemy.

**Quick Bomber** ♦ Interact to draw and Strike to throw a bomb

**Quicktrap** ♦♦♦ **Requirements** Tok is adjacent to an empty space, is not adjacent to an enemy, and did not take this action in the previous round; **Effect** Tok quickly rigs a new Trap (stats on page 23) in the empty space.

## SCALING ENCOUNTER F

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

**10-11 Challenge Points:** Add one Elite Tok Loyalist to the encounter.

**12-13 Challenge Points:** Add two Elite Tok Loyalists to the encounter.

**14-15 Challenge Points:** Add three Elite Tok Loyalists to the encounter.

**16-18 Challenge Points (5+ players):** Replace two Tok Loyalists with Elite Tok Loyalists and add three Elite Tok Loyalists to the encounter.

### TOK LOYALISTS (2)

### CREATURE -1

**LE** **SMALL** **HUMANOID** **KOBOLD**

**Perception** +3; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +5, Craft +2 (+3 traps), Stealth +5

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

**Items** hand crossbow (20 bolts), leather armor, shortsword

**AC** 16; **Fort** +4, **Ref** +7, **Will** +3

**HP** 8

**Speed** 25 feet

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

**Ranged** ♦ hand crossbow +6 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Hurried Retreat** ♦ **Requirements** The loyalist is adjacent to at least one enemy; **Effect** The loyalist Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The loyalist deals an extra 1d4 precision damage to flat-footed creatures.

# SEWER DRAGON CRISIS

## TOK'S TRAPS (4)

HAZARD -1

MECHANICAL TRAP

**Stealth** DC 11

**Description** This basic trap is little more than a snare designed to slow down and distract enemies.

**Disable** DC 18

**AC** 12; **Fort** +8

**Hardness** 2, **HP** 13; **Immunities** critical hits, object immunities, precision damage

**Ensnare** ➤ **Trigger** A creature steps into the square where the trap is located; **Effect** The triggering creature's gets entangled in netting. The target must make a DC 16 Reflex save or be slowed 1 until they Escape the net.

## ELITE TOK LOYALIST (0)

CREATURE 0

LE SMALL HUMANOID KOBOLD

**Perception** +5; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +7, Craft +4 (+5 traps), Stealth +7

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

**Items** hand crossbow (20 bolts), leather armor, shortsword

**AC** 18; **Fort** +6, **Ref** +9, **Will** +5

**HP** 18

**Speed** 25 feet

**Melee** ➤ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+3 piercing

**Ranged** ➤ hand crossbow +8 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

**Hurried Retreat** ➤ **Requirements** The loyalist is adjacent to at least one enemy; **Effect** The loyalist Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The loyalist deals an extra 1d4 precision damage to flat-footed creatures.

# SEWER DRAGON CRISIS

## 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).

### ENCOUNTER A (LEVELS 3–4)

#### LARRETT

LE MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Corrupt politician

**Perception** +15

**Will** +17

**Discovery** DC 13 Absalom or Underworld Lore, DC 18 Perception, DC 15 Society

**Influence Skills** DC 17 Crafting (flattering his exquisite taste in clothing and jewelry) or Society, DC 19 Diplomacy, DC 21 Intimidation, DC 24 Deception

**Influence 4** Larrett promises to talk to the city about repairing the tunnels... eventually.

**Influence 6** Larrett agrees to make the tunnel repair work a top priority, telling the party he will arrange the necessary resources to start as soon as possible.

**Influence 8** Larrett begins the bureaucratic process immediately to repair the tunnels and additionally promises to work with the maintenance crews on their regular upkeep.

## SCALING ENCOUNTER A

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

**19+ Challenge Points:** For every 5 Challenge Points above 19, add 1 to each Influence Point threshold.

**Resistances** Larrett has no sympathy; appeals to the kindness of his heart increase the checks' DC by 2. He views a bribe offer of 3 gp or less as an insult and will reject it, increasing all following checks' DCs by 1.

