

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-16

Levels 3-6

A LIE TOLD TO STRANGERS

By Alison Cybe



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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A LIE TOLD TO STRANGERS

TABLE OF CONTENTS

| | |
|---|-----------|
| Adventure | 3 |
| Appendix 1: Level 3-4 Encounters | 22 |
| Appendix 2: Level 5-6 Encounters | 30 |
| Appendix 3: Game Aids | 38 |
| Organized Play | 43 |

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Advanced Player's Guide*, *Pathfinder Core Rulebook*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens Highhelm*, *Pathfinder Lost Omens Pathfinder Society Guide*, *Pathfinder Lost Omens World Guide*, and *Pathfinder Secrets of Magic*

Maps: *Pathfinder Flip-Mat: Night Market & Shrine*, *Pathfinder Flip-Mat: Underground City Multi-Pack*, and *Pathfinder Flip-Tiles: Dungeon Vaults Expansion*

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

SCENARIO TAGS

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



VIGILANT SEAL

SUMMARY

Kaer Maga has long since been a sanctuary for the dispossessed and outcast. But in recent months, a string of disappearances has befallen the city. Some say the vanished inhabitants have moved on to greener pastures, but no sign of them has been noticed on the roads. Eager to uncover the truth, local journalist Nellie Bow has taken on the case. When her investigation stalls, she calls in a group of Pathfinders for aid. The PCs travel to Kaer Maga and start digging, uncovering a conspiracy of fraud, manipulation, and murder.

CONTENT WARNING

This scenario contains themes of abduction, human trafficking and the death of innocents. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.

A LIE TOLD TO STRANGERS

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ADVENTURE BACKGROUND

Kaer Maga, proudly calling itself the City of Strangers, has been a bastion for outcasts and the persecuted for thousands of years. Many come to the city for that exact reason—a place free of judgment. Another force, though, has risen in the north. Sorshen, Runelord of Lust, and her capitol city of Xin-Shalast offer a refuge in a fashion very similar to Kaer Maga: a place where outcasts and misfits can find a home. Only Xin-Shalast offers the protection of one of the greatest wizards every to have lived, not to mention the direct patronage of a goddess of outcasts and artists in Noctacula. While the City of Strangers welcomes all, it can be a cold welcome for some. Kaer Maga is famous for self-sufficiency and resisting installation of an overarching authority. For all those who find hope and home there, there are just as many who fall through the cracks, and the cracks of Kaer Maga leave quite a long way to fall.

For those individuals, the call of Xin-Shalast is a sirens' song, irresistible. Regardless of the reality, they've heard the rumors and have come to believe that the protection offered by Runelord Sorshen and her goddess will give them protection and an overall better life.

Of course, deciding to go to Xin-Shalast is very different than actually going to Xin-Shalast, considering the long trek over the dangerous Storval Plateau and into the foreboding mountains which lie between the two cities. Recently, though, many who had talked for years of making the journey have seemingly packed up and vanished without a trace. While burgeoning trade routes have some regulation, the comings and goings of individual citizens who try to cut off valuable time or difficult distance aren't regulated in any way. Those who were unable to brave those distances or afford escort over dangerous and long trade routes were hardly individuals of power, wealth, or standing. Few noticed their absences, and most who did simply thought that the missing finally decided to act on their desires. That is, save for one upstart journalist, Nellie Bow. She has kept in touch with those who others would consider the dregs of Kaer Magan society, and in some cases served as these people's only friend.

WHERE ON GOLARION?

"A Lie Told to Strangers" takes place in Kaer Maga, an isolated city carved into a massive, hexagonal monument perched on the edge of the Storval Plateau. The city has no official authority; instead, each region is run by factions or families with a vested interest in ensuring varying amounts of stability within the city walls. For more information on Kaer Maga, see *Pathfinder Chronicles: City of Strangers*; for more on Varisia as a whole see *Pathfinder Lost Omens World Guide* pages 116–117.



These desperate people are being tricked. A group of small-time criminals found a disused teleportation circle in some tunnels connecting to their base of operations, and one of the more magically inclined members was able to repair it. It linked to a place deep below Kaer Maga, but the other entrances had long collapsed, giving them the not only the perfect safe house, but a new scam to run. They would find those opining about Xin-Shalast and pose as travel agents of sort, working for Xin-Shalast to bring in new citizens. These individuals would gather their belongings, pay a fee that the thieves would determine is just within reach of the victim's limited finances, and be sent by magic circle to a waiting ambush, where all of their worldly goods were taken,

A LIE TOLD TO STRANGERS

followed by their lives. The thieves judged it to be the perfect crime, as those targeted had already been talking of leaving for years and wouldn't be missed. They were mistaken.

Nellie was alarmed when someone particularly close to them, another who dreamed of emigrating to Xin-Shalast, vanished like the others. She went so far as to hire a spellcaster to cast a sending; not a cheap proposition, but she was desperate for answers. The spell failed, though, further alarming her. She's found that anyone in a position of power doesn't really care about the issue, and with no one else to turn to, she reached out to the Pathfinder Society. Nellie has extensive research and notes into all of the power players in Kaer

Maga, information not publicly available and not easily learned. If the Society can find what's happening to their friends, she's promised to give it all over.

GETTING STARTED

The PCs begin their mission in Varisia, meeting with **Venture-Captain Sheila Heidmarch** (LN female Taldan diplomat), who has requested their assistance. Also in attendance at the meeting is **Eando Kline** (CG male human explorer), head of the Vigilant Seal faction.

Read or paraphrase the following to get the adventure underway.

There's a queue of Pathfinder agents seated around the lodge. It's an exceptionally busy morning, as Venture-Captain Sheila Heidmarch struggles to assign jobs to each of the groups in attendance. After almost an hour's wait, the queue dwindles away and the action at last moves from the hall into Heidmarch's office. She hurriedly strides over to a large desk, carefully leafing through several files.

"I'm very sorry for the delay" she states, before turning her head to Eando Kline, who is hurriedly finalizing details on several sheets of paper. "We're just catching up on some missions; Eando, did we settle on a team for the Ustalav job?"

After a few more minutes, Sheila locates the correct file. "Ah, here it is. Sorry, we've had a large influx of requests lately. Your task will take you to Kaer Maga. We've had a request from a journalist there, she's been working on a series of missing person cases. At first we thought this would be fairly straightforward, but it seems there's a bit of a twist."

At that, Eando turns his attention from the window. "Her investigation uncovered that the missing people all had something in common, namely a desire to leave Kaer Maga and travel elsewhere, specifically to Xin-Shalast. Hence my interest in the case. But stranger still, there was no sign of them on the roads. The journey would take them over the Storval Plateau, which is a dangerous trek, but there was no sign they'd even made the attempt."

Sheila nods. "The journalist, Nellie Bow, believes something foul befell them before they could even leave the city, but her investigation's hit a wall. She reached out to the Pathfinders for aid. I've arranged for you to travel with a caravan to Kaer Maga. Meet with Nellie and uncover what's happened to the people. Any questions?"

Sheila answers any questions the PCs have, using the following as a guide to the type of answers she gives.

What is Kaer Maga? "It's a city, often called the City of Strangers, with a reputation as home for the dispossessed, refugees, exiles and outcasts. It's said that anyone can find a home there, but life isn't any easier than anywhere else, and it has its share of hardships. It's got some lovely views,



A LIE TOLD TO STRANGERS

though; it's on a cliff-top on the Storval Rise, repurposing an ancient fortress for much of its housing."

Are we sure they didn't leave? Eando shakes his head, "Because of Kaer Maga's mountainous location, it's almost impossible for travelers to come to or leave without drawing some attention. It's possible they found some other way to reach Xin-Shalast though. If so, the Pathfinders would like to know about it."

Who is the journalist? "We don't know much about her, but her name's Nellie Bow. I believe she's been a resident of Kaer Maga for at least a decade. It's the first time she's reached out to us, so we don't have any intel on her. Not even a description. She's local to the Warrens area of the city; she knows to expect the Pathfinders, so your first job will be to make contact with her."

Is there anything that links the people who vanished? "Very little. Eight people have vanished so far, all from different cultures, ancestries, backgrounds, genders and so on. It seems quite random. Several of them are known to have been unhappy with their lives in Kaer Maga and to have expressed a desire to travel elsewhere, but that's all the possible connections we have. Nellie may have uncovered more information since then, however."

Could they have used teleportation magic? "It's extremely unlikely. We do know Xin-Shalast has been setting up magical teleportation roots for trade goods and cargo, but it's a slow process. There's no such infrastructure in place in Kaer Maga that we're aware of. And even if there were, transporting people is much more complicated than anything Xin-Shalast has established."

Rewards: "Before you go," Sheila adds, "You'll be traveling on a caravan containing trade goods to Kaer Maga. I've paid the caravan driver extra to secure you a few additional supplies for your journey. Give him this ticket." She hands over a small receipt. "And could you send the next party in? We've got a lot of missions to hand out today."

The ticket, when handed to the caravan driver, entitles the party to a small bag containing three *ration tonics* (*Advanced Player's Guide* pg. 259) and three *lesser healing potions* (or three *ration tonics*, one *lesser potion of resistance* and four *lesser healing potions* for levels 5–6).



EANDO KLINE

Skill Check (Recall Knowledge)

A PC who succeeds at a DC 16 Kaer Maga Lore or DC 18 Society check to Recall Knowledge knows more about Kaer Maga. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success Kaer Maga's history before it was adapted for inhabitation is largely undocumented. The fortress which comprises its structure was actually found, already constructed, by none other than Kaladurnae, the first Runelord of Greed, during his first survey of his new kingdom of Shalast. This success grants each PC a +2 circumstance bonus to their checks to decipher the magic circle in **B7** on page 16.

Success Kaer Maga is located within an ancient fortress at one of the highest reaches of the Storval Rise. The inhabitants have made full use of the fortresses ringed structure to establish numerous districts and areas, adapting much of this ancient edifice's existing architecture for their own.

The city has, over centuries, become known as a haven for those who were unable to live elsewhere; exiles and outcasts. This success grants each PC a +1 circumstance bonus to their checks to decipher the magic circle in **B7** on page 16.

Critical Failure It's an open secret among those in the know that Kaer Maga is actually run by algholthus, who take advantage of the population's outsider status to prey on the desperate and vulnerable.

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

MAKING CONTACT

Once the PCs have finished their travel preparations, read or paraphrase the following.

The caravan sits at the far edge of town, a series of covered wagons pulled by large buffalo and tended by a crew of earnest, busy goblins. The master of the caravans, an exceptionally elderly goblin called Hammisbrok, waves for everybody to clamber aboard the second wagon. An aiuvarin alchemist and two dwarven textile merchants make the journey along with the Pathfinders, all bound for Kaer Maga.

A LIE TOLD TO STRANGERS

KAER MAGA



Soon the caravan begins to make its trail, and starts to move at a leisurely pace through soft fields. Eventually the trail leaves farmlands behind, moving along lightly-waving fields dotted with tall grass. The other passengers speak eagerly of their journey, discussing their aims to meet loved ones or do business in the city. One is transporting a supply of fine felt, currently packed in the fourth wagon, which he hopes to trade for a tidy sum.

After several hours the ascent into hilly regions gives way to a mountainous climb. Hours pass slowly as the caravan picks its way up along steeply hazardous trails, but the view is exceptional; long plains and open sea beneath a shimmering horizon made clear by the route's extreme heights. Seeing this, Hammisbrot gives a surly aside. "Enjoy it while you can, Pathfinders. I hear some wizard-types are hoping use magic to teleport goods from city to city. In the blink of the eye, whole baskets and crates just vanished and re-appearing entire cities away, if you can believe it. Hope it doesn't come to that; that'd put me out of a living! It's always the way, isn't it? Wizards never think of us working folks."

Soon enough, his foul mood brightens as the first glimpses of Kaer Maga's ancient walls swell from the sides of the mountain. The once-grand fortification which houses the teeming populace stand hard against the mountain's chill, overlooking the world beneath it. "There she is," announces Hammisbrot, "we've made good time."

The Warrens are the region of Kaer Maga closest to the entrance; a vibrant area with a mishmash of domiciles and storefronts, all making use of the ancient fortress's myriad structures to create homes. Each building is decorated with vivid tapestries and multi-colored hangings to turn them from drab gray stone into truly their owner's homes.

Several people gather around to watch the caravan, and when the Pathfinders dismount they're approached by one; a short kitsune wearing a distinctively dapper trench coat. **Nellie Bow** (NG female kitsune investigator) hurries over to the PCs, introducing herself; "I'm so glad you could make it. We have to—oh I'm sorry, I'm Nellie Bow, journalist. You're the Pathfinders, naturally; wait, hang on... are you the Pathfinders?" She peers at them suspiciously. "You might be shape-shifters. Or a highly intelligent form of dungeon slime that's taken humanoid form and traveled out on a mission to see the world! Can you prove you're Pathfinders?"

Allow the PCs to prove they are who they say they are; any reasonable explanation, showing Nellie their *wayfinders*, or name-dropping a venture-captain will suffice. Once she's convinced, she smiles and hops up and down on her heels. "Well, you must be parched after

A LIE TOLD TO STRANGERS

your journey, and I know a good drinking hole not far from here. They'll serve anyone, even dragons in cunning disguises, which you might still be but it's no business of mine if you are. We can discuss the job there." She furrows her whiskers excitedly and motions for the Pathfinders to follow, hurrying down the street before any of the PCs get a chance to say anything.

