

Pathfinder Society Scenario #3-02



SEWER DRAGONS OF ABSALOM

By Dennis Baker



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PATHFINDER SOCIETY SCENARIO #3–02

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Pathfinder Society Scenario #3–02: Sewer Dragons of Absalom is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 22 of this product.

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SEWER DRAGONS OF ABSALOM

BY DENNIS BAKER

Fifteen years ago an ambitious kobold sorcerer named Kibizax carved out a small empire in the caves and sewers beneath Absalom. Being a sort of visionary kobold, Kibizax hired a Taldan tutor to teach his two children the ways of the humans in order to strengthen his tribe's position in the city. His plan was a huge success and the Sewer Dragon tribe has become one of the most influential of the kobold tribes under Absalom.

The Dragon Kibizax, as the chief likes to be called, is well past his prime now and his favorite children are both ready to take over his empire. Despite his faith in their abilities after their years of tutoring in the ways of civilized humans, Kibizax wants to secure a solid regime for his successor. His final plan is twofold: first, he wants to secure a lucrative tribute deal with the notorious Pathfinder Society, whom he has heard all about over the years; second, he wants to go out with a bang, ensuring his position in the tribe's histories for generations to come and further securing his scion's legacy.

As such, he has ordered his loyal subjects to increase their attacks on Pathfinder agents moving through their territory, exploring the sewers or secretly moving resources into, out of, or about Absalom without being noticed by other surface dwellers. He hopes the increased threat to the Society will result in an opportunity for him to demand that the Pathfinders pay his tribe for safe passage through their tunnels.

Kibizax's eldest child, his daughter Yiddlepode, worries that her father's scheme is going to start an outright war with the Society, a war she fears the tribe will lose. Yiddlepode wants to negotiate an agreement with the Pathfinders, but she's in no position to bargain on her tribe's behalf as long as her father lives. Until such time as she can succeed her father as chief of the Sewer Dragons, she must wait and plot her own game plan.

The Pathfinder Society, for its part, simply wants a secure route into and out of the city through the Sewer Dragons' territory. The Decemvirate would prefer a negotiated truce with the tribe because they know that if the Sewer Dragons were simply eliminated, another kobold tribe would move into the void left in their place and the Society would have to deal with them, instead.

WHERE ON GOLARION?

Sewer Dragons of Absalom takes place in the sewers and underground caverns beneath Absalom, the Inner Sea region's largest city. While Absalom is a teeming metropolis of over 300,000 souls, its subterranean areas compose their own populated ecosystem of warring kobold tribes, secret thieves' guilds, and worse. For more information on the so-called "City at the Center of the World," check out the Pathfinder Campaign Setting books *The Inner Sea World Guide* and *Guide to Absalom*, both available in quality game stores and bookstores everywhere, or online at paizo.com.



SUMMARY

At the start of the adventure, the PCs need to find the Sewer Dragons' lair. The best lead they have is the former tutor of the chief's sons, a Taldan academic by the name of Emral Xarcious. A month ago Xarcious was grabbed by a petty criminal named Creeley Greeves, whom the tutor owed a sizable gambling debt. Greeves has been negotiating with slavers to sell the Taldan tutor to recoup his losses on the deadbeat scholar, but the negotiations have thus far been unsuccessful. Unable to find a way to profit from the wayward scholar and unwilling to cut him loose, Greeves has been neglecting him and Xarcious is now quite ill. The PCs can use diplomacy, intimidation, or brute force to gain access to Xarcious. Greeves does business out of an old watch station in the Puddles.

However the PCs reach Xarcious, he gives them directions to one of the entrances to the kobold lair, and suggests they try to meet the current chief's oldest child and likely successor, Yiddlepode, whom they may have better luck dealing with, as she's by far the most civilized member of the tribe. If the PCs decide to track down Yiddlepode, they find her attending a local opera in the Ivy District. Yiddlepode explains that she would like to bargain with the Pathfinder Society, but as long as her father is the chieftain, she is unable to act. Yiddlepode doesn't come out and say it, but she hints that the PCs need to kill her father in order to negotiate terms.

After the meeting with Yiddlepode, the PCs can follow Xarcious's directions to the entrance he knows. They face a small group of kobold guards with a complex trap, fight their way past some otyugh guardians, and eventually discover the main lair of the Sewer Dragons.

This entrance to the lair leads the PCs directly into the workshop of Yiddlepode's young brother, Trapmaster Tok. Unlike his sister, Tok isn't interested in negotiations, and the PCs will have to fight their way past him to reach his father's throne room in the tribe's primary lair.

Finally, the PCs meet Chief Kibizax in an underground theater. The chief tries to use an illusory dragon to intimidate the PCs and demands a huge tribute from the Pathfinder Society for use of his tribe's sewer tunnels. Yiddlepode, present and hidden backstage, works to ensure the PCs and her father come to blows, and secretly hopes the PCs will defeat the chief and raise Yiddlepode in his place.

When Kibizax is killed, Yiddlepode creates a dramatic illusion to impress the onlooking kobold tribe members, and then offers to accept the party's surrender. The player characters can choose to continue the fight with Yiddlepode and any remaining guards, or they can yield to Yiddlepode, who then takes them into one of the back rooms of the theater to negotiate the terms of the bargain with the Society in private.

GETTING STARTED

Read the following to get the adventure underway.

Discussing the forthcoming mission over a light breakfast of pastries and fruit is a welcome change of routine from Venture Captain Drangle's usual midnight requests.

"As you well know, the Society has a need for discreet ways of moving goods into and out of Absalom. Over the last year we've developed some reliable routes through the sewers and caverns underneath the city and this has worked well for us until recently.

"Over the last few months, a tribe of kobolds calling

themselves the Sewer Dragons started disrupting our supply with traps and ambushes. We know of several tribes of kobolds beneath Absalom, and generally, they are only a nuisance, but these have proved particularly troubling. They have blocked a few vital deliveries of late and some Pathfinders have disappeared. The Decemvirate is starting to get concerned."

"I need you to track down these Sewer Dragons and resolve this problem. I would prefer you make an effort to negotiate a truce of some sort with these pests. While I have little respect for the reptilian creatures who plague our sewers, I suspect if we exterminate them, some other threat will fill in the void they leave behind."

Dreng pauses a moment to finish eating a peach, then continues. "You could wander around the sewers for days and not find one of these Sewer Dragons. Fortunately, I have found a resource for you. A few years ago they hired a Taldan scholar by the name of Emral Xarcious to tutor the tribal leader's children. I suspect Xarcious can lead you to the Dragons.

"The Decemvirate has a shipment of antiquities coming next week and I expect this situation to be resolved by then. It's up to you to ensure the shipment goes off with no hitches. There is no time to fool around—you need to get moving."

After giving the PCs the general idea of what they are to accomplish, Dreng answers any of the following or similar questions.

Where can we find Xarcious? "Xarcious had many vices, and I think he did a fair amount of gambling. I have heard he's gotten into some problems down in the Puddles, but beyond that I'm not sure. If you have trouble finding him, you might look for a gentleman named Greeves. I understand Xarcious owes Greeves a substantial amount of money, and Greeves is likely to know where to find him as a result."

Why are they called Sewer Dragons? "Who knows why kobolds call themselves what they do? This particular tribe likely claims some draconic heritage upon which they have built the mythos of their own superiority. Some of our agents who've encountered the tribe recently claim they've seen an actual dragon fighting with the Sewer Dragons, while other agents have found scorch marks on the walls down there."

What sort of concessions can we offer the Sewer Dragons to get them to agree to stop harassing our shipments? "We can fence goods for them and get them supplies at reasonable prices. We can also get goods into the city for them. If the rumors I hear about alchemical substances and traps are true, perhaps we can purchase items they produce for our own use in the field. Under no circumstances do the Decemvirate approve any sort of tribute or ransom, however, so if that's all the kobolds

want, you'll need to use your most convincing tactics to get them to change their minds."

Investigating the Sewer Dragons

Some PCs may wish to gather information about town or research facts about the Sewer Dragon tribe. They may uncover the following with Diplomacy (gather information) or Knowledge (local) checks.

10+ The Sewer Dragons are one of the more powerful kobold tribes in the sewers of Absalom.

15+ Kibizax, the Sewer Dragons' chief, is a powerful sorcerer with a dragon ally who blasts the tribe's foes to dust with lightning.

20+ The Sewer Dragons have a skilled trapmaster who is sought after by merchants and the wealthy in Absalom proper. It's rumored that some of his most clever traps guard House Morilla and other noble resources.

25+ The Sewer Dragons' chief is old and said to be planning to turn the tribe over to one of his two children, the elder daughter Yiddlepode and younger son Yipпиток.

30+ Yipпиток, also known as Trapmaster Tok, is the tribe's trap crafter and a powerful alchemist.

35+ The chief's elder scion, Yiddlepode, is a spellcaster like her father, and is most likely to take over as the Sewer Dragons' chief.

Finding Greeves and Xarcious

Some PCs may listen at the rumor mill for hints about where to find their only known lead, the Taldan scholar Emral Xarcious. The following tips may be uncovered with a Diplomacy (gather information) or Knowledge (local) check.

15+ About a month ago Xarcious disappeared. The apartment where he lived was abandoned in a hurry. The day before he disappeared, he was seen arguing loudly with Creeley Greeves, a moneylender and bookie from the Puddles.

20+ Greeves runs his business out of a former watch station in the Puddles.

25+ Three days ago, Greeves was overheard arguing with a slaver about the sale of a skilled slave. Greeves did not seem happy with the outcome of the negotiation.

ACT 1: FINDING FRIENDS

The above Knowledge checks should lead the PCs to the Puddles and an abandoned watch station there which

Greeves uses as his headquarters. If the Pathfinders are unable to find suitable leads to get them to the Old Watch Station, they spend the day looking for Xarcious without success. The following morning, Dreng sends word to the PCs that his intelligence network has discovered information up to DC 20 on the above tables, which should be sufficient to get the action of the scenario underway.

1. The Old Watch Station (CR 4 or CR 7)



Despite the generally dry weather in Absalom of late, the streets in the Puddles are filled ankle-deep with muck, and the local mosquito population seems to have doubled. The Puddles is miserable even on the best days.

In spite of years of neglect, the old watch station Creeley Greeves adopted as his place of business has fared quite well. The grime-covered granite walls are still solid and the rusty bars on the windows are still thick enough to hold for years to come. An old, nearly illegible sign reads "Watch Station Four." The only door to the station is closed.