**Weaknesses** He does not hide his greed. Money and power appeal to him greatly; the question is how much, and what kind of power, will catch his attention. A direct bribe of 12 gp automatically generates 2 Influence Points. A bribe of at least 6 gp but less than 12 gp lowers all following checks' DCs by 2, additional bribes do not reduce this further. The first successful Society or Diplomacy check that incorporates a promise of a favor owed by the Pathfinder Society generates an additional 2 Influence Points.

**Background** Notoriously corrupt and a caricature of a terrible bureaucrat, everyone in the city seems to dislike Larrett, yet he somehow remains in power as the Commissioner of Sewers.

**Appearance** Buck-toothed, beady-eyed, always dressed to the nines in expensive jewelry; he is the very picture of a sleaze.

**Personality** Greedy, self-interested, unsympathetic, vain

**Penalty** Three rejected bribe offers in total causes Larrett to reconsider the value of the meeting, and he makes an excuse to leave after the cheese course (reducing the total number of rounds to 3).

# SEWER DRAGON CRISIS

## ENCOUNTER B (LEVELS 3-4)

### ADULA TREMANE

NG MEDIUM HUMAN HUMANOID

Hardworking sewer keeper

**Perception** +13

**Will** +15

**Discovery** DC 18 Labor Lore, DC 16 Perception, DC 20 Society

**Influence Skills** DC 16 Diplomacy, DC 16 Labor Lore (suggesting ways of improving working conditions), DC 18 Crafting or Engineering Lore (ideas to repair the tunnels efficiently), DC 20 Deception, DC 23 Intimidation

**Influence 6:** Adula allows her crew to work on the repair project but is not interested in resuming regular maintenance.

**Influence 9:** She offers to meet with city officials regarding the repairs and form a plan for an efficient reconstruction of the damaged sections.

**Influence 12:** Adula agrees to meet the Chief Dragon to begin a working relationship regarding ongoing sewer maintenance, and she says she will push the city to repair the damage to the tunnel, offering her crew's muscle and expertise.

**Resistances** Attempting to bribe Adula offends her, increasing the check's DC by 2. Insulting the sewer workers increases the check's DC by 5.

**Weaknesses** The first offer that improves her crew's working conditions automatically generates 2 Influence Points. A successful check on a considered plan for how to complete the repair work impresses Adula and automatically influences her to Influence 6 (or increases the Influence Threshold success level by 1 if that has already been reached).

**Background** A hard worker who looks out for her crew. Strong, practical, and self-disciplined, she dislikes being manipulated and is unmoved by threats.

**Appearance** Middle-aged, with a stern expression softened by compassion; her muscled physique suggests a lifetime of hard work.

**Personality** No-nonsense, honest, seasoned

**Penalty** Insulting her crew angers Adula, who gives the PCs one chance to apologize before abruptly ending the meeting.

## SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**19+ Challenge Points:** For every 5 Challenge Points above 19, add 1 to each Influence Point threshold.



# SEWER DRAGON CRISIS

## ENCOUNTER C (LEVELS 3-4)

### RUSTED SEWER GRATE

#### OBSTACLE 3

**Chase Points** 4; **Overcome** DC 18 Acrobatics or Athletics to move through the bars or break open the grate. DC 15 Thievery to pick the lock.

The young warrior easily slips through the bars of a locked sewer grate spanning the tunnel ahead. It's long neglected, and the steel looks rusted.

### PARTIAL COLLAPSE

#### OBSTACLE 3

**Chase Points** 4; **Overcome** DC 15 Acrobatics or Athletics to scabble across the debris field. DC 19 Crafting or Engineering Lore to assess the rubble and clear an easy path through.

The sewer tunnel has collapsed in this area, blocking the immediate path but not making it completely impassable.

### TRIPWIRE SNARE

#### OBSTACLE 3

**Chase Points** 2; **Overcome** DC 16 Perception or Thievery to spot the wire and avoid the trap. On failure: DC 19 Reflex save to avoid getting caught in the *tanglefoot* bags or be immobilized for 1 round.

A thin wire has been placed across the path here. If tripped, a series of *tanglefoot bags* are deployed at the PCs to slow their progress.