JOURNALISTIC INTEGRITY

When the PCs follow Nellie, read or paraphrase the following.

The kitsune journalist hurries around a corner and waves the way into a small drinking establishment. Brushing a bead curtain covering the open doorway aside, she hurries over to a small table in the corner. "I've got a lot of records" she states as soon as she's joined there. "Witness statements, records of sales, a lot. This is more than just a few disappearances. But there's a problem..."

No sooner has she spoken, a muscular aiuvarin man stands up from a nearby table and scowls at Nellie. "You again?"

he snarls. "And I see you've got friends. More muckrakers looking to dig through people's private lives, no doubt!" He looms ominously over the table.

The man is **Ector Finleson** (CG male aiuvarin tailor), and he wastes no time telling Nellie and the Pathfinders just how much he dislikes the journalist, accusing her of sticking her nose where it isn't wanted and trying to insert herself into other people's traumas. "Those folks you say 'disappeared,' they left Kaer Maga fair and square, most of them leaving their families behind to pick up the pieces. That's hard enough for them, without you trying to spread their names all over your little 'newspapers!'" The last word is dripping with sarcasm. It's very clear to the PCs he's not alone in this sentiment; even the staff at the diner are unwilling to serve Nellie or anyone with her.

The PCs can attempt to calm the situation with a successful Deception check to Lie about talking Nellie out of her quest themselves, a successful Diplomacy check to Make an Impression with the promise that they won't bother any patrons, a successful Intimidation check to Coerce the man into backing down, or a successful Society check to Recall Knowledge enough to recall local customs that would allow you all to stay. Each check has a DC of 16, but the situation is tenser in levels 5–6, increasing the DC to 18. At the GM's discretion other skills may be used. If the PCs have a number of successes equal to at least half their number, they are allowed to stay. Critical successes count as two successes for this purpose, and critical failures remove one success each.

Should they be allowed to remain, Ector gives a huff and leaves the establishment, stating he refuses to drink anywhere while Nellie's present. After a while the tension eases, and Nellie is able to order drinks for the PCs before she continues her briefing. They are additionally rewarded with delicious honey wine as described on page 8. If the PCs fail, they are scowled at and refused service, and the staff tell them and Nellie to find somewhere else to drink. Nellie sighs dejectedly, gathers her papers from the table and hurries outside.

Regardless of the location where the briefing ends up, Nellie presses on, spreading her papers across the table or, if the PCs have been evicted from the tavern, across a small area on a bench near a fountain. Read or paraphrase the following.

"This is why I know there's more to these vanishings. We've had so many, just recently. Each of those who've gone missing have the following things in common." The kitsune counts each of the points on her paw. "One, they all expressed



NELLIE BOW

A LIE TOLD TO STRANGERS

a desire to leave Kaer Maga. Two, they all either took all of their gold and jewels with them, or sold them for cash shortly before vanishing. That means wherever they went, it likely cost them a great deal. But the real clincher is; nobody saw them leave. You saw the gates at the entrance to the warrens? The old fortress towers overlooking the roads? We're on a mountain here. If someone left via that road, there's no way they wouldn't be seen. But these records from the watch in the tower, and these from those at the gate... nothing."

She folds her fingers together. "One person slips away in the middle of the night? Possible. Eight? No, something is amiss there. And you've already seen the hostility I'm being met with. I suspect that whoever's behind the disappearances has been spreading rumors about me and the investigation. Trying to make sure nobody looks too deep into this. I know that sounds paranoid, but I was in good standing here until recently. That's why I called for the Pathfinders; you might be able to open doors I can't. Speaking of which, this is where we can begin."

She pulls three pieces of paper from the rest. "These are the three most recent disappearances. I'm going to press what further information I can get; meanwhile, can you look into these? Let's meet here again, in exactly five hours' time. We can compare what information we've got and plan our next step." She ruffles her whiskers and gives a wry grin.

Reward: If the PCs succeeded at defusing the confrontation, Nellie orders them a local delicacy of warmed honey wine with an infusion of hazelnuts. PCs who drink the beverage find it delicious; they gain a +2 circumstance bonus to their next skill check during Act One.

Development: Nellie hands three documents to the Pathfinders, asking them to recover as much information on the three vanished folks as possible while she digs into other leads.

A. THE GAME IS AFOOT

During this act, the PCs investigate three of the vanished. They must accrue as many Mystery Points (MP) as possible, representing progress at pursuing their leads. They can investigate their leads in any order they wish. Nellie provides them with the following information:

Miso Amigara (LN aiuvarin noble): 23 years old. She recently moved to Kaer Maga with her fiancé. Miso was born to a wealthy family of nobles; however her marriage proposal to a lowly farmhand displeased her aristocratic parents, leading the couple to elope.

Hunter Breville (CG human teenager): 17 years old. Hunter's family have lived in Kaer Maga for five generations; however, he repeatedly expressed a desire to journey outside and see the rest of Golarion.

Korta MacAnvie (LG dromaar farmer): 43 years old. A dromaar man in his early 40s, Korta moved to Kaer Maga decades ago in the hopes of finding a new life, who was known to be looking further afield to find ways to support his growing family.

Development: After the second lead has been pursued roll a secret Perception check for each PC. A success on this DC 20 Perception check to Seek reveals that they're being followed through the streets and watched discretely from a distance. In levels 5–6 their pursuer keeps watch from further away, increasing the DC to 22. Their pursuer, if noted, quickly moves on, hurriedly dodging into an alleyway and then into a crowded market, vanishing out of sight. However, the PCs determine she's dressed in dark leathers and fabrics and wears a blue neck scarf. Spotting the blue scarf heavy assigned to tail them earns one MP. If any PC critically succeeds on their check, all PCs have a +1 circumstance bonus on their initiative roll in encounter A4.

The PCs can pursue the three leads in any order, but must pursue all three before moving on. Once all three have been attempted, proceed to A4 on page 12.

A1. MISO AMIGARA

Miso's disappearance is the most recent, as she vanished two weeks prior to the PCs' arrival. She lived in the Warrens with her partner Amlyn. Nellie's document indicates she struggled to acclimate to Kaer Maga. She felt isolated there and grew withdrawn, and soon refused to leave her home. Before she vanished, she was observed selling many of her personal belongings; Nellie theorizes this was to raise money for her travels. The journalist had aimed to interview Amlyn, but they've since left Kaer Maga in the hopes of finding their beloved on the road.

Miso's house is a small wooden shack in the Warrens, certainly humbler than her noble upbringing would indicate. Since her partner left Kaer Maga, the property has been boarded up and is currently unoccupied. Nellie hasn't gained entry to the building, and it has remained untouched since Miso vanished.

Miso kept a diary, but before leaving Kaer Maga she hid it to ensure nobody could find it, intending to prevent word of her location returning to her estranged family. It's hidden under a loose floorboard in the bedroom; she has moved the side of an old wardrobe over the floorboard to keep it disguised.

To examine the building, the PCs must accumulate successes on a variety of skill checks. This is done over five rounds. Each round, each PC can attempt a single skill check. If at least half of the PCs succeed at their skill

A LIE TOLD TO STRANGERS

checks, the round is a **Pass**. Critical successes count as two successes for these purposes. Critical failures remove one success each (to a minimum of zero successes). Even if the PCs fail to pass a round, they continue on until all five rounds are completed.

Each PC can choose any of the listed skill checks, or any others the GM feels suited to the challenge at their discretion. For additional skill checks not listed, the DC should be 20 unless the skill use as explained is particularly creative or suitable enough to justify lowering the DC to 18. For levels 3–4 those DCs are 2 higher. Each PC can only attempt a single check each round, though they can attempt the same check as other PCs. Even if the PCs don't pass a round, they still eventually overcome the challenge, but the added effort and time makes it harder to properly spot clues and piece together what may have happened, represented by the reduced MP reward.

ROUND ONE: BREAKING INTO THE PROPERTY

Overcome DC 20 Acrobatics to slip through spaces in the boards over the window, DC 18 Athletics to force the door, DC 16 Thievery to pick the locks. For levels 5–6, increase these DCs by 2.

The property has been locked, boarded up, and is currently unoccupied. Anyone who wants to get inside is going to have to make their own way in.

ROUND TWO: FIND SOME LIKELY HIDING SPOTS

Overcome DC 18 Perception to spot likely areas, DC 20 Stealth or Society to rely on knowledge of hiding places, or DC 16 Survival to look for subtle signs of things that could conceal evidence. For levels 5–6, increase these DCs by 2.

There are numerous potential hiding places. Narrowing the search will take some effort.

ROUND THREE: CAT CLOWDER

Overcome DC 20 Athletics to grab a cat and carefully remove it, DC 16 Nature to coax the animals out of the way, or DC 18 Intimidation to scare them off. For levels 5–6, increase these DCs by 2.

The signs lead to a bedroom, which seems to have become home to a clowder of cats. While not dangerous, they don't care to move out of their way for anyone.

ROUND FOUR: THERE'S A LOOSE FLOORBOARD UNDER THAT WARDROBE

Overcome DC 16 Athletics to forcibly maneuver the furniture, DC 18 Crafting to remove heavier bits, or DC 20 Perception to note exactly which boards to uncover. For levels 5–6, increase these DCs by 2.

A heavy wardrobe rests over a loose floorboard. If anyone wants to see what's under the floor, the wardrobe needs to be moved out of the way.

ROUND FIVE: PRY THE LOOSE FLOORBOARDS UP

Overcome DC 18 Athletics to pry with all available might, DC 16 Crafting to select only the necessary boards that need removal, or DC 20 Thievery to treat the whole thing like something to be disabled. For levels 5–6, increase these DCs by 2.

Now that the wardrobe is out of the way, the floorboards can be pried loose.

Development: If the PCs gain 4 or 5 Passes, they gain 3 MP. If they gain 2 or 3 Passes, they instead only gain 2 MP. If they gain only 1 or zero Passes, they gain 1 MP.

Regardless of successes, they also gain **Handout A: Miso's Journal** (page 38).

A2. HUNTER BREVILLE TRIVIAL

Hunter is a seventeen year old human boy from a large family; he has five siblings. Nellie's documents indicate she's spoken with his family extensively, all of whom are in agreement that he exhibited a desire to leave Kaer Maga. He regularly stated disliking 'this dead-end town' and wanting to travel the lands of Golarion. Hunter vanished six weeks ago, taking the majority of his belongings with him. He was not wealthy, and it's unlikely he could afford to make a trip to Xin-Shalast on his own.

Nellie's work has already exhausted examining Hunter's home and speaking to his family as leads, however her documents indicated he'd been noticed spending time at an abandoned building in the Cavalcade district. The building is an old part of a former workhouse which fell into disuse several decades prior; Hunter and several friends would use it as a den when they wanted time away from their families.

When the PCs arrive, they find the den to be in an advanced state of disrepair; rotting floorboards and half-collapsed roofing litters much of the floor. Worse, the old building has partly sunken and requires careful footsteps to navigate through its debris. However, there's many signs of fresh items which indicate occupation by young individuals; small personal trinkets, half-eaten snacks, board games, and similar items are scattered about, though no sign of anyone being there in months.

In a particularly deteriorated side room, a table holds a carefully folded note. This room is in especially poor state; the disrepair constitutes a **Collapsing Debris Hazard**. How successfully the PCs interact with the Hazard determines their additional MP.

A LIE TOLD TO STRANGERS

Levels 3–4

COLLAPSING DEBRIS

HAZARD 1

Page 22

Levels 5–6

DANGEROUS COLLAPSING DEBRIS

HAZARD 3

Page 30

Development: if the party successfully disables the hazard, they gain 3 MP as well as **Handout 2A: Hunter’s Letter Fragment** (page 38) and **Handout 2B: The Rest of Hunter’s Letter** (page 38). If the party detects the hazard and set it off, either purposefully or due to a critical failure when attempting to disable it, they gain 2 MP as well as **Handout 2a: Hunter’s Letter Fragment**, but the letter is too tattered and damaged to read the rest. If the party fail to detect the hazard and set it off, they gain only 1 MP, and the collapsing debris destroys the note.

A3. KORTA MACANVIE

The farmer’s disappearance was one of the earliest, occurring a full 2 months prior to the PC’s arrival, and so wasn’t connected to the other vanishings until Nellie’s recent investigations. Her documents identify Korta’s farm as being located on the outskirts of the Warrens; it’s really more of a small garden than a farm, but it’s large enough to grow enough crops to feed his five children.

When the PCs arrive, the farm appears slightly overgrown and the house is hectic. **Cassandra MacAnvie** (CG female gnome farmer), a bedraggled, dour-faced woman, answers the door. She eyes the Pathfinders suspiciously, a emanating a fierce protectiveness despite her short stature. She demands to know what they want.

Cassandra has heard many of the rumors circulating about Nellie and is extremely suspicious of those investigating her husband’s disappearance, believing them to be ‘muckrakers’ looking to profit off tales of her misery. She can be convinced of the PCs’ good will, though. Convincing her of the PCs good intentions is an Influence Encounter.

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.

RUNNING AN INFLUENCE ENCOUNTER

You’ll be using the Influence subsystem for the PCs’ attempts to win over Cassandra. A brief overview follows; more details can be found in *Pathfinder Gamemastery Guide* (pages 151–153). Each influence encounter is divided into rounds during which each PC may take one Influence or Discover action. During Cassandra’s chores, there will also be unique actions available depending on the chores in question. Influence Points are gathered over the course of the encounter, with thresholds noted in the stat blocks that determine the overall outcome.

