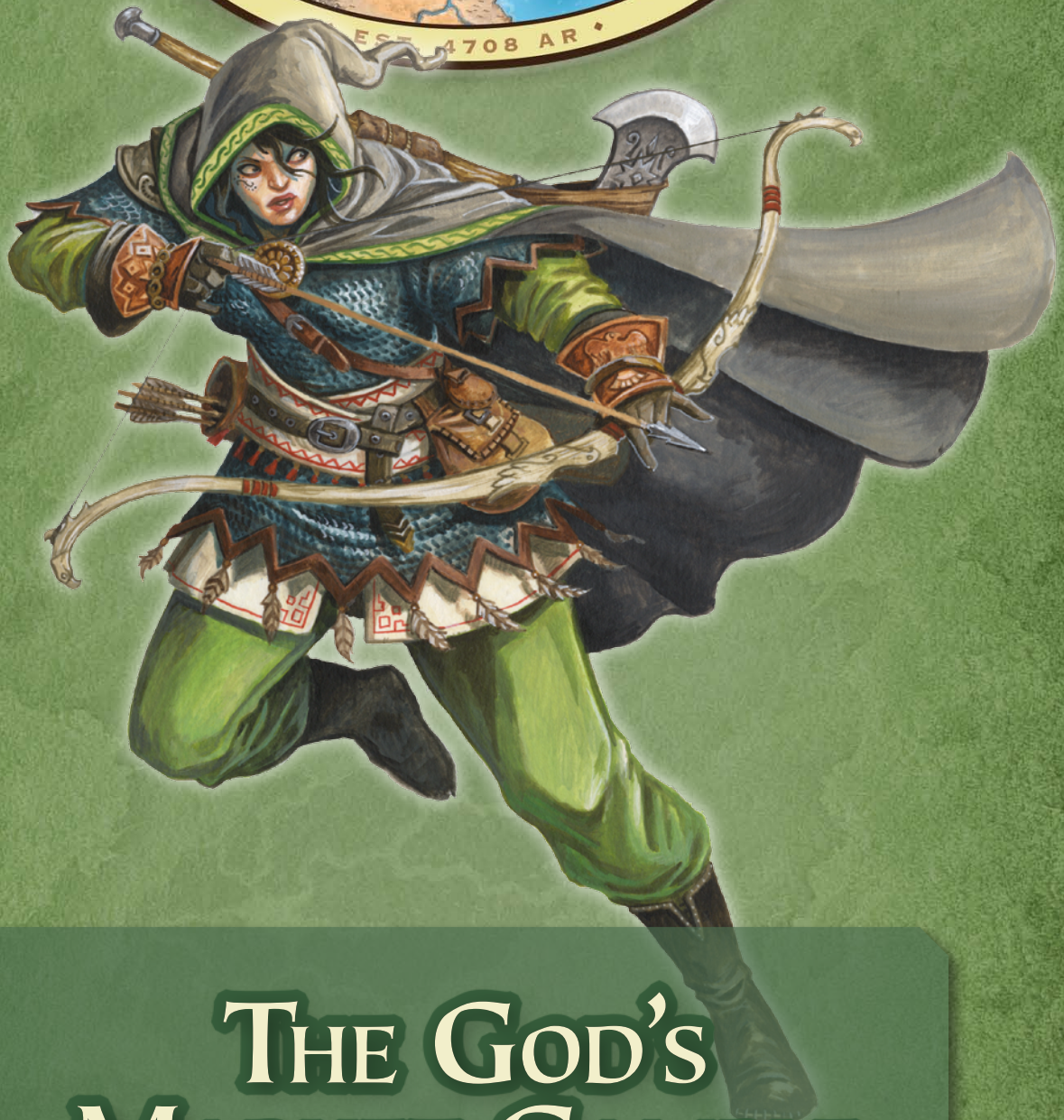
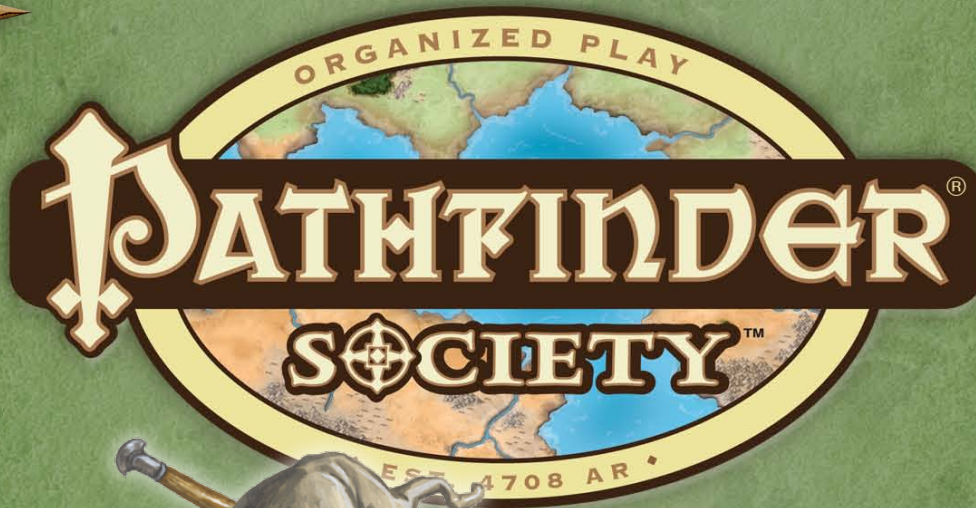


Pathfinder Society Scenario #3-18



THE GOD'S MARKET GAMBLE

By Dennis Baker



THE GOD'S MARKET GAMBLE

PATHFINDER SOCIETY SCENARIO #3-18

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Pathfinder Society Scenario #3-18: The God's Market Gamble is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, the *Pathfinder RPG Bestiary*, and the *Pathfinder RPG GameMastery Guide*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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THE GOD'S MARKET GAMBLE

BY DENNIS BAKER

A recent string of crimes in the Ascendant Court district of Absalom has hit the Pathfinder Society particularly hard. Twice in the last 3 weeks Pathfinder couriers have been ambushed, robbed, and in one case, murdered. The Graycloaks—the atheist district guards of the Ascendant Court—have looked into the matter, but have thus far been unable to locate any suspects, and a number of clues point toward a member within the Graycloak organization itself.

In her homeland of Rahadoum, Parani Akar was a member of the feared Pure Legion, trained soldiers tasked with stamping out any and all religions in the region. Parani grew to enjoy the sort of power she had over the zealots she considered foolish cattle, and began extorting them and blackmailing them to gain power and status. Eventually, she was caught and would have been convicted of being a traitor to the Laws of Man, but she managed to escape and quickly fled Rahadoum.

Seeking a new urban center in which to spend her money and gain more power, Parani made her way to Absalom, the City at the Center of the World. There, she discovered and joined the Graycloaks, the district guards of the Ascendant Court. Composed of nonbelievers who reject the divine authority of the gods, the Graycloaks played host to numerous warriors possessing only disdain for the devout.

With her Pure Legion training, Parani quickly rose within the ranks of the Graycloaks, but she eventually grew bored of spending her time simply guarding foolish rubes, and so she developed a plan to cash in on their foolishness. Parani set up surveillance on the most profitable and reliable market procurers and started to prey on them, stealing their wares and using her position of power to exploit shop owners and merchants.

Rightly fearing that her fellow Graycloaks would turn her in if they knew of her treachery, Parani turned to the criminals of Absalom as possible allies, bribing or blackmailing a variety of thugs and cutpurses to do her dirty work. The turncoat doesn't trust her allies of convenience any more than she trusts her fellow Graycloaks, however, and keeps her identity a closely guarded secret using magic and other subterfuges to keep her identity hidden. Recently, she convinced a pair

WHERE ON GOLARION?

The *God's Market Gamble* takes place in the Ascendant's Court, the central district of the metropolitan city of Absalom. The Ascendant's Court surrounds a vast pit, at the center of which resides the *Starstone*, held within an impressive cathedral on top of a massive pillar of rock. Hundreds of would-be deities seeking to pass the famous Test of the *Starstone* make their way to this district every year, collecting followers to aid them in their quest for divinity. For more information on the Ascendant Court as well as the rest of Absalom, check out *Pathfinder Campaign Setting: Guide to Absalom*, available at your local bookstore or hobby store, or online at paizo.com.



of sorcerers to join her efforts after they were arrested for petty crimes in the district.

To date the items Parani has stolen have been fairly minor, but recently one of the local tavern keepers started talking about making a huge windfall selling what she claimed was the last keg Cayden Cailean drank from before taking the Test of the *Starstone*. Parani figures she can rake in some good money from an item like that even if it lacks any real proof of authenticity.

SUMMARY

The PCs are tasked with investigating a series of stolen religious relics in the Ascendant Court district in

GM TIP: BE PREPARED!

The God's Market Gamble features a fast-paced chase scene in which the PCs must run after a potential culprit through a busy bazaar, down crowded alleys, and across rooftops. While the rules for running such a chase are summarized in this adventure, GMs who want to fully utilize this rules subsystem should familiarize themselves with the chase rules on page 232 of the *Pathfinder RPG GameMastery Guide* before running the scenario.

Absalom. They are given a list of witnesses, who yield some tantalizing leads hinting that perhaps someone connected with the Graycloaks—the district guards of the Ascendant Court—is involved with the crime spree. The investigation draws some unwanted attention, however, and a group of street thugs is sent by the antagonist to discourage the meddlesome PCs.

Eventually, the PCs discover that a fence named Barnel has been selling the stolen goods to at least one vendor. When the PCs locate Barnel, the bandit leads the PCs on a wild chase through the Ascendant Court area, though just as the PCs corner him he is betrayed by his associate. Unless the characters can act quickly, their last lead dies at their feet.

Even given the information Barnel provides, the identity of the mastermind behind the entire operation remains a mystery. At this point Grandmaster Torch summons the Pathfinders to get a progress report and to float them a proposal. The Society has arranged to purchase another potential relic—arguably the most impressive yet. Grandmaster Torch feels this latest find will prove irresistible to their thieving suspect, and the Decemvirate is willing to gamble that with enough forewarning the PCs should be able to reverse the ambush and capture the rogue Graycloak.

Parani has other plans, however. Knowing that the Pathfinders are hot on her tail, she arranges for a completely different sort of heist. She recently stumbled upon two mischievous sorcerers who had been arrested by the Graycloaks, and arranged for their release in exchange for their services swiping the relic from the Pathfinders. Unfortunately for Parani, even if the scallywag sorcerers prove effective, Grandmaster Torch has provided the Pathfinders with the resources they need to track the item back to her base of operations.

When the PCs eventually follow the relic back to the abandoned warehouse where Parani keeps her stolen goods, they discover her final safeguard. The warehouse is trapped to trigger a massive fire, hopefully destroying any links between her and the crimes. The PCs must either avoid her traps or salvage what evidence they can out of the burning warehouse.

Finally, desperate to prevent the Pathfinders from revealing her identity, Parani makes a bold attack on against the PCs in broad daylight. The players must fight her and either capture the renegade or slay her in the process.

GETTING STARTED

Read the following aloud to get the adventure underway:

The summons from Drandle Dreng is brief and a bit odd: “Meet Kreighton Shaine in the stables to discuss missing artifacts.” Aside from some briefings during training, few Pathfinders deal with the Society’s Master of Scrolls. In the muddy stables, Kreighton’s scholarly robes drag through the muck, and his soft shoes are clearly soaked through, though he doesn’t seem to notice.

