



Year of the Open Road



PATHFINDER SOCIETY

THE BROKEN SCALES

By Amber Stewart

PATHFINDER SOCIETY

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How To Play

Pathfinder Society Quest #10: The Broken Scales is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1–4; Subtiers 1–2 and 3–4). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheet, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Broken Scales makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as the map *Flip Tiles: Urban Sewers Expansion*. All rules referenced in this adventure are available in the free online 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 *Pathfinder Society Guide to Play* at organizedplayfoundation.org/paizo/guides/. This quest does not have any tags.



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The Broken Scales

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GM SYNOPSIS

This quest features a short trek through the trap-laden tunnels of Absalom's Sewers, followed by a climactic battle against monsters assaulting the Sewer Dragon kobolds, who are allies of the Pathfinder Society.

ADVENTURE BACKGROUND

Absalom's boulevards and alleyways run thick with intrigue—with rival powers jockeying for influence, wealth, and control, and all too often ignorant of anything below their feet. Just below the great city's flagstones run a vast network of sewers, ancient tunnels, and places unmapped and unknown to those above. Within this realm below, various kobold tribes stand large in influence, and also in their interaction with those powers above, lords of the meniscus between the surface and the ancient deep. Among these tribes, the so-called Sewer Dragons loom large.

Within the past year, the Sewer Dragons—under the forward-thinking leadership of Chief Yiddlepode—have allied with the Pathfinder Society, an arrangement forged by Venture-Captain Drandle Dreng and Dragonspeaker Engashez, with those two serving as ambassadors. In exchange for the Society's aid, the kobolds act as scouts, allow the Society safe transit through their territory, and share any information that falls into their hands regarding events below. The arrangement has greatly enriched Yiddlepode, and as a result she faces less internal dissent than her father, Kibizax. Unbeknownst to the kobolds, however, this is the calm before the storm—and the greatest threat soon to face them is something altogether unexpected.

The upcoming year heralds the anniversary of Absalom's ancient Radiant Siege, and the forthcoming Radiant Festival will display the best of arts, culture, and other wonders produced and sold in Absalom and from markets far beyond its borders. The human inventor Wakeiwa Atikak has plans for the festival, specifically a grand excavation device known as Graveraker. But such are the stakes of having everything go perfectly with a display of her work, and her genuine worries over the questionable sources of her backers' funding and her creation's unique power source, that she has begun by testing a smaller-scale version: the drilling machine that rampaged through the Sewer Dragons' territory, having run free of her control and oversight. The resulting carnage was unintentional, and while it remains to be seen what happens to the construct or its larger scale brethren in the year ahead, the monsters it unleashed remain for the PCs to remedy.

WHERE ON GOLARION?

Broken Scales takes place beneath the city-state of Absalom, headquarters of the Pathfinder Society, situated on the Isle of Kortos at the heart of Inner Sea trade and culture. More information on Absalom can be found in *Pathfinder Lost Omens World Guide* or the forthcoming *Pathfinder Lost Omens: Absalom, City of Lost Omens*, available from your friendly local game store and at paizo.com.

STARSTONE ISLE



ADVENTURE SUMMARY

The PCs begin outside Absalom's Grand Lodge, where **Venture-Captain Drandle Dreng** (NG male human trickster) has called for members of the Pathfinder Society to accompany him below ground to meet with the Sewer Dragons, the Society's kobold allies. The kobolds' emissary, Dragonspeaker Engashez, failed to appear at a recent meeting, and Dreng suspects something is amiss. Underground, the PCs stumble upon a battlefield strewn with dead kobolds and evidence that something violently tunneled through the area. Hearing the sounds of ongoing fighting echoing nearby, Dreng ventures down one tunnel and directs the PCs down another to investigate. Searching through the warrens, the PCs find evidence of the kobolds engaged in a fighting escape from something monstrous, with more dead Sewer Dragons and numerous sprung traps as evidence. Within the tunnels, the PCs may fall afoul of some of the kobolds' traps. Eventually the PCs come across a badly injured Sewer Dragons member named Pethjun, who if revived informs the PCs of the nature of the attacking creatures (otyughs), and the event that precipitated this all: a bizarre drilling machine whose entry into their territory unleashed a flood of monsters before it vanished into the labyrinthine depths. Whatever the machine's true nature, the PCs must rush into a final confrontation with a pair of enraged otyughs and

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accompanying oozes attacking a group of Sewer Dragons holding out behind a makeshift barricade.