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.

Cassandra is wary, especially considering the rumors she’s heard, but is willing to hear the PCs out; however, she doesn’t have time to waste, and will let them make their case only so long as her chores last. Each chore offers a unique chance for the PCs to help her, making a unique influence action available during that chore as detailed on page 11. She has only four chores to finish once the PCs arrive, making for an influence encounter that lasts 4 rounds.

In addition, Cassandra’s five boisterous children are very animated and excited to see “real adventurers”; instead of trying to convince Cassandra, PCs can distract one of her children, making it easier for her to do her chores and earning some gratitude from the overworked mother, allowing PCs to influence her that way. Each child can only be successfully distracted once, and the PCs distract them with unique actions explained on page 11.

A LIE TOLD TO STRANGERS

DISTRACT DUNCAN

VERBAL LINGUISTIC MANIPULATE

This energetic 7-year-old notices the Pathfinders' weaponry and wants to play-fight. Attempt a DC 18 (DC 20 for levels 5–6) Athletics check.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

DISTRACT EOWAR

VERBAL LINGUISTIC

This inquisitive 14-year-old recognizes the visitors as Pathfinders and wants to hear stories of their journeys and adventures. His incessant questions are clearly bothering his mother. Attempt a DC 18 (DC 20 for levels 5–6) Society or a DC 16 (DC 18 for levels 5–6) Pathfinder Society Lore check.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

DISTRACT FIONA

VERBAL LINGUISTIC MANIPULATE

This assertive 5-year-old is busy trying to cook in the kitchen but seems to be causing more of a mess than anything else (much to her mother's dismay). Attempt a DC 18 (DC 20 for levels 5–6) Crafting or a DC 16 (DC 18 for levels 5–6) Cooking Lore check.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

DISTRACT HAMISH

VERBAL LINGUISTIC

This intellectual 9-year-old is busy trying to decrypt an arcane text he recently picked up from a local library. He keeps interrupting his mother's chores to ask her to explain certain concepts. Attempt a DC 18 (DC 20 for levels 5–6) Arcana or a DC 16 (DC 18 for levels 5–6) Academia Lore check.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

DISTRACT MORGAN

VERBAL LINGUISTIC

This morose 16-year-old is deeply upset at her father's vanishing and has become incredibly withdrawn. Getting her to open up will put her mother's mind at ease. Attempt a DC 18 (DC 20 for levels 5–6) Diplomacy check.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

Round 1—Weeding the Garden: Cassandra is already out in front of her house weeding as the PCs approach. She can't leave the chore half-done, so she hears them out as she goes about the work.

HELP WITH WEEDING

MANIPULATE

Pulling up weeds is a simple matter. Identifying the weeds that need to be pulled up is what's important. Attempt a DC 18 (DC 20 for levels 5–6) Nature check.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

Round 2—Washing Clothes: Even with Korta absent, the amount of laundry the family produces is immense, and Cassandra's the only one still here to do it. Unless, of course, the PCs lend a hand.

HELP WITH WASH

MANIPULATE

Washing clothes is a tiring process. Even cantrips, while faster, might leave a spellcaster too tired to continue, such is the volume of laundry. Attempt a DC 18 (DC 20 for levels 5–6) Fortitude save.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

Round 3—Checking and Placing Rat Traps: Though their farm is small, it attracts pests just like any other place that produces and stores food. Cassandra needs to be wary of rats getting into their cellar and eating their stores of supplies, even moreso now that Korta is missing.

A BETTER MOUSETRAP

MANIPULATE

Knowing how to trap prey is a skill every good hunter should possess. Suggestions on where traps might be more effective are welcome, if they seem useful. Attempt a DC 18 (DC 20 for levels 5–6) Survival check.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

Round 4—Cleaning House: The children always leave messes throughout their small house, be they discarded toys, dirty socks, or any other of the myriad things children are wont to leave laying around. Navigating around these objects while helping to pick them up is quite the endeavor.

A LIE TOLD TO STRANGERS

A BALANCED HAND

MANIPULATE

Helping Cassandra pick up is only useful if nothing is dropped or tripped over, otherwise the mess only gets worse. Attempt a DC 18 (DC 20 for levels 5–6) Acrobatics check.

Critical Success Gain 2 Influence Points.

Success Gain 1 Influence Point.

Critical Failure Lose 1 Influence Point.

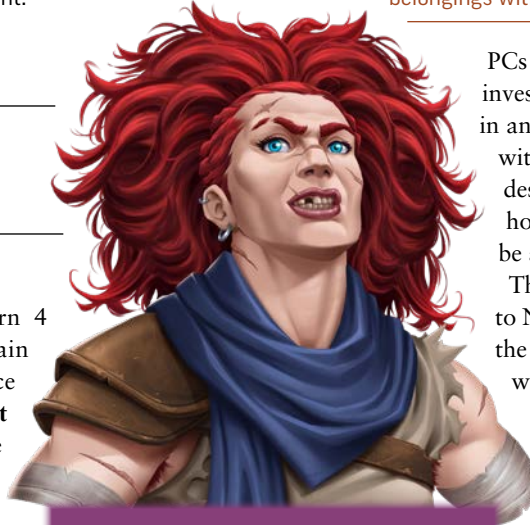
CASSANDRA MACANVIE

Page 23

EXASPERATED CASSANDRA MACANVIE

Page 31

Development: If the PCs earn 4 Influence Points they also gain 1 MP. If they earn 6 Influence Points, the PCs receive **Handout 3: Cassandra's Statement** (page 38), as well as a second MP. If they reach 8 or more Influence Points, in addition to all of the above they receive a third MP.



BLUE SCARF TOUGH

A4. THREATS IN THE DARK MODERATE

Once the PCs have followed all three leads, they can attempt to reconvene with Nellie. Whether they are successful and the events which follow depend on their total number of Mystery Points.

5+ MP: Nellie meets the PCs back at their arranged location. After briefly confirming the PCs aren't mimics, she listens to their reports. She's incredibly impressed with their work, stating, "You've recovered so much. Looks like the leads point to all of the folks having met someone called Firmagor and arranged to meet him on Nestus Street in the Downmarkets. That should be our next lead! C'mon, let's go!"

0–4 MP: Nellie does not appear at the arranged location point at all. Even should the PCs wait several hours, there's no sign of her at all. If they ask around, no check is necessary to hear that she was last seen in the Downmarkets district.

In either case, the PCs can take a short time to rest and heal any injuries they've incurred before proceeding onwards. Once the PCs have reached the Downmarkets, read or paraphrase the following.

The Downmarkets area is bustling; streets dedicated to a dizzying number of stalls each replete with glistening fabrics, delicious foods, and enchanting trinkets. The smell of fresh spiced chicken kebabs and sweet fruit drinks punctuates the air, with soft lilting of lutes strummed by street musicians carrying in the wind. Stalls are set up to offer anything, from fortune tellers reading cards to wizards offering to find lost belongings with use of their magic.

PCs find little to contribute to their investigation here, but they can partake in any of the offered goods. If Nellie is with the PCs she buys them a gift, as described in Rewards on page 14. "I hope it'll be useful. And if not, it'll be a nice memento of our case!"

They're soon able to find directions to Nestus Street, a small off-road near the main thoroughfare. If Nellie isn't with the party, the PCs are instead told that she's been seen in the area of Nestus Street.

The journey towards Nestus street takes the PCs through a quiet alley. When they enter, three figures in dark fabrics wearing blue neck scarves approach them.

PCs who succeeded at their Perception check and learned they were being tailed identify these scarves as the same type worn by their tail. The Blue-Scarf Gang members swagger towards the PCs, the woman in the lead threatening menacingly, "We've heard you've been helping the fox dig into business that's not your concern, Pathfinders. Firmagor's asked us to give you a message you won't soon forget."

The Blue Scarves have been sent to 'deal' with the Pathfinders and attack without waiting for a response. Use the map on page 13 for this encounter. Place the PCs in the designated PC starting area, and the enemies in their designated spaces. Additional gang members beyond 3 should be added next to existing members on the map.

Levels 3–4

BLUE-SCARF TOUGHS (2)

CREATURE 2

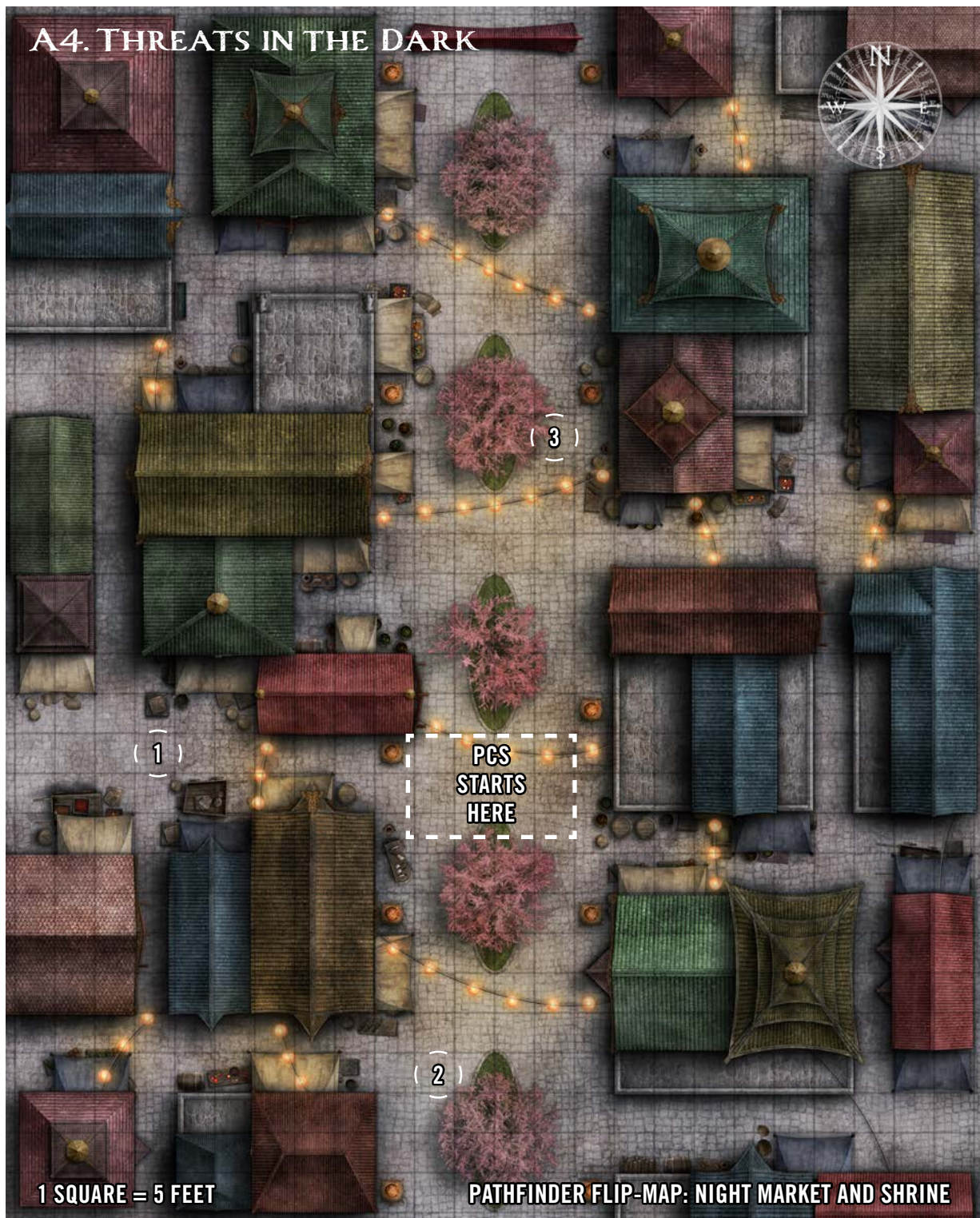
Page 24, art on page 40

WEAK BLUE-SCARF TOUGH

CREATURE 1

Page 24

A LIE TOLD TO STRANGERS



Levels 5-6

BLUE-SCARF HEAVIES (2)

Page 32, art on page 40

CREATURE 4

WEAK BLUE-SCARF HEAVY

Page 32

CREATURE 3

PATHFINDER SOCIETY SCENARIO

A LIE TOLD TO STRANGERS

Kaer Maga has no police force or city guard to punish criminals. Things like that are left up to various factions, so PCs who wish to hand the Blue Scarf members over to some authority will find none willing to take them. The members do not want to die, and while they fear Firmagor, upon the PC's victory they learn a painful lesson. It's trivial to get defeated members to throw down their scarves and swear to leave the gang.

Rewards: If the PC's earned at least 5 MP, meaning Nellie is with them, she scurries over to a market stall and purchases a *feather step stone* (in levels 5–6, she instead decides on a *shark tooth charm*) as a gift to the PCs. Further, the Blue Scarves possess assorted gems, jewelry and coins that seem likely to be stolen goods. Nellie says the PCs can keep them, or she can try and find their owners. Either way, keeping or returning the stolen goods constitute three Treasure Bundles, as the victims happily give a reward for the return of their goods. Both the reward and the stolen goods are worth 20 gp. For levels 5–6 there are some fine pieces of Kyonin make, increasing the value to 50 gp.