A small, waterlogged deck overlooks the sodden street of the Puddles by which the PCs approach the abandoned watch station. The only windows into the watch station look into the cells in the back of the building, and each is 15 feet above street level and only a mere sliver that lets in ambient light. The front door is unlocked but stuck slightly due to years of absorbing excessive moisture in the flooded district. It takes a DC 10 Strength check to open and the door makes a loud scraping noise when anyone does so.

The double door to the holding cells is much stronger, and barred from the inside, requiring a DC 20 Strength check to break open. Doing so immediately alerts all the creatures in the building.

When the city watch abandoned this post, they took the keys to all the cells with them, and all nine of the cages are sealed and locked, and require a DC 25 Disable Device check to open.

Creatures: An old, grizzled dog named Bonebag lies sleepily beside the otherwise empty guard desk in the central aisle between the cells. She barks loudly if anyone enters the room without Greeves escorting them in, but does not leave her spot unless Greeves calls for her or she sees anyone attacking her master.

Greeves and his bodyguards—all members of a small Puddles gang called the Furies—are in the front room

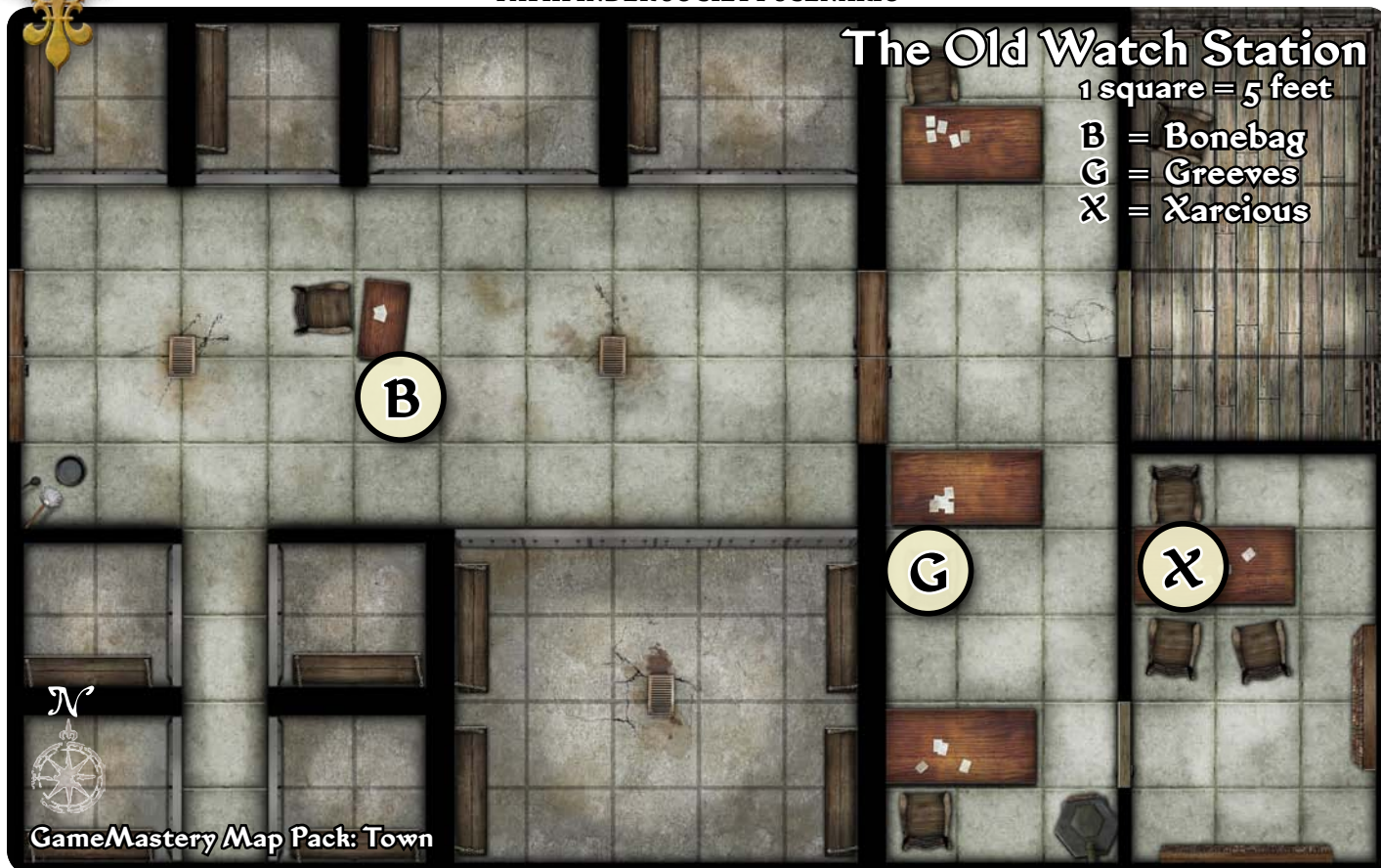
The Old Watch Station

1 square = 5 feet

B = Bonebag

G = Greeves

X = Xarcious



playing cards. If the PCs enter through the front door, Greeves and his thugs assume they are simply there to place a bet or otherwise use his services as any good criminals are wont to do, but they are nevertheless hesitant and suspicious. If the PCs enter through the back door, Greeves and his Furies hear Bonebag bark at the interlopers' arrival and they stand up from their card game to investigate. In either case, they interact with the PCs in a similar manner.

Greeves' initial attitude toward the PCs is unfriendly and he denies any knowledge of Xarcious. If his attitude is shifted to indifferent using the Diplomacy or Intimidate skills, or magical means such as *charm person*, Greeves admits he knows where Xarcious is and hints that he might be willing to ransom him. The gambling debt Xarcious owes Greeves is 250 gp in Subtier 3–4 or 400 gp in Subtier 6–7. Greeves knows Xarcious's chances to live without expensive healing are slim and can be talked down to half that if he fears he won't get any return on the sick Taldan.

If the PCs suggest an interview with Xarcious, but make no effort to purchase his freedom, Greeves offers visiting rights to his prisoner for 50 gp (in both subtiers). Greeves collects any money before taking them to see Xarcious, whether to speak to the prisoner or to free him into the Pathfinders' custody.

Emral Xarcious (N male human expert 4) is being held prisoner in the former watch captain's office, where he lies on a makeshift bed atop the room's lone desk. The middle-aged Taldan has contracted filth fever and is very close to death. On top of this, he's been beaten pretty badly by Greeves, who has grown frustrated at his inability to find a buyer for his debtor in the slave pits. Xarcious is unconscious and stable at –2 hit points, with 6 points of nonlethal damage. He has taken 7 points of Constitution damage from his illness, out of a maximum of 11 points.

Subtier 3–4 (CR 4)

BONEBAG**CR 1/3**Dog (*Pathfinder RPG Bestiary* 87)

hp 5

CREELEY GREEVES**CR 3**

Male human fighter 4

LE Medium humanoid (human)

Init +5; **Senses** Perception +5**DEFENSE****AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)**hp** 34 (4d10+8)**Fort** +6, **Ref** +2, **Will** +4; +1 vs. fear,**Defensive Abilities** bravery +1

OFFENSE**Speed** 30 ft.**Melee** mwk greataxe +10 (1d12+8/x3)**Ranged** mwk throwing axe +6 (1d6+4)**TACTICS**

Before Combat If Greeves overhears combat elsewhere in the building but isn't directly involved, he takes 2 rounds to drink his *potion of blur* and *potion of bull's strength* before going to investigate.

During Combat Greeves tries to quell any opposition using Power Attack every round, employing Cleave whenever possible.

Morale Greeves flees or surrenders if his Furies fall and he has not felled at least as many PCs.

STATISTICS**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +8; **CMD** 19

Feats Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Bluff +3, Intimidate +6, Perception +5, Sense Motive +5**Languages** Common**SQ** armor training 1

Combat Gear *potion of blur*, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** masterwork breastplate, masterwork greataxe, masterwork throwing axe

FURIES (2)**CR 1/3**

Female human warrior 1

LE Medium humanoid (human)

Init +1; **Senses** Perception +1**DEFENSE****AC** 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)**hp** 12 each (1d10+2)**Fort** +3, **Ref** +1, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** longsword +3 (1d8+1/19–20)**TACTICS**

During Combat The Furies work as a team, flanking as much as possible to deal as much Precise Strike damage as they can, and working to prevent Greeves from being overwhelmed. If their attacks are ineffective, they instead try to flank and use aid another to help Greeves hit.

Morale If Greeves falls, the Furies surrender. If brought below 5 hit points, the Furies attempt to flee.

STATISTICS**Str** 13, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9**Base Atk** +1; **CMB** +2; **CMD** 13

Feats Precise Strike (see Special Abilities), Weapon Focus (longsword)

Skills Intimidate +3, Perception +1**Languages** Common**Other Gear** chain shirt, buckler, longsword**SPECIAL ABILITIES**

Precise Strike: Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage is not multiplied on a critical hit. (*Pathfinder RPG Advanced Player's Guide* 167)

Subtier 6–7 (CR 7)**BONEBAG****CR 1**Riding dog (*Pathfinder RPG Bestiary* 87)**hp** 13**CREELEY GREEVES****CR 5**

Male human fighter 6

LE Medium humanoid (human)

Init +5; **Senses** Perception +7**DEFENSE****AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)**hp** 49 (6d10+12)**Fort** +8, **Ref** +4, **Will** +6; +2 vs. fear,**Defensive Abilities** bravery +2**OFFENSE****Speed** 30 ft.**Melee** mwk greataxe +13/+8 (1d12+9/x3)**Ranged** mwk throwing axe +9/+4 (1d6+5)**Special Attacks** weapon training (axes +1)**TACTICS**

Before Combat If Greeves overhears combat elsewhere in the building but isn't directly involved, he takes 2 rounds to drink his *potion of blur* and *potion of heroism* before going to investigate.

During Combat Greeves tries to quell any opposition using Power Attack every round, employing Cleave whenever possible. Failing that, Greeves prefers Vital Strike to iterative attacks.

Morale If brought below 20 hit points, Greeves backs off and drinks his *potion of invisibility*, then decides whether to take a few more rounds to quaff the rest of his potions before rejoining his Furies or fleeing.