### FORKED TUNNEL

#### OBSTACLE 3

**Chase Points** 4; **Overcome** DC 15 Survival to pick out the kobold's tracks. DC 18 Underworld Lore to find and interpret the remnants of an erased indicator.

Just around a tight corner, the course abruptly ends in a tee with no clear indication regarding which path to take.

### DISGUISED SUMP

#### OBSTACLE 4

**Chase Points** 5; **Overcome** DC 20 Arcana or Perception to spot something "off" about the puddle. On failure, DC 15 Reflex to quickly pull back before falling in. DC 16 Athletics or Acrobatics to leap across the puddle. On failure, the PC falls into the sump, becoming disoriented. DC 15 Athletics or Survival to get out of the murky water, or 2 rounds to do so ungracefully.

What appears to be a shallow puddle across the path is a deep hole filled with sewer water and filth.

## SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**33+ Challenge Points:** Add 1 Chase Point to each obstacle.



### RISING WATERS

#### OBSTACLE 3

**Chase Points** 4; **Overcome** DC 19 Acrobatics to navigate the small ledge across and behind the waterfall. DC 16 Athletics to swim against the rush of water. DC 20 Survival to take a position sheltered from the water's force.

An opened valve is spewing forth a rush of water and has already half-filled the tunnel. A small ledge remains above the surface, just behind the stream of water at the outfall.

### WAIST-HIGH FILTH

#### OBSTACLE 3

**Chase Points** 4; **Overcome** DC 19 Acrobatics to squeeze into the narrow opening. DC 16 Fortitude to wade through the muck without gagging.

The sewer water is waist-deep for Medium creatures and stinks of excrement and rot. The bodies of dead rats float like warning buoys on the surface. Above the water line, a Small-sized opening indicates the presence of another path.

### TEETERING BOARD

#### OBSTACLE 3

**Chase Points** 4; **Overcome** DC 19 Acrobatics to balance and run across the board. DC 16 Circus Lore or Survival to discover a strategy to avoid falling.

A steep ascent covered by scree, this section of the tunnel is too difficult to climb up normally. A wooden board crosses the slope, stuck onto a large rock that causes it to teeter at its midpoint. When navigated, the board tilts with the PCs' weight.

# SEWER DRAGON CRISIS

## ENCOUNTER D (LEVELS 3-4)

### GOBLIN COMMANDO

### CREATURE 1

CE SMALL GOBLIN HUMANOID

*Pathfinder Bestiary* 180

**Perception** +5; darkvision

**Languages** Common, Goblin


**Skills** Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6

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


**Items** horsechopper, leather armor, shortbow (20 arrows)

**AC** 17; **Fort** +7, **Ref** +8, **Will** +5


**HP** 18

**Goblin Scuttle**  **Trigger** A goblin ally ends a movement action adjacent to the commando; **Effect** The goblin commando Steps.

**Speed** 25 feet

**Melee**  horsechopper +8 (reach 10 feet, trip, versatile P),

**Damage** 1d8+3 slashing

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

### GOBLIN DOG

### CREATURE 1

N MEDIUM ANIMAL

*Pathfinder Bestiary* 182

**Perception** +6; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +6, Stealth +7


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

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

**HP** 17

**Buck**  DC 17


**Irritating Dander** A creature that hits the goblin dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

**Juke**  **Requirement** A creature must be mounted on the goblin dog; **Trigger** The rider issues a command to the goblin dog; **Effect** The goblin dog Steps before following the command.

**Speed** 40 feet

**Melee**  jaws +9 **Damage** 1d6+3 piercing plus goblin pox

**Goblin Pox** (disease) Goblins and goblin dogs are immune to goblin pox; **Saving Throw** DC 17 Fortitude; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 2 and can't reduce its sickened value below 1 (1 day).

**Scratch**  (manipulate) The goblin dog vigorously scratches itself, exposing all adjacent creatures to goblin pox.

## SCALING ENCOUNTER D

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

**19-22 Challenge Points:** Replace two goblin warriors with goblin commandos.

**23-27 Challenge Points:** Replace two goblin warriors with elite goblin commandos.

**28-32 Challenge Points:** Replace three goblin warriors with goblin commandos, replace one goblin warrior with an elite goblin dog, and replace one goblin dog with one elite goblin dog.