Development: Upon defeating them, the Blue Scarves surrender Firmagor's Orders. Alternatively, the PCs can find the orders on their bodies. Either way, give **Handout 4: Firmagor's Orders** (page 39) to the PCs. They are then able to progress to Nestus Street.

B. SUBTERRANEAN CATACOMBS

Once the PCs arrive in Nestus Street, read or paraphrase the following.

Squat stone-clad buildings line each side of Nestus Street's narrow path. Many are storehouses or otherwise disused and dilapidated, with windows boarded up and doors sealed. But one stands out, with a neatly-written inked sign bearing the name 'Firmagor's Magical Excursions: Travel at the snap of your fingers' nailed haphazardly above the half-open doorway.

The doorway opens into a small makeshift office containing a desk, a set of threadbare armchairs and large potted plant. It is unoccupied, and a curtain on the opposite wall conceals a door leading to a hallway. The hall ends in a wooden staircase leading to a basement. One brick wall has been chipped apart, opened up to reveal an ancient stone tunnel leading further inwards. The building is otherwise uninhabited, bearing no signs of life. PCs can attempt a check using Society or relevant Lore such as stone masonry, DC 21 (DC 23 in levels 5–6), to identify ancient Thassilonian elements in the tunnel walls.

Use the map on page 15 for this exploration. The tunnel leads into section **B1**. Instruct the PCs to select their Exploration Actions now; those who opt to Detect Magic can sense the magical seal on the door in **B8**.

If Nellie is with the PCs, she stays close behind them, occasionally commenting on the tunnels and wiping brine-encrusted water from her coat.

B1. CRUMBLING TUNNEL TRIVIAL

The floor in this area has grown lopsided, likely due to heavy flooding given the sound of trickling water audible nearby, causing the stones to sink precariously.

To navigate this area, the PCs must deal with this hazard.

Levels 3–4

CRUMBLING FLOOR

HAZARD 3

Page 25

Levels 5–6

DELICATE CRUMBLING FLOOR

HAZARD 5

Page 33

B2. STONE WALL

The wall here bears a few hastily scratched chalk marks.

A successful DC 16 Survival check to Track or Society check to Decipher Writing (DC 18 in levels 5–6) identifies these marks commonly left by trackers or scouts in the wilderness to warn other travelers of nearby danger and direct those who can read them to hidden caches. These marks are taught throughout Golarion as part of orienteering. The message directs the PCs to a small crack between two stones in the wall, where PCs can find a small roll of paper. The stones around the paper are smeared with blood. Without understanding the marks, only a successful DC 23 Perception check to Seek can locate the paper. The blood is even fainter for levels 5–6, increasing the DC to 25.

Development: If the PCs find the paper, give them **Handout 5: Bloodied Note** (page 39), which has been left by one of the gang's previous victims. Aside from the blood, there's no sign of the victim's body in this area.

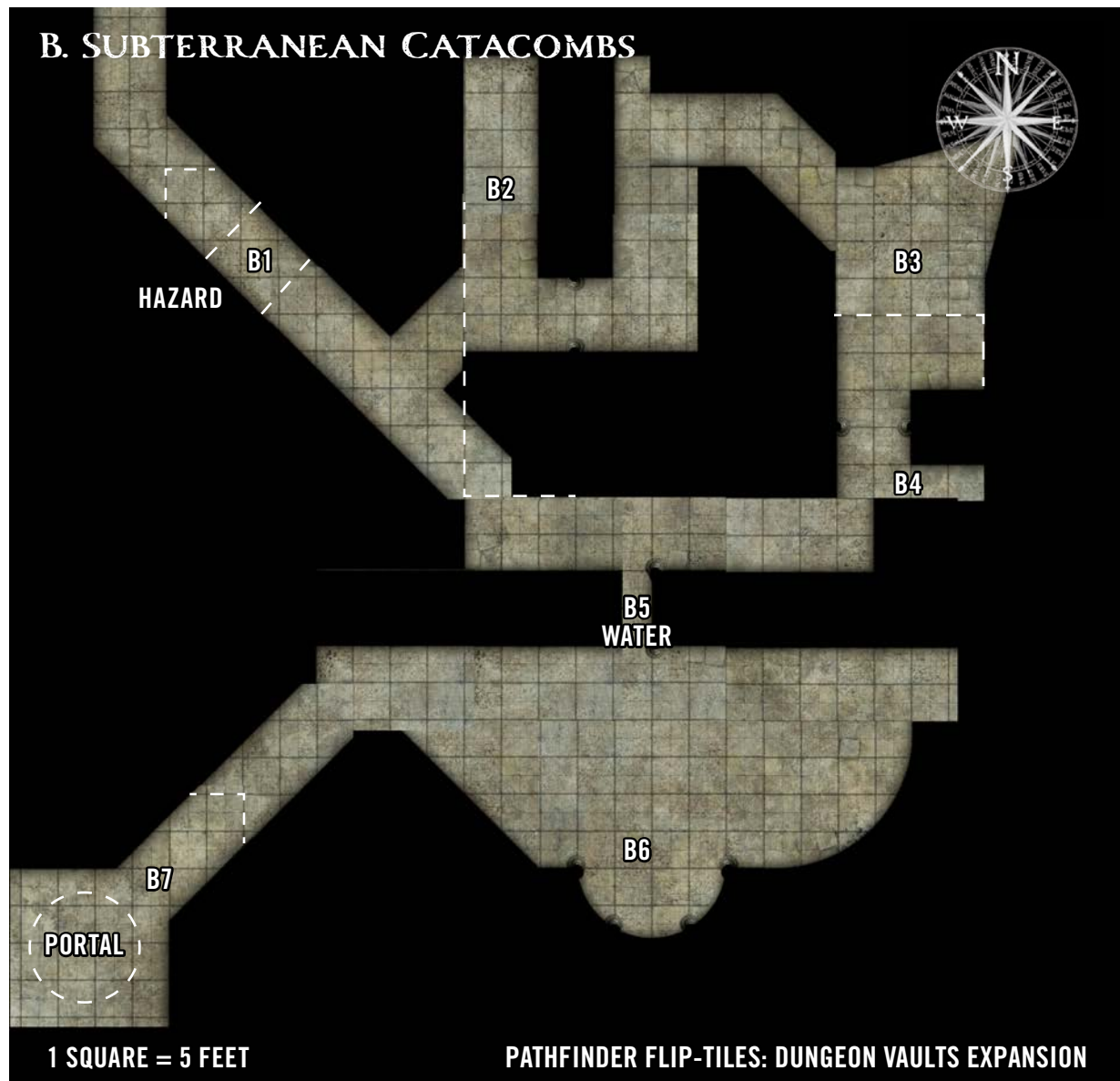
B3. STOREROOM

TRIVIAL

This small room contains a desk, several chests and a barrel, and is lit by a pair of candles sitting atop the desk. Next to the candles wait several ledgers.

The ledgers list weekly profits going back three months. In one of the desk drawers, the PCs can find **Handout 6: Notebook** (page 39). If Nellie is with the PCs, she takes a

A LIE TOLD TO STRANGERS



particular interest in the notebook, stating that it's damning evidence to malicious intent behind the vanishings.

Two of the chests are empty, while another is locked. It can be unlocked with a successful DC 20 Thievery check (DC 23 in levels 5–6). Opening it without the password “wrath,” though will activate a mild curse. Filmagor placed it on the chest to punish any in the gang who might try to sneak some of their ill-gotten-gains out without splitting them properly.

Levels 3–4

HEXED CHEST

Page 26

HAZARD 3

Levels 5–6

VERY HEXED CHEST

Page 34

HAZARD 5

Rewards: The barrel contains five *vine arrows* (five pieces of *freezing ammunition* for levels 5–6). If unlocked, the chest contains personal belongings such as clothing and jewelry taken from the gang’s victims; while not incredibly valuable on their own, returning them to the victims’ families will earn so much gratitude that the survivors band together to gift each of the PCs a relatively lavish meal of *irondust stew* (*Pathfinder Lost Omens Highhelm* 73) from a dwarf chef who has set up shop in the area.

A LIE TOLD TO STRANGERS

B4. TIGHT PASSAGEWAYS

The walls in this area are extremely tight, having partly collapsed.

Although the walls are stable, the only way through is to maneuver carefully between tight, confined spaces. PCs must Squeeze to get into a small alcove to the east; the DC to do so is DC 22. For levels 5–6, the walls have some uneven protrusions, increasing the DC to 24.

Rewards: If the PCs can get into the alcove, they find a spare stone fist elixir. Levels 5–6 instead find a *moderate mistform elixir*.

B5. FLOODED AREA

In this area, the ground has long since given way to thick, stagnant waters. The other side is barely visible, but getting to it will likely require a swim.

Although the distance is only 10ft, the crumbling chamber has partially collapsed over the water, forcing PCs who Swim through this 10ft area to hold their breaths to avoid Drowning. The water is still but murky. The DC for Athletics checks to Swim is only DC 10. All creatures in the water are concealed from all other creatures and all other creatures are concealed from them.

B6. DARK CORNER

This dark room is empty save for a stolen keepsake that has fallen out of sight.

Rewards: A successful DC 20 Perception check (DC 24 in levels 5–6) reveals a small golden locket on a thin chain which has fallen between the cracks in the stone floor. The locket, when opened, reveals a tiny painting of Korta's wife Cassandra and their five children. It was taken from Korta and dropped here while he was being taken to the storeroom in B3. Cassandra rewards the PCs for its recovery by gifting them a ceremonial cold iron dagger worth 25 gp that she was going to gift to Korta. For levels 5–6, she instead gifts a matched set of well-made cold iron daggers worth 60gp for the pair.

B7. SEALED CHAMBER

The enormous circular metal door to this chamber has no obvious lock but is painted in faintly glowing magical runic symbols.

The door has a Hardness 9, HP 55, and BT 27, and doesn't possess a lock to be picked to open. For levels 5–6 the Blue Scarves have reinforced the door, increasing the Hardness to 12, the HP to 70, and the BT to 35. A

successful DC 20 Society check or DC 18 Thassilonian Lore check to Recall Knowledge to recognizes the presence of symbols corresponding to the seven runic schools of Thassilonian wizardry: envy, gluttony, greed, lust, pride, sloth, and wrath. Other runes for Thassilonian words are present, but glow much more faintly. Anyone who can read Ancient Thassilonian automatically recognizes all the runes.

Originally, the runes had to be pressed in an intricate order to tell the story of the first Runelord of Greed Kaladurnae. Once he solved that puzzle, Firmagor learned how to change the password to one of his choosing. Knowing many members of the Blue Scarves would be unable to remember anything complicated, he changed it to simply pressing the pride and Greed runes, in either order.

Handout 6: Notebook (page 39) gives this information if the PCs found it, so long as the PCs can decipher the runes. A successful DC 23 Perception check to Seek can reveal which symbols have been pressed the most, giving the solution as well. Three successful DC 20 Thievery checks to Disable a Device can bypass the magic. A critical success counts as two successes. A failure sets off the concussive wave, as if the door were touched improperly (see below). A critical failure sets off the wave and removes any successes gained, requiring the PC to start over.

Touching the door in any other location (including attempts to damage the door) causes it to emit an arcane wave of raw concussive energy. Everyone within 10 feet of the door must attempt a DC 18 basic Fortitude save or take 2D8 force damage. Levels 5–6 the Thassilonian magic of the device has weathered the years better, increasing the save DC to 20 and the damage to 3D8.

Once the PCs have dealt with the magical lock, the door rolls away easily, as though it were weightless. Read or paraphrase the following.

The room beyond the strange circular door is bare apart from an ancient circle which sits on the ground. It glows with faint blue-white pulses and radiates a soft thrum of arcane strength. Small flecks of ancient arcane flame continue to flicker around the circle's outer edges. Dust lines much of the room, but the areas to and around the magic circle are etched with footprints, indicating heavy traffic. Many footprints enter the middle of the circle, only to cease abruptly in the center.

A successful DC 20 (DC 22 in level 5–6) Arcana, Occultism, Religion, or Society checks to Decipher Writing helps uncover the information on page 17. A critical success counts as two successes, while a critical failure removes one success to a minimum of zero. PCs may make multiple attempts but must use a different skill for each attempt. If Nellie is with the PCs, she grants them one additional success.

A LIE TOLD TO STRANGERS

One Success: The item on the floor is a magic circle, an area used to channel arcane power into a single point. They're often used in conjuring, summoning or teleportation rituals.

Two Successes: A magic circle centers and anchors a magical effect to a single location; this one is attuned to teleportation. People who enter it would be teleported to whichever other magic circle this one is connected to.

Three Successes: This particular magic circle is ancient; certainly, dating back to the late Thassilonian era at the latest. The magic used to create it utilizes several elements which are not used in contemporary magic, making it of considerable academic interest. Gaining this information fulfills the requirement to gain additional Reputation with the Vigilant Seal faction.

Four or more Successes: The destination for this magic circle's teleportation is not far away at all. It could not possibly transport someone to Xin-Shalast, and it's likely connected to somewhere else nearby. The PCs are aware there is nothing more to learn.

Development: The magic circle is primed and ready to function; when the PCs step into the center of it, they vanish and are teleported to The Hole (below).