GETTING STARTED

To begin the adventure, read or paraphrase the following.

The city is alive with the sounds of bustling conversation and commerce outside of the Pathfinder Society's Grand Lodge. An older human man with a shock of white hair and a slight paunch, Drandle Dreng, stands smiling just off of the street and with perception indicative of a Pathfinder, he waves a beckoning hand.

"Pathfinders!" He says, motioning to follow. "Your timing is perfect, but let me get straight on to the matter at hand, and also add that I certainly hope that you're all wearing a good set of boots."

He swiftly walks off, leading you into the city's back alleys. "As you may well be aware, the Pathfinder Society has many allies hailing from across Avistan, Garund, and beyond. Some of our allies are much closer, and indeed right below our feet." He comes to a stop and motions down at a thick bronze plate in the road covering an entry into Absalom's sewers. "Perhaps you've heard of the Sewer Dragons? They're a resourceful kobold tribe claiming a major portion of Absalom's underground. The Society has understanding with them, and I've regularly met with their representative, one Dragonspeaker Engashez, a blue-scaled bard with a penchant for drums. While she can occasionally be yappy, she is prompt, and earlier today she failed to appear at our scheduled meeting. I suspect that something has happened, and I want to find out what."

Dreng leads the way below ground, into a subterranean chamber strewn with the carnage of a recent fight. Two ragged, giant holes are punched through the walls at the room's opposite ends though both tunnels subsequently collapsed. More startling are the dozen kobold corpses dead and partially submerged in the room's standing water.

"Oh no no..." Dreng mutters in disbelief before he raises his head at the echoing, distorted sounds of nearby fighting. "Trouble ahead. Whatever caused this must still be close by!" He points down one of the passageways out of the room and wades across the room towards the other exit. "I'll go this way and you go that way! Quickly now!"

With this, Dreng dashes off down the western passage, unless the PCs shout out any last-minute questions.

Who might have conflicts with the Sewer Dragons? "They've fought with other kobold tribes, such as the Dragon Sharks and the Copper Scales, and there are all manner of wild creatures within these tunnels. But, there are no denizens of the sewers that I can think of that might cause this!"

What manner of creature created these holes? "I've no idea. A bulette perhaps? An elemental creature like a xorn, or gods help us, a cave worm? Let's pray that we don't encounter whatever did it."

GM Instructions: Give the PCs an opportunity to slot their boons for the adventure if they have not already done so, and remind them that they each have 1 Hero Point available.

A. SEWER DRAGON TUNNELS

These tunnels make up a massive network of sewage drains, abandoned catacombs, and handmade tunnels. There are no reliable light sources, making the entire area dark. The rank smell of sewage imposes a -2 circumstance penalty on scent-based Perception checks. Use the map on page 5 for this area.

A1. Sewer Entrance

This passageway marks the beginning of the Sewer Dragon's territory. With the tunnels bored through by some tunneling device or monstrosity collapsed, the only exits are into passages to the east and west. Venture-Captain Dreng has taken the western path and instructed the PCs to take the eastern path.

None of the kobolds strewn about the room or floating in the sewage are still alive. The signs of battle are intense, though it's clear that the kobolds were taken by surprise. Many still have their weapons sheathed at their sides, and an equal number of kobolds seem to have been crushed by debris or with bodies twisted as though smashed down by some powerful creature.

If the PCs examine the dead kobolds, they can determine with a DC 15 Perception check to Seek (DC 17 in Subtier 3-4) that one was crushed to death by whatever broke through the tunnel walls, but most show acid burns or extensive bite wounds from a large creature.