“I’ve been working on an extensive study

of religious relics, trying to ascertain whether items gain a certain aura of divinity that cannot be detected through normal means. I’ve been collecting these artifacts through a series of well-known dealers in the God’s Market. We’ve never had any trouble before, but recently several of our couriers have been waylaid by a particularly elusive bandit.” Kreighton pauses briefly as his mud-soaked robe snags on a nail and he nearly falls over, but a stable boy catches his arm and steadies him.

“As they were headed through the Ascendant Court,” he continues, “a group of thugs ambushed our couriers. The first time I thought it was a coincidence—a random mugging. After the second time, however, Grandmaster Torch had some harsh words with me. He suspects someone has targeted our couriers specifically. The Drandle boy suggested I have you investigate the disappearances.” There is a long, uncomfortable pause and for a minute it seems the elf has completely forgotten he was discussing something.

Finally, he glances up with a sort of stunned look on his face. “Oh yes, here, this list will help you. The Grandmaster has helpfully provided it as a starting point.”

At this point, give the players the **Player Handout** (see page 26), which summarizes the information that Grandmaster

Venture-Captain Kreighton Shaine

Torch has acquired from the Graycloaks, including a list of witnesses and a few other details about the crimes. If the players have any questions, Kreighton helpfully provides the following answers to some of the most likely inquiries.

Has anyone been investigating this? “Currently the Graycloaks are investigating the muggings, but seem to treat this as a relatively low priority. Apparently they feel these stolen treasures are ‘mere curiosities’ of no consequence.”

Have any of the relics been recovered? “The Shard of Iomedae’s Lance was recovered, but now the Graycloaks are holding it as evidence. It was being hawked in a common vendor’s stall in the God’s Market.”

Who are the Graycloaks? “The Graycloaks are a force of professed nonbelievers who police the God’s Market and the entire Ascendant Court. Their atheist bent is meant to ensure that no one group of worshipers receives any special treatment.”

What relics have been stolen so far? “There have been two robberies so far. The first stolen relic was a shard from a lance Iomedae used in a battle with a demon when she was mortal. The other was a pen that a Chelish noble claims was used by Asmodeus to create the accord with House Thrune. Neither of the relics has been validated as authentic, so their worth is questionable. Nevertheless, they are invaluable to study and the fact that they are likely going to be sequestered in some private museum or collection is infuriating to the Society.”

Have there been any survivors of the muggings? “Oh yes, of course. Ferran is recovering with Grandmaster Torch. Torch said she is still recuperating from her injuries and you should question the others first. He has recorded much of the information he acquired from Ferran in the letter I gave you.”

Knowledge (local) or Diplomacy

Should the PCs have some prior knowledge of Absalom or wish to seek out information about the God’s Market, they can glean the following information from a successful Knowledge (local) or Diplomacy check to gather information.

10+ The God’s Market is a sort of bazaar filled with various vendors hawking all sorts of religious items. All of the major gods are represented, as are many minor gods. One can purchase religious texts, items of worship, holy water, and even minor blessings in the God’s Market.

15+ The God’s Market is policed by a group of guards called the Graycloaks. They are sworn to hold no god above any other and are all staunch atheists. They are easily identified by their plain, unadorned gray cloaks, but wear nothing else to make them stand out.

20+ The commander of the Graycloaks is Runewulf the Unbeliever, a hard man known for being harsh but fair in

all things. Runewulf doesn’t believe in anything he can’t see or feel for himself.

25+ There is a thriving underground black market of items sold in the God’s Market for those who know where to look and whom to ask. Such illicit trading includes both banned items and stolen goods.

ACT 1: INITIAL INVESTIGATION

After getting their instructions from Kreighton Shaine, the PCs will almost certainly head for the God’s Market to follow up on the leads they received. They can choose to conduct these individual interviews in any order in order to accumulate clues. It is likely the PC will miss some of the clues in this act, but there should be enough overlap that even missing multiple pieces of evidence shouldn’t drastically affect the PCs’ chances of success. The biggest discovery should be the fact that the witness accounts possibly point toward a rogue member of the Graycloaks as the culprit. The next most important discoveries are the name and brief description of the fence who sold the Shard of Iomedae’s Lance.

The following subsections detail the interactions PCs will likely have with the witnesses who were included in the list from Grandmaster Torch. Most of them can be tracked down with a successful DC 10 Knowledge (local) or Diplomacy check, but Jarid Moltwin is a little more difficult to locate, and tracking him down requires a successful DC 15 Knowledge (local) or Diplomacy check. Shortly after the PCs discover the identity of Barnel the fence, they have a chance of randomly spotting him in a crowd (see Act 2).

After the PCs have interacted with their first lead, run the encounter labeled “A Subtle Warning,” beginning on page 8.

Rialla Barleyhusk

When the PCs seek out Rialla Barleyhusk, read the following aloud as they near her storefront:

This brick building is fronted by two large, many-paned glass windows and a large sign that reads, “Mercantile, Curiosities, Unique Items, and Magic—Bought and Sold Within.” Inside the store, the shelves are lined with all manner of goods, crafts, and artwork both domestic and foreign. A halfling clerk sits on a large stool behind a human-sized countertop.

Rialla Barleyhusk is a rather animated halfling who gets excited about nearly any minor occurrence, and thoroughly enjoys talking to patrons. When questioned about the mugging she reported, she quickly gets excited and jumps off her stool to show the PCs exactly where the victim collapsed.

Barleyhusk's excitement is palpable, and she rambles everything in one long, breathless speech. "That poor man you asked about who was attacked, he looked a right mess, he had an arrow in his side, and he could barely walk. I sat him down and started to bandage him up. Then all of a sudden the Graycloak was there and asked if I had a potion to fix him up. I said I could patch him right up because I took a class from Berntuck's Fine School of First Aid. That Graycloak gave me the nastiest look and said the Graycloaks would pay full price for the potion. Well, I knew the master had some peppermint-flavored healing potions that weren't selling very well, so I ran back to get the potions and before I could even get to them, I hear the injured fellow gasp really loud. 'Hurry!' the bossy Graycloak said, so I ran back as fast as I could, but when I got there, he was already dead."

The halfling quietly sobers up as she finishes her story, and walks back behind the counter and climbs onto her stool. "I was too slow."

Barleyhusk is quite morose and quiet after telling her tale; she answers most questions with a simple yes or no and knows little else. She remembers little about the Graycloak who helped, and if the PCs ask specifically what the Graycloak looked like, all she recalls is a tall dark woman.

With a successful DC 20 Sense Motive check, the PCs can pick up that she is withholding some small bit of information and can ferret it out with just a little prodding. "According to what I learned from Berntuck, an injury like that shouldn't have killed your friend so quickly. Berntuck said gut wounds are a long slow death. I'm not sure what happened. I meant to ask the Graycloak about it, but by the time I thought to ask her, she was already gone."

Mission Notes: Lantern Lodge faction members should take an interest in the artwork displayed in the shop. There are three recently produced paintings that appear to be in a style common in Minkai. If the Lantern Lodge PCs compare the signature on these paintings to the one provided by Venture-Captain Amara Li, they find that the signatures are clearly different. However, a PC who can read Tien can make a DC 10 Linguistics check (DC 20 if the PC cannot read Tien) to notice that while the glyphs and their meanings do not match, they are pronounced the same, and that the artist is using a pun as a thin disguise. If asked, Barleyhusk provides an address where the artist frequently shows his work. Award Lantern Lodge faction members 1 Prestige

Point for verifying that Kosanti is indeed the artist and retrieving his address from Barleyhusk.

Friar Horace

When the PCs seek out Friar Horace, read the following aloud as they near Erastil's Alehouse:

Erastil's Alehouse is a thriving brewery and alehouse run by monks of Erastil. Located near the edge of the Avenue of the Hopeful, it's currently a challenge to enter, with a mob of followers of a would-be-god crowding around the entrance hoping to catch a glimpse of the future godling drinking a swig of ale. A monk stands at the entrance blocking the path of some of the more aggressive followers who are trying to squeeze into the alehouse.

As the PCs approach, the monk at the entrance looks up with a frustrated expression on his face. "I'm sorry, my friends, but the Alehouse is a mite full at the moment." The PCs can return later, or if they explain their need, the monk nods sympathetically and arranges for them to meet with Friar Horace in the alley behind the alehouse.

Friar Horace is a thin, precise man with a hawkish nose. His description of events is precise and to the point. "Aye, I saw what happened; they attacked that Pathfinder right over there," the friar says as he makes a curt gesture to a patch of dirt in the alley behind the alehouse. "They were wearing gray cloaks, but I don't think they were guards. Your friend was holding her own, but then someone shot her from that rooftop." He makes another precise gesture pointing to a building across the alley. "I called out for Brothers Ellis and Freel and grabbed my staff, but by the time I got outside, it was all over. We were able to help your friend back into the alehouse and Brother Freel went to fetch the Graycloaks.

"I didn't see what happened to the relic your friend was carrying—they must have grabbed it while I was getting my staff. When Brother Freel tried to follow the thugs, he found their cloaks discarded at the delivery entrance to the bakery. After that, things open up to the market proper and it's almost impossible to follow anyone out there."

Friar Horace was inside at the time of the attack and saw most of this through a window, so he couldn't get a good look at the archer on the far roof from inside the alehouse. If asked about the toughs who attacked the courier, he describes them as dark-skinned and as speaking a language that he didn't recognize, but that he thought might be Osiriani or Kelish.



Rialla Barleyhusk

A DC 15 Climb check is enough to get onto the roof of the building adjacent to Erastil's Alehouse. While searching the roof, the PCs can find an unused arrow between two roof tiles by making a DC 22 Perception check. The arrow is poisoned with large scorpion venom.

When searching the delivery entrance to the bakery, the PCs can discover a small slip of paper between two bricks with a successful DC 15 Perception check. The paper cryptically reads "Barnel—Noon, Pitview Pub." PCs who succeed at a DC 20 Knowledge (local) check can identify the Pitview Pub as a moderately popular tavern located in the Ascendant Court.

Jarid Moltwin

When the PCs seek out Jarid Moltwin, read the following aloud as they near his stall:

On the front of this stall, a large sign proclaims "Estelle's Last Hope Mercantile." A smaller sign below, obviously in a different hand, advertises "All merchandise verified authentic," and in even smaller text below that is written "No Refunds." The stall is filled with a variety of unique items bearing various claims, each less likely than the last. "Cayden Cailean's Lost Loincloth" sits on a shelf next to a clumsily preserved, half-eaten apple claiming to have been discarded by Norgorber on the day of his ascension.

Estelle is long gone, and the shop is now run by a rotund Qadiran named Jarid Moltwin. A swindler and con man, Jarid is instantly suspicious of anyone who starts a conversation with a question and gets visibly agitated if too many people enter his stall. Jarid's initial attitude is unfriendly. He is outwardly gregarious and showers the PCs with insincere compliments so long as he thinks they are customers. Should the PCs purchase anything worth 10 gp or more prior to asking questions, Jarid's attitude shifts one step closer to helpful. Additionally, should the PCs examine his inventory, a DC 20 Appraise or Knowledge (religion) check is enough to reveal that an item is an obvious forgery. Pointing this fake out to the shopkeeper grants the PCs a +5 circumstance bonus on subsequent Intimidate checks with Jarid, as the shopkeeper fears the PCs will expose him. A DC 20 Diplomacy or Intimidate check is enough to shift his attitude from unfriendly to indifferent, and the DC is reduced to 15 to shift his attitude from indifferent to friendly.

Should the PCs ask questions about stolen merchandise (including his attempted sale of the Shard of Iomedae's

Lance) or reveal that they are Pathfinders, Jarid's attitude immediately shifts one step toward hostile. If he becomes hostile, he tries to kick the PCs out of his stall. "I had no reason to expect it was stolen. I'm already out good coin, and now you're here trying to scare off my legitimate customers!" Should this happen, allow the PCs to make a final Diplomacy check. Players can sweeten the deal with a bribe—a bribe of 20 gp or more grants the PCs a +5 bonus on the Diplomacy check to stay in Jarid's stall (DC 25). Otherwise, Jarid kicks them out and he calls for the guards if they resist.