C. THE HOLE **MODERATE**
Once the PCs arrive in The Hole, read or paraphrase the following.

This dark, wide chamber squats under a low roof, lit only by dimly flickering torches on the wall. The debris-strewn floor is damp and smeared with centuries-old garbage, waste and broken apparatuses; more concerning, it is also filled with corroded and decaying bodies. Some are recent, rotting and give off a foul smell of death. Within the further reaches of the chamber, something twitches and gives a wet squelching sound.

This ancient cistern was used as waste disposal prior to its access being lost. The gang has deposited the bodies of the vanished here, having tricked them into handing over their worldly possessions. Many of the bodies show signs of corrosion, with parts charred and worn away.

The chamber contains some corrosive slimes, beasts the gang have wrangled in order to dispose of their victims. The slimes are currently resting when the PCs arrive. One

minute after the first PC arrives, their gelatinous forms lurch forward to attack. Use the map on page 18 for this encounter. Place the PCs within their designated starting area, and the corrosive slimes at their marked starting points. Squares marked with a green dot are part of the corrosive slimes' existing trail and should be treated as part of its acrid trail ability, though the slimes have taken that path so many times that those squares do not have their slime fade.



Levels 3–4

CORROSIVE SLIMES (2)
CREATURE 3

Page 27, art on page 41

Levels 5–6

ACRID CORROSIVE SLIMES (2)
CREATURE 5

Page 35, art on page 41

Development: Once the Corrosion Slime is defeated, there is movement from a small alcove at the far end of the cistern. Read or paraphrase the following.

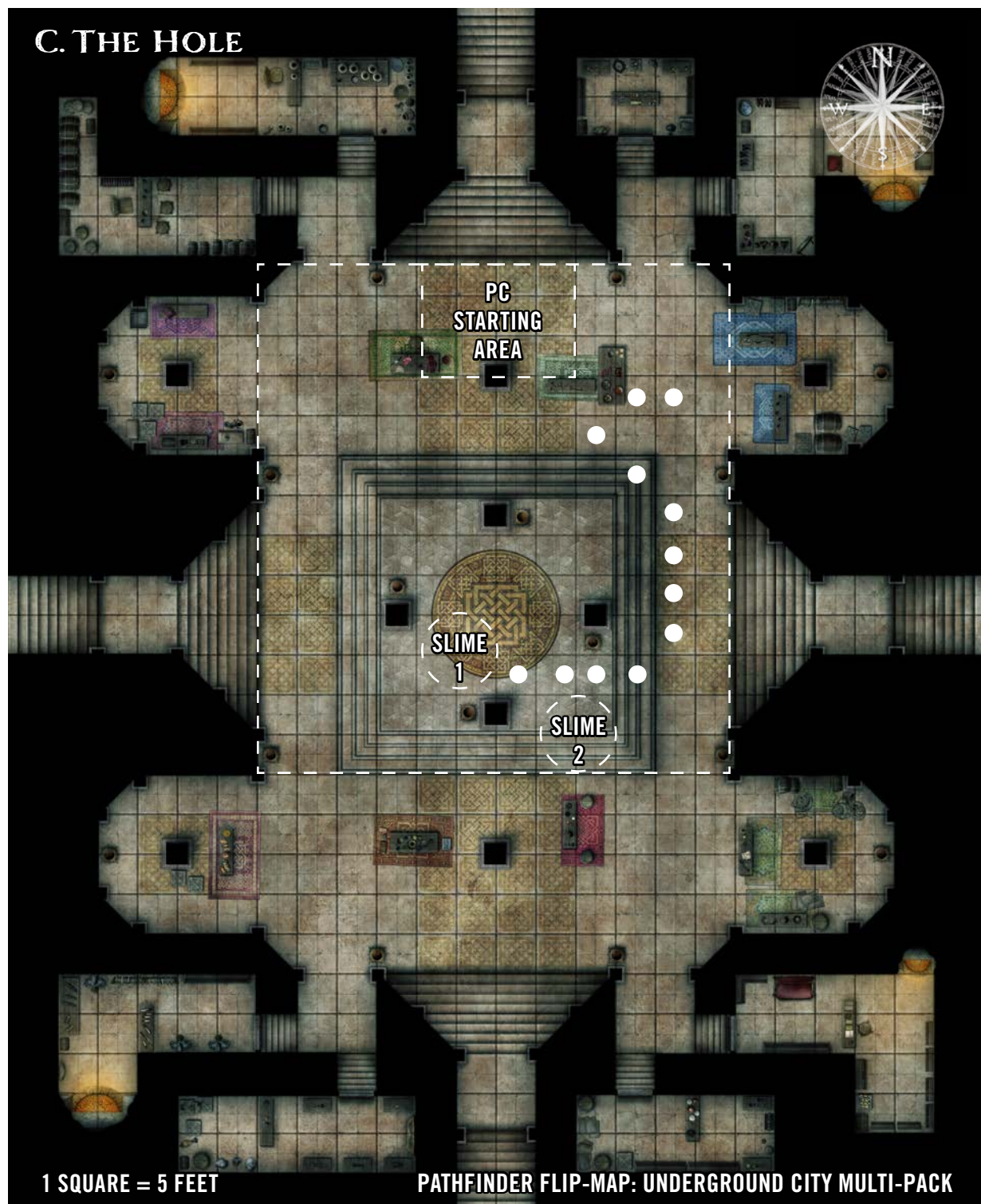
A young boy stumbles from a dark corner of the chamber; he looks severely malnourished and clutches a bleeding gash on his arm. Behind him, an aiuvarin woman with a dirt-encrusted face staggers out as well.

"You got rid of them!" the boy exclaims. "I didn't think anyone was coming. Those men, they told us we'd be going to Xin-Shalast. Then they took everything we had and threw us in here to die." He stumbles over, leaning against the wall.

These two are Hunter and Miso, both of whom are in poor shape but alive. While a successful Medicine check to Treat Wounds can help, full recovery will take some time. If Nellie was abducted earlier in the adventure and the PCs gained 3 or more MP during their investigation, she is also with the pair and is reunited with the PCs now. If the PCs gained 2 or fewer MP, they find Nellie's body among the Corrosion Slime's victims.

Hunter's excitement at seeing the PCs has worn him out, but Miso answers any of the PCs' questions. She doesn't believe any of the other victims have survived; she states, "Korta managed to fight his way past the slimes and through the magic circle. I had hoped he'd escaped, but the gang brought him back and..." she can't bring herself to finish the statement. Hunter looks away as well, trying to hide the fear in his eyes.

A LIE TOLD TO STRANGERS

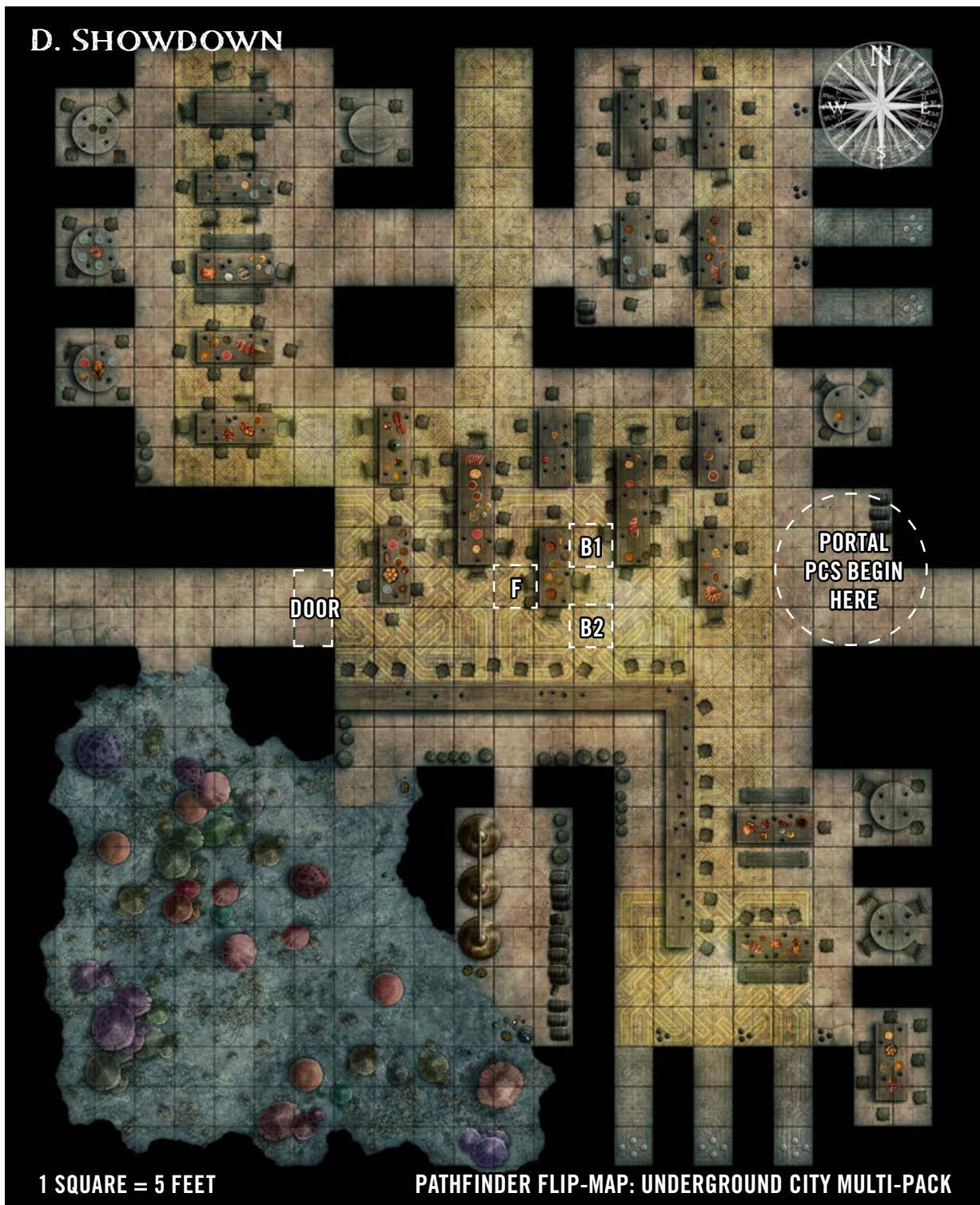


Development: Once the slimes are defeated, a leisurely, thorough search of the room is possible. While victims under attack would not have had the time to find the well-hidden exit, given the lack of pressure, no check

is needed for the PCs to find it. What appears to be a bunch of refuse is actually a hollow facade; in actuality it disguises a trapdoor covering another magical circle similar to the one the PCs entered through.

A LIE TOLD TO STRANGERS

D. SHOWDOWN



Rewards: The cistern contains a few curious scraps from centuries ago, including some dirt encrusted Thassilonian trinkets. Hunter had found them while looking for a way out, and he happily gifts them to the

PCs. In total they value 55 gp. For levels 5–6 there are traces of skymetals in some of the items, increasing the value to 120 gp.

A LIE TOLD TO STRANGERS

D. SHOWDOWN

SEVERE

Once the PCs leave The Hole via the magic circle, read or paraphrase the following.

The tingling blur of magical teleportation fades to reveal some surprised but bloodthirsty faces peering from around what appears to be some sort of an impromptu drinking lounge. Several of the gang's toughest stand, blades drawn and ready. "Already made it this far? Damn, you've cost us a lot of trouble, Pathfinders," snarls one of the Blue Scarves standing at the back of the group. "It's going to take a lot of time to acquire a new slime, but that's a minor obstacle. We don't need one to dispose of your bodies; we can just leave you to rot."



FIRMAGOR

Firmagor and the remaining gang members attack without further comment. Use the map on page 19 for this encounter, placing the PCs in their designated starting area and the enemies at their designated starting points. Additional foes from high Challenge Points should be placed adjacent to existing foes.

Tactics: Firmagor focuses on using his spells and abilities to maneuver his minions to intercept and occupy the PCs while keeping himself at a safe distance, avoiding risking himself unless all his allies have been slain. Knowing that they can only keep up this easy life so long as their scheme is secret, all fight to the death.

Levels 3-4

FIRMAGOR

CREATURE 4

Page 28, art on page 41

BLUE-SCARF TOUGHS (2)

CREATURE 2

Page 28, art on page 40

Levels 5-6

ENRAGED FIRMAGOR

CREATURE 5

Page 36, art on page 41

BLUE-SCARF HEAVIES (2)

CREATURE 4

Page 36, art on page 40

Development: Once the gang is defeated, it's clear that even they haven't been able to explore this entire complex, as a massive door impervious to any weapons bars the path further in. The layers of dust make it clear the door hasn't been used in millennia, though there are recent tool marks in the dust that show failed attempts to bypass whatever mechanism is keeping this closed. The walls, ceilings, and floor are made of the same unknown material, and nothing the PCs possess can make so much as a dent. What lies beyond this door is beyond the scope of this adventure, but its mere existence will be of great interest to the Society.

CONCLUSION

The PCs emerge from the catacombs to find it's now late in the day. Hunter is reunited with his family with many hugs and tears shed. Despite his experiences, he hasn't lost his desire to explore, and states that he intends to pursue further travels after his recovery. Miso returns home to find her partner has left to search for her on the roads; after a few days' recovery she packs a rucksack and ventures off to find Amlyn so they can settle down again. Korta's family are truly heartbroken at news of their loss.