**33+ Challenge Points:** Replace 4 goblin warriors with elite goblin commandos.



### GOBLIN WARRIORS (4)

### CREATURE -1

CE SMALL GOBLIN HUMANOID

*Pathfinder Bestiary* 180

**Perception** +2; darkvision

**Languages** Goblin


**Skills** Acrobatics +5, Athletics +2, Nature +1, Stealth +5

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


**Items** dogslicer, leather armor, shortbow (10 arrows)


**AC** 16; **Fort** +5, **Ref** +7, **Will** +3

**HP** 6

**Goblin Scuttle**  **Trigger** A goblin ally ends a movement action adjacent to the warrior; **Effect** The Goblin Warrior Steps.

**Speed** 25 feet

**Melee**  dogslicer +8 (agile, backstabber, finesse), **Damage** 1d6 slashing

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

# SEWER DRAGON CRISIS

## ELITE GOBLIN COMMANDO (0)

## CREATURE 2

CE SMALL GOBLIN HUMANOID

*Pathfinder Bestiary* 180

**Perception** +5; darkvision

**Languages** Common, Goblin

**Skills** Acrobatics +8, Athletics +8, Intimidation +7, Nature +7, Stealth +8

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

**Items** horsechopper, leather armor, shortbow (20 arrows)

**AC** 19; **Fort** +9, **Ref** +10, **Will** +7

**HP** 28

**Goblin Scuttle** ➤ **Trigger** A goblin ally ends a movement action adjacent to the commando; **Effect** The goblin commando Steps.

**Speed** 25 feet

**Melee** ➤ horsechopper +10 (reach 10 feet, trip, versatile P),

**Damage** 1d8+5 slashing

**Ranged** ➤ shortbow +10 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

## ELITE GOBLIN DOG (0)

## CREATURE 2

N MEDIUM ANIMAL

*Pathfinder Bestiary* 182

**Perception** +6; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +8, Stealth +9

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

**AC** 19; **Fort** +10, **Ref** +10, **Will** +7

**HP** 27

**Buck** ➤ DC 19

**Irritating Dander** A creature that hits the goblin dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

**Juke** ➤ **Requirement** A creature must be mounted on the goblin dog; **Trigger** The rider issues a command to the goblin dog; **Effect** The goblin dog Steps before following the command.

**Speed** 40 feet

**Melee** ➤ jaws +11 **Damage** 1d6+5 piercing plus goblin pox

**Goblin Pox** (disease) Goblins and goblin dogs are immune to goblin pox; **Saving Throw** DC 19 Fortitude; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 2 and can't reduce its sickened value below 1 (1 day).

**Scratch** ➤➤ (manipulate) The goblin dog vigorously scratches itself, exposing all adjacent creatures to goblin pox.

# SEWER DRAGON CRISIS

## ENCOUNTER E (LEVELS 3-4)

### KOBOLD DRAGON MAGE

### CREATURE 2

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 213

**Perception** +5; darkvision

**Languages** Common, Draconic

**Skills** Arcana +6, Dragon Lore +10, Deception +8, Diplomacy +8, Intimidation +8, Stealth +7

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

**Items** staff

**AC** 17; **Fort** +4, **Ref** +7, **Will** +7

**HP** 25; **Resistances** poison 5 (dragonscaled)

**Speed** 25 feet

**Melee** ♦ claw +7 (agile, finesse), **Damage** 1d6-1 slashing

**Melee** ♦ staff +3 (two-hand d8), **Damage** 1d4-1 bludgeoning

**Arcane Spontaneous Spells** DC 20; **1st** *fear*, *illusory object*, *magic missile*; **Cantrips (1st)** *detect magic*, *electric arc*, *ghost sound*, *mage hand*, *tanglefoot*

**Illusory Retreat** ♦♦♦ (arcane, illusion, manipulate, move)

**Frequency** once per hour; **Requirements** The kobold dragon mage is adjacent to at least one enemy; **Effect** The dragon mage creates an illusion of itself in its square and then becomes invisible (with the effects of a 2nd-level *invisibility* spell) for 1d4 rounds. The dragon mage can move up to half its Speed, but it must end its movement in a space that's not adjacent to any enemies. This is a 1st-level spell effect.