Should a character attempt an Intimidate check and fail by 5 or more, Jarid interrupts their threat with loud calls for the guards. Neighboring merchants and customers start to form a crowd. If the PCs fail to calm Jarid down, several Graycloaks arrive in 2d4 rounds and ask the party to move on.

If the PCs can make Jarid friendly, he tells them that he bought the Shard of Iomedae's Lance from a fence he's dealt with in the past by the name of Barnel. He describes the fence as being unwashed and as having

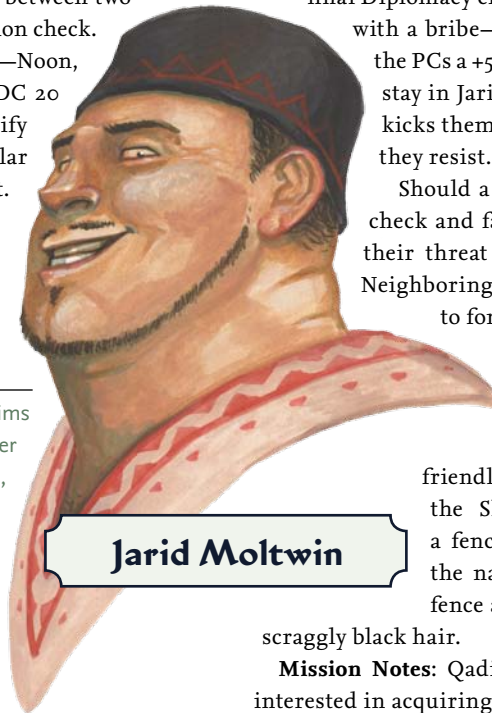
scraggly black hair.

Mission Notes: Qadiran faction members should be interested in acquiring Jarid's help moving illicit goods. If Jarid is made helpful, Qadiran faction members must make a successful DC 15 Diplomacy check to enlist the shopkeeper to their cause. Award Qadira faction members 1 Prestige Point for recruiting Jarid as a fence for Qadiran goods.

Graycloak Headquarters

Much like the uniforms the Graycloaks adorn themselves in, their watch station in the Ascendant Court is plain gray and understated, but still ominous in its presentation. Large granite blocks create an imposing facade to the tall structure. The structure would be even more impressive if it weren't on the opposite end of the block from the larger and far more ostentatious Chelish Embassy.

Should the PCs desire to go to the Graycloaks' headquarters at any point during their investigation, they can meet with talk to Captain Runewulf himself about the case. Runewulf's initial attitude toward the PCs is indifferent. If any characters openly bear religious trappings, however, all Diplomacy checks they make while dealing with him take a -2 penalty. Clerics, paladins, and inquisitors are assumed to be openly



Jarid Moltwin

showing their religious affiliations unless they explicitly take pains to hide them.

Runewulf knows of the Pathfinders' missing artifacts and is somewhat sympathetic to them, but tells the PCs that based on the Graycloaks' investigations, the crimes appear unrelated. One victim was shot with a poisoned arrow, while the other was ambushed and clubbed unconscious; the circumstances are too disparate to be obviously linked.

Should the PCs move his attitude to friendly, Runewulf allows them to talk to the evidence clerk, who has all the files on the case. A character who reads the documents and makes a successful DC 20 Linguistics or Perception check discovers that there are a few documents missing—the statements from Barleyhusk and Moltwin. Revealing this to the clerk causes her to become flustered. She has no reasonable explanation for the compromised integrity of the reports, and can only guess that one of the officers must be out working on the case.

If the PCs acquired the slip of paper hidden near the delivery entrance to the bakery, they might try to ask the Graycloaks for information on Barnel. Several guards there recognize his name; they recall that he has been arrested twice in the past few years for thieving, and can provide a rough description of the rogue that should help the PCs identify him on the street (see Act 2).

A Subtle Warning (CR 1 or CR 4)

Run this encounter after the PCs are done interviewing their first lead. By this time, it has come to Parani's attention that the Pathfinder Society is investigating the matter and might catch up to her, so she sends hired thugs to scare the PCs and warn them to mind their own business. This encounter should take place in an alley or narrow street.

Creatures: In Subtier 1–2, two thugs and a dog are sent to attack the PCs. In Subtier 4–5, the group of ruffians is composed of five thugs and a large, violent dog. In either case, one of the thugs is trained to handle the dog; instead of a +5 bonus on Acrobatics checks, he possesses a +3 bonus on Handle Animal checks and a +2 bonus on Acrobatics checks.

Subtier 1–2 (CR 1)

THUGS (2)	CR 1/2
Human warrior 2	
NE Medium humanoid (human)	
Init +6; Senses Perception +0	
DEFENSE	
AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)	
hp 11 each (2d10)	
Fort +3, Ref +2, Will +0	
OFFENSE	
Speed 30 ft.	

Melee club +3 (1d6+1)

Ranged light crossbow +5 (1d8/19–20)

TACTICS

Before Combat The thugs apply poison to two of their crossbow bolts.

During Combat The thugs start combat by firing their poisoned crossbow bolts at the least-armored characters in the group, hoping to take down one or two characters. If attacked in melee, they drop their crossbows and use their clubs instead.

Morale The thugs are not interested in a protracted fight. As soon as they feel they've made their point or it's become obvious that the tide has turned, they shout a final warning and flee.

STATISTICS

Str 13, **Dex** 14, **Con** 11, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 15

Feats Improved Initiative, Weapon Focus (light crossbow)

Skills Acrobatics +3, Climb +5, Intimidate +4

Languages Common

Combat Gear medium spider poison (2 doses); **Other Gear** studded leather, club, light crossbow with 20 bolts

DOG	CR 1/3
hp 6 (<i>Pathfinder RPG Bestiary</i> 87)	

Subtier 4–5 (CR 4)

THUGS (5)	CR 1/2
hp 11 each (use statistics from Subtier 1–2)	

VIOLENT DOG	CR 2
Advanced riding dog (<i>Pathfinder RPG Bestiary</i> 87, 294)	
N Medium Animal	

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 17 (2d8+8)

Fort +7, **Ref** +7, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +5 (1d6+5 plus trip)

STATISTICS

Str 19, **Dex** 19, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +8 (+16 when jumping), Perception +10, Survival +3 (+7 when tracking by scent); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Development: If restrained and questioned, the thugs prove to be of little use to the PCs. They don't even know who hired them. They were each approached by a cloaked

woman shortly after being released from jail, and were hired to rough up the PCs and “make an example of them.”

One of the thugs is a dog handler by the name of Kanebti. He has a slightly different story. Several years ago, he fled Rahadom because of his worship of Iomedae. When Parani discovered him living in Absalom, she threatened to use her contacts in the Pure Legion to have his family persecuted as being worshipers as well. Fearing for his family, he's been doing minor jobs for the cloaked Parani ever since. He begs forgiveness and bemoans the fate of his family. He doesn't know his blackmailer's name—she merely leaves him orders and pays him for his services.

If the PCs have attempted to interview Jarid Moltwin but failed to acquire the name of the fence he's purchased goods from, you should use Kanebti to steer them in the right direction. Kanebti has been forced to work with Barnel on several occasions, and can give the fence's name as well as a brief description of the mousey-looking man and information about where to find him.

Treasure: Kanebti has with him a small book written in Osiriani. Characters who can read the journal should be interested in the detailed records of his surveillance of Kreighton Shaine and several local relic merchants. The entries are intermixed with lamentations about his guilt over working with a former member of the Pure Legion and the threats she's made against him and his family.

Mission Notes: Silver Crusade faction members should take an interest in Kanebti, who has fallen from grace to protect his family. With some gentle prodding, he can be convinced to turn himself over to the mercy of the local church of Iomedae for penance. Silver Crusade faction members who make an honest effort to get Kanebti to repent for his deeds earn 1 Prestige Point.

Shadow Lodge faction members should be interested in the contents of the journal, which describe the methods the gang used to case Kreighton as well as the relic dealers. Shadow Lodge faction PCs who read the journal and report this information back to Grandmaster Torch earn 1 Prestige Point.

Rewards: Should the PCs defeat the thugs in the alleyway, reward them thusly:

Subtier 1–2:

Give each PC 60 gp.

Subtier 4–5:

Give each PC 150 gp.

ACT 2: THE RUNNER (CR 2 OR CR 5)

Proceed to this act sometime after the PCs discover Barnel's identity. By this point, the PCs should be attempting to locate the fence who sold Jarid Moltwin the

relic he tried to pawn several weeks ago. Barnel counted on his identity remaining a secret, and thus doesn't make an effort to stay hidden in the Ascendant Court district of Absalom. The PCs should be able to spot him coming out of a building or through an alleyway as their investigation begins to wind down. Once the scrappy rogue realizes he's been identified, he takes off at a dead sprint away from the Pathfinders.

This chase encounter takes the PCs through the streets, into a bathhouse, out the back door, and into the grounds of the Chelish Embassy. There, they have to splash through a pond on the embassy grounds, interrupt a tea party, and duck out the other side into a bustling bazaar. Finally, they race through the marketplace and down an alley, and end the chase by cornering Barnel in a rooftop garden. Should he make it all the way to the rooftop garden, the chase comes to a rather hasty end for Barnel, as his hidden associate shoots him with a poisoned arrow so that he won't be able to divulge any information.

This act uses the chase rules from page 232 of the *Pathfinder RPG GameMastery Guide*. Each square on page 11 represents approximately 30 feet of distance between the fence and the PCs, and the PCs must close to within 30 feet (the same square) of the fence in order to finally confront him and move onto the interrogation at the end of this act. You should use the full-page chase diagram as a visual aid to help the PCs track their progress and judge their distance from the fence. Allow them to place their minis on their respective squares, using the diagram as a simple game board. Alternatively, you may use the urban subset of cards in the *GameMastery Chase Cards* deck, available at your local game store or online at paizo.com, replacing the listed chase encounters with those on the randomly drawn cards.

Barnel begins two squares ahead of the PCs (on the Embassy Wall). He attempts a double move every round, never attempting to move three squares unless the PCs are immediately behind him. Barnel's stat block is the same for both Subtier 1–2 and Subtier 4–5; use this stat block for all of Barnel's skill checks during the chase. Any character involved in the race gains a +2 cumulative bonus on all chase checks for each 10 feet by which her speed exceeds 30 feet, or takes a –2 cumulative penalty for each 10 feet by which it is slower than 30 feet.

BARNEL

CR 1

Male human expert 3

LE Medium humanoid (human)

Init +3; Senses Perception +7

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 13 (3d8)

Fort +1, Ref +4, Will +4

CHASE TO THE FINISH

Running a chase in a fast, cinematic manner is easy. Just remember that all participants have the following options each round. For more details on running a chase using this system, see page 232 of the *Pathfinder RPG GameMastery Guide*.

- It takes a move action to move through a single square. When a character exits from a square, he must choose one of that square's two obstacles to face as a standard action before moving to the next square. Instead of exiting a square, a character can choose to take another action not directly related to navigating the chase's course, such as casting a spell or drawing a weapon.
- A character may attempt to move three squares during his turn by taking a full-round action. That character must overcome both obstacles on the square he is leaving. In this case, if a character fails either obstacle check by 5 or less, he only moves one square forward and his turn ends. If a character fails either obstacle check by more than 5, he cannot move at all that turn. A character unfortunate enough to fail two obstacle checks in a turn becomes mired in his current square. A mired character must spend another full-round action becoming unmired, effectively losing his next turn.
- A character can also choose to make a ranged attack or cast a spell during his turn in a chase. If the action is a full-round action, he can't move at all. Use the number of squares and their established distances (in this case, 30 feet) to determine ranges as necessary. The terrain where the chase takes place might provide the target partial or even full cover or concealment. A character can only choose to make melee attacks against targets that are in the same square.