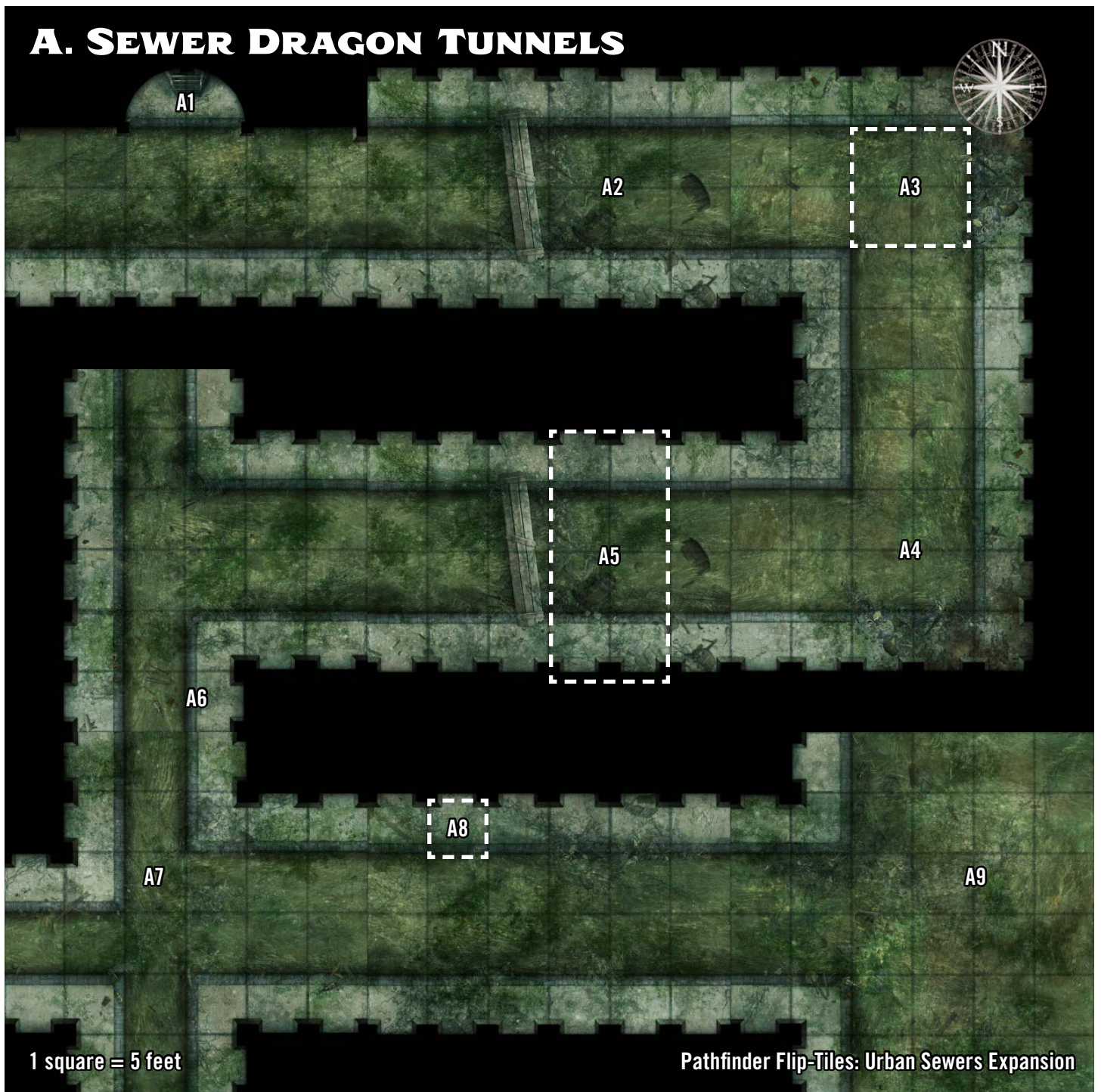
Tracking and Hunt Prey: This marks the PCs first opportunity to attempt to Track the attacking otyughs. The Survival DC begins at 16 (18 in Subtier 3-4) and is reduced by 1 in each subsequent room as the signs of the otyughs' rampage become increasingly obvious. PCs who succeed at the check to Track in any of the passageways are able to recognize the sign as otyugh spoor, allowing them or other PCs they share this information with to attempt a DC 14 Recall Knowledge check to see what they know about otyughs.