STATISTICS**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +6; **CMB** +10; **CMD** 21

Feats Cleave, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Bluff +5, Intimidate +8, Perception +7, Sense Motive +7**Languages** Common**SQ** armor training 1

Combat Gear *potion of bear's endurance*, *potion of blur*, *potion of cure moderate wounds*, *potion of heroism*, *potion of invisibility*; **Other Gear** masterwork breastplate,

OPTIONAL ENCOUNTER

Some parties might not encounter Yiddlepode at this point. While this leaves them at a slight disadvantage when they face her later in the scenario, it shouldn't interfere with the flow of the adventure in any way, as this encounter is designed to establish a bit of trust between the players and encourage them to seek out negotiation in later encounters.

Whether or not the PCs catch up with Yiddlepode at the opera, on the fourth day of the adventure, Dreng summons the Pathfinders in to his chambers and informs them the antiquities shipment is coming later that evening and that they need to act now, thus propelling them back into the flow of the adventure and on into Act 2.

masterwork greataxe, masterwork throwing axes (2), *cloak of resistance* +1

FURIES (2)

CR 2

Female human warrior 4

LE Medium humanoid (human)

Init +5; **Senses** Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

hp 30 each (4d10+4)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+2/19–20)

TACTICS

During Combat The Furies work as a team, flanking as much as possible to inflict as much Precise Strike damage as they can, and working to prevent Greeves from being overwhelmed. If their attacks are ineffective, they instead try to flank and use aid another to help Greeves hit.

Morale If Greeves falls, the Furies surrender. If brought below 10 hit points, the Furies attempt to flee.

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +4; **CMB** +6; **CMD** 17

Feats Improved Initiative, Precise Strike (see Special Abilities), Weapon Focus (longsword)

Skills Climb +6, Intimidate +6, Perception +4, Swim +6

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear**

masterwork chain shirt, masterwork light steel shield, masterwork longsword

SPECIAL ABILITIES

Precise Strike: Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee

attack. This bonus damage is not multiplied on a critical hit. (*Advanced Player's Guide* 167)

Development: After healing Xarcious enough that he can speak, the Taldan shares all the information from the Investigating the Sewer Dragons section on page 5 up to DC 25. Xarcious also tells the Pathfinders that the Sewer Dragons have taken over a massive underground theater, covered over long ago by the growing city. The kobolds have closed off most of the tunnels that access the complex, but there is a passage from within the sewer system that is still accessible. Xarcious gives the party directions with the warning that it's usually well guarded.

Should the PCs go a step further and secure his release or take the time to fully heal him, Xarcious is extremely grateful and gives the PCs one additional detail. Yiddlepode, the Sewer Dragon chief's eldest offspring, is likely open to bargaining with the Pathfinder Society; she is their best chance for a truce between the Society and the Dragons. Further, it's likely they can catch Yiddlepode aboveground in Absalom proper, as she often dons a magical disguise to sneak into one of the operas in the Ivy District. While on the streets and in the theaters of the city, Yiddlepode disguises herself as a halfling and is easy to spot because she only goes to poorly attended shows where her disguise is less likely to be uncovered, and her blue opera cloak stands out like a sore thumb.

Treasure: A search of Greeves's office (DC 20 Perception check) reveals a strongbox containing 100 gp in Subtier 3–4 and 600 gp in Subtier 6–7.

Mission Notes: Chelixa faction PCs should ensure that Greeves and his Furies survive this encounter; doing so earns members of the faction 1 Prestige Point.

Sczarni faction PCs will need to incapacitate Greeves and make a DC 15 Heal check to retrieve his tongue intact; doing so earns members of the faction 1 Prestige Point.

Taldor faction PCs can make a DC 20 Diplomacy check or a DC 25 Intimidate check to convince Xarcious to leave Absalom aboard the *Tainted Dutchess*. Doing so earns members of the faction 1 Prestige Point.

Rewards: If the PCs defeat or negotiate with Greeves, reward each subtier thusly:

Subtier 3–4:

Give each PC 220 gp.

Subtier 6–7:

Give each PC 582 gp.

2. The Opera House (CR 4 or CR 7)

There are three operas currently showing in the Ivy District and all compete for patrons. Assuming the PCs start searching the night after they encounter Greeves,

there are 3 days' worth of shows before the antiquities shipment Drandle Dreng warned of arrives in Absalom.

Armor and openly displayed weapons are not permitted inside most opera houses (and it's unlikely animals or other creatures would be allowed in either); a PC may know this information with a DC 10 Knowledge (local) check or automatically if he has any ranks in Perform (act, comedy, or sing). The three operas currently gracing the stage are: a traveling Andoren troupe's performance of the Chelish history *Fall from Glory*; a local diva's rendition of *Serpent's Song*; and a comedic opera called *The Trouble with Swans*.

Diplomacy (gather information) or Knowledge (local)

The PCs may increase their chances of finding which show Yiddlepode is most likely to attend via a Diplomacy or Knowledge (local) check. For each day that the PCs spend investigating the options, give them a +5 bonus on their checks.

15+ *The Trouble with Swans* is a hugely popular show performed by a largely gnome troupe. *Serpent's Song* is a tragedy about a dragon who falls in love with a princess.

20+ Crowds are expected to be thick for *Fall from Glory*, as Chelish operas are known to often feature actual bloodshed in place of special effects.

25+ The only showings of *Serpent's Song* that aren't sold out for a month solid are its midnight performances and even they are said to be crowded.

30+ The debut of *Fall from Glory* was unpopular, as the Andoren troupe is said to have replaced much of the bloodshed in this traditionally gory Chelish history with illusions and sleight of hand.

Each of the 3 nights the PCs have to track down Yiddlepode, they must decide which show to stake out, and whether they will spread out to all three shows or all stake out the same show. It turns out to be far more difficult to spot Yiddlepode than Xarcious suspected. After each PC has chosen a theater to observe, have that character make a Perception check to spot Yiddlepode as she enters the theater; have the PC roll regardless of which show is attended. Characters watching the crowds at the *Fall from Glory* who make a successful DC 18 Perception check (DC 22 in Subtier 6–7) spot a halfling woman in a blue cloak just as she disappears into the theater.

The PCs can then either wait out the performance or follow her in. Entry into the show is 5 gp per attendee, or a character can sneak in with a successful DC 20 Bluff, Sleight of Hand, or Stealth check. Once inside the theater, they can easily spot a small, blue-cloaked figure alone in one of the balconies.

Unless they delay meeting Yiddlepode until much later in the evening, the PCs find the kobold still in her halfling disguise before the spell wears off. Yiddlepode's initial attitude toward the PCs is unfriendly, but if they mention Xarcious, her attitude shifts to indifferent, as she recalls her former tutor fondly. As soon as she realizes they are not an immediate threat, Yiddlepode gestures toward the action on stage and hushes the PCs somewhat urgently, promising to talk more at intermission. If the PCs refuse to wait for intermission, Yiddlepode becomes increasingly upset and her attitude shifts back to unfriendly. Regardless of whether they wait or not, give the PCs a chance at this point to convince Yiddlepode they are looking to negotiate a truce between the Pathfinder Society and the Sewer Dragons. If they can shift Yiddlepode's attitude to friendly, she explains to them that she's open to a truce but that she would be unable to act on it. Yiddlepode wants to negotiate with the Pathfinders but she can't as long as her father is in power. After a few minutes of questions, the opera starts again and Yiddlepode sits back down to watch the end of it.

Should they fail to move Yiddlepode's attitude to friendly, give them one final attempt when the play ends. If they fail at this time Yiddlepode tries to leave, only resorting to combat if she is unable to flee.

If the PCs were able to shift the kobold's attitude to friendly, read the following as she takes her leave of the opera house.

As Yiddlepode makes her way to the exit, she explains her problem. "I would like to see a lasting partnership between the Society and my tribe but I cannot act against my father's wishes. For now you will have to deal with him. He is convinced that if he has a showdown with the Pathfinder Society and defeats their agents, we will be able to demand tribute from the Society and bring the other kobold tribes under our leadership. When you finish bargaining with my father, perhaps we will have an opportunity for an extended conversation about a truce and I will have a bit more leeway."

Creature: Should the PCs choose to fight Yiddlepode at this point, use her stats on page 19. If the PCs draw weapons or make threats, the kobold tries to flee, knowing full well that her kind are not tolerated in "civilized" Absalom and even if she defeats the PCs, getting caught will likely mean imprisonment or death.

ACT 2: SEWERS

The sewers beneath Absalom vary in age, state of repair, and size. Following Xarcious's directions, the PCs find themselves in a particularly cramped section deep beneath the city's Westgate district. Here, tall characters scrape their heads on the low 7-foot ceilings