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d3+1 nonlethal)

STATISTICS

Str 12, **Dex** 17, **Con** 10, **Int** 14, **Wis** 13, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 16

Feats Agile Maneuvers, Deceitful, Stealthy

Skills Acrobatics +9, Bluff +7, Climb +7, Disable Device +9, Disguise +7, Escape Artist +11, Perception +7, Sleight of Hand +9, Stealth +11, Swim +7

Languages Common, Elven, Gnome

Gear pen case

Development: When Barnel reaches the roof garden, Parani attempts to put a permanent end to him with two poisoned arrows. If the players aren't to the "Onto the Rooftops" space yet, she takes the time to retrieve the

pen case he is carrying and flees before the party arrives. When the PCs finally arrive, Barnel is at –1 hit points, has 4 points of Constitution damage, and is suffering from two doses of medium spider venom. If they are on the rooftops, they see a brief glimpse of a gray-cloaked figure shooting Barnel and then fleeing from the roof. By the time the players get to where they saw the gray-cloaked figure, she is long gone and untraceable.

Should the PCs catch Barnel in the chase or if they are able to revive the dying fence for long enough to question him, Barnel accepts his defeat and reveals the following details to them:

- Barnel has never seen his boss's face, but suspects she's a Graycloak and fears that if he goes to jail, he won't survive a single night.
- He thinks his boss is from a "god-hating place" because she hates clerics with a passion.
- He was asked to put out inquiries for potential clients interested in something big and expensive that would need to be moved soon.
- While he doesn't know the exact location of his boss's hideout, he knows that the goods are usually kept somewhere on the north side of the Ascendant Court, in a warehouse near the Pitview Pub.

Mission Notes: Cheliox faction members will be interested in the pen case Barnel is carrying—or to be more exact, the pen inside the case. If a Cheliox faction member retrieves the pen, award members of the Cheliox faction 1 Prestige Point.

Andoran faction members should also be interested in the contents of the pen case Barnel is carrying. If an Andoran faction member ensures the letter of authenticity included with the pen is delivered to Major Colson Maldris or destroyed, award members of the Andoran faction 1 Prestige Point.

ACT 3: INTERLUDE

Even with the evidence they've gathered, the players won't have enough evidence to finger Parani. After the PCs have caught Barnel, a courier arrives with a summons from Grandmaster Torch to meet him at the baths in the Pleasure Salon of Calistria. The Grandmaster has concocted a scheme with the Decemvirate's approval so the PCs can finally pinpoint their culprit, and he wants to meet with the PCs to explain the grand scheme and give them some helpful items.

A burly half-orc guard stands near the entrance to the bathhouse. Grandmaster Torch reclines in one of the numerous small pools that make up the sauna, and steam fills the air. An attendant is rubbing a salve on Torch's burn-ravaged face, but quickly gets up and leaves when Grandmaster Torch gives a silent gesture.

Bath House

JUMP THROUGH WINDOW
(Acrobatics DC 20)

BLUFF PAST GUARD
(Bluff DC 15)

Mezzanine

CLIMB IVY WALL
(Climb DC 10)

DODGE SLIPPERY BATHERS
(Reflex DC 15)

Embassy Wall

CLIMB FENCE
(Climb DC 18)

UNLOCK THE GATE
(Disable Device DC 12)

Crowded Market

EXCUSE ME, COMING THROUGH
(Escape Artist DC 18)

GET OUT OF THE WAY!
(Intimidate DC 13)

Long Pond

TAKE A DEEP BREATH
(Swim DC 12)

SLIPPERY STEPPING STONES
(Acrobatics DC 20)

Chelish Tea Party

GREET THE HOSTESS
(Diplomacy DC 12)

SHOVE THROUGH
(CMB DC 17)

Obstructive Hay Wagon

SQUEEZE UNDER
(Escape Artist DC 18)

GIDDY UP!
(Handle Animal DC 13)

Onto the Rooftops

LEDGE TO LEDGE
(Climb DC 23)

PINKY GRIPS
(Sleight of Hand DC 15)

Shaky Roof Tiles

WATCH YOUR STEP
(Perception DC 15)

QUICK FEET
(Acrobatics DC 20)

Roof Garden

FINISH LINE!
(No challenges)

The Runner
1 square = 30 feet

OPTIONAL ENCOUNTER

The chase with Barnel is an optional encounter. If the players have less than 2-1/2 hours left to finish the scenario, allow the PCs to waylay Barnel without a chase and skip to the Development portion of Act 2 (see page 10). If you skip this encounter, move the Thrune Pen and letter of authenticity for the Cheliox and Andoran faction missions to the footlocker in Act 5.

"I have news from the Decemvirate and perhaps some assistance for you, but first I would like to hear what your progress is."

Grandmaster Torch is very interested in the progress of the party and listens to their news before presenting them with a proposal.

"Kreighton has discovered another relic, and he claims this could be the most important one yet. Supposedly, this keg was scavenged from the ashes of the original Cayden's Hall and is the last keg Cayden Cailean drank from before he took the Test of the *Starstone*. After selling it to our relic dealer, the tavern keeper threw a huge celebration and bragged openly about how the Pathfinders were funding her retirement. By now, we can assume that we have piqued the interest of every would-be relic thief in Absalom.

"While I am loathe to put you in harm's way, this does present a unique opportunity. Should you accept responsibility for moving the keg from the pick-up location to the Grand Lodge, you will undoubtedly be the target of the relic thief we're looking for. If you properly prepare yourselves, you might be able to reverse the ambush and catch the bandit before he makes off with the relic, or follow the thief afterward to find out where he's been hiding. Either way, you'll want to make sure not to kill the suspect, since whoever is behind this won't be much use to you dead. Tracking down the culprit's main site of operations is the most important thing right now—after that, you should search for as much incriminating evidence as possible.

"It's a huge gamble—which somehow seems appropriate when a relic of Cayden Cailean is on the line. This isn't the sort of thing I would normally ask a Pathfinder to do, but we've already lost one courier and another was badly injured. I'd like this ordeal to finally be over with, and with your help, we can make that happen."

Should the players agree to this plan, Grandmaster Torch gives them a *scroll of locate object*, "just in case they misplace something important." In addition, the Grandmaster gives the PCs the pick-up time location and for Cayden's Last Keg.

ACT 4: AMBUSH

Cayden's Last Keg is 3 feet in diameter and 4 feet tall, and weighs 75 pounds. The relic merchant has thoughtfully provided a small wagon pulled by a donkey to transport it. A character can carry the keg instead, but it is an awkward burden, requiring both arms to hold, and the character is flat-footed so long as he carries it. The keg has old char marks on it as if it had been in a fire, and it still sloshes with the remnants of hops and ale. The innkeeper kept it in active service (as Cayden would prefer), and it has been refilled innumerable times since it was first put into use. Should the players wish to sample some of the ale, the relic merchant happily provides them with a mug of the brew.

Moving around with the keg on a wagon (or carrying it) is a slow process. Unbeknownst to the Pathfinders, Parani has hired a pair of sorcerers to follow the PCs and ambush them when they reach an appropriate spot, stealing the keg in the process. Once they see the PCs going along a route that comes to a bottleneck, they cast their spells and work themselves into a tactical position to strike. If the players are specifically looking for someone following them, they can spot one of the sorcerers with a DC 30 Perception check, avoiding a potential surprise round.

1. In a Narrow Alley (CR 3 or CR 6)

Run this encounter after the PCs have made their way through most of the Ascendant Court with their keg in tow and a fair amount of tension has been sufficiently established (see the Suspenseful Distractions sidebar on page 13 for some ideas).

A wagon loaded with over a dozen chicken cages has toppled onto its side ahead, and a farmer and a local vendor are arguing loudly over whose fault it was rather than clearing the alley.

One of the hired sorcerers, Durnil, toppled the cart, but wasn't seen by the farmer or vendor.

Creatures: The sorcerers have set up their ambush here and are both aware of the party. For Subtier 1–2, Tersula is invisible and hides to the side, while characters with line of sight to Durnil can notice her lurking in the alley with a Perception check opposed by her Stealth check. At Subtier 4–5, both sorcerers are invisible and get a surprise round unless the PCs have some way to detect invisible creatures.

Subtier 1–2 (CR 3)

TERSULA

CR 1

Female human sorcerer 2

CN Medium humanoid (human)

Init +2; **Senses** Perception +2

DEFENSE**AC** 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)**hp** 11 (2d6+2)**Fort** +1, **Ref** +2, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** quarterstaff (1d6–1)**Bloodline Spell-Like Abilities** (CL 2nd; concentration +5)

6/day—laughing touch

Sorcerer Spells Known (CL 2nd; concentration +5)1st (5/day)—*sleep* (DC 16), *vanish**o (at will)—*daze* (DC 15), *detect magic*, *ghost hand*, *message*,
*read magic***Bloodline** fey* See the *Advanced Player's Guide*.**TACTICS****Before Combat** Before ambushing the PCs, Tersula uses her *wand of mage armor* and imbibes her *potion of invisibility*.**During Combat** Tersula immediately casts *sleep* to knock out as many PCs as possible while her sister rushes in to steal the keg. She uses *vanish*, which makes her invisible for 2 rounds, to further confuse the PCs as the heist unfolds. The sisters have taken pains to look as similar as possible, and try to keep the fact that there are two of them a secret.**Morale** Tersula imbibes her *potion of cure light wounds* if brought to 4 hit points or fewer. She has a long and close relationship with her sister, and neither is willing to risk death. If one sister is captured or falls, the other offers to surrender the keg to ensure her sister survives. The two are simply trying to steal the keg, and fight only if cornered. If death seems like an imminent threat, both attempt to flee, whether they have the keg in tow or not.**Base Statistics** Without her spells, Tersula's statistics are **AC** 13, touch 13, flat-footed 10.**STATISTICS****Str** 8, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17**Base Atk** +1; **CMB** +0; **CMD** 13**Feats** Combat Casting, Dodge, Eschew Materials**Skills** Bluff +8, Knowledge (arcana) +6, Perception +2, Spellcraft +6, Stealth +4**Languages** Common, Sylvan**SQ** bloodline arcana (+2 DC for compulsion spells)**Combat Gear** *potion of cure light wounds*, *potion of invisibility*, *wand of mage armor* (15 charges); **Other Gear** quarterstaff**DURNIL****CR 1**

Female human sorcerer 2

CN Medium humanoid (human)

Init +6; **Senses** Perception +1**DEFENSE****AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)**hp** 14 (2d6+5)**Fort** +1, **Ref** +2, **Will** +2**SUSPENSEFUL DISTRACTIONS**

The following short encounters are intended to build tension and hopefully create an element of suspense by the time the PCs are ambushed. These encounters can be diffused quickly with a skill check or just waited out. Run these as you see fit and only if time permits.

Aspirant Sighting: While passing near the Avenue of the Hopeful, someone sees one of the players and mistakes him for one of the would-be-gods. A rush of 20-some people swarms around the wagon. A successful DC 20 Intimidate check is enough to chase them off. Regardless of what the PCs do, after a few rounds, someone in the crowd realizes it was a mistaken identity, and the disgruntled crowd quickly disperses.

Encounter with Drunks: As the PCs come around a corner, they run into a small crowd of intoxicated revelers singing about the improbable accomplishments of a famed Taldan prostitute. Spying the keg, one of them shouts, "Ale!" and the drunkards rush forward to claim their share. The characters can either pour them some of ale sloshing around in the bottom of the keg, succeed at a DC 13 Intimidate check to chase them off, or just deal with the drunkards following them until the crowd grows bored and gives up.