**Sneak Attack** The dragon mage deals an extra 1d6 precision damage to flat-footed creatures.

### KOBOLD SCOUT

### CREATURE 1

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 213

**Perception** +5; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

**Items** crossbow (20 bolts), leather armor, shortsword, snare kit

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 16

**Speed** 25 feet

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

**Ranged** ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

## SCALING ENCOUNTER E

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

**19-22 Challenge Points:** Add one kobold scout to the encounter.

**23-27 Challenge Points:** Replace one kobold warrior with one kobold scout and add one kobold dragon mage to the encounter.

**28-32 Challenge Points:** Replace three kobold warriors with kobold scouts and add one kobold dragon mage to the encounter.

**33+ Challenge Points:** Replace three kobold warriors with kobold dragon mages and add one kobold scout

**Hurried Retreat** ♦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold scout deals an extra 1d6 precision damage to flat-footed creatures.

### KOBOLD WARRIORS (3)

### CREATURE -1

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 212

**Perception** +3; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +5, Craft +2 (+4 traps), Stealth +5

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

**Items** leather armor, sling (20 bullets), spear

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

**HP** 8

**Speed** 25 feet

**Melee** ♦ spear +3, **Damage** 1d6+1 piercing

**Ranged** ♦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

**Ranged** ♦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

**Hurried Retreat** As kobold scout.

**Sneak Attack** The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

# SEWER DRAGON CRISIS

## ENCOUNTER F (LEVELS 3-4)

### TRAPMASTER TOK

### CREATURE 5

LE SMALL HUMANOID KOBOLD

**Perception** +12; darkvision

**Languages** Common, Draconic, Dwarven, Goblin

**Skills** Acrobatics +12, Craft +13 (+14 traps), Absalom Lore +13, Occultism +13, Stealth +12, Thievery +12

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

**Items** alchemist's tools, dagger, formula book, grit (2 doses), studded leather armor

**Infused Items** 2 moderate acid flasks, 2 moderate alchemist fires, 2 moderate bottled lightnings, 3 moderate elixirs of life, 2 moderate vexing vapors (*Lost Omens Grand Bazaar* 27). These items last for 24 hours or until Trapmaster Tok makes his next daily preparations.

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

**HP** 91

**Speed** 25 feet

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

**Ranged** ♦ alchemical bomb +15 (range increment 20 feet, splash), **Damage** varies by bomb

**Hurried Retreat** ♦ **Requirements** Tok is adjacent to at least one enemy; **Effect** He Strides up to his speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. He must end this movement in a space that's not adjacent to any enemy.

**Quick Bomber** ♦ Interact to draw and Strike to throw a bomb

**Quicktrap** ♦♦♦ **Requirements** Tok is adjacent to an empty space, is not adjacent to an enemy, and did not take this action in the previous round; **Effect** Tok quickly rigs a new Trap (stats on page 31) in the empty space.

## SCALING ENCOUNTER F

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 Tok Loyalist to the encounter.

**23-27 Challenge Points:** Add two Elite Tok Loyalists to the encounter.

**28-32 Challenge Points:** Add three Elite Tok Loyalists to the encounter.

**33+ Challenge Points:** Replace two Tok Loyalists with Elite Tok Loyalists and add three Elite Tok Loyalists to the encounter.



### TOK LOYALISTS (2)

### CREATURE 1

LE SMALL HUMANOID KOBOLD

**Perception** +5; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +7, Crafting +3 (+6 traps), Nature +6, Stealth +7, Survival +6

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

**Items** crossbow (20 bolts), leather armor, shortsword, snare kit

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 18

**Speed** 25 feet

**Melee** ♦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

**Ranged** ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

**Hurried Retreat** ♦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The loyalist Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The loyalist deals an extra 1d6 precision damage to flat-footed creatures.