A2. The Sprung Trap

Progressing down the passage, the PCs quickly notice a pile of broken stones and glass in the tunnel's center, and with a DC 15 Perception check to Seek (DC 17 in Subtier 3-4) determine it to be a sprung trap from

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A. SEWER DRAGON TUNNELS



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above, triggered by a deactivated trap in the floor. The Sewer Dragons are known for ingenious traps, and it should be a clear concern for the PCs moving forward: not every trap may have already been sprung!

The tunnel also has seen the aftereffects of a recent combat and the passage of a large creature.

A3. Hidden Pit Trap

Hidden near the center of this passage, underneath a foot-deep river of slow-moving sewage, is a carefully disguised trap, untouched by the conflict that passed through this area.

Tracking: A PC who succeeds at Tracking the otyughs through the sewers notes that the creatures seem to have veered to the sides of this passage, likely chasing kobold victims based on the bloody marks along the walls. Such PCs gain a +2 circumstance bonus on any Perception checks made to Seek the trap hidden here.

Hazard: Sharpened scraps of metal are placed at the bottom of the pit trap in this room. Scaling the pit's walls requires a successful DC 15 Athletics check to Climb (DC 20 in Subtier 3–4).

ALL SUBTIERS

SPIKY PIT

HAZARD 1 OR 3

MECHANICAL TRAP

Stealth DC 19 (DC 22 in Subtier 3–4)

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

Disable Thievery DC 12 to remove the trapdoor

AC 10; **Fort** +1, **Ref** +1

Trapdoor Hardness 3, **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes 10 bludgeoning damage plus 1d4 piercing damage from sharp implements at the bottom of the pit (3d8 piercing damage in Subtier 3–4). That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

A4. Second Sprung Trap

This stretch of the sewers curves back toward the west. The PCs immediately notice another sprung trap: a broken trip wire and a hanging scythe blade. A successful DC 15 Perception check to Seek (DC 17 in Subtier 3–4) reveals that the trap struck a large creature, and that two such creatures passed. A PC who closely examines the deployed scythe gains a +1 circumstance bonus on checks made to Track its target (one of the invading otyughs).

A5. Tok's Surprise

Debris, blood, and carnage fill this hallway. Blood is splattered around the room, and a sewage-soaked bag of tools sits abandoned on the southern walkway.

Hazard: When the kobold elder Trapmaster Tok and the other kobolds passed through this room, the wily kobold trapsmith locked his “masterpiece” in place so the other kobolds could pass through quickly and safely. Unfortunately, Tok was unable to remove the temporary lock before the otyughs arrived on scene, and by the time he finished resetting the trap, the otyughs were already past the trigger. Tok was forced to flee after his kin, attempting to distract and slow the otyughs so the other Sewer Dragons could continue their escape. Tok's trap now lies in wait for unwary passerby.

ALL SUBTIERS

TRAPMASTER TOK'S SURPRISE

HAZARD 1 OR 3

MECHANICAL TRAP

Stealth DC 17 (trained) (DC 20 in Subtier 3–4)

Description Pressure sensitive panels in the floor connect to a barrel of debris hidden in the hallway's ceiling

Disable Thievery DC 20 (trained) on the floor panels before the barrel falls (DC 23 in Subtier 3–4)

AC 16; **Fort** +10, **Ref** +2

Barrel Hardness 5, **Barrel HP** 10 (BT 5); **Immunities** critical hits, object immunities, precision damage

Falling Debris **Trigger** Pressure is placed on any floor tile; **Effect** The barrel of debris tips over and showers broken glass down. The glass deals 2d8 slashing damage and 1 persistent bleed damage (DC 20 basic Reflex save) to all creatures within 10 feet (3d8 slashing damage and 2 persistent bleed damage, DC 22 basic Reflex save in Subtier 3–4).