A LIE TOLD TO STRANGERS

If Nellie is alive, she is overjoyed with the Pathfinders' help and credits them all in her article; the paper exposes Firmagor's predatory scheme. She receives strong public praise and tells the Pathfinders "I'll definitely come to you again if I get another hot lead on a case. And I'm really sorry about thinking you were highly-intelligent slimes; after this, I never want to see slime ever again!"

Three weeks later, the PCs receive notice that Hunter has applied to join the Pathfinder Society in the hopes of traveling and seeing the world, hoping that doing so will prove safer than his prior attempt.

REPORTING NOTES

If Nellie Bow survives, check box **A** on the reporting sheet. If she dies, check box **B**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they defeat Firmagor. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they ensure Nellie Bow survives. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The Vigilant Seal would love to hear about the magic circle discovered in Kaer Maga for further study. If the PCs succeeded in their analysis of it (as detailed on page 17), they each earn 2 additional Reputation with the Vigilant Seal faction.

A LIE TOLD TO STRANGERS

APPENDIX I: 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 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 43. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A2 (LEVELS 3–4)

COLLAPSING DEBRIS

HAZARD 1

ENVIRONMENTAL

Stealth DC 17 (trained) to notice the instability in the surrounding woodwork and precariously balanced masonry.

Description The room initially appears merely dilapidated, but on closer inspection it is positively liable to collapse at any moment.

Disable DC 20 Crafting (untrained) to safely shore up the weaknesses in the masonry by replacing rotten wood with other assorted bric-a-brac, DC 17 Thievery (trained) to carefully place boards and the like to create bridges over structurally weak areas.

Collapse ➔ **Trigger** A creature moves into the hazardous area; **Effect** Bricks and broken wood fall on the triggering creature, dealing 2d6+5 bludgeoning damage (DC 19 basic Reflex save).

SCALING ENCOUNTER A2

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

10–11 Challenge Points: No adjustments.

12–13 Challenge Points: Increase all DCs of the hazard by 1.

14–15 Challenge Points: Increase all DCs of the hazard by 2 and increase the damage to 4d6.

16–18 Challenge Points (5+ players): Increase all DCs of the hazard by 4 and increase the damage to 4d6+2.



A LIE TOLD TO STRANGERS

ENCOUNTER A3 (LEVELS 3-4)

CASSANDRA MACANVIE

CG SMALL GNOME HUMANOID

Overworked Mother

Perception +13

Will +15

Discovery DC 18 Kaer Maga Lore, DC 16 Perception, DC 20 Society

Influence Skills DC 20 Crafting (to make repairs around the house), DC 20 Deception DC 16 Diplomacy, DC 23 Intimidation, DC 14 Kaer Maga Lore (to show the PC isn't just some outsider here to take advantage)

Influence 4: Cassandra mutters that maybe the rumors aren't true but doesn't open up further.

Influence 6: Cassandra begins talking to the PCs about her troubles, opening up more as they work.

Influence 8: Cassandra apologizes for the cold reception and thanks the PCs for all their help. She promises to help their investigation in any way that she can.

Resistances Attempting to bribe Cassandra offends her, increasing the check's DC by 2. Insulting the state of her home increases the check's DC by 5.

Weaknesses Cassandra has been working herself to the bone. The first PC who appreciates her struggle and compliments her for keeping her household together automatically generates 2 influence points.

Background At her wits end with her husband gone and her workload therefore doubled, this exhausted gnome is doing the best she can for her five children.

Appearance A gnome woman with bright orange hair and eyes, she's dressed plainly, and is clearly used to hard work.

Personality Compassionate, hard-working, but mistrustful of outsiders, especially since hearing the rumors the Blue Scarves have been spreading.

Penalty Cassandra is used to the rough-and-tumble life of Kaer Maga. Threats to physically harm her or her children are met with a cold stare and a question if the PC is serious. Cassandra will give one chance for an apology before demanding the PCs leave and ignoring anything else they have to say.

SCALING ENCOUNTER A3

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

10+ Challenge Points: For every 2 Challenge Points above 19, add 1 to each Influence Point threshold.



A LIE TOLD TO STRANGERS

ENCOUNTER A4 (LEVELS 3-4)

BLUE-SCARF TOUGHS (2)

CREATURE 2

CN MEDIUM HUMANOID

Perception +8

Skills Acrobatics +7, Athletics +8, Intimidation +5, Stealth +7

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

Items bastard sword, breastplate, stolen goods

AC 18; **Fort** +11, **Ref** +8, **Will** +5

HP 40

Speed 25 feet

Melee ♦ bastard sword +9 (two-hand d12), **Damage** 1d8+4 slashing

Melee ♦ punch +9 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ thrown rock +6 (thrown 10 feet), **Damage** 1d4+4 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf heavy strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf tough gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

WEAK BLUE-SCARF TOUGH

CREATURE 1

CN MEDIUM HUMANOID

Perception +8

Skills Acrobatics +5, Athletics +6, Intimidation +3, Stealth +5

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

Items bastard sword, breastplate, stolen goods

AC 16; **Fort** +9, **Ref** +6, **Will** +3

HP 25

Speed 25 feet

Melee ♦ bastard sword +7 (two-hand d12), **Damage** 1d8+2 slashing

Melee ♦ punch +7 (agile, nonlethal), **Damage** 1d4+2 bludgeoning

Ranged ♦ thrown rock +4 (thrown 10 feet), **Damage** 1d4+2 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf tough strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf tough gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

SCALING ENCOUNTER A4

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

10-11 Challenge Points: Replace the weak blue-scarf tough with an elite blue-scarf tough.

12-13 Challenge Points: Replace the weak blue-scarf tough with a blue-scarf tough and add one blue-scarf tough.

14-15 Challenge Points: Replace the weak blue-scarf tough with an elite blue-scarf tough and add one elite blue-scarf tough.

16-18 Challenge Points (5+ players): Replace the weak blue-scarf tough with an elite blue-scarf tough, replace both blue-scarf toughs with elite blue-scarf toughs, and add one elite blue-scarf tough.



ELITE BLUE-SCARF TOUGH (0)

CREATURE 3

CN MEDIUM HUMANOID

Perception +8

Skills Acrobatics +9, Athletics +10, Intimidation +7, Stealth +9

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

Items bastard sword, breastplate, stolen goods

AC 20; **Fort** +13, **Ref** +10, **Will** +7

HP 55

Speed 25 feet

Melee ♦ bastard sword +11 (two-hand d12), **Damage** 1d8+6 slashing

Melee ♦ punch +11 (agile, nonlethal), **Damage** 1d4+6 bludgeoning

Ranged ♦ thrown rock +8 (thrown 10 feet), **Damage** 1d4+6 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf tough strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf tough gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

A LIE TOLD TO STRANGERS

ENCOUNTER B1 (LEVELS 3-4)

CRUMBLING FLOOR

HAZARD 3

ENVIRONMENTAL


Stealth DC 20 (trained) to notice the worn flagstones which are crumbling away at the slightest pressure.

Description At a cursory glance the tunnel appears to be little more than a waterlogged chamber.

Disable DC 17 Acrobatics (trained) to safely navigate the wet floor without stepping on any loose masonry or DC 19 Thievery (expert) to cause a controlled collapse without any danger to the PCs.

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

Weak Flooring Hardness 10; **Weak Flooring HP** 42 (BT 21);
Immunities critical hits, object immunities, precision damage.

Collapse  **Trigger** A creature moves into the hazardous area;
Effect The flooring crumbles, breaking apart under the creature and sending them into the stagnant water below, dealing 2d12+12 bludgeoning damage (DC 20 basic Reflex save). That creature can use the Grab an Edge reaction to avoid falling.

SCALING ENCOUNTER B1

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

10-11 Challenge Points: Increase all DCs of the hazard by 2 and increase the AC by 2.

12-13 Challenge Points: Increase all DCs of the hazard by 2, increase the AC by 2, and increase the damage to 2d12+16.

14-15 Challenge Points: Increase all DCs of the hazard by 3, increase the AC by 3, and increase the damage to 2d12+16.

16-18 Challenge Points (5+ players): Increase all DCs of the hazard by 3, increase the AC by 3, and increase the damage to 4d12+10.



A LIE TOLD TO STRANGERS

ENCOUNTER B3 (LEVELS 3-4)

HEXED CHEST

HAZARD 3

MAGICAL TRAP ILLUSION PHANTASM

Stealth DC 20 (trained) to notice the runes carved into the lid.

Description The magical runes glow at any attempt to open this chest.

Disable DC 19 Thievery (trained) to safely scratch out the runes or dispel magic (3rd rank; counteract DC 17) to counteract the runes.

Curse of Itchiness ➤ **Trigger** A creature opens the chest without speaking the command word; **Effect** The curse gives the target the sensation that countless ants are biting and stinging them for an entire day. The target must attempt a DC 20 Will save.

Success The target is unaffected.

Failure The target is clumsy 1 for 24 hours.

Critical Failure The target is clumsy 2 for 24 hours.

SCALING ENCOUNTER B3

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

10-11 Challenge Points: Increase the DCs to find and disable the trap by 2.

12-13 Challenge Points: Increase all DCs of the trap by 2.

14-15 Challenge Points: Increase the DCs to find and disable the trap by 3.

16-18 Challenge Points (5+ players): Increase all DCs of the trap by 3.



A LIE TOLD TO STRANGERS

ENCOUNTER C (LEVELS 3-4)

CORROSIVE SLIMES (2)

CREATURE 3

UNCOMMON N LARGE MINDLESS OOZE

Perception +6; motion sense 60ft, no vision

Skills Acrobatics +7, Athletics +10, Stealth +9

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

Motion Sense A corrosive slime can sense nearby creatures through vibration and air or water movement.

AC 10; **Fort** +12, **Ref** +9, **Will** +6

HP 56; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Acrid Trail When the Corrosive Slime moves, it leaves a trail of bubbling slime in its wake. After moving, all squares the Corrosive Slime moves from or through count as Difficult Terrain until the end of the corrosive slime's next turn. Creatures which end their turn in one of those squares must succeed at a DC 20 basic Reflex save or take 2d8 acid damage.

Speed 25 feet

Melee ♦ pseudopod +13, **Damage** 1d6+5 bludgeoning plus 1d6 acid and Grab

Ranged ♦ acrid splash +11 (range increment 15 feet, splash), **Damage** 2d6 acid damage plus 1d6 splash acid damage

Constrict ♦ 1d6 bludgeoning plus 1d6 acid, DC 20

SCALING ENCOUNTER C

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

10-11 Challenge Points: Replace one corrosive slime with an elite corrosive slime.

12-13 Challenge Points: Replace both corrosive slimes with elite corrosive slimes.

14-15 Challenge Points: Add one elite corrosive slime.

16-18 Challenge Points (5+ players): Replace one corrosive slime with an elite corrosive slime and add one elite corrosive slime.

ELITE CORROSIVE SLIME (0)

CREATURE 4

UNCOMMON N LARGE MINDLESS OOZE

Perception +6; motion sense 60ft, no vision

Skills Acrobatics +9, Athletics +12, Stealth +11

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

Motion Sense A corrosive slime can sense nearby creatures through vibration and air or water movement.

AC 12; **Fort** +14, **Ref** +11, **Will** +8

HP 71; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Acrid Trail When the Corrosive Slime moves, it leaves a trail of bubbling slime in its wake. After moving, all squares the Corrosive Slime moves from or through count as Difficult Terrain until the end of the corrosive slime's next turn. Creatures which end their turn in one of those squares must succeed at a DC 22 basic Reflex save or take 2d8+2 acid damage.

Speed 25 feet

Melee ♦ pseudopod +15, **Damage** 1d6+7 bludgeoning plus 1d6 acid and Grab

Ranged ♦ acrid splash +13 (range increment 15 feet, splash), **Damage** 2d6+2 acid damage plus 1d6 splash acid damage

Constrict ♦ 1d6+2 bludgeoning plus 1d6 acid, DC 22

A LIE TOLD TO STRANGERS

ENCOUNTER D (LEVELS 3-4)

BLUE-SCARF TOUGHS (2)

CREATURE 2

CN MEDIUM HUMANOID

Perception +8

Skills Acrobatics +7, Athletics +8, Intimidation +5, Stealth +7

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

Items bastard sword, breastplate, stolen goods

AC 18; **Fort** +11, **Ref** +8, **Will** +5

HP 40

Speed 25 feet

Melee ♦ bastard sword +9 (two-hand d12), **Damage** 1d8+4 slashing

Melee ♦ punch +9 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ thrown rock +6 (thrown 10 feet), **Damage** 1d4+4 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf tough strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf tough gains a +3 circumstance bonus to damage rolls against creatures they have *grabbed*.

FIRMAGOR

CREATURE 4

CN MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Elven, Gnomish, Thassilonian, Varisian

Skills Arcana +12, Intimidation +10, Occultism +12, Religion +10, Thassilonian Lore +12

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

Items bonded ring, dagger

AC 20 (including +1 from *mage armor*); **Fort** +8, **Ref** +11, **Will** +14

HP 49+11 temporary (*false life*)

Speed 25 feet

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

Melee ♦ punch +8 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Wizard Prepared Spells DC 21, attack +13; **2nd** *false life*, *grim tendrils*, *mirror image*, *web*; **1st** *mage armor*, *feather fall*, *ray of enfeeblement*, *spider sting*; **Cantrips** *acid splash*, *detect magic*, *electric arc*, *gale blast* (*Secrets of Magic* 108), *shield*, *tanglefoot*.