# SEWER DRAGON CRISIS

## TOK'S TRAPS (4)

## HAZARD 1

**MECHANICAL TRAP**

**Stealth** DC 13

**Description** This basic trap is little more than a snare designed to slow down and distract enemies.

**Disable** DC 20

**AC** 13; **Fort** +10

**Hardness** 5, **HP** 25; **Immunities** critical hits, object immunities, precision damage

**Ensnare** ➤ **Trigger** A creature steps into the square where the trap is located; **Effect** The triggering creature's gets entangled in netting. The target must make a DC 18 Reflex save or be slowed 2 until they Escape the net.

## ELITE TOK LOYALIST (0)

## CREATURE 2

**LE SMALL HUMANOID KOBOLD**

**Perception** +7; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +9, Crafting +5 (+6 traps), Nature +8, Stealth +9, Survival +8

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

**Items** crossbow (20 bolts), leather armor, shortsword, snare kit

**AC** 20; **Fort** +7, **Ref** +11, **Will** +8

**HP** 28

**Speed** 25 feet

**Melee** ➤ shortsword +11 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Ranged** ➤ crossbow +11 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

**Hurried Retreat** ➤ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The loyalist Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The loyalist deals an extra 1d6 precision damage to flat-footed creatures.

# SEWER DRAGON CRISIS

## APPENDIX 3: GAME AIDS



DRANDLE DRENG



VALAIS DURANT

PETHJUN



LARRETT



# SEWER DRAGON CRISIS



CHIEF YIDDLEPODE



SEWER DRAGON KOBOLD

KOBOLD WARRIOR

TRAPMASTER TOK



PATHFINDER SOCIETY SCENARIO

# SEWER DRAGON CRISIS

## 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

- Area A, page 8: 1 Treasure Bundle for convincing Larrett to assist in the tunnel repairs.
- Area C, page 11: 1 Treasure Bundles for successful completion of the Breath of the Dragon.
- Area D, page 13: 1 Treasure Bundle for defeating the Bug Smasher goblins.
- Area E, page 15: 2 Treasure Bundles for defeating the Tunnel Scales, plus 1 additional Treasure Bundle for recruiting them to the Sewer Dragon tribe.
- Area F, page 16: 3 Treasure Bundles for defeating Tok; plus 1 additional Treasure Bundle for convincing him to stop the fight peacefully.

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.

### Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

### Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

# SEWER DRAGON CRISIS



## 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"/>	

# SEWER DRAGON CRISIS

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## PATHFINDER SOCIETY SCENARIO



# Scenario #5-07: Sewer Dragon Crisis

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

The Sewer Dragons, a kobold tribe living in the sewers beneath Absalom, were facing a desperate situation: after events that left their territory in shambles, enemies were encroaching on all sides. Without immediate help from the Pathfinders, tensions within the tribe had risen to a near breaking point. Venture-Captain Drandle Dreng and Valais Durant sent you in to correct this error and demonstrate the value of Pathfinder Society allyship: you negotiated for the city to aid in sewer tunnel repairs, showed off the benefits of Pathfinder training, and helped fend off intruders. You ☐ succeeded in at least two of those tasks, ☐ succeeded on all three, or ☐ did not. You also ☐ successfully talked Trapmaster Tok down without violence, ☐ defeated Tok, or ☐ killed the would-be-Trapmaster Chief.

## 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](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://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

*dragon's crest*<sup>U</sup> (Item 1, 10 gp, *Pathfinder Lost Omens Grand Bazaar* 104)

*vexing vapor (lesser)*<sup>U</sup> (Item 1, 4 gp, *Pathfinder Lost Omens Grand Bazaar* 27)

*vexing vapor (moderate)*<sup>U</sup> (Item 3, 12 gp, *Pathfinder Lost Omens Grand Bazaar* 27)

### Starting GP

### GP Gained

### GP Spent

### Total GP

Gold

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: EIAG

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)