A6. The Injured Kobold

Amid the rubble of an impromptu deadfall trap, the PCs can spot an unconscious and badly injured Sewer Dragon with a successful DC 14 Perception check to Seek (DC 16 in Subtier 3–4). The lean and milky-scaled **Pethjun** (LE female kobold warrior) barely clings to life and bears gruesome wounds, recognizable as a combination of bites, constriction ligatures, and minor acidic burns with a DC 15 Medicine check to Administer First Aid (DC 17 in Subtier 3–4). Art for Pethjun appears on page 10. The PCs can revive Pethjun with a DC 16 Treat Wounds check (DC 18 in Subtier 3–4), or another means of healing, such as a *healing potion*, an elixir of life, or a healing spell. Otherwise, the kobold mumbles in injured delirium for several minutes before expiring.

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If Pethjun lives, read or paraphrase the following.

Blinking her orange eyes and squinting in pain, the kobold instinctively reaches for her weapon, a gleaming rapier, but pauses and relaxes as she recognizes members of the Pathfinder Society.

"Pathfinders?" She glances about, wincing at the distant sounds of continued combat, "We were taken by surprise. Stupidly so! A machine with a great drill at the front, broke through into our territory. Don't know what it was," She snarls, "It ignored us, but before its tunnel collapsed, otyughs and hungry oozes followed behind it. Chief Yiddlepode was injured from falling debris! Sent her and others off ahead and tried to fight; slow them down so she could escape." Frustrated and in pain, Pethjun screams in anger at her perceived failure, even if against overwhelming odds. "Can still hear fighting though! Pathfinders, we have an arrangement yes? Please help! Will tell you the way, will tell you the traps!"

Despite her pride, Pethjun is far too aware of how badly she was outmatched by the otyugh and oozes and will need time to recover. Recognizing the PCs as well-equipped allies, she is content to warn them and send them ahead on their own. She seeks to backtrack down the tunnels to find safety and rejoin with others sent south, and though she does not request an escort from the PCs, she does not object if they offer. For saving her life, Pethjun warns the PCs of the spear launcher in area A8, allowing them to detect it automatically and bypass it without triggering it.

A7. Branching Paths

This intersection has passages leading in all four cardinal directions. The PCs enter from the north and can hear the sounds of battle close by to the east. The passages to the west and south wind on for some distance and are outside of the scope of the adventure.

A8. Spear Launcher

One final trap is concealed in this passage, obscured by the distracting sounds of battle, which impose a –1 circumstance penalty on Perception checks to Seek the trap. PCs who successfully found and rescued Pethjun in area A6 automatically bypass this trap.

ALL SUBTIERS

SPEAR LAUNCHER

HAZARD 2 OR 4

MECHANICAL

TRAP

Stealth DC 21 (trained) (DC 25 in Subtier 3–4)

Description A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

Disable Thievery DC 18 (trained) on the floor tile or wall socket (DC 22 in Subtier 3–4).

AC 18; **Fort** +11, **Ref** +3

Hardness 8, **HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

Spear ➤ (attack); **Trigger** Pressure is applied to the floor tile.

Effect The trap shoots a spear, making an attack against the creature or object on the floor tile.

Ranged spear +14 (+17 in Subtier 3–4), **Damage** 2d6+6 piercing (4d8+8 in Subtier 3–4)

A9. The Sewer Dragons' Barricade Severe

The kobolds, including Chief Yiddlepode, have made their stand here, behind a hastily prepared barricade at a bottleneck where the chamber meets a smaller passage. Exhausted and injured from their fighting retreat, they couldn't be more relieved at the PCs' well-timed arrival.

Creatures: One otyugh flails against the barricade, while a second busily devours half of a dead kobold.

SUBTIER 1–2

INJURED WEAK OTYUGHS (2)

CREATURE 2

Page 8, art on page 11

SUBTIER 3–4

OTYUGHS (2)

CREATURE 4

Page 9, art on page 11

CONCLUSION

Once the PCs have slain the otyughs, Chief Yiddlepode and Trapmaster Tok emerge from behind the barricade and profusely thank the PCs for their actions before being escorted away by a young kobold attempting to treat their wounds. Shortly thereafter, as the kobolds cheer and poke at the deceased otyughs, Drandle Dreng and Dragonspeaker Engashez arrive from an adjacent tunnel. Whatever the construct was that began this calamity, neither of them can say for certain. The damage elsewhere in the tunnels is considerable, but the immediate danger is over thanks to the PCs.