Slip from the Back ♦ Firmagor directs his gang members to concentrate their actions to defend him. Until the start of his next turn, when an attack against Firmagor misses, Firmagor or another friendly creature within 30 feet may use their reaction to Stride.

Sneaky Cast Foes flat-footed to Firmagor take a -2 circumstance penalty on their saving throws against his spells.

SCALING ENCOUNTER D

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

10-11 Challenge Points: Apply the elite adjustment to one blue-scarf tough.

12-13 Challenge Points: Add one blue-scarf tough.

14-15 Challenge Points: Apply the elite adjustment to Firmagor and add one blue-scarf tough.

16-18 Challenge Points (5+ players): Apply the elite adjustment to Firmagor and one blue-scarf tough, and add one blue-scarf tough.

ELITE BLUE-SCARF TOUGH (0)

CREATURE 3

CN MEDIUM HUMANOID

Perception +8

Skills Acrobatics +9, Athletics +10, Intimidation +7, Stealth +9

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

Items bastard sword, breastplate, stolen goods

AC 20; **Fort** +13, **Ref** +10, **Will** +7

HP 55

Speed 25 feet

Melee ♦ bastard sword +11 (two-hand d12), **Damage** 1d8+6 slashing

Melee ♦ punch +11 (agile, nonlethal), **Damage** 1d4+6 bludgeoning

Ranged ♦ thrown rock +8 (thrown 10 feet), **Damage** 1d4+6 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf tough strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf tough gains a +3 circumstance bonus to damage rolls against creatures they have *grabbed*.

A LIE TOLD TO STRANGERS

ELITE FIRMAGOR

CREATURE 5

CN MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Elven, Gnomish, Thassilonian, Varisian

Skills Arcana +14, Intimidation +12, Occultism +14, Religion +12, Thassilonian Lore +14

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

Items bonded ring, dagger

AC 22 (including +1 from *mage armor*); **Fort** +10, **Ref** +13, **Will** +16

HP 64+11 temporary (*false life*)

Speed 25 feet

Melee ♦ dagger +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Melee ♦ punch +10 (agile, nonlethal), **Damage** 1d4+6 bludgeoning

Wizard Prepared Spells DC 23, attack +15; **2nd** *false life*, *grim tendrils*, *mirror image*, *web*; **1st** *mage armor*, *feather fall*, *ray of enfeeblement*, *spider sting*; **Cantrips** *acid splash*, *detect magic*, *electric arc*, *gale blast* (*Secrets of Magic* 108), *shield*, *tanglefoot*.

Slip from the Back ♦ Firmagor directs his gang members to concentrate their actions to defend him. Until the start of his next turn, when an attack against Firmagor misses, Firmagor or another friendly creature within 30 feet may use their reaction to Stride.

Sneaky Cast Foes flat-footed to Firmagor take a -2 circumstance penalty on their saving throws against his spells.

WEAK BLUE-SCARF TOUGH (0)

CREATURE 1

CN MEDIUM HUMANOID

Perception +8

Skills Acrobatics +5, Athletics +6, Intimidation +3, Stealth +5

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

Items bastard sword, breastplate, stolen goods

AC 16; **Fort** +9, **Ref** +6, **Will** +3

HP 25

Speed 25 feet

Melee ♦ bastard sword +7 (two-hand d12), **Damage** 1d8+2 slashing

Melee ♦ punch +7 (agile, nonlethal), **Damage** 1d4+2 bludgeoning

Ranged ♦ thrown rock +4 (thrown 10 feet), **Damage** 1d4+2 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf tough strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf tough gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

A LIE TOLD TO STRANGERS

APPENDIX 2: LEVEL 5–6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to 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 43. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A2 (LEVELS 5–6)

DANGEROUS COLLAPSING DEBRIS

HAZARD 3

ENVIRONMENTAL

Stealth DC 20 (trained) to notice the instability in the surrounding woodwork and precariously balanced masonry.
Description The room initially appears merely dilapidated, but on closer inspection it is positively liable to collapse at any moment.

Disable DC 23 Crafting (untrained) to safely shore up the weaknesses in the masonry by replacing rotten wood with other assorted bric-a-brac, DC 20 Thievery (trained) to carefully place boards and the like to create bridges over structurally weak areas.

Collapse ➔ **Trigger** A creature moves into the hazardous area; **Effect** Bricks and broken wood fall on the triggering creature, dealing 2d10+13 bludgeoning damage (DC 21 basic Reflex save).

SCALING ENCOUNTER A2

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

19–22 Challenge Points: No adjustments.

23–27 Challenge Points: Increase all DCs of the hazard by 1.

28–32 Challenge Points: Increase all DCs of the hazard by 2 and increase the damage to 4d8+10.

33+ Challenge Points: Increase all DCs of the hazard by 4 and increase the damage to 4d8+14.



A LIE TOLD TO STRANGERS

ENCOUNTER A3

EXASPERATED CASSANDRA MACANVIE

CG SMALL GNOME HUMANOID

Overworked Mother

Perception +15

Will +17

Discovery DC 20 Kaer Maga Lore, DC 18 Perception, DC 22 Society

Influence Skills DC 22 Crafting (to make repairs around the house), DC 22 Deception DC 18 Diplomacy, DC 25 Intimidation, DC 16 Kaer Maga Lore (to show the PC isn't just some outsider here to take advantage)

Influence 4: Cassandra mutters that maybe the rumors aren't true but doesn't open up further.

Influence 6: Cassandra begins talking to the PCs about her troubles, opening up more as they work.

Influence 8: Cassandra apologizes for the cold reception and thanks the PCs for all their help. She promises to help their investigation in any way that she can.

Resistances Attempting to bribe Cassandra offends her, increasing the check's DC by 2. Insulting the state of her home increases the check's DC by 5.

Weaknesses Cassandra has been working herself to the bone. The first PC who appreciates her struggle and compliments her for keeping her household together automatically generates 2 influence points.

Background At her wits end with her husband gone and her workload therefore doubled, this exhausted gnome is doing the best she can for her five children.

Appearance A gnome woman with bright orange hair and eyes, she's dressed plainly, and is clearly used to hard work.

Personality Compassionate, hard-working, but mistrustful of outsiders, especially since hearing the rumors the Blue Scarves have been spreading.

Penalty Cassandra is used to the rough-and-tumble life of Kaer Maga. Threats to physically harm her or her children are met with a cold stare and a question if the PC is serious. Cassandra will give one chance for an apology before demanding the PCs leave and ignoring anything else they have to say.

SCALING ENCOUNTER A3

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.



A LIE TOLD TO STRANGERS

ENCOUNTER A4 (LEVELS 5-6)

BLUE-SCARF HEAVIES (2)

CREATURE 4

CN MEDIUM HUMANOID

Perception +11

Skills Acrobatics +10, Athletics +12, Intimidation +8, Stealth +10

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

Items bastard sword, breastplate, stolen goods

AC 21; **Fort** +14, **Ref** +11, **Will** +8

HP 78

Speed 25 feet

Melee ♦ bastard sword +12 (two-hand d12), **Damage** 1d8+8 slashing

Melee ♦ punch +12 (agile, nonlethal), **Damage** 1d4+8 bludgeoning

Ranged ♦ thrown rock +9 (thrown 10 feet), **Damage** 1d4+8 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf heavy strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf heavy gains a +4 circumstance bonus to damage rolls against creatures they have grabbed.

WEAK BLUE-SCARF HEAVY

CREATURE 3

CN MEDIUM HUMANOID

Perception +11

Skills Acrobatics +8, Athletics +10, Intimidation +6, Stealth +8

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

Items bastard sword, breastplate, stolen goods

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

HP 63

Speed 25 feet

Melee ♦ bastard sword +10 (two-hand d12), **Damage** 1d8+6 slashing

Melee ♦ punch +10 (agile, nonlethal), **Damage** 1d4+6 bludgeoning

Ranged ♦ thrown rock +7 (thrown 10 feet), **Damage** 1d4+6 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf heavy strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf heavy gains a +4 circumstance bonus to damage rolls against creatures they have grabbed.

SCALING ENCOUNTER A4

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

19-22 Challenge Points: Replace the weak blue-scarf heavy with an elite blue-scarf heavy.

23-27 Challenge Points: Replace the weak blue-scarf heavy with a blue-scarf heavy and add one blue-scarf heavy.

28-32 Challenge Points: Replace the weak blue-scarf heavy with an elite blue-scarf heavy and add one elite blue-scarf heavy.

33+ Challenge Points: Replace the weak blue-scarf heavy with an elite blue-scarf heavy, replace both blue-scarf heavies with elite blue scarf heavies, and add one elite blue-scarf heavy.



ELITE BLUE-SCARF HEAVY (0)

CREATURE 5

CN MEDIUM HUMANOID

Perception +11

Skills Acrobatics +12, Athletics +14, Intimidation +10, Stealth +12

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

Items bastard sword, breastplate, stolen goods

AC 23; **Fort** +16, **Ref** +13, **Will** +10

HP 93

Speed 25 feet

Melee ♦ bastard sword +14 (two-hand d12), **Damage** 1d8+10 slashing

Melee ♦ punch +14 (agile, nonlethal), **Damage** 1d4+10 bludgeoning

Ranged ♦ thrown rock +11 (thrown 10 feet), **Damage** 1d4+10 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf heavy strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf heavy gains a +4 circumstance bonus to damage rolls against creatures they have grabbed.

A LIE TOLD TO STRANGERS

ENCOUNTER B1 (LEVELS 5-6)

DELICATE CRUMBLING FLOOR

HAZARD 5

ENVIRONMENTAL


Stealth DC 23 (trained) to notice the worn flagstones which are crumbling away at the slightest pressure.

Description At a cursory glance the tunnel appears to be little more than a waterlogged chamber.

Disable DC 20 Acrobatics (trained) to safely navigate the wet floor without stepping on any loose masonry or DC 22 Thievery (expert) to cause a controlled collapse without any danger to the PCs.

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

Weak Flooring Hardness 12; **Weak Flooring HP** 52 (BT 25);
Immunities critical hits, object immunities, precision damage.

Collapse  **Trigger** A creature moves into the hazardous area;
Effect The flooring crumbles, breaking apart under the creature and sending them into the stagnant water below, dealing 4d12+10 bludgeoning damage (DC 17 basic Reflex save). That creature can use the Grab an Edge reaction to avoid falling.

SCALING ENCOUNTER B1

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

19-22 Challenge Points: Increase all DCs of the hazard by 2 and increase the AC by 2.

23-27 Challenge Points: Increase all DCs of the hazard by 2, increase the AC by 2, and increase the damage to 4d12+14.

28-32 Challenge Points: Increase all DCs of the hazard by 3, increase the AC by 3, and increase the damage to 4d12+14.

33+ Challenge Points: Increase all DCs of the hazard by 3, increase the AC by 3, and increase the damage to 6d12+6.



A LIE TOLD TO STRANGERS

ENCOUNTER B3 (LEVELS 5–6)

VERY HEXED CHEST

HAZARD 5

MAGICAL TRAP ILLUSION PHANTASM

Stealth DC 23 (trained) to notice the runes carved into the lid.

Description The magical runes glow at any attempt to open this chest.

Disable DC 22 Thievery (trained) to safely scratch out the runes or dispel magic (3rd rank; counteract DC 20) to counteract the runes.

Curse of Itchiness ➤ **Trigger** A creature opens the chest without speaking the command word; **Effect** The curse gives the target the sensation that countless ants are biting and stinging them for an entire day. The target must attempt a DC 23 Will save.

Success The target is unaffected.

Failure The target is clumsy 1 for 24 hours.

Critical Failure The target is clumsy 2 for 24 hours.

SCALING ENCOUNTER B3

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

19–22 Challenge Points: Increase the DCs to find and disable the trap by 2.

23–27 Challenge Points: Increase all DCs of the trap by 2.

28–32 Challenge Points: Increase the DCs to find and disable the trap by 3.

33+ Challenge Points: Increase all DCs of the trap by 3.



A LIE TOLD TO STRANGERS

ENCOUNTER C (LEVELS 5-6)

ACRID CORROSIVE SLIMES (2)

CREATURE 5

UNCOMMON **N** **LARGE** **MINDLESS** **OOZE**

Perception +9; motion sense 60ft, no vision

Skills Acrobatics +10, Athletics +13, Stealth +12

Str +6, **Dex** +4, **Con** +5, **Int** -5, **Wis** +3, **Cha** -5

Motion Sense A corrosive slime can sense nearby creatures through vibration and air or water movement.

AC 13; **Fort** +15, **Ref** +12, **Will** +9

HP 94; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Acrid Trail When the Corrosive Slime moves, it leaves a trail of bubbling slime in its wake. After moving, all squares the Corrosive Slime moves from or through count as Difficult Terrain until the end of the corrosive slime's next turn. Creatures which end their turn in one of those squares must succeed at a DC 22 basic Reflex save or take 2d10 acid damage.

Speed 25 feet

Melee ♦ pseudopod +16, **Damage** 1d8+7 bludgeoning plus 1d8 acid and Grab

Ranged ♦ acrid splash +14 (range increment 15 feet, splash), **Damage** 2d8 acid damage plus 1d8 splash acid damage

Constrict ♦ 1d8 bludgeoning plus 1d8 acid, DC 22

SCALING ENCOUNTER C

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

19-22 Challenge Points: Replace one acrid corrosive slime with an elite acrid corrosive slime.

23-27 Challenge Points: Replace both acrid corrosive slimes with elite acrid corrosive slimes.

28-32 Challenge Points: Add one elite acrid corrosive slime.

33+ Challenge Points: Replace one acrid corrosive slime with an elite acrid corrosive slime and add one elite acrid corrosive slime.



ELITE ACRID CORROSIVE SLIME (0)

CREATURE 6

UNCOMMON **N** **LARGE** **MINDLESS** **OOZE**

Perception +9; motion sense 60ft, no vision

Skills Acrobatics +12, Athletics +15, Stealth +14

Str +6, **Dex** +4, **Con** +5, **Int** -5, **Wis** +3, **Cha** -5

Motion Sense A corrosive slime can sense nearby creatures through vibration and air or water movement.

AC 15; **Fort** +17, **Ref** +14, **Will** +11

HP 114; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Acrid Trail When the Corrosive Slime moves, it leaves a trail of bubbling slime in its wake. After moving, all squares the Corrosive Slime moves from or through count as Difficult Terrain until the end of the corrosive slime's next turn. Creatures which end their turn in one of those squares must succeed at a DC 22 basic Reflex save or take 2d10+2 acid damage.

Speed 25 feet

Melee ♦ pseudopod +18, **Damage** 1d8+9 bludgeoning plus 1d8 acid and Grab

Ranged ♦ acrid splash +16 (range increment 15 feet, splash), **Damage** 2d8+2 acid damage plus 1d8 splash acid damage

Constrict ♦ 1d8+2 bludgeoning plus 1d8 acid, DC 22

A LIE TOLD TO STRANGERS

ENCOUNTER D (LEVELS 5-6)

BLUE-SCARF HEAVIES (2)

CREATURE 4

CN MEDIUM HUMANOID

Perception +11

Skills Acrobatics +10, Athletics +12, Intimidation +8, Stealth +10

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

Items bastard sword, breastplate, stolen goods

AC 21; **Fort** +14, **Ref** +11, **Will** +8

HP 78

Speed 25 feet

Melee ♦ bastard sword +12 (two-hand d12), **Damage** 1d8+8 slashing

Melee ♦ punch +12 (agile, nonlethal), **Damage** 1d4+8 bludgeoning

Ranged ♦ thrown rock +9 (thrown 10 feet), **Damage** 1d4+8 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf heavy strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf heavy gains a +4 circumstance bonus to damage rolls against creatures they have *grabbed*.

ENRAGED FIRMAGOR

CREATURE 6

CN MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Elven, Gnomish, Thassilonian, Varisian

Skills Arcana +15, Intimidation +13, Occultism +15, Religion +13, Thassilonian Lore +15

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

Items bonded ring, dagger

AC 23 (including +1 from *mage armor*); **Fort** +11, **Ref** +14, **Will** +17

HP 80+11 temporary (*false life*)

Speed 25 feet

Melee ♦ dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Melee ♦ punch +11 (agile, nonlethal), **Damage** 1d4+6 bludgeoning

Wizard Prepared Spells DC 24, attack +16; **3rd** *blindness*, *gravity well* (*Secrets of Magic* 109), *phantom prison* (*Secrets of Magic* 121), *slow*; **2nd** *false life*, *grim tendrils*, *mirror image*, *web*; **1st** *mage armor*, *feather fall*, *ray of enfeeblement*, *spider sting*; **Cantrips** *acid splash*, *detect magic*, *electric arc*, *gale blast* (*Secrets of Magic* 108), *shield*, *tanglefoot*.

Slip from the Back ♦ Firmagor directs his gang members to concentrate their actions to defend him. Until the start of his next turn, when an attack against Firmagor misses, Firmagor or another friendly creature within 30 feet may use their reaction to Stride.

Sneaky Cast Foes flat-footed to Firmagor take a -2 circumstance penalty on their saving throws against his spells.

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: Apply the elite adjustment to one blue-scarf heavy.

23-27 Challenge Points: Add one blue-scarf heavy.

28-32 Challenge Points: Apply the elite adjustment to Firmagor and add one blue-scarf heavy.

33+ Challenge Points: Apply the elite adjustment to Firmagor and one blue-scarf heavy, and add one blue-scarf tough.

ELITE BLUE-SCARF HEAVY (0)

CREATURE 5

CN MEDIUM HUMANOID

Perception +11

Skills Acrobatics +12, Athletics +14, Intimidation +10, Stealth +12

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

Items bastard sword, breastplate, stolen goods

AC 23; **Fort** +16, **Ref** +13, **Will** +10

HP 93

Speed 25 feet

Melee ♦ bastard sword +14 (two-hand d12), **Damage** 1d8+10 slashing

Melee ♦ punch +14 (agile, nonlethal), **Damage** 1d4+10 bludgeoning

Ranged ♦ thrown rock +11 (thrown 10 feet), **Damage** 1d4+10 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf heavy strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf heavy gains a +4 circumstance bonus to damage rolls against creatures they have *grabbed*.

A LIE TOLD TO STRANGERS

ELITE ENRAGED FIRMAGOR

CREATURE 7

CN MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Elven, Gnomish, Thassilonian, Varisian

Skills Arcana +17, Intimidation +15, Occultism +17, Religion +15, Thassilonian Lore +17

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

Items bonded ring, dagger

AC 25 (including +1 from *mage armor*); **Fort** +11, **Ref** +14, **Will** +17

HP 100+11 temporary (*false life*)

Speed 25 feet

Melee ♦ dagger +14 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Melee ♦ punch +13 (agile, nonlethal), **Damage** 1d4+8 bludgeoning

Wizard Prepared Spells DC 26, attack +18; **3rd** *blindness*, *gravity well* (*Secrets of Magic* 109), *phantom prison* (*Secrets of Magic* 121), *slow*; **2nd** *false life*, *grim tendrils*, *mirror image*, *web*; **1st** *mage armor*, *feather fall*, *ray of enfeeblement*, *spider sting*; **Cantrips** *acid splash*, *detect magic*, *electric arc*, *gale blast* (*Secrets of Magic* 108), *shield*, *tanglefoot*.

Slip from the Back ♦ Firmagor directs his gang members to concentrate their actions to defend him. Until the start of his next turn, when an attack against Firmagor misses, Firmagor or another friendly creature within 30 feet may use their reaction to Stride.

Sneaky Cast Foes flat-footed to Firmagor take a -2 circumstance penalty on their saving throws against his spells.

WEAK BLUE-SCARF HEAVY (0)

CREATURE 3

CN MEDIUM HUMANOID

Perception +11

Skills Acrobatics +8, Athletics +10, Intimidation +6, Stealth +8

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

Items bastard sword, breastplate, stolen goods

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

HP 63

Speed 25 feet

Melee ♦ bastard sword +10 (two-hand d12), **Damage** 1d8+6 slashing

Melee ♦ punch +10 (agile, nonlethal), **Damage** 1d4+6 bludgeoning

Ranged ♦ thrown rock +7 (thrown 10 feet), **Damage** 1d4+6 piercing

Sudden Rush ♦ **Frequency** once per round; **Effect** The blue-scarf heavy strides up to 10 feet and attempts an Athletics check to grapple a creature. If they succeed, they also deal punch damage to that creature.

Close-Quarters Fighting The blue-scarf heavy gains a +4 circumstance bonus to damage rolls against creatures they have grabbed.

A LIE TOLD TO STRANGERS

APPENDIX 3: GAME AIDS

HANDOUT #1: MISO'S JOURNAL

26th Rova, Starday.

Life in Kaer Maga is hard. While people are friendly, we're struggling. I'd hoped that love would be enough to keep us both safe, but we need more gold to survive. I've pawned most of my family's heirlooms, we should be able to afford the house for a few months, but we'll need more. I've met someone, a wizard as best as I can tell. He promised to arrange our transport to Xin-Shalast. It's expensive, but it'd be a paradise compared to here. I'm meeting his organization at their office in Nestus Street in the Downmarket district tomorrow. I can't wait to surprise Amlyn with the news!

HANDOUT #2A: HUNTER'S LETTER FRAGMENT

Emily, I've met a group of people who can make my dreams come true. They've promised they can arrange passage to Xin-Shalast. I'm due to meet them tomorrow in—

HANDOUT 2B: THE REST OF HUNTER'S LETTER

—the Downmarket. If all goes well, you can come find me. Just ask for a man called Frimagor, he makes all the arrangements. Look forward to seeing you. Love you, Hunter.

HANDOUT 3: CASSANDRA'S STATEMENT

Eight months ago, Korta had an accident while tilling the field which cost him the use of his left arm. He's a proud man and didn't want to ask for help, but I could see he was getting worried about making ends meet. I know he was looking for us to move, figuring Xin-Shalast would offer us more. He talked about becoming a merchant trader. I don't know what happened to him; on the day he vanished, he mentioned having a meeting with a guy called Frimagor somewhere in town. I think he said it was Nestus street, but I'm not sure, and I don't know where that is. His friend's name didn't ring any bells either; if this Frimagor guy is a friend at all. Hope that helps, and—Fiona, put that down!

A LIE TOLD TO STRANGERS

HANDOUT 4: FIRMAGOR'S ORDERS

Kor, I'm writing this down so you don't forget. Seems our group's attempt to spread rumors about that fox Nellie has hit a snag now that she's gone and reached out to the Pathfinders for help. We're going to need to find a more direct way to protect our business from their snooping. Keep an eye on them and if they get too close, send them a message. Grab the fox if you can. Whatever you do, keep them away from Nestus Street; if they find their way into our building and start exploring there it could get messy. Firmagor.

HANDOUT 5: BLOODIED NOTE

If you're reading this, get out of here now. They're not helping us out of the city. They're killing us.

HANDOUT 6: NOTEBOOK

I've completed my assessment of the arcane source I sensed in the catacombs and found a magic circle. It is overall quite mundane, good for little other than expediting travel through the tunnels, but there may be a way to profit from it. Doing so should ensure that I, and not that bull-headed Kor, lead the gang. I've an idea for a scheme; it's risky, but so long as we play it discretely and make sure it doesn't draw too much attention it may draw in a tidy sum. For protection, I've repurposed the sealed chamber's door with a password that I can easily teach the others, but that won't be apparent otherwise. They need only select the two schools I respect the most—pride and greed.

A LIE TOLD TO STRANGERS



SHIELA HEIDMARCH



EANDO KLINE

NELLIE BOW



BLUE SCARF TOUGH



PATHFINDER SOCIETY SCENARIO

A LIE TOLD TO STRANGERS

APPENDIX 3: GAME AIDS



CORROSIVE SLIME



FIRMAGOR

A LIE TOLD TO STRANGERS

19B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

03B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

20B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

05A

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

11B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

23B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

09B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

10B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

04B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

08B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

06B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

13B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

18A

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

12A

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

15A

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

21B

PATHFINDER FLIP-TILES:
DUNGEON VAULTS EXPANSION SET

A LIE TOLD TO STRANGERS

ORGANIZED PLAY

Treasure Table

| LEVEL | TREASURE BUNDLE |
|-------|-----------------|
| 3 | 3.8 gp |
| 4 | 6.4 gp |
| 5 | 10 gp |
| 6 | 15 gp |

Treasure Bundles

- Area **A4**, page 14: 1 Treasure Bundle is earned from receiving Nellie's gift
- Area **A4**, page 14: 3 Treasure Bundles are recovered as reward for liberating the gang's stolen goods.
- □ □ Area **B3**, page 16: 2 Treasure Bundles from the ammunition found in the gang's storeroom and 2 Treasure Bundles for returning the stolen goods.
- Area **B4**, page 16: 1 Treasure Bundle for finding the items in the alcove.
- Area **B6**, page 16: 1 Treasure Bundle for returning the ring.
- □ **C. The Hole**, page 20: 2 Treasure Bundle from the item found by Hunter.

Challenge Points

| CP Total | Level Range |
|--------------------|-------------|
| 8-14 | 3-4 |
| 16-18 (5+ players) | 3-4 |
| 16-18 (4 players) | 5-6 |
| 19+ | 5-6 |

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.

3rd-level PCs = 2 points each

4th-level PCs = 3 points each

5th-level PCs = 4 points each

6th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 3-4 encounters appear in Appendix 1, and level 5-6 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 |

A LIE TOLD TO STRANGERS



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"/> |

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Pathfinder Society Scenario #5-16: A Lie told to Strangers

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

At the bequest of rookie journalist Nellie Bow, the Pathfinders journeyed to the mountaintop city of Kaer Maga on the trail of several missing individuals who vanished unexpectedly. The Pathfinders investigated various leads and spoke with the families of the missing people, and eventually tracked down the vanishings to a gang of thieves led by a wizard called Firmagor. Exploring the gang's lair, the Pathfinders discovered the fate of the missing, many of who had been murdered for their worldly goods by the gang of thieves. After confronting the gang, the Pathfinders brought Firmagor and his associates to justice and rescued their surviving prisoners. Nellie Bow ☐ was grateful for their help and promised to work with the Pathfinders in the future or ☐ was kidnapped by the gang and perished while in captivity.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

irondust stew^u (item 4, 15 gp, *Pathfinder Lost Omens Highhelm* 73)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 87H2

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