Parade: A small parade for some lesser-known god blocks the boulevard ahead. Graycloaks prevent the PCs from entering the main street and a small crowd of revelers approaches from behind, passing by uneventfully.

OFFENSE**Speed** 60 ft.**Melee** morningstar +4 (1d8+3)**Bloodline Spell-Like Abilities** (CL 2nd; concentration +5)

6/day—laughing touch

Sorcerer Spells Known (CL 2nd; concentration +5)1st (5/day)—*expeditious retreat*, *vanish**o (at will)—*daze* (DC 15), *detect magic*, *ghost hand*, *message*,
*read magic***Bloodline** fey* See the *Advanced Player's Guide*.**TACTICS****Before Combat** Before ambushing the PCs, Durnil uses her *wand of mage armor*, drinks her *potion of bull's strength*, and casts *expeditious retreat*.**During Combat** Durnil uses her *scroll of shrink item* on the first round of combat, holding the charge until she gets close enough to use it on the keg. If she successfully shrinks the keg, she attempts to steal it, casting *vanish* afterward, which makes her invisible for 2 rounds—long enough to run away. The twins have taken pains to look as similar as possible, and try to keep the fact that there are two of them a secret.

In a Narrow Alley

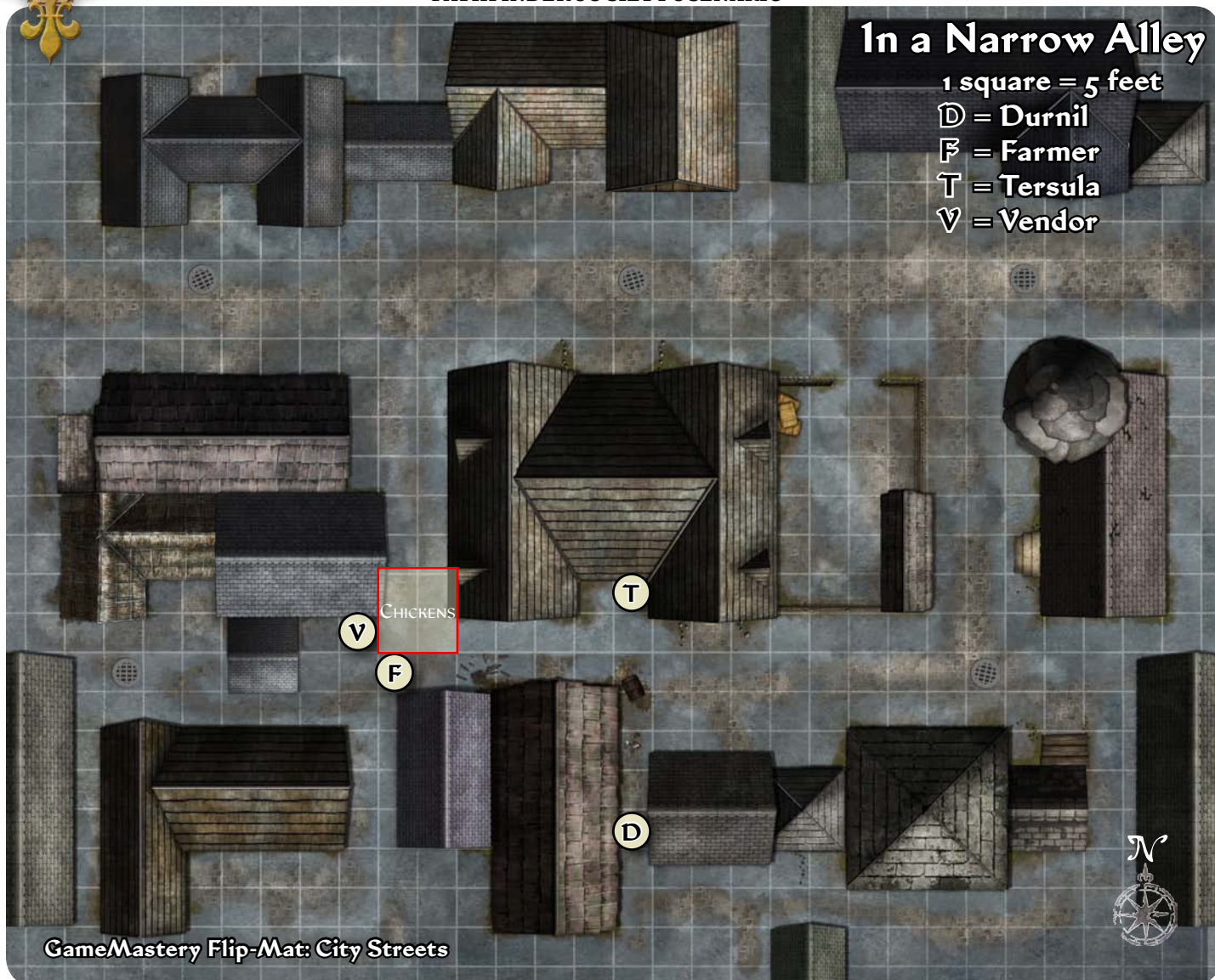
1 square = 5 feet

D = Durnil

F = Farmer

T = Tersula

V = Vendor



GameMastery Flip-Mat: City Streets

Morale Durnil imbibes her *potion of cure light wounds* if brought to 4 hit points or fewer. She has a long and close relationship with her sister, and neither is willing to risk death. If one sister is captured or falls, the other offers to surrender the keg to ensure her sister survives. The two are simply trying to steal the keg, and fight only if cornered. If death seems like an imminent threat, both attempt to flee, whether they have the keg in tow or not.

Base Statistics Without her spells, Durnil's statistics are AC 12, touch 12, flat-footed 10; **Speed** 30 ft.; **Melee** morningstar +2 (1d8+1); **Str** 12; **CMB** +2; **CMD** 14.

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 17

Base Atk +1; **CMB** +4; **CMD** 16

Feats Eschew Materials, Improved Initiative, Toughness

Skills Bluff +8, Perception +1, Spellcraft +5, Stealth +4

Languages Common

SQ bloodline arcana (+2 DC for compulsion spells)

Combat Gear *potion of bull's strength*, *potion of cure light wounds*, *silenced scroll of shrink item* (CL 7th), *wand of mage armor* (5 charges); **Other Gear** morningstar

Subtier 4–5 (CR 6)

TERSULA**CR 4**

Female human sorcerer 5

CN Medium humanoid (human)

Init +6; **Senses** Perception +5

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 33 (5d6+13)

Fort +4, **Ref** +4, **Will** +5

OFFENSE

Speed 60 ft.

Melee mwk quarterstaff +2 (1d6–1)

Bloodline Spell-Like Abilities (CL 5th; concentration +8)

6/day—laughing touch

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5/day)—*ghoul touch* (DC 15), *hideous laughter* (DC 17),
scorching ray

1st (7/day)—*entangle* (DC 14), *expeditious retreat*, *obscuring mist*, *sleep* (DC 16), *vanish**

o (at will)—*daze* (DC 15), *detect magic*, *ghost hand*, *message*,
read magic, *touch of fatigue*

Bloodline fey

* See the *Advanced Player's Guide*.

TACTICS

Before Combat Before ambushing the PCs, Tersula uses her *wand of mage armor* and *wand of invisibility*, and casts *expeditious retreat*.

During Combat Tersula casts *entangle* and *hideous laughter* to hinder the PCs as much as possible while her sister rushes in to steal the keg. She continues to use her *wand of invisibility* to further confuse the PCs as the heist unfolds, and casts offensive spells if need be. The sisters have taken pains to look as similar as possible, and try to keep the fact that there are two of them a secret.

Morale Tersula imbibes her *potion of cure moderate wounds* if brought to 9 hit points or fewer. She has a long and close relationship with her sister, and neither is willing to risk death. If one sister is captured or falls, the other offers to surrender the keg to ensure her sister survives. The two are simply trying to steal the keg, and fight only if cornered. If death seems like an imminent threat, both attempt to flee, whether they have the keg in tow or not.

Base Statistics Without her spells, Tersula's statistics are **AC** 13, touch 13, flat-footed 10; **Speed** 30 ft.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +2; **CMB** +1; **CMD** 14

Feats Combat Casting, Dodge, Eschew Materials, Improved Initiative, Silent Spell

Skills Bluff +8, Knowledge (arcana) +9, Perception +5, Spellcraft +9, Stealth +7

Languages Common, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), woodland stride

Combat Gear *potion of cure moderate wounds*, *wand of invisibility* (11 charges), *wand of mage armor* (50 charges);

Other Gear masterwork quarterstaff, *cloak of resistance* +1

DURNIL

CR 4

Female human sorcerer 5

CN Medium humanoid (human)

Init +6; **Senses** Perception +1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 33 (5d6+13)

Fort +3, **Ref** +4, **Will** +4

OFFENSE

Speed 60 ft.

Melee mwk morningstar +6 (1d8+3)

Bloodline Spell-Like Abilities (CL 5th; concentration +9)

7/day—laughing touch

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*hideous laughter* (DC 18), *mirror image*, *web* (DC 16)

1st (7/day)—*charm person* (DC 15), *entangle* (DC 15),
expeditious retreat, *magic missile*, *vanish**

o (at will)—*daze* (DC 16), *detect magic*, *ghost hand*, *message*,
read magic, *touch of fatigue* (DC 14)

Bloodline fey

* See the *Advanced Player's Guide*.

TACTICS

Before Combat Before ambushing the PCs, Durnil uses her *wand of mage armor* and *wand of invisibility*, drinks her *potion of bull's strength*, and casts *expeditious retreat*.

During Combat Durnil uses her *scroll of shrink item* on the first round of combat, holding the charge until she gets close enough to use it on the keg. If she successfully shrinks the keg, she attempts to steal it, using her *wand of invisibility* afterward so she can run away. If cornered, Durnil uses her offensive spells to confuse and harm the PCs. The twins have taken pains to look as similar as possible, and try to keep the fact that there are two of them a secret.

Morale Durnil imbibes her *potion of cure moderate wounds* if brought to 9 hit points or fewer. She has a long and close relationship with her sister, and neither is willing to risk death. If one sister is captured or falls, the other offers to surrender the keg to ensure her sister survives. The two are simply trying to steal the keg, and fight only if cornered. If death seems like an imminent threat, both attempt to flee, whether they have the keg in tow or not.

Base Statistics Without her spells, Durnil's statistics are **AC** 12, touch 12, flat-footed 10; **Speed** 30 ft.; **Melee** mwk morningstar +4 (1d8+1); **Str** 12; **CMB** +3; **CMD** 15.

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +2; **CMB** +5; **CMD** 17

Feats Combat Casting, Eschew Materials, Improved Initiative, Silent Spell, Toughness

Skills Bluff +12, Perception +1, Spellcraft +8, Stealth +7

Languages Common

SQ bloodline arcana (+2 DC for compulsion spells), woodland stride

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, silenced *scroll of shrink item* (CL 7th), *wand of invisibility* (7 charges), *wand of mage armor* (23 charges);

Other Gear masterwork morningstar, *cloak of resistance* +1

Development: If the PCs capture one of the sorcerers alive, her initial attitude is unfriendly unless her sister was

killed, in which case her attitude is hostile. If the players can move her attitude to indifferent, she offers to exchange what she knows about Parani (everything that Barnel from Act 2 knows) and the precise location of the abandoned warehouse if the PCs agree to free both siblings.