Absalom Sewers

1 square = 5 feet

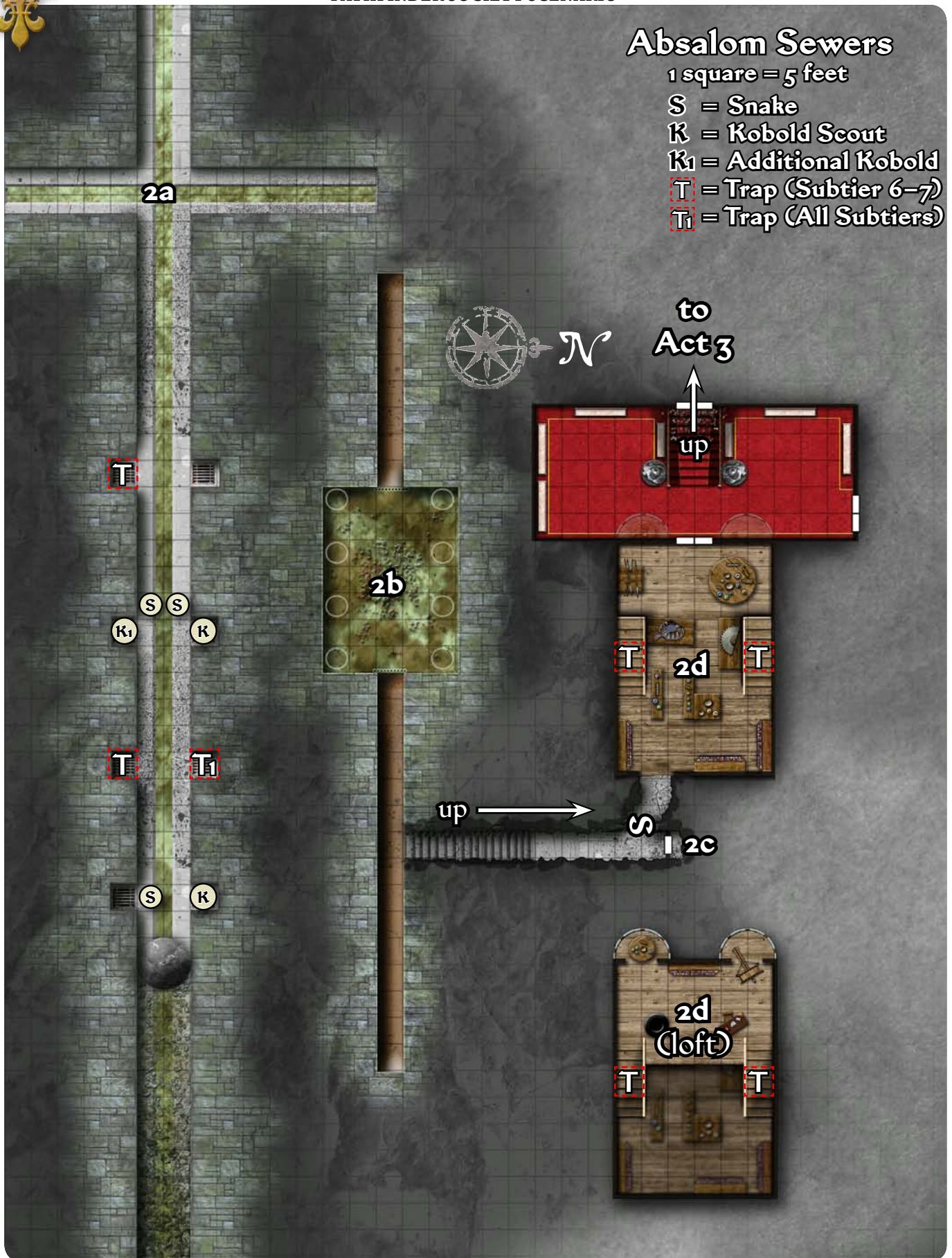
S = Snake

K = Kobold Scout

K₁ = Additional Kobold

T = Trap (Subtier 6–7)

T₁ = Trap (All Subtiers)



and the walkways on either side of the sewage channel are narrow and slippery. Medium creatures must make a DC 10 Acrobatics check to charge or move more than their normal movement speed in a round. Failing the check means that characters can spend a move action to regain their balance or else fall prone. Failing the check by 5 or more means they fall into the sewage channel where they risk contracting blinding sickness. Small creatures make the same check with a +5 bonus on the roll. Large creatures are considered squeezing at all times in these passages.

2a. Boulder Dash (CR 5 or CR 8)

Xarcious's directions lead the PCs to a section of sewers under the Westgate district of Absalom, near the border with the bohemian Ivy District. The PCs can choose to approach the area from any direction but if they approach from the west, the sewer is backed up and the passage is filled with sewage and debris making the route impassable on foot. Unlike other sections of the sewers, where light streams in from occasional grates overhead, it's pitch dark here, and the darkness seems to swallow the feeble light from torches or even magical *light* spells (though this has no mechanical effect). Read aloud or paraphrase the following as the PCs approach the intersection.

The age of these tunnels shows in its crumbling walls, and the walkways along the deep central sewage channel are treacherously narrow, making footing uncertain. Near the intersection Xarcious indicated, territorial markings fill the walls, smattered with warnings written in the common tongue: "Keep out." Scorch marks on the ground and walls smell faintly of ozone. Xarcious's directions indicate that the entrance to the Sewer Dragons' lair is through a grate in the east passage off a large, four-way intersection.

A DC 15 Knowledge (arcana, dungeoneering, or nature) check reveals that the scorch marks are from some sort of large electrical discharge, likely from a dragon's breath weapon, magical lightning, or similar effect. A DC 20 Survival check reveals many prints along the narrow walkway made by Small bipedal reptiles, indicating that these sewers are frequently used by a number of creatures fitting that description.

Creatures: Ever on guard for interlopers encroaching on their territory, the Sewer Dragons have positioned a number of kobold scouts here as the first line of defense around their lair. The kobolds try to engage the party at the longest range possible. If the party has a light source, the scouts start firing at the party before the light reaches the kobolds; otherwise they open fire as soon as the party gets in the range of their darkvision.

DISEASE: BLINDING SICKNESS

The water in the channel is tainted with blinding sickness and falling into the water exposes a character to the disease.

BLINDING SICKNESS

Type disease, ingested; **Save** Fortitude DC 16

Onset 1d3 days; **Frequency** 1/day

Effect 1d4 Str damage, if more than 2 Str damage, target must make an additional Fort save or be permanently blinded; **Cure** 2 consecutive saves

Traps: A huge boulder currently blocks much of the sewage and debris from flowing through the east offshoot channel of this intersection. The kobold scouts can manually trigger the trap or it is triggered if a Medium creature enters the southeast alcove (with the broken grate). When the trap triggers, the boulder surges forward, propelled down the tunnel by the built-up pressure from the reservoir of filth and debris behind it. The boulder moves quickly down the tunnel for 3 rounds on the initiative rank on which it was released, or at initiative rank 10 of the surprise round if triggered out of combat.

Subtier 3–4 (CR 5)

BOULDER TRAP

CR 2

Type mechanical; **Perception** DC 15; **Disable Device** DC 15

EFFECTS

Trigger location (Medium creature on the broken grate) or manual; **Reset** manual

Effect boulder (3d6 damage and knocked into sewer channel, DC 15 Reflex save for half damage; a creature that makes its save avoids being knocked into the water); multiple targets (all targets in 10-foot-wide corridor, moves 50 feet first round, 30 feet each additional round for 2 more rounds)

CHUTE TRAP

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep chute (1d6 falling damage, characters are deposited in the drainage room [area 2b]); DC 20 Reflex avoids; single target

KOBOLD SCOUTS (2)

CR 1

Kobold ranger 2 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

hp 19 each (2d10+4)

Fort +4, **Ref** +6, **Will** +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4–1/19–20)

Ranged light crossbow +6 (1d6/19–20)

Special Attacks favored enemy (humans +2)

TACTICS

During Combat The scouts attempt to pin down as many opponents as they can with their *tangle bolts* (+1 *seeking bolts* that entangle the target on a hit, in addition to the bolt damage, as if it had been hit by a tanglefoot bag), then use Deadly Aim to deal maximum damage to entangled targets. One scout mans the trap trigger at all times.

Morale The scouts only stay long enough to lure as many PCs as they can into the path of the boulder. They flee to the drainage room (area **2b**), where they can continue the fight with an ally.

STATISTICS

Str 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +0; **CMD** 13

Feats Deadly Aim, Precise Shot

Skills Acrobatics +4, Craft (trapmaking) +6, Disable Device +4, Knowledge (dungeoneering) +4, Perception +8, Stealth +11, Survival +6

Languages Draconic

SQ crafty, track +1, wild empathy +1

Combat Gear *potions of cure light wounds* (2), *tangle bolts** (2);

Other Gear studded leather, short sword, light crossbow with 20 bolts

* See the *Advanced Player's Guide*.

Subtier 6–7 (CR 8)

BOULDER TRAP

CR 4

Type mechanical; **Perception** DC 15; **Disable Device** DC 15

EFFECTS

Trigger location (Medium creature on the broken grate) or manual; **Reset** manual

Effect boulder (3d6 damage and knocked into sewer channel, DC 20 Reflex save for half damage; a creature that makes its save avoids being knocked into the water); multiple targets (all targets in 10-foot-wide corridor, moves 50 feet first round, 30 feet each additional round for 2 more rounds)

CHUTE TRAPS (3)

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep chute (1d6 falling damage, characters are deposited in the drainage room [area **2b**]); DC 20 Reflex avoids; single target

KOBOLD SCOUTS (3)

CR 3

Kobold ranger 4 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 natural, +1 size)

hp 34 each (4d10+8)

Fort +5, **Ref** +8, **Will** +2

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d4–1/19–20)

Ranged mwk light crossbow +10 (1d6/19–20)

Special Attacks favored enemy (humans +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*alarm*

TACTICS

During Combat The scouts attempt to pin down as many opponents as they can with their *tangle bolts* (+1 *seeking bolts* that entangle the target on a hit, in addition to the bolt damage, as if it had been hit by a tanglefoot bag), then use Deadly Aim to deal maximum damage to entangled targets. One scout mans the trap trigger at all times.

Morale The scouts only stay long enough to lure as many PCs as they can into the path of the boulder. They flee to the drainage room (area **2b**), where they can continue the fight with an ally.

STATISTICS

Str 9, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +2; **CMD** 16

Feats Deadly Aim, Endurance, Precise Shot, Rapid Reload

Skills Acrobatics +8, Craft (trapmaking) +7, Disable Device +8, Knowledge (dungeoneering) +5, Perception +10, Stealth +15, Survival +8

Languages Draconic

SQ crafty, favored terrain (underground +2), hunter's bond (animal companion), track +2, wild empathy +3

Combat Gear *potion of cure moderate wounds*, *tangle bolts** (2);

Other Gear masterwork studded leather, masterwork short sword, masterwork light crossbow with 20 bolts

* See the *Advanced Player's Guide*.

SEWER SNAKES (3)

CR —

Constrictor snake animal companion

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 11 each (2d8+2)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d3+3 plus grab)

STATISTICS

Str 15, **Dex** 17, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Weapon Focus (bite)

Skills Climb +10, Perception +5, Swim +14

Development: There is a knotted rope hanging down through the broken grate that leads to the drainage room below (area **2b**). Medium creatures have trouble squeezing through the broken grate and take 1d6 points of damage doing so unless they make a DC 10 Escape Artist check or remove the grate as a standard action. Large creatures must remove the grate to move through the chute, which takes 2 full rounds to squeezing through after removing the grate. Any of the grates in this area can be lifted off without a Strength check, though only the broken grate has a rope leading down. All others have slightly sloped 20-foot drops.

Rewards: If the PCs defeat the scouts, reward each subtier thusly:

Subtier 3–4:

Give each PC 95 gp.

Subtier 6–7:

Give each PC 393 gp.