Reporting Notes

If the PCs save Pethjun, check box A. If Pethjun dies, check box B.

Objective

The PCs fulfill their primary objective if they defeat the otyughs and rescue the Sewer Dragon kobolds. Doing so earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

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APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Challenge Points section of **GM References** (page 13) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

Encounter A9 (Subtier 1-2)

A pair of wounded otyughs assaults a barricade on the far side of the room, behind which the surviving Sewer Dragons huddle. When the PCs enter, the otyughs squeal in delight, yelling “Fresh meat!” and then turning to attack them. The otyughs fight viciously, attempting to weaken PCs with their bite and move them into flanking with their reposition ability.

INJURED WEAK OTYUGHS (2)

CREATURE 2

N **LARGE** **ABERRATION**

Perception +7; darkvision, scent (imprecise) 30 feet

Languages Common

Skills Acrobatics +5, Athletics +8, Stealth +5 (+8 in lair)

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

AC 17; **Fort** +9, **Ref** +5, **Will** +7

HP 34; **Immunities** disease

Stench (aura, olfactory) 30 feet. A creature entering the aura must succeed at a DC 17 Fortitude save or be sickened 1 (plus slowed 1 for the same duration on a critical failure). On a success, the creature is temporarily immune to the sickened and slowed effects of this stench for 1 hour. Regardless of the save, while within the aura, creatures take a -2 circumstance penalty to saves against diseases. An otyugh’s stench is due to the offal and refuse that it wallows in, so cleaning the creature thoroughly (with create water and sufficient scrubbing, for example) deactivates the aura, while a sufficiently plugged nose allows an individual to avoid exposure to the stench.

Speed 20 feet

Melee ♦ jaws +11, **Damage** 1d6+5 piercing plus filth fever

Melee ♦ tentacles +11 (agile, reach 10 feet), **Damage** 1d4+3 bludgeoning plus Grab

Constrict ♦ 1d4+3 bludgeoning, DC 18

Reposition ♦ The otyugh attempts to move all creatures that it has grabbed into other spaces within the reach of its tentacles, rolling a single Athletics check and comparing the result against each creature’s Fortitude DC. On a failure, the creature remains in place, and on a critical failure, the creature is no longer grabbed.

SCALING ENCOUNTER A9

To adjust for the PCs’ overall strength, use the following challenge point adjustments.

10+ Challenge Points: Add one injured sewer ooze to the encounter for every 2 Challenge Points above 8. Oozes use filth wave and then move into melee.

Filth Fever (disease) The sickened and unconscious conditions from filth fever don’t improve on their own until the disease is cured. **Saving Throw** DC 17 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 as long as it remains sickened (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

INJURED SEWER OOZE (0)

CREATURE 0

N **MEDIUM** **MINDLESS** **OOZE**

Perception +1; motion sense 60 feet, no vision

Skills Stealth -1 (+2 in sewers)

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

Motion Sense A sewer ooze can sense nearby motion through vibration and air movement.

AC 6, **Fort** +7, **Ref** -1, **Will** +1

HP 25; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Speed 10 feet

Melee ♦ pseudopod +8, **Damage** 1d4+2 bludgeoning plus 1d4 acid

Filth Wave ♦ **Frequency** once per minute; **Effect** The sewer ooze unleashes a wave of filth, covering all creatures within a 20-foot emanation. Each creature in the area must succeed at a DC 15 Reflex save or take 1d4 acid damage and take a -10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

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APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Challenge Points section of **GM References** (page 13) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

Encounter A9 (Subtier 3-4)

A pair of otyughs assaults a barricade on the far side of the room, behind which the surviving Sewer Dragons huddle. When the PCs enter, the otyughs squeal in delight yelling “Fresh meat!” and then turning to attack them. The otyughs fight viciously, attempting to weaken PCs with their bite and move them into flanking with their reposition ability.