If the PCs do not capture either of the sorcerers here, they can track the pair by using the Survival skill (treat the city streets as hard ground when calculating tracking DCs) or the *scroll of locate object* provided to them by Grandmaster Torch, or they might think of some other creative way to locate the sorcerers or the stolen keg. The scroll has a limited range, so hopefully they found at least one of the clues from Act 2 that will lead them to the Pitview Pub, which is close enough to the warehouse for the *scroll of locate object* to work. If they don't know where to start looking for the warehouse, the PCs can canvas the entire area by casting *locate object* 1d4 times in different places. Since Grandmaster Torch only provided them one scroll, they will have to purchase additional scrolls or memorize the spell themselves to do this.

Whatever the case, the sorcerers don't stick around to provide evidence against Parani, even if the PCs explicitly ask them to, since they know that the retribution would be too great and they would be implicated in the crimes as well.

Rewards: Should the PCs defeat the sorcerers or otherwise discover the whereabouts of the warehouse, reward them thusly:

Subtier 1–2:

Give each PC 142 gp.

Subtier 4–5:

Give each PC 576 gp.

ACT 5: THE WAREHOUSE (CR 2 OR CR 5)

The players have likely accumulated a lot of clues by now, and while they could likely make a pretty decent case just by reporting the location of the warehouse, they will need to visit the site for themselves in order to discover the mastermind behind the whole operation. The players need to be careful and act quickly, or else all of their evidence may just go up in smoke.

This encounter serves as a cinematic event wherein the players have to salvage clues in a burning building, working against the clock to put out fires and retrieve as much incriminating evidence as possible. If they are clever and bypass the traps, they may gain the upper hand in the fight against Parani later.

The PCs can either track the sorcerers (see Act 4) back this warehouse, question them for the location, or locate it using the provided *scroll of locate object*. Either way, the

sisters do not linger here, and unless the PCs were able to keep up with them, they are long gone by the time the PCs arrive, and have stowed their stolen goods in the warehouse and hidden elsewhere in the city.

When the PCs have discovered the warehouse where their main evidence lies, read or paraphrase the following:

The exterior of this run-down warehouse is rotting, and the roof is clearly sagging in places. Any paint that once coated its walls has long since flaked off the parched-looking gray wood. The windows are boarded firmly shut, and both pairs of loading doors appear to be jammed closed.

The northernmost door as well as the northwestern loading door have both been boarded closed, making them impossible to open unless the PCs break into them. The eastern loading door isn't boarded shut, but it is kept off its rails deliberately. The loading door can be operated with a DC 15 Disable Device check, or either loading door can be forced open with a DC 25 Strength check (DC 20 for the northernmost door).

The entire building is rigged to be a massive deathtrap; the traps are designed to create a blazing inferno that destroys any traces of evidence that point back to Parani. If the PCs trigger any of the traps, they must try to locate and retrieve the evidence they need from the burning building.

Traps: Several rain of fire traps are spread throughout the warehouse. The traps are triggered whenever a creature of size Small or larger steps onto a hidden pressure plate (marked with a "T" on the map, in addition to either "a," "b," or "c"). Triggering one of the traps results in glass flasks of alchemist's fire falling from the ceiling in certain locations (designated with a circled "a," "b," or "c") and setting debris on fire. The pressure plates only set off the traps that have the corresponding letter next to them (thus, the pressure plate that's labeled "a" sets off fires at the two locations marked with a circled "a," and so on). In Subtier 1–2, only the pressure plates marked with an "a" set off traps. In Subtier 4–5, the pressure plates marked with a "b" or "c" also set off their corresponding fires.

RAIN OF FIRE TRAP

CR 2

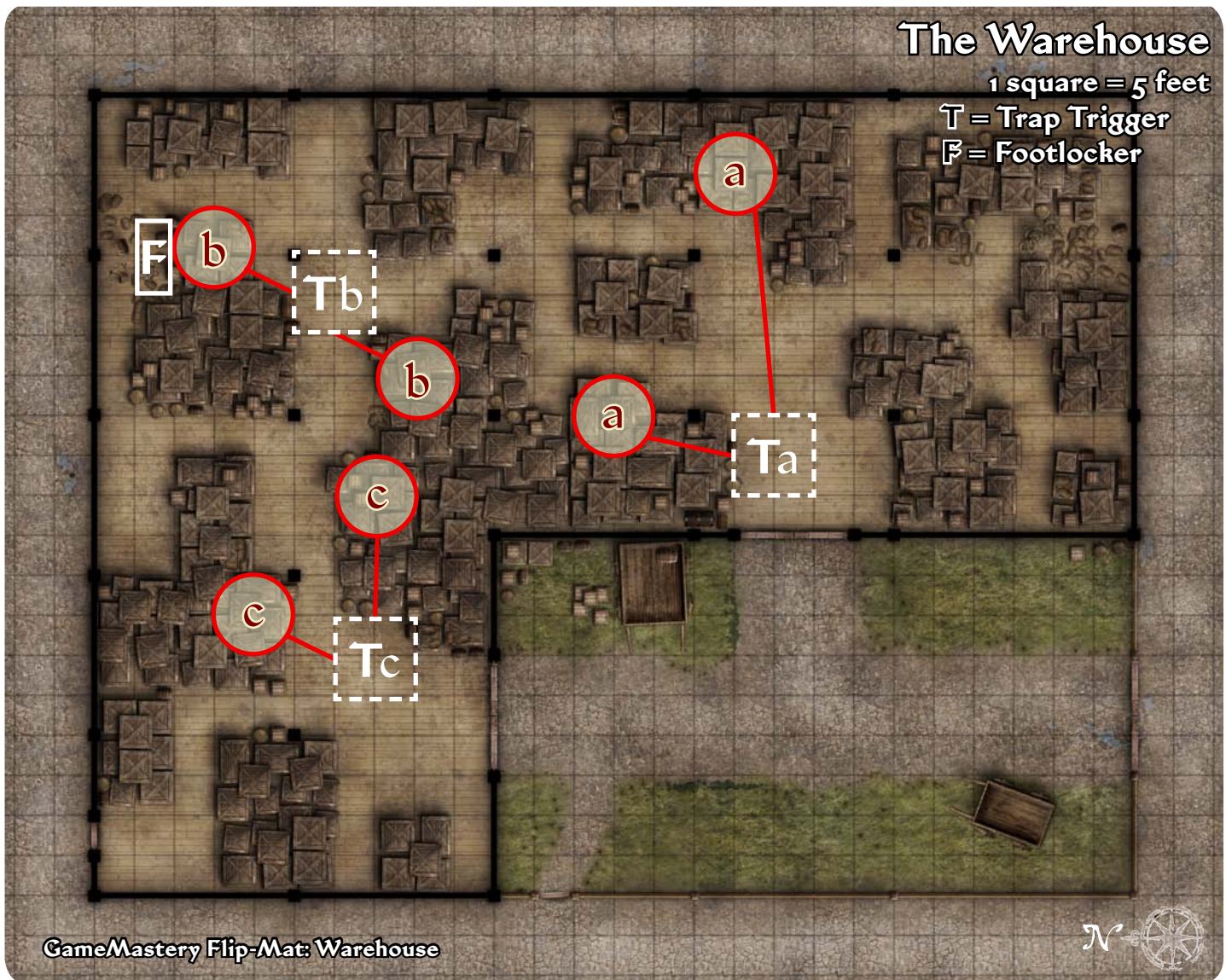
Type mechanical; **Perception** DC 25; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** manual

Effect falling flasks of alchemist's fire ignite two fires within 25 ft. (Atk ranged touch +10, 1d6 fire damage); chance of catching on fire (DC 15 Reflex avoids); multiple targets (all targets in a 10-ft.-square area)

If a creature trips one of the traps and sets fire to the building, have the PCs roll for initiative. Each round at



GameMastery Flip-Mat: Warehouse

initiative count 10, the fires spread to one adjacent 5-foot square for every two squares that are already burning (for example, a fire with four 5-foot squares ignites two more, six 5-foot squares ignites three more, and so on).

Whenever a PC moves through a space that is on fire or starts her turn in a space that is on fire, she must succeed at a DC 15 Reflex save or catch on fire, taking 1d6 points of damage that round and every round she remains on fire (see page 444 of the *Pathfinder RPG Core Rulebook* for full rules on catching on fire).

Once 15 or more 5-foot squares in the warehouse are on fire, the smoke in the warehouse becomes too thick to breathe without effort; characters must make a DC 15 Fortitude save (+1 per previous check) at the beginning of their turn each round or spend that round choking and coughing. Once 20 or more squares are burning, characters take 1d6 points of nonlethal damage from the heat every round they remain in the warehouse.

A PC can extinguish a 5-foot square with a successful DC 15 Survival check; for every 5 points by which the check exceeds the DC, the PC extinguishes 1 additional adjacent square. Casting *create water* has a 50% chance of extinguishing a square, while higher-level spells with the cold or water descriptor extinguish 1 square per spell level squared (1 square at 1st, 4 squares at 2nd, 9 squares at 3rd, and so on) unless the spell specifies otherwise. Encourage the players to come up with other creative ways of extinguishing the flames.

Development: If 15 or more 5-foot squares in the warehouse catch fire, the burning debris creates thick black smoke that pours into the sky. A fire brigade arrives 3d6 rounds after the first signs of smoke, followed by a small unit of Graycloaks 1d4 minutes later. If the PCs emerge from the burning building after this time, any Graycloaks on the scene attempt to detain them and send the party to the Graycloak Headquarters for questioning.

They do not insist on taking the PCs' equipment, but the disruption severely hinders the PCs' chances of catching Parani and their likelihood of completing the scenario within the allotted time.

Treasure: If the Tersula and Durnil made it back to the warehouse with Cayden's Last Keg, they reverted the item to its original size and stored it in the northeastern corner of the warehouse. A suspicious-looking footlocker near the keg contains all of the evidence the PCs need to recover to incriminate Parani. Several letters from local collectors and aristocrats offering to purchase the keg are in plain sight on top of the footlocker. The footlocker contains Parani's client list, the Scarab of the Dawnflower (which has been embedded into the footlocker), a Pure Legion uniform, and several official papers identifying Parani as a former member of the Pure Legion and detailing why she left Rahadoum. Also in the footlocker are a *potion of delay poison*, a *potion of cure light wounds*, a suit of masterwork agile half-plate armor, and a golden statue of Iomedae worth 600 gp. In Subtier 4–5, the armor is a suit of +1 *agile half-plate armor* and the statue is worth 900 gp.

Mission Notes: Osirion faction members will be interested in the Scarab of the Dawnflower embedded into the footlocker. The staff head can safely be removed from the footlocker with a successful DC 17 Disable Device check, though a PC can alternatively prize the staff head from the box with a successful DC 17 Strength check with a 25% chance of breaking the item in the process. Osirion faction PCs who manage to remove the Scarab of the Dawnflower earn 1 Prestige Point.

Sczarni faction members will want to copy the list of Parani's clients in the footlocker. Sczarni faction PCs who successfully copy the client list from the footlocker without any of their allies noticing earn 1 Prestige Point.

Taldor faction members should be interested in snatching the letter from Lady Viviana from the stack on the footlocker and destroying it. Taldor faction PCs who destroy the letter while making it look like an accident receive 1 Prestige Point.

Rewards: If the PCs are able to retrieve Cayden's Last Keg from the burning building, reward them thusly:

Subtier 1–2:

Give each PC 137 gp.

Subtier 4–5:

Give each PC 370 gp.

ACT 6: FINALE (CR 3 OR CR 6)

When she sees the smoke from her warehouse, Parani assumes the worst and sets up a deadly ambush in the God's Market, now willing to stop the PCs at any cost. If the PCs bypass all the rain of fire traps or put out the

flames before they turn into heavy smoke, Parani has no plumes of smoke to give her advance notice and does not have time to prepare her ambush. In this case, run the final encounter with her starting in her fallback position (marked with a "B"; see page 21).

Parani sets up two ideal sniping locations in the God's Market. The first is perched in a semi-permanent tent-tower that overlooks the entire market area (marked with an "A" on the map). If Parani sets up her sniping position in this tent-tower, she has a clear shot at nearly every square in this section of the God's Market and gains the benefits of partial cover. Her location in the tent-tower is 20 feet above the market and she has destroyed the ladder that normally leads up to it; creatures can ascend the tent-tower with a DC 15 Climb check.

Parani has prepared a fallback location a short distance from her initial roost in case she doesn't have enough time to ascend her preferred tent-tower. This tent is marked with a "B" on the map. She doesn't gain the benefit of partial cover in this second location, and her vision is somewhat limited because of the obstructive nature of the other tents and shops set up.

Creatures: The villainous Parani Akar hides in waiting in the God's Market, knowing that the PCs are hot on her tail and seeking to put an end to them before they hand their incriminating evidence over to the authorities. She uses Stealth to remain hidden until the PCs are within range, sniping from her roost to obscure her position and attack the PCs.

Subtier 1–2 (CR 3)

PARANI AKAR	CR 3
Female human ranger 4	
LE Medium humanoid (human)	
Init +6; Senses Perception +8	
DEFENSE	
AC 18, touch 15, flat-footed 13 (+3 armor, +5 Dex)	
hp 34 (4d10+8)	
Fort +5, Ref +10, Will +2	
OFFENSE	
Speed 40 ft.	
Melee greataxe +6 (1d12+3/x3) or sap +6 (1d6 nonlethal+3)	
Ranged mwk composite longbow +11 (1d8+2/x3)	
Special Attacks favored enemy (humans +2)	
Ranger Spells Prepared (CL 1st; concentration +2)	
1st— <i>longstrider</i>	
TACTICS	

Before Combat Before combat, Parani casts *longstrider* and drinks her *potion of cat's grace*. She has also prepared one of her arrows with a dose of Large scorpion venom.

During Combat Parani aims at PCs wearing obvious religious

trappings first, using Rapid Shot every round unless she has trouble hitting her enemies. She applies further doses of Large scorpion venom to her arrows only if she has time, and only resorts to melee if she is cornered. She tries to stay hidden the whole time by using her Stealth skill and her *potion of invisibility*.

Morale Not willing to accept the humiliation of being convicted for her crimes, Parani fights to the death.

Base Statistics Without her spell and potion, Parani's statistics are **Init** +4; **AC** 17, touch 14, flat-footed 13; **Ref** +8; **Speed** 30 ft.; **Ranged** mwk composite longbow +9 (1d8+2/x3); **Dex** 18; **CMD** 20; **Skills** Stealth +11.

STATISTICS

Str 14, **Dex** 22, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 22

Feats Endurance, Far Shot, Point-Blank Shot, Power Attack, Rapid Shot

Skills Climb +9, Handle Animal +7, Intimidate +7, Perception +8, Stealth +13, Survival +8

Languages Common

SQ favored terrain (urban +2), hunter's bond (animal companion), track +2, wild empathy +4

Combat Gear *potion of cat's grace*, *potion of invisibility*, *scroll of cure moderate wounds*, large scorpion venom (3 doses);

Other Gear masterwork studded leather, greataxe, masterwork composite longbow (+2 Str) with 20 arrows, sap

TALON

Bird (hawk) animal companion

N Small animal

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +3 (1d4), 2 talons +3 (1d4)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Weapon Finesse

Skills Fly +6, Perception +6

SQ link, share spells

Subtier 4–5 (CR 6)

PARANI AKAR

CR 6

Female human ranger 7

LE Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +5 Dex)

hp 54 (7d10+11)

Fort +6, **Ref** +11, **Will** +3

OFFENSE

Speed 40 ft.

Melee mwk greataxe +10/+5 (1d12+3/x3) or sap +9/+4 (1d6 nonlethal+3)

Ranged +1 *composite longbow* +15/+10 (1d8+3/x3)

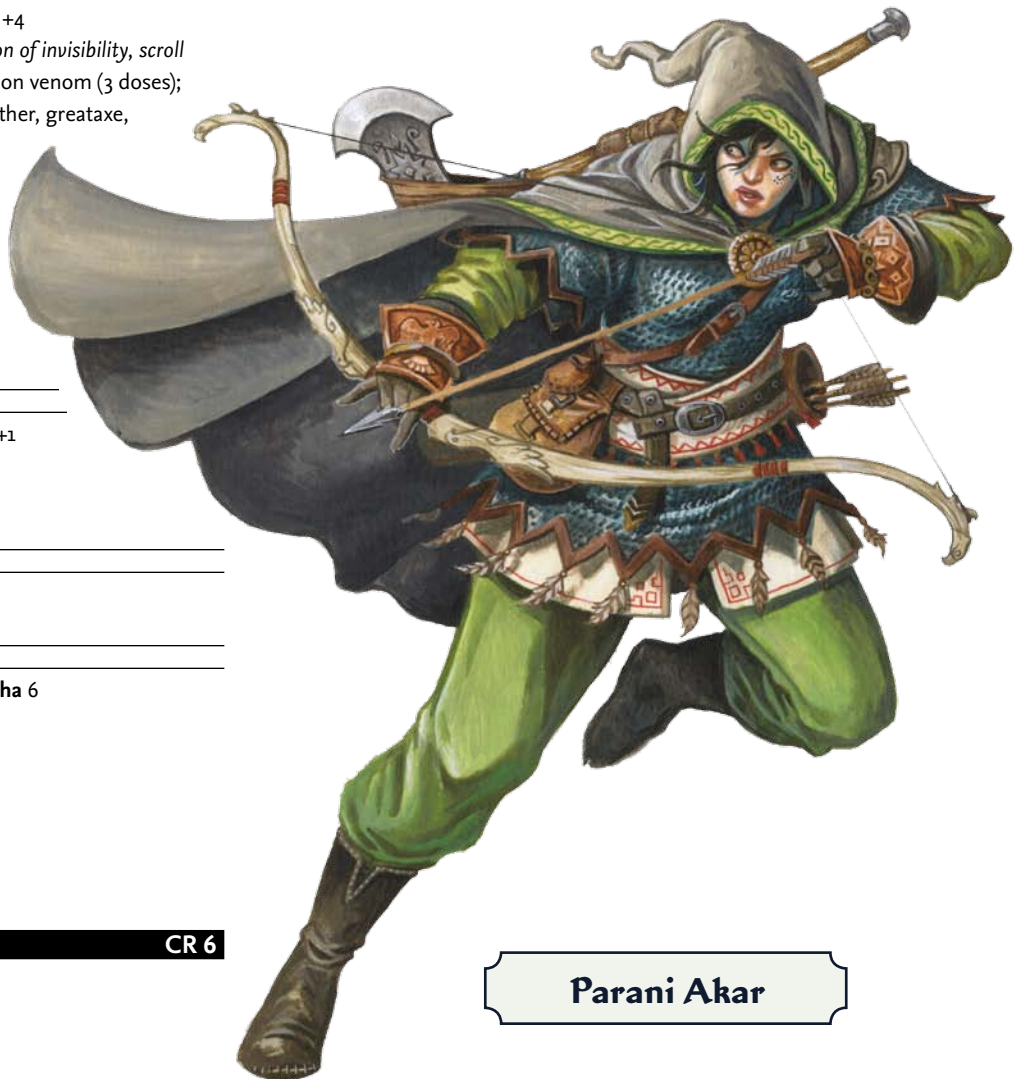
Special Attacks favored enemy (elves +2, humans +4)

Ranger Spells Prepared (CL 4th; concentration +5)
1st—*entangle* (DC 12), *longstrider*

TACTICS

Before Combat Before combat, Parani casts *longstrider* and uses her *wand of cat's grace*. She has also applied two doses of Large scorpion venom to two of her arrows.

During Combat Parani aims at PCs wearing obvious religious trappings first, using Rapid Shot every round unless she has trouble hitting her enemies, and she uses Manyshot whenever she makes a full-round attack. She



Parani Akar

casts *entangle* to keep enemies at a distance, and tries to stay hidden the whole time by using her Stealth skill and her *potion of invisibility*.

Morale Not willing to accept the humiliation of being convicted for her crimes, Parani fights to the death.

Base Statistics Without her spell and potion, Parani's statistics are **Init** +4; **AC** 19, touch 14, flat-footed 15; **Ref** +9; **Speed** 30 ft.; **Ranged** +1 *composite longbow* +13/+8 (1d8+3/x3); **Dex** 18; **CMD** 23; **Skills** Stealth +13.

STATISTICS

Str 14, **Dex** 22, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 25

Feats Deadly Aim, Endurance, Far Shot, Manyshot, Point-Blank Shot, Power Attack, Rapid Shot, Weapon Focus (composite longbow)

Skills Climb +11, Handle Animal +10, Intimidate +10, Perception +11, Spellcraft +5, Stealth +15, Survival +11

Languages Common

SQ favored terrain (urban +2), hunter's bond (animal companion), track +3, wild empathy +7, woodland stride

Combat Gear *potion of invisibility*, *scroll of cure moderate wounds*, *wand of cat's grace* (7 charges), large scorpion poison (5 doses); **Other Gear** mithral scale mail, +1 *composite longbow* with 20 arrows, masterwork greataxe, sap

TALON

Bird (hawk) animal companion

N Small animal

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 26 (4d8+8)

Fort +6, **Ref** +7, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +6 (1d4+1), 2 talons +6 (1d4+1)

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +1; **CMD** 13

Feats Agile Maneuvers, Weapon Finesse

Skills Fly +7, Perception +7

SQ link, share spells

Development: Shortly after the PCs defeat Parani Akar, a large contingent of Graycloaks arrive, including Runewulf the Unbeliever himself. Should the PCs manage to apprehend Parani alive, she claims that the party stalked her and captured her, trying to bluff her way out of things. For his part, Runewulf does not seem pleased that the PCs attacked one of his most promising guards, and demands evidence to back up the PCs' claims (see the Conclusion section).

Rewards: If the PCs kill or capture Parani Akar, reward each subtier thusly:

Subtier 1–2:

Give each PC 178 gp.

Subtier 4–5:

Give each PC 754 gp.

CONCLUSION

If the PCs killed Parani, they come under an immense amount of scrutiny from the Graycloaks. At this point, the PCs should present the evidence they have gathered during their investigation. Give them a chance to present their case and all the information they accumulated that point to Parani as the culprit. In order to successfully finger Parani as the villain, the PCs must present at least three of the following bits of evidence (other evidence may be applicable, at the GM's discretion):

- Getting Barleyhusk to place a Graycloak woman at the scene of the first mugging; Barleyhusk can later confirm that it was Parani.
- Obtaining Barleyhusk's suspicions about the rapid death of the first Pathfinder—namely the fact that the original arrow wound would have resulted in a much slower death.
- Discovering the poisoned arrow from the roof opposite Erastil's Alehouse, which can be matched against the ones Parani uses in the final fight.
- Obtaining Kanebti's account of his blackmailer's ties back to Rahadoun.
- Retrieving Cayden's Last Keg and the accompanying letters of interest from the warehouse.
- Discovering Parani Akar's Pure Legion uniform and identification in the footlocker at the warehouse.

The PCs are exonerated for killing Parani even if they don't gather enough evidence to convict her, but the stigma of killing a city guard tarnishes their reputation, and renders further interactions with Absalom guards more difficult.

Should the PCs capture Parani alive, the Graycloaks are skeptical at first, but the evidence is overwhelming. Parani is eventually tried and convicted for her crimes. Word of the evenhanded way the Pathfinders handled the situation spreads throughout Absalom's guards and much of the tension between the Society and the local guard in Absalom eases for a while.

Mission Notes: Grand Lodge PCs will want to avoid killing Parani in Act 5 and will also want to obtain as much proof her guilt as possible throughout the investigation. Grand Lodge faction PCs whose party avoids killing Parani and who present at least four of the pieces of evidence listed above earn 1 Prestige Point.



Success Conditions

If the PCs manage to capture or kill Parani Akar and prove her guilt to the Graycloaks, each PC earns 1 Prestige Point. If they manage to capture Parani and prove her guilt without killing her in the process, they additionally earn the Evenhanded Investigator boon. If they kill Parani and don't provide enough evidence to implicate her of her crimes, they earn no Prestige Points for completing their primary mission, and instead earn the Reckless Vigilante boon.

FACTION MISSIONS

The PCs may each earn an additional Prestige Point from their respective factions by completing the tasks listed below during the course of the scenario.

Andoran Faction: Andoran faction PCs who secure or destroy the letter that accompanies the Thrune Pen in Act 2 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who retrieve the Thrune Pen in Act 2 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who collect at least four of the significant pieces of evidence detailed in the Conclusion section earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who are able to decipher Kosanti Hokamagi's signature in Act 1 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who recover the Scarab of the Dawnflower in Act 5 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who convince Jarid Moltwin in Act 1 to help move illicit goods for Qadira earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who obtain the list of Parani's clients in Act 5 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who read Kanebti's journal in Act 1 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who convince Kanebti to go to the church of Iomedae and repent in Act 1 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who successfully destroy the letter of interest from Lady Viviana and make it look like an accident in Act 5 earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO #3-18: THE GOD'S MARKET GAMBLE

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

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Lantern Lodge ☐ Osirion

☐ Qadira ☐ Sczarni ☐ Shadow Lodge ☐ Silver Crusade ☐ Taldor

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Lantern Lodge ☐ Osirion

☐ Qadira ☐ Sczarni ☐ Shadow Lodge ☐ Silver Crusade ☐ Taldor

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Character Name _____

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Pathfinder Society Scenario #3-18: The God's Market Gamble © 2012, Paizo Publishing, LLC; Author: Dennis Baker.

THE GOD'S MARKET GAMBLE

Andoran



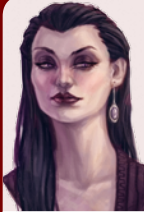
Servant of Justice,
There are few people I despise more than the Chelish bastards of House Arionne. Their crimes against human dignity and freedom-loving people are countless. There is little we can do to strike out at them while they lair safely in Cheliox, however, your current mission presents a unique opportunity.

Three weeks ago, a minor son of House Arionne made a special trip to Absalom. Our intelligence indicates he was there to sell a relic that was stolen from House Thrune years ago. Included with the relic is a letter of authentication detailing how the leaders of House Arionne stole the pen from the Chelish crown. Bring me that letter or find some other way to ensure it doesn't end up in the hands of that devil queen in Egorian and we will strike a debilitating blow to House Arionne.

Be Ever Vigilant,

Major Colson Maldris

Cheliox



My Favored Servant,
One of the relics recently sold within the borders of Absalom is an item that relates very closely to our great nation—the so-called Thrune Pen. We are not certain whether the pen in question is authentic or not, as the original was stolen in the chaos that followed the ascension of House Thrune. The throne in Egorian wants this pen back and while we are certain the Pathfinder Society would eventually deliver it, it will likely be for a price, and even then only after it languishes for years or decades in the hands of some archivist. Get me that pen and your reward will be something you treasure for years.

Do Not Disappoint Me,

Paracountess Zarta Dralneen

Grand Lodge



Greetings Pathfinder,
The reputation of the Pathfinder Society here in Absalom has taken a beating because of rash actions by overzealous Pathfinders. Our reputation among the city's guards has become one of a group that kills first and asks questions later, and the city guard is talking about taking a hard stance against us—perhaps even jailing reckless Pathfinders. Work with the Graycloaks and try to rein in your fellow Pathfinders' overzealous ways. If you leave a string of bodies behind with no explanation, things are going to get very hot for Pathfinders here in Absalom. It's not enough to put an end to this string of crimes—we need solid, incontrovertible proof and no collateral damage.

Tread Carefully,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Wanderer,
The turmoil in the Minkai Empire has been growing as of late, and the Higashiyama Clan has been increasingly harsh against those who dare speak out against them. A rash young son of a large trading house made the mistake of speaking too freely and was forced to cut ties with his family and flee the country. The boy's name is Kosanti Hokamagi and he is an adept poet and artist.

I have reason to believe Hokamagi is here in Absalom, selling paintings of Sarenrae, Cayden Cailean, and Iomedae worked in the Tian style; such works have suddenly become quite popular. Locating this artist and helping him get back in contact with his family in Minkai would create a bond between the Society and the Kosanti Trading House and would pay off immensely.

Ever in Your Debt,

Venture-Captain Amara Li

Osirion



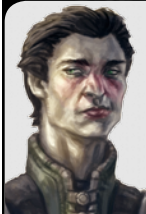
Servant of the Pharaoh,

I have been informed that you are to be investigating the disappearance of stolen religious artifacts in the God's Market. Recently, an item of spiritual and historical import was purchased and subsequently stolen en route to the Osirian embassy. The relic is a ceremonial staff head called the Scarab of the Dawnflower and was used by the Cult of the Dawnflower before the rule of pharaohs was restored to Osirion. If you can find this staff head, claim it in the name of the Ruby Prince and retrieve it, so it can be forwarded to one of the great universities in Osirion where it belongs. Failing that, get me what information you can about the location of the relic so we can ensure it is returned to its proper home.

Closing,

Amenopheus, the Sapphire Sage

Qadira



Honorable Entrepreneur,

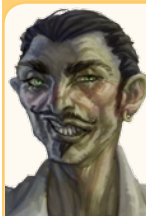
As you well know, dealing in illicit merchandise can be dangerous for a profit-minded individual—stolen items can be difficult to sell for a reasonable price or without expensive legal entanglements—but undertaken carefully, it can be quite lucrative.

As part of a larger transaction, I acquired some items of worship that were almost certainly stolen from the Church of Asmodeus. My first reaction was to dispose of the tainted goods, but I couldn't bear the thought of liquidating that much merchandise at a loss. So it is quite fortuitous that you are to be spending time in the God's Market. If you could find a merchant who has no qualms about selling such items, we could come to a very rewarding agreement.

Wishing You Long Life and Large Margins,

Trade Prince Aaqir al'Hakam

SCZARNI



Most Esteemed Cousin,

I am pleased to discover the Pathfinder Society is helping to stamp out the local competition. In appreciation for their efforts, I offer this little morsel. There is a fence who works the God's Market, a weaselly-faced fellow with a propensity to spook. He's been quite busy as of late and has been spotted flashing a lot of gold in the gambling houses. We haven't been able to get his name, but odds are he is involved in your robberies.

When you are shaking down my competition, perhaps you can find who's been buying these religious relics of questionable origin from the fence. I have some similar merchandise that I'm having trouble shifting, so I'm in need of a good buyer.

May the Family Preserve You,

Guaril Karela

Shadow Lodge



Trusted Agent,

These attacks on Pathfinders are of great concern to me—the Decemvirate is again acting complacent while Pathfinders are being sacrificed to their cause. It was only with a great deal of verbal bludgeoning on my part that they even brought you in to solve this mess. The concern I did not share with the Decemvirate is that there might be a betrayal within the Society or by someone who is dogmatically clinging to the former Shadow Lodge.

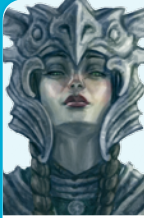
I fear that somehow the Society's privacy has been breached. While you are out on your mission, discover how our adversaries have been targeting the Pathfinders and by what methods they have been spying on us; if it's an internal problem, we need to stamp it out before more agents are harmed.

Trust in Solidarity,

Grandmaster Torch

THE GOD'S MARKET GAMBLE

Silver Crusade



Young Shepherd,

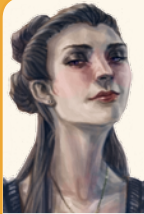
The Society places great value in relics. Though such items are greatly treasured by the churches and scholars, I personally find them little more than intriguing distractions—though if you can return a relic to its rightful owner, you should obviously take the chance. Similarly, if you find a lost sheep and can return it to its flock, you have done a service to both the sheep and the shepherd.

As you are going through your investigations, remember that not all who serve evil are evil at heart, and that many a sheep has been led astray by deceit and treachery. Should you stumble across any sheep who have lost their way, urge them to seek redemption and help them return to their flock.

Mind the Flock,

Ollysta Zadrian

TALDOR



Valued Pawn,

As of late, I've been having problems with Viviana Rallano, a Taldan countess who has taken up residence in Absalom. For reasons that are of no concern to you, I have been tasked with cleaning up a rather delicate mess she's made for our glorious empire. It has come to my attention that she recently made some inquiries about a particularly valuable relic, and she may have left a few traces of her misdoings. I've taken care to adequately punish the countess, but I need you to destroy any evidence you come across that may implicate her in this whole relic mess you'll be dealing with. Just be sure to make the evidence's destruction look like an accident.

Use Care,

Lady Gloriana Morilla

PLAYER HANDOUT

Pathfinders,

I'm sure that daft elf has thoroughly confused you by now, so hopefully this note will help set things straight. Someone has been preying on your fellow Pathfinders and stealing important relics from the Society. We need you to discover who is behind these crimes. The Graycloaks have found scant information. They did recover the Shard of Somedae's Lance, but the details about the recovery are scarce. My contacts have provided me the names of some of the witnesses to the muggings, which I have included below.

Rialla Barleyhusk: Witnessed the first mugging; works at the shop across from Cayden's Hall.

Friar Horace: Witnessed the second mugging; is the master brewer at Erastil's Alehouse.

Jarid Molwin: Was caught selling the Shard of Somedae's Lance; owns a private stall in the Gods Market.

The Pathfinders' reputation with the Graycloaks is tenuous at best, so try to work with the Graycloaks and don't leave a trail of bodies behind you.

Tread Carefully,



PATHFINDER SOCIETY SCENARIO #3-18: THE GOD'S MARKET GAMBLE

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER			
1-2	258	517	MAX GOLD
SUBTIER			
4-5	937	1,875	

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
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

- ☐ **Reckless Vigilante:** By slaying Parani Akar without a proper trial and without gathering enough evidence to conclusively prove her guilt, you gain a reputation in Absalom as a reckless vigilante among the city's guards. You take a permanent -2 penalty on all Diplomacy checks to influence guards and other city officials while in Absalom.
- ☐ **Evenhanded Investigator:** By capturing a dangerous renegade guard, you demonstrated bravery and foresight, and an uncommon respect for the process of law. You gain a +2 circumstance bonus on Diplomacy checks when dealing with guards and city officials within Absalom.

SUBTIER

1-2

potion of bull's strength (300 gp)
potion of cat's grace (300 gp)
potion of delay poison (300 gp)
potion of invisibility (300 gp)
scroll of cure moderate wounds (150 gp)
silenced scroll of shrink item (CL 7th; 700 gp, limit 1)
wand of mage armor (CL 1st, 15 charges; 225 gp, limit 1)

SUBTIER

4-5

cloak of resistance +1
potion of cure moderate wounds (300 gp)
potion of heroism (750 gp)
wand of cat's grace (CL 3rd, 7 charges; 630 gp, limit 1)
wand of invisibility (CL 3rd, 11 charges; 990 gp, limit 1)
wand of mage armor (CL 1st, 23 charges; 345 gp, limit 1)

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 #