2b. Drainage Room (CR 4 or CR 7)

This room appears to be an overflow chamber from the sewers above. The majority of the room is filled with trash and debris that has fallen into the room from above. The water is two to three feet deep on the outside of the room and the mound of trash peaks in the center of the room is a full five feet over the water line. There are eight large openings in the ceiling covered in filth and slime. The opening in the southwest has a knotted rope hanging down from it. Two grates lead to large drainpipes on the east and west sides of the chamber but both grates appear secured.

This room is directly below the trapped corridor in area **2a**. Each of the grates in the sewers above connects to a corresponding drain exit in the ceiling of this room via a 20-foot-long drainpipe;

anyone entering the southwest grate in the sewers above exits at the southwest drain exit in this room, and so on. The kobolds have a knotted rope going from the broken grate in area **2a** down to the northeast corner of this room.

Characters dumped into this room through the trap above land prone in 2-foot-deep water. It takes a full-round action to come down the rope from the broken grate above or characters who deliberately drop down one of the grates can make a DC 15 Acrobatics check to avoid falling damage.

This entire room is considered difficult terrain.

Creatures: The Sewer Dragons have made peace with an otyugh that calls itself Gurva, which they provide a constant stream of refuse as long as it doesn't attack them and serves a guard for the entrance to their lair. In Subtier 6–7, Gurva's mate Grlak is also here. One round after the first of the Pathfinders drop into the room, the room's occupants rise from the garbage in the room's center and attack.

Any scouts that escaped through the broken grate try to make their way through the east grate to fire from a position of relative safety as the PCs combat the room's primary occupants.



Subtier 3–4 (CR 4)

GURVA

CR 4

Otyugh (*Pathfinder RPG Bestiary* 223)

hp 39

Subtier 6–7 (CR 7)

GURVA AND GRLAK (2)

CR 5

Advanced otyugh (*Pathfinder RPG Bestiary* 223,294)

N Large aberration

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)**hp** 51 each (6d8+24)**Fort** +5, **Ref** +4, **Will** +8**Immune** disease

OFFENSE

Speed 20 ft.**Melee** bite +9 (1d8+6 plus disease), 2 tentacles +5 (1d6+3 plus grab)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)**Special Attacks** constrict (1d6+3)

TACTICS

During Combat If they feel they have a clear advantage in combat, Gurva and Grlak prefer to toy with their food, using nonlethal damage to subdue a potential snack for later fun. This game quickly ends if either of them is reduced below half their normal hit points.

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 9, **Wis** 17, **Cha** 10**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 23 (25 vs. trip)**Feats** Alertness, Toughness, Weapon Focus (tentacles)**Skills** Intimidate +9, Perception +14, Sense Motive +8, Stealth +4 (+12 in lair); **Racial Modifiers** +8 Stealth in lair**Languages** Common

SPECIAL ABILITIES

Disease (Su) *Filth fever*: Bite—injury; *save* Fortitude DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Development: Two large grates cover the drainage tunnels exiting this room to the east and west. Neither of the tunnels leading out of the room holds any water or sewage, and a DC 20 Survival check reveals the east passage gets more traffic. It's a DC 25 Perception check to find the release catch for either of the grates or they can be opened with a DC 20 Disable Device check.

A short distance down the east passage a newer, rough-hewn passage breaks from the main tunnel, leading up a set of stairs to the north.

Treasure: Yippitok has been building up a store of potions and alchemical agents in this room to aid

the scouts in area 2a should they need to retreat here, hoping Gurva finds the pristine bottles and strange liquids within unappetizing. To date, his plan has been successful, but should the kobolds ever neglect their agreement to keep the trash flowing into the room, it is likely Yippitok would find his precious potions devoured by a hungry aberration. In Subtier 3–4, the cache includes two *potions of cure moderate wounds*; in Subtier 6–7 there are four *potions of cure moderate wounds* and two *potions of gaseous form*.

PCs who venture into the trash heap in the room's center and sift through the can make a DC 20 Perception check to discover the partially eaten body of Gil Flemish, a Pathfinder who went missing a few weeks ago. The dead Pathfinder has a *wayfinder* with his name engraved on the back, 96 gp, and a *ring of feather falling*.

Mission Notes: Grand Lodge faction PCs who locate Gil Flemish's remains and recover his engraved *wayfinder* as evidence of the missing Pathfinder's ultimate end earn 1 Prestige Point.

Shadow Lodge faction PCs will likely wish to investigate the dead Pathfinder's remains, not for keepsakes and mementos, but for evidence of how he died. A DC 15 Heal check determines that he died of drowning, and there are no signs of a violent death; all the wounds on the body were produced post mortem, likely by the otyugh here, who feasted on the body when it washed up in its garbage heap. Determining Gil Flemish's cause of death to be drowning earns Shadow Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the otyughs here and locate Gil Flemish's body, reward each subtier thusly:

Subtier 3–4:

Give each PC 291 gp.

Subtier 6–7:

Give each PC 466 gp.

2c. False Door

The tunnels here are even more cramped than above in the sewers. They are rough cut but well maintained and, like the stair steps, are short, as if they were constructed for Small creatures. From the top of the stairs a small sliver of light is visible underneath the door at the end of the hallway.

As soon as the PCs step on the stairs, two things happen. First, Kibizax has an *alarm* spell set to silently alert him if anyone enters the stairway and doesn't utter the name of the tribe's dragon mascot "Lirovelix." Second, a *magic mouth* spell announces loudly in a guttural, reptilian voice, "You are entering the Dragon's territory and are not welcome. Leave now and live; you will not be warned again."

Opening the door at the north end of the hallway pulls a small string that rings a bell in Yippitok's lab. This may be avoided if the PC opening the door makes a DC 20 Perception check to see the string, and makes a DC 20 Disable Device check to disconnect it without triggering the alarm. In the 2-foot recess behind the door, an everburning torch rests atop an iron stand.

A DC 20 Perception check locates the real door hidden on the west wall.

2d. Yippitok's Shop (CR 5 or CR 8)

Ancient sconces with everburning torches cast an odd blue light on this old shop. More light streams in through dirty windows in the front of the shop on either side of the wide double doors on the west side of the room. In the back end of the shop, a small, more recent entranceway has been carved out of the surrounding soil. The walls are decorated with red wallpaper that is falling off due to mold and mildew. Originally this was a retail shop; now every available surface is covered in alchemical supplies and half-built traps. Shelves that once held candy and gifts have been repurposed to hold a massive collection of well used books.

A pair of dilapidated stairs on either side of the room leads up to a loft overlooking the first floor. A large steaming cauldron and trapmaking equipment are visible on the second floor, as is a small writing desk. On either side of the second floor, large bay windows look out onto a lit, indoor chamber beyond.

The aisles on the first floor are quite narrow and any Medium characters moving through that area suffers from squeezing penalties (–4 on attack rolls and –4 to AC).

Creatures: Kibizax's younger son Yippitok—who is known among the Sewer Dragons as Trapmaster Tok—and his assistants occupy this room much of the time. Yiddlepode has not told anyone of her conversation with the PCs and Yippitok has no plans to negotiating with the PCs or anyone else.

Traps: In Subtier 6–7, the stairs on either side of the room are designed to buckle when a Medium creature steps on the marked space. Should such a creature fail its save, it lands in a jumble amid the alchemical or trap supplies on the floor of the first room.

Subtier 3–4 (CR 5)

YIPPITOK

CR 5

Male kobold alchemist 6 (*Advanced Player's Guide* 26, *Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +9; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 23, touch 17, flat-footed 17 (+3 armor, +5 Dex, +1 dodge, +3 natural, +1 size)

hp 53 (6d8+12; +11 temporary hp)

Fort +6, **Ref** +11, **Will** +3; +4 vs. poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3–2/19–20)

Ranged bomb +11 (3d6+3 fire)

Special Attacks bomb 9/day (3d6+3 fire, DC 16)

Alchemist Extracts Known (CL 6th)

2nd—*cure moderate wounds, false life, invisibility, spider climb*

1st—*comprehend languages, cure light wounds, expeditious retreat, shield, true strike*

TACTICS

Before Combat If the PCs set

off the doorbell alarm in area 2c, Yippitok drinks his mutagen and an extract of *false life*. Both of these are included in his stats. If he

has additional time, he drinks one extract per round to increase his chances of surviving

the impending invasion of his lab, beginning with *expeditious retreat*, then *spider climb*, *invisibility*, and *shield*.

During Combat If a group of

at least 3 PCs are huddled together, Tok uses his stink bomb against them, especially if there

are spellcasters or archers among them. If his enemies spread out, he switches to frost bombs to slow them down and prevent full attacks.

Morale When reduced below 15 hit points, Tok drinks his extract of *cure moderate wounds* and attempts to flee into the theater to warn his father and brother of the impending attack.



KOBOLD POISON

Yippitok's assistants use giant wasp poison on their claws to slow their enemies. Both kobolds have poison use, and thus cannot accidentally poison themselves when applying poison to a weapon.

GIANT WASP POISON

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d2 Dex damage; **Cure** 1 save

Base Statistics Without his mutagen in effect, Tok has the following statistics: **AC** 19, touch 15, flat-footed 15; **Ref** +9, **Will** +4; **Dex** 16, **Wis** 12; Acrobatics +9, Disable Device +12, Perception +12, Stealth +16

STATISTICS

Str 6, **Dex** 20, **Con** 11, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +1; **CMD** 17

Feats Brew Potion, Dodge, Improved Initiative, Throw Anything, Toughness

Skills Acrobatics +11, Craft (alchemy) +12, Craft (trapmaking) +14, Disable Device +14, Perception +11, Spellcraft +12, Stealth +18

Languages Common, Draconic, Dwarven, Gnome

SQ alchemy (alchemy crafting +6, identify potions), crafty, mutagen (+4/−2, +2 natural, 60 minutes), discoveries (frost bomb, smoke bomb, stink bomb), poison use, swift alchemy, swift poisoning

Combat Gear *potion of neutralize poison*, *potion of remove disease*; **Other Gear** masterwork studded leather, dagger, *cloak of resistance* +1, formula book (contains all prepared extracts as well as *detect secret doors*, *identify*, *see invisibility*, and *undetectable alignment*), 40 gp

SPECIAL ABILITIES

Bombs: Yippitok can vary the nature of his bombs in the following manner: A frost bomb deals cold damage instead of fire damage; creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed at a DC 16 Fortitude save. A smoke bomb deals no damage, but instead creates a cloud of thick smoke when it detonates; the cloud functions as a *fog cloud*, filling an area equal to twice the bomb's splash radius for 6 rounds. A stink bomb functions as a smoke bomb, but has the effects of *stinking cloud* in place of *fog cloud* and lasts for 1 round. Only one variant bomb type may be used on any single bomb.