OTYUGHS (2)

CREATURE 4

N **LARGE** **ABERRATION**

Perception +10; darkvision, scent (imprecise) 30 feet

Languages Common

Skills Acrobatics +8, Athletics +14, Stealth +8 (+11 in lair)

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

AC 20, **Fort** +12, **Ref** +8, **Will** +10

HP 70; **Immunities** disease

Stench (aura, olfactory) 40 feet. A creature entering the aura must succeed at a DC 20 Fortitude save or be sickened 1 (plus slowed 1 for the same duration on a critical failure). On a success, the creature is temporarily immune to the sickened and slowed effects of this stench for 1 hour. Regardless of the save, while within the aura, creatures take a -2 circumstance penalty to saves against diseases. An otyugh’s stench is due to the offal and refuse that it wallows in, so cleaning the creature thoroughly (with create water and sufficient scrubbing, for example) deactivates the aura, while a sufficiently plugged nose allows an individual to avoid exposure to the stench.

Speed 20 feet

Melee ♦ jaws +14, Damage 2d6+6 piercing plus filth fever

Melee ♦ tentacle +14 (agile, reach 10 feet), Damage 1d6+6 bludgeoning plus Grab

Constrict ♦ 1d6+6 bludgeoning, DC 22

Filth Fever (disease) The sickened and unconscious conditions from filth fever don’t improve on their own until the disease is cured. Saving Throw DC 20 Fortitude; Stage 1 carrier with no ill effect (1d4 hours); Stage 2 sickened 1 (1 day); Stage 3 sickened 1 and slowed 1 as long as it remains sickened (1 day); Stage 4 unconscious (1 day); Stage 5 dead

SCALING ENCOUNTER A9

To adjust for the PCs’ overall strength, use the following challenge point adjustments.

20+ Challenge Points: Add one elite sewer ooze to the encounter for every 4 Challenge Points above 16. Oozes use filth wave and then move into melee.

Reposition ♦ The otyugh attempts to move all creatures that it has grabbed into other spaces within the reach of its tentacles, rolling a single Athletics check and comparing the result against each creature’s Fortitude DC. On a failure, the creature remains in place, and on a critical failure, the creature is no longer grabbed.

ELITE SEWER OOZE (0)

CREATURE 2

N **MEDIUM** **MINDLESS** **OOZE**

Perception +5; motion sense 60 feet, no vision

Skills Stealth +3 (+6 in sewers)

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

Motion Sense A sewer ooze can sense nearby motion through vibration and air movement.

AC 10, **Fort** +11, **Ref** +3, **Will** +5

HP 50; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Speed 10 feet

Melee ♦ pseudopod +11, **Damage** 1d6+3 bludgeoning plus 1d4 acid

Filth Wave ♦ **Frequency** once per minute; **Effect** The sewer ooze unleashes a wave of filth, covering all creatures within a 20-foot emanation. Each creature in the area must succeed at a DC 19 Reflex save or take 1d4 acid damage and take a -10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