Subtier 6–7 (CR 8)

YIPPITOK

CR 5

hp 53 (use the stats from Subtier 3–4)

TOK'S ASSISTANTS (2)

CR 4

Kobold alchemist 2/ranger 3 (*Advanced Player's Guide* 26,

Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 20, touch 13, flat-footed 18 (+4 armor, +2 Dex, +3 natural, +1 size)

hp 36 each (5 HD; 3d10+2d8+8)

Fort +7, **Ref** +8, **Will** +3; +2 vs. poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee 2 claw +8 (1d4+3 plus poison), bite +8 (1d6+3)

Ranged light crossbow +9 (1d6/19–20 plus poison)

Special Attacks bomb 2/day (1d6 fire, DC 11), favored enemy (humans +2)

Alchemist Extracts Known (CL 2nd)

1st—*cure light wounds*, *endure elements*, *true strike*

TACTICS

Before Combat If alerted to the PCs' approach, the assistants drink their mutagens and then apply their poison to each claw and their first crossbow bolt (included in their stats). If they have additional time, they drink their *potions of bear's endurance*.

During Combat The assistants try to guard the stairs as long as Yippitok is in the loft. If Tok leaves the loft using *spider climb* or exits through the bay windows, the assistants try to flank a single opponent to do as much poison damage on a single character as possible.

Morale These are Yippitok's apprentices and they guard him with their lives. If Tok drops or flees, the assistants surrender once they've been reduced below 10 hit points each.

Base Statistics When not under the effects of their mutagens, Tok's assistants have the following statistics: **AC** 18, touch 13, flat-footed 16; **Melee** short sword +6 (1d4+1/19–20); **Str** 12, **Int** 13; **Climb** +6, **Craft** (alchemy) +6, **Craft** (trapmaking) +9, **Intimidate** +5, **Knowledge** (dungeoneering) +7, **Knowledge** (nature) +7, **Spellcraft** +6

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 11, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 18

Feats Brew Potion, Endurance, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything, Weapon Focus (light crossbow)

Skills **Climb** +8, **Craft** (alchemy) +5, **Craft** (trapmaking) +8, **Disable Device** +6, **Heal** +6, **Intimidate** +7, **Knowledge** (dungeoneering) +6, **Knowledge** (nature) +6, **Perception** +8, **Spellcraft** +5, **Stealth** +10, **Survival** +5

Languages Common, Draconic

SQ alchemy (alchemy crafting +2, identify potions), crafty, discoveries (feral mutagen), favored terrain (underground), mutagen (+4/−2, +2 natural, 20 minutes), poison use, track +1, wild empathy +2

Combat Gear *potion of bear's endurance*, *potions of cure light wounds* (2), giant wasp poison (3 doses); **Other Gear**

masterwork chain shirt, masterwork light crossbow with 20 bolts, short sword, formula book (contains all prepared extracts plus *jump* and *shield*), 80 gp

SPECIAL ABILITIES

Feral Mutagen (Su): When an alchemist with this discovery drinks his mutagen, he gains two claw attacks and a bite attack, as well as a +2 bonus on Intimidate checks in addition to the normal effects of the mutagen.

COLLAPSING STAIRS TRAP (CR 1)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location (Medium creature on the stairs); **Reset** manual

Effect fall off stairs (1d6 falling damage, 1d6 acid damage from landing in alchemical supplies); DC 20 Reflex avoids; multiple targets (all targets on the stairway)

Development: Keeping Yippitok alive, either by letting him escape or by sparing his life will help the players in later negotiations with Yiddlepode. If interrogated, Yippitok doesn't reveal his father's plans nor any details of the theater beyond the fact that it is indeed an underground theater that his father uses as a throne room.

Treasure: Characters who search the room and succeed at a DC 15 Perception check find five vials of alchemist's fire among the unmixed alchemical reagents that fill the store.

Mission Notes: Andoran faction PCs will likely search Yippitok's lab for the book they've been sent to locate. Despite the author's apparently human heritage, *Feeble Terrance's Guide to Trapcrafting* is written in Draconic and thus has a Draconic spine identifying it from the countless other books in the alchemist's library. In order to locate the book, a character must be fluent in Draconic or make a DC 20 Linguistics check. Retrieving the book earns Andoran faction PCs 1 Prestige Point.

Osirion faction members find a whole shelf full of Osirian texts among Tok's extensive collection of human writings. To find the one they are looking for they need to be able to read Osiriani and make a DC 10 Craft (alchemy) check. Osirion faction PCs may attempt this check untrained. Locating the book and retrieving it for Amenopheus earns Osirion faction PCs 1 Prestige Point.

Qadira faction members can discover the invoices they're looking for with a DC 20 Perception check; destroying these earns Qadira faction PCs 1 Prestige Point.

Rewards: If the PCs defeat Trapmaster Tok and his assistants, reward each subtier thusly:

Subtier 3–4:

Give each PC 222 gp.

Subtier 6–7:

Give each PC 470 gp.

Act 3: The Sewer Dragons' Lair (CR 5 or CR 8)

This underground theater was once a grand Taldan opera house that drew crowds from throughout Absalom. But as the city grew, new streets atop old roads and grander buildings over old, crumbling structures eventually relegated the theater to its current position two stories beneath the Ivy District streets above. Now the theater has been adopted as the home of the Sewer Dragons, who use the large room for any number of tribal functions.

It's clear that at one point this was a grand theater. The gold railings still gleam despite years of sitting unpolished, and plush red velvet covers the walls and cushioned furniture. The cushions are mostly brown now, covered with mold and dirt. The damp, pervasive scent of moldy fabric and rot fills the air. There are two large balconies on each side of the theater about twenty feet above the orchestra level. The floor slopes down slightly, ending at a theater pit at the base of the stage. The stage itself is empty save a large, comfortable-looking chair in the center, illuminated with an ingenious system of magical lighting and mirrors.

Creatures: The grizzled old form of Chief Kibizax sits on a plush chair at center stage. Next to him rests the illusory form of a large blue dragon, seemingly lounging and awaiting orders from its master. The balconies are filled with anxious-looking kobolds but the seats at stage level are empty.

In Subtier 6–7, two kobold guards stand at either end of the stage, by the stairs leading down to the main floor. In both subtiers, Kibizax's daughter Yiddlepode hides behind the curtains at stage left, but she only participates in combat in Subtier 6–7.

Unless the PCs somehow bypassed the alarm spell on the stairs in area 2c, the kobolds are all aware of their approach. When the PCs come into the theater, the dragon behind the chieftain stands up and stretches its wings as if about to take flight. The chieftain holds up a single hand to halt the PCs and demands to know where his tribute is. Old and slightly off his rocker at this point, Kibizax sees little benefit to trade and simply wants the Society to pay him, offering nothing close to a compromise should the PCs attempt to bargain.

As the conversation stretches out, Kibizax's demands get ever more unreasonable. When it becomes clear the PCs are unable to meet his demands, the chief insists they leave immediately and return only when they have a tribute fit for the king of "Absalom Below." Eventually, the PCs will either have to leave and face a furious Dreng or try and attack the king.

The Sewer Dragons' Lair

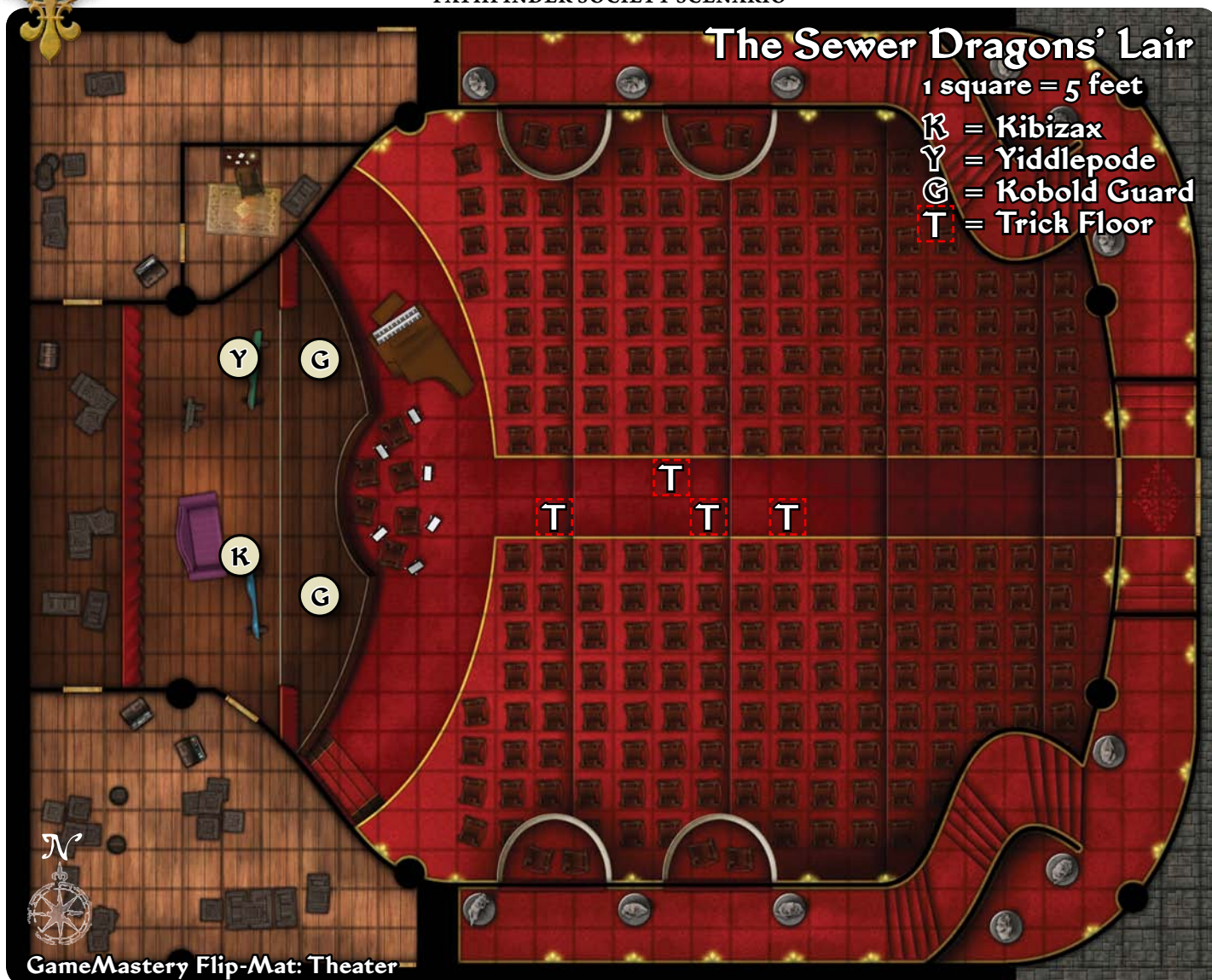
1 square = 5 feet

K = Kibizax

Y = Yiddlepode

G = Kobold Guard

T = Trick Floor



GameMastery Flip-Mat: Theater

In Subtier 3–4, Kibizax maintains the illusion of the dragon until he needs to cast another spell. In Subtier 6–7, Yiddlepode maintains the illusion of the dragon for her father while he negotiates. Should the PCs continue moving toward Zibazax after he motions for them to stop, the dragon launches from its perch and circle overhead as if to attack. If the PCs move more than 20 feet into the room from the door, Zibazax flies into a rage and attacks them for defying his command to stand back.

Traps: In Subtier 6–7, Yippitok rigged the center isle in several places (marked T on the map) to disrupt movement for anyone unaware of the traps' locations. Stepping on these spaces causes the floor to buckle on the outside of the aisle and spring up on the inside, tipping the triggering creature into the rows of seats. The kobold guards know where the trapped areas are and avoid those squares.

Subtier 3–4 (CR 5)

KIBIZAX

CR 5

Male old kobold sorcerer 6 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 17 (+4 armor, +1 deflection, +1 Dex, +1 natural, +1 size)**hp** 37 (6d6+6; +8 temporary hp)**Fort** +2, **Ref** +4, **Will** +6**DR** 10/adamantine; **Resist** electricity 5**Weaknesses** light sensitivity

OFFENSE

Speed 30 ft.**Melee** 2 claws +1 (1d3–3)**Ranged** sling +5 (1d3–3)**Special Attacks** claws (2, 1d3–3, treated as magic weapons,

7 rounds/day)

Bloodline Spell-Like Abilities (CL 6th; concentration +10)

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*invisibility*, *minor image*, *resist energy*,
scorching ray

1st (7/day)—*mage armor*, *magic missile*, *obscuring mist*,
shocking grasp, *silent image*

o (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *message*, *prestidigitation*, *read magic*

Bloodline Draconic (blue)

TACTICS

Before Combat By the time the PCs reach the throne room, Kibizax is almost certainly alerted to their presence (either from his *alarm* spell in area **2c** or from the sound of fighting with Yippitok) and has *false life*, *mage armor*, and *stoneskin* active when they arrive (included in stat block).

During Combat When combat starts, Kibizax stops concentrating on the dragon illusion (it remains an additional 2 rounds) and casts *lightning bolt*, hoping to get as many PCs in the aisle as possible. Then he hides behind his throne and casts *invisibility*. Kibizax focuses on disorienting and misleading his enemies, using *invisibility*, *obscuring mist*, and illusions of himself to disorient and misdirect enemies as much as possible. Kibizax uses his *lightning bolt* whenever he can get two or three enemies in its arc. Otherwise, he tries to pick off targets with *scorching ray* and *magic missile*. Above all, Kibizax plays to the kobold audience in the balconies, as he knows this is his last performance and wants to go out in style and in a way that encourages them to push for his successor to continue the war with the Pathfinder Society.

Morale Kibizax fights to the death.

Base Statistics Without the benefit of precasting any spells, Kibizax has the following statistics: **AC** 14, **touch** 13; **hp** 29.

STATISTICS

Str 5, **Dex** 12, **Con** 9, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** –1; **CMD** 11

Feats Eschew Materials, Expanded Arcana*, Improved Initiative, Toughness

Skills Intimidate +13, Perception +11, Spellcraft +10

Languages Common, Draconic

SQ bloodline arcana (energy spells that match bloodline energy deal +1 damage per die), crafty

Combat Gear *potion of cure light wounds*, *scroll of stoneskin*, *wand of false life* (7 charges); **Other Gear** sling with 10 bullets, *ring of protection* +1, *cloak of resistance* +1, 20 gp

* See the *Advanced Player's Guide*.

Subtier 6–7 (CR 8)

KIBIZAX

CR 5

hp 37 (use the stats from Subtier 3–4)

YIDDLEPODE

CR 1

Female kobold bard 2 (*Pathfinder RPG Bestiary* 183)

LN Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, **touch** 12, **flat-footed** 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 16 (2d8+4)

Fort +1, **Ref** +4, **Will** +2

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d4–1/18–20)

Ranged light crossbow +3 (1d6/19–20)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 2nd; concentration +4)

1st (3/day)—*cure light wounds*, *hideous laughter* (DC 13),
silent image

o (at will)—*daze* (DC 12), *detect magic*, *ghost sound*,
message, *prestidigitation*

TACTICS

Before Combat Yiddlepode casts *invisibility* from her scroll before the PCs enter and hides behind the curtain or the scant scene decorations during combat, maintaining the illusion of the dragon on her father's behalf.

During Combat As long as the dragon is occupying the PCs' attention, Yiddlepode engages them with it as much as possible, even to the point of engaging in mock combat with one of them. As soon as it's clear that the PCs start recognizing the illusion for what it is, Yiddlepode drops the spell and starts her bardic performance to help boost the guards' attacks. She doesn't attack the PCs directly, and remains invisible or hidden throughout combat if possible. Anytime Kibizax turns invisible or hides, Yiddlepode uses *silent image* to create a fake double of her father to divert attacks.

Morale When her father falls unconscious or dies, Yiddlepode tries to strike a truce with the PCs as indicated in the Development section below.

STATISTICS

Str 9, **Dex** 12, **Con** 12, **Int** 12, **Wis** 8, **Cha** 15

Base Atk +1; **CMB** –1; **CMD** 10

Feats Persuasive

Skills Acrobatics +6, Diplomacy +12, Intimidate +12, Perception +6, Perform (oratory) +10, Spellcraft +6, Stealth +10

Languages Common, Draconic

SQ bardic knowledge +1, crafty, versatile performance (oratory)

Combat Gear *potion of cure light wounds*, *scroll of invisibility*, *scrolls of minor image* (2), *wand of disguise self*; **Other Gear** leather armor, rapier, light crossbow with 20 bolts, *circlet of persuasion*, 20 opals worth 45 gp each

KOBOLD GUARDS (2)

CR 4

Kobold fighter 5 (*Pathfinder RPG Bestiary* 183)

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 17 (+5 armor, +2 Dex, +1 natural, +1 size)

hp 47 each (5d10+15)

Fort +5, **Ref** +4, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee longsword +6 (1d6/19–20)

Ranged heavy crossbow +11 (1d8+3/19–20)

Special Attacks weapon training (crossbows +1)

TACTICS

During Combat Sworn to protect the chieftain, the guards keep themselves between Kibizax and the PCs at all times, focusing their attacks on ranged combatants whom they can't simply stand in the way of as they attempt to climb onto the stage.

Morale The guards fight to the death to protect the chief, and look to Yiddlepode for direction if Kibizax dies. If both Yiddlepode and the chieftain die, they flee.

STATISTICS

Str 11, **Dex** 16, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +4; **CMD** 17

Feats Point-Blank Shot, Precise Shot, Rapid Reload, Toughness, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow)

Skills Climb +7, Perception +8

Languages Common, Draconic

SQ armor training 1, crafty

Gear +1 *hide armor*, heavy crossbow with 20 bolts, longsword, 75 gp

BUCKLING FLOOR TRAP (CR 1)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect character falls prone; DC 20 Reflex save avoids; multiple targets (marked locations on map)

Development: When the king dies, Yiddlepode—if she still lives—draws one of her *scrolls of minor image* and dismisses her invisibility if she must to read it the next round. On her turn (or immediately following Kibizax's death in Subtier 3–4), the successor to rule the Sewer Dragons creates a violent display to wow the onlooking kobolds and distract them from any further activity she may have with the PCs, whom she secretly hopes to bargain with. Read or paraphrase the following as the illusion manifests.

The chieftain's fallen body takes on a bluish glow and the sound of electricity arcing grows swiftly from a faint buzz to a

loud crackle. Bolts of lightning shoot down from the ceiling, striking Kibizax's corpse over and over, filling the room with the booming sound of thunder and a palpable aura of static electricity. The fallen reptile's body is wracked again and again with electrical fire until a glowing dragon made entirely of blue electricity rises from the corpse and takes wing. The dragon circles the room once with a roar then turns into an arc of pure energy, shooting through the ceiling with a final thunderous boom.

After her illusory show concludes, Yiddlepode reveals herself and asks to parley, immediately taking on the mantle of the tribe's leader and spokesperson. In order to save face with her new subjects, however, Yiddlepode demands the party's surrender as terms of the negotiation. A DC 17 Sense Motive check reveals that she's trying to pass a hint to the PCs in her wording that their surrender is only for show. PCs who failed to speak to her at the opera in Act 1 take a –2 penalty on this check. Those PCs making a DC 12 Sense Motive check recognize that the new kobold chief is trying to say more than her words themselves indicate, but they can't discern what that secret message is. Should the party refuses to negotiate, Yiddlepode attempts to flee, unwilling to leave her brother in control of the tribe only moments after inheriting the responsibility herself.

Feel free to roleplay negotiations with the players as much or as little as you prefer. The terms Dreng laid out in the Getting Started section are acceptable to Yiddlepode, who is looking primarily for a partnership that gets her tribe access to everyday supplies and a place to sell goods they produce at market rates.

Mission Notes: A variety of long-abandoned musical instruments lie scattered about the orchestra pit. Lantern Lodge faction PCs can make a single DC 20 Appraise, Craft (instrument or woodworking), or Perform (stringed instrument) check to recognize one of the pieces is a Taldan harp which could be a suitable gift for princess Eutropia after some minor repairs. Arranging the retrieval of this instrument from the underground theater earns Lantern Lodge PCs 1 Prestige Point.