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APPENDIX 3: ART



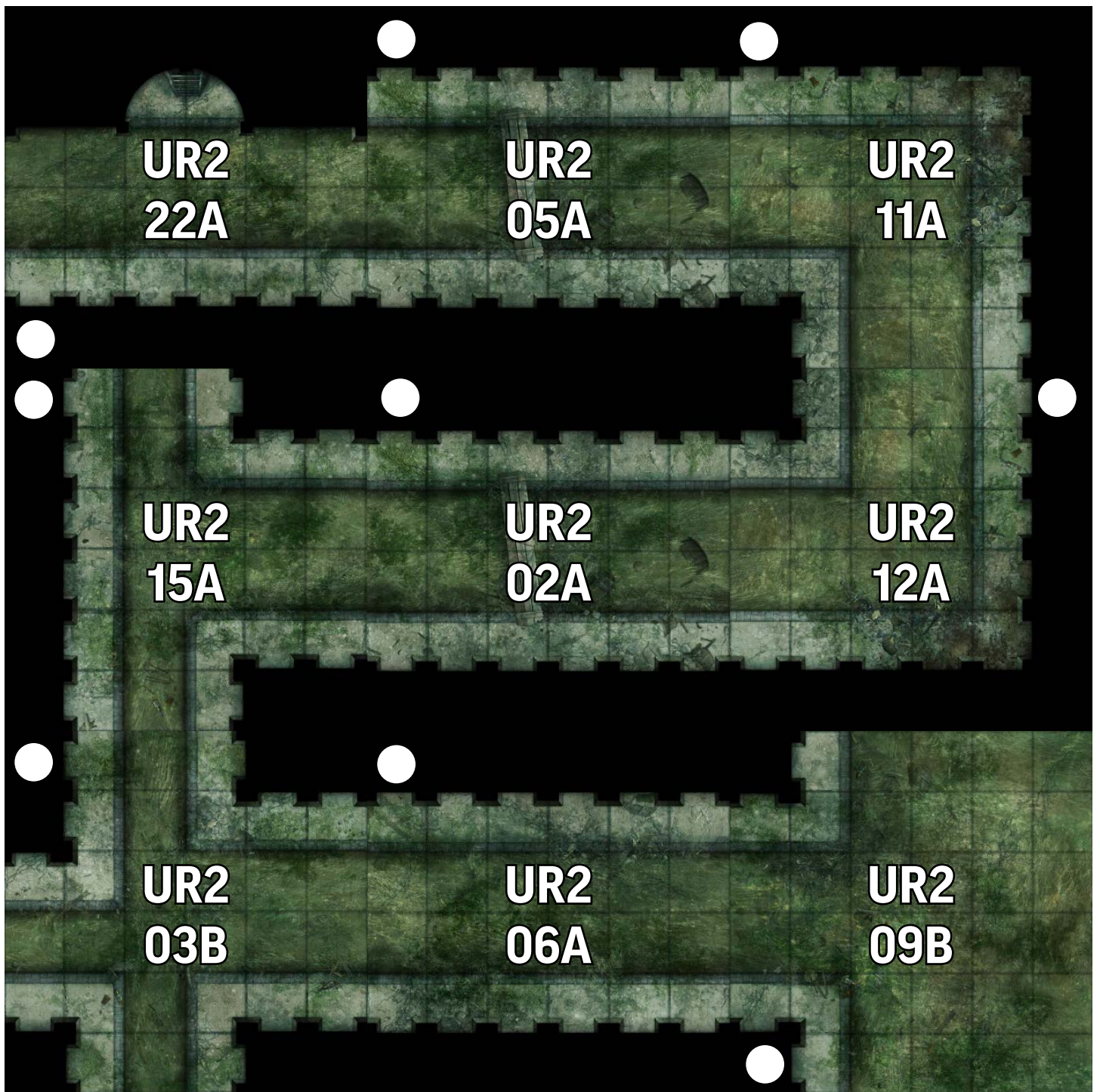
PETHJUN

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OTYUGH

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Area A, Page 5

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GM REFERENCES

TREASURE TABLE

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

Chronicle Sheet

PCs who complete this quest gain the Sewer Dragons Recruit boon on their Chronicle sheet.

CHALLENGE POINTS PER PC

Level	Challenge Points
1	2
2	3
3	4
4	6

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has, using the Challenge Points per PC table above. Next, use the Challenge Points and Subtier table above to determine which Subtier is appropriate for your PCs. Subtier 1–2 encounters appear in Appendix 1, and Subtier 3–4 encounters appear in Appendix 2.

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Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A

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

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

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The Broken Scales

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SUBTIER 1-2	Items		Purchases		REWARDS	Final XP
		Items Sold / Conditions Gained				Starting GP
						GP Gained
						Earn Income
						Items Sold
						GP Spent
				Total GP		
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box			Starting Fame	
SUBTIER 3-4	Items Bought / Conditions Cleared				Fame Earned	
			TOTAL COST OF ITEMS BOUGHT			
Notes		Downtime			Total Fame	
FOR GM ONLY						
EVENT	EVENT CODE	DATE	Game Master's Signature		GM Organized Play #	