Silver Crusade faction PCs should accept Yiddlepode's offer to parley in an effort to take the path of peace. If the party ceases combat with Yiddlepode when she offers to negotiate, Silver Crusade PCs earn 1 Prestige Point.

Rewards: If the PCs defeat the chief and his guards, reward each subtier thusly:

Subtier 3–4:

Give each PC 459 gp.

Subtier 6–7:

Give each PC 1,254 gp.

CONCLUSION

Creating a truce with the kobolds shows nearly immediate payoff for the Pathfinder Society. Not only do the kobolds keep to their word with regard to harassing shipments, but the Society also arranges a deal wherein the kobolds are in charge of moving the goods through the sewers themselves so the Society doesn't have to deal with the logistics and risk to its agents, except in cases where experienced Pathfinders' skills are absolutely necessary. Additionally, the Sewer Dragons who survived the conflict with the PCs rebuild Yippitok's lab and start offering alchemical supplies to the Pathfinder Society at a significant discount.

If the PCs instead killed off the leaders of the Sewer Dragons, the remnants of the tribe dissolve into small, bickering groups and are absorbed into other tribes. The peace in their former territory is short-lived, as other kobold tribes vie to claim the tunnel system for themselves. The Pathfinder Society continues to seek alternative solutions for clandestine movement of resources through Absalom's tunnel systems.

Success Conditions

If the Pathfinders ensure the safe passage of the important shipment coming through the tunnel system on the fourth day, as directed by Drandle Dreng, all PCs receive 1 Prestige Point. Whether they complete the mission by negotiating with Yiddlepode or by simply eliminating the entire Sewer Dragon tribe should be reflected in the PCs' Chronicle sheets. Clearing the way for the shipment is the end goal regardless of the means used to achieve this end.

Faction Missions

Player characters of each faction have additional criteria that must be met for them to earn their second Prestige Point for the scenario.

Andoran Faction: Andoran faction PCs who locate and retrieve Feeble Terrance's book in area **2d** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who ensure Greeves and his Furies survive their encounter with the PCs in Act 1 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who find and recover Gil Flemish's *wayfinder* from the otyugh's refuse heap in area **2b** earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who find the harp in Act 3 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who locate the book on Osirian embalming procedures in area **2d** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs must ensure either that Yippitok survives to the scenario's conclusion or destroy the contracts and invoices in area **2d** to earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs must cut out Greeves's tongue and leave him alive in Act 1 to earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs need to discover how Gil Flemish was killed in area **2b** to earn 1 Prestige Award.

Silver Crusade Faction: If the party creates a truce with Yiddlepode in Act 3, Silver Crusade faction PCs earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who convince Xarcious to board the *Tainted Dutchess* in Act 1 earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO #3-02 SEWER DRAGONS OF ABSALOM

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni
<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name _____		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
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Character # _____	<input type="checkbox"/>	Prestige Points
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<input type="checkbox"/> Taldor		

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SEWER DRAGONS OF ABSALOM

Ardoran



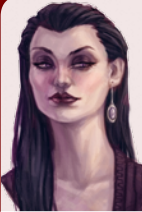
Fellow Guardian of Freedom,

The news that you are going to be dealing with the Sewer Dragons is of particular interest to me. In our recent dealings within Absalom, some of our better agents have been having difficulties with some particularly clever traps employed by our rivals. One of my own trapsmiths says they emulate the works of a famed engineer who wrote under the pseudonym Feeble Terrance. Kobolds are known for their traps, so while you're among them, see if you can find any books by Feeble Terrance that might help us avoid further injuries to traps he designed.

Liberty awaits,

Major Colson Maldris

Chelax



Greetings, Pet,

Some of my contacts were recently approached by the Society about the location of a man named Xarcious, whom I believe you will be sent to find. He is currently in the possession of a lowlife named Greeves who runs numbers in the Puddles. I have little respect for the man, but he has certain uses to Her Infernal Majestrix's goals. If he is a little worse for wear when you are done, it doesn't bother me, but make sure Greeves and the gang of thugs who work for him—who call themselves Furies—survive your little visit.

Success brings great pleasure,

Paracountess Zarta Dralneen

Grand Lodge



Esteemed Pathfinder,

While investigating these missing shipments in Absalom's sewers, we sent a fairly green group of Pathfinders underground, and they were caught in a flash flood. They panicked and ran, and one of them was lost—most likely killed. Gil was a young lad and his father was a great Pathfinder and friend of mine; now I have to explain to his family that he's met a nasty end. I want you to discover for certain that he's been called to the Boneyard and, if possible, recover something they can use to remember him by.

Take care, agent,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honorable Friend,

As we increase our influence in the Inner Sea region, the Lantern Lodge's need for allies and friends is great. The Taldans are a shallow people and I feel we can suitably impress them with a simple gift. Their princess Eutropia is celebrating her upcoming birthday with a grand party and I have secured an invitation. Keep on the lookout for something truly unique as a gift to impress the young princess. My informants tell me antique musical instruments are popular in the fickle Taldan courts these days, so that should give you a starting point. I know you're going into the sewers, of course, but as they say, "one man's junk..."

Most humbly,

Venture-Captain Amara Li

Osirion



Knowledge Seeker,

The Sewer Dragon kobold tribe, whom I understand you are to be sent to deal with, has among its numbers an alchemist who has made a hefty profit from selling a new type of embalming fluid to some of the city's less reputable mortuaries. It is my belief that this wonderful embalming fluid is not new at all, but is in fact a recipe stolen from our Osirian ancestors. If you encounter this alchemist, see if you can find any Osirian texts on embalming among his books and remove it from his collection.

Find truth where you can,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

It is most unfortunate that the Pathfinder Society has come in conflict with the Sewer Dragons. For the past several months, some of my suppliers have been working with the tribe's trapmaster, Yippitok, the son of the tribe's current chief. His works now protect several of our interests within city limits but his biggest project is unfinished. I don't want someone stumbling across details for those traps when pillaging his laboratory, whether as an ally of the tribe or a victor in this needless skirmish. If the trapmaster is killed and his records risk being found, search his laboratory for any references to jobs conducted for House Damaq and destroy them.

Take care and profit,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Hand of the Family,

Your organization contacted me recently about a man named Xarcious, and I believe they'll soon send you looking for him to help them track down the Sewer Dragons' lair. I believe he's currently a guest of a former associate of mine named Creeley Greeves. Last time I worked with Greeves there were some problems and he wound up flapping his tongue to the wrong people. I want to send a little message out. Don't kill Greeves, but when you pay him a visit, I want you to collect his overly flappy tongue for me. We'll see how much better he keeps secrets when all he can do is mumble.

Don't disappoint,
Guaril Karela
Guaril Karela

SHADOW LODGE



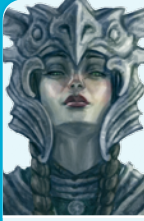
Vigilant Watcher,

You are not the first Pathfinders to be charged with eliminating the problems associated with the Society's new smuggling route; a young fellow by the name of Gil Flemish was out with a team of agents recently and was killed, or at least he never returned. Something in the reports his fellow Pathfinders turned in has me worried that one of them might have betrayed the poor lad. See if you can find his body and determine what killed him, and if it was a fellow agent, I'll ensure the culprit pays for the crime and that they claim no involvement with our movement.

Seek the Truth,
Torch
Grandmaster Torch

SEWER DRAGONS OF ABSALOM

Silver Crusade



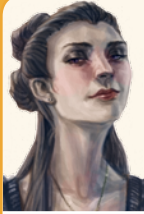
Bringer of Light,

These are dark times, my friend, and in the dark must we shine our brightest. As you delve into the sewers beneath our city, I would ask that you bring a little light into the world of the kobolds you are being sent to meet. Until I speak with you next, I simply ask that you focus on the tenets of our society and take the path of peace whenever it is offered; if you can show mercy, others may see the value of avoiding undue violence as well.

May the Dawnflower bless you,

Ollysta Zadrian

TALDOR



Agent of the Empire,

As you search for the Sewer Dragons, you are likely to need to find the scholar Xarcious for information. Before he tutored the kobold chief's children, he served as a teacher at a Qadiran school in the Foreign Quarter. I believe he may have some information on where we might find the Kelish jackal Pasha Muhlia al-Jakri, whom we hold wholly responsible for the assassination of Baron Dalsine—information he likely doesn't even know he has. Seek him out and make sure he agrees to take the cabin I've booked for him aboard the *Tainted Dutchess* on its voyage to Cassomir. Once there, the Lion Blades will interrogate him to get the information we need, though he needn't know that part.

To future victories,

Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-02

SEWER DRAGONS OF ABSALOM

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	643	1,287
3-4		
SUBTIER	1,582	3,165
6-7		

MAX GOLD

This Chronicle Certifies That

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

EXPERIENCE

Starting XP

+

GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+

GM's Initial

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+

GM's Initial

GP Gained (GM ONLY)

+

GM's Initial

Day Job (GM ONLY)

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
ALL

- ☐ **Contraband Dividends:** You ensured that a valuable shipment of contraband antiquities were able to enter Absalom through the sewers without kobolds causing any problems. As a result, you receive a single item of no more than 150 gp from among the non-relic bits of the cargo. You must select this item now and reflect its purchase on this Chronicle sheet.

- ☐ **Koboldfriend:** You negotiated a truce between the Pathfinder Society and Yiddlepode of the Sewer Dragon tribe. As part of the bargain, she gave you a token of kobold. When worn about your neck (occupying the neck magic item slot), the token grants you a +2 bonus on all Diplomacy checks with humanoids of the reptilian subtype.

SUBTIER
3-4

Cloak of resistance +1 (1,000 gp)
Potion of blur (300 gp)
Potion of bull's strength (300 gp)
Potion of cure moderate wounds (300 gp)
Potion of delay poison (300 gp)
Potion of invisibility (300 gp)
Potion of remove disease (750 gp)
Ring of feather falling (2,200 gp)
Ring of protection +1 (2,000 gp)
Scroll of stoneskin (950 gp)
Tangle bolt (226 gp, limit 2; *Advanced Player's Guide* 291)
Wand of false life (CL 3rd, 7 charges; 630 gp)

SUBTIER
6-7

Circlet of persuasion (4,500 gp)
Potion of bear's endurance (300 gp)
Potion of gaseous form (750 gp)
Potion of heroism (750 gp)
Scroll of invisibility (150 gp)
Scroll of major image (150 gp)
Wand of disguise self (750 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #