



Year of the Open Road



**PATHFINDER
SOCIETY**

FLOODED KING'S COURT

By Brian Duckwitz

PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1-07: Flooded King's Court is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Flooded King's Court makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Roleplaying Guide* at <http://www.organizedplayfoundation.org/paizo/guides/>.



Vigilant Seal



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Flooded King's Court

By Brian Duckwitz

GM Synopsis: This adventure features a mixture of social interactions and dungeon crawling combats, with a unique moral quandary in the form of an undead NPC.

Adventure Background

In 4698 AR, a tremendous earthquake rocked Absalom. The district now known as the Puddles took some of the greatest damage, sinking noticeably, and it continuing to slowly do so, with its streets now lying well below the high tide mark. Because it floods daily, the property values have sunk faster than the streets, and currently the Puddles boasts only a volunteer guard force and attracts the city's impoverished and troublemakers.

Although this damage and its aftereffects have driven many residents away, there has been an influx of new occupants who don't mind the conditions: the Crookedtoe tribe of goblins, who arrived in the city after fleeing the armies of the Whispering Tyrant, a powerful lich. Absalom's citizens are generally open-minded, and the Crookedtoes appear, for now at least, to be content in the Puddles. They have proven to be surprisingly good neighbors, even considering the rough-and-tumble nature of the district. The goblins' leader is Zusgut, the now-celebrated chieftain who aided the surviving paladins and Knights of Ozem in their retreat from Lastwall. Styling himself as the "Goblin-King of Absalom," he's endeavored to carve out opportunities for his brethren while also reveling in his new celebrity.

Zusgut's "palace" is a soggy old playhouse near the Puddles' western edge; although he doesn't officially own the site, few others are eager to claim it. The goblin inhabitants have begun modifying the building to suit their needs, but recently part of the foundation gave way, revealing hitherto unknown passageways and chambers. The goblins' initial exploration stirred up a monster trapped beneath the playhouse that they weren't equipped to handle, although they did manage to repel the threat long enough to board up the basement entrance. Not particularly interested in facing an unknown monster in their own basement and curious to see how "city folk" deal with problems, the goblins notified the Muckruckers, a group that serves as local protection. Unfortunately, the Muckruckers are barely more than glorified vigilantes without support from the city proper and couldn't spare the time to go poking around in the basement beneath a half-crumbling building housing goblins. Instead, they just hope the problem takes care of itself.

Rumors from the Puddles and this newly revealed area soon reached others who *were* interested in

WHERE ON GOLARION?

Flooded King's Court takes place in Absalom, a sprawling metropolis on the island of Kortos in the Inner Sea. Referred to as the City at the Center of the World, Absalom is also the home of the Grand Lodge of the Pathfinder Society. For more information about Absalom, see the *Pathfinder Lost Omens World Guide*, available at bookstores and hobby stores everywhere and online at paizo.com.



further exploration. The first is the Pathfinder Society, which has struggled to explore Puddles history due to the flooding. When Drandle Dreng, a venture-captain whose studies and activities focus on the history of Absalom, heard an unexplored area had been revealed beneath the Puddles, he immediately took notice. There have long been rumors of some very old places in that part of the city that have never been explored, and stories of ancient cults and dark rituals. Word of this opportunity also quickly reached the ears of Eando Kline, the leader of the Vigilant Seal faction of the Pathfinders. As such, he has made it his duty to make sure Pathfinders' explorations don't lead to ancient evils being freed and has told Dreng he's keeping an eye on this mission.

The other interested party is Olansa Terimor, an influential council member, property dealer, and an open worshipper of Norgorber, god of murder and secrets. Unlike in many cities, following this faith is not political suicide in Absalom, but her interest in the Puddles is unclear. For whatever reason, she has hired a team of mercenaries to resolve the goblins' subterranean problem.

What none of the would-be explorers of the basement know is that the earthquake and years of water damage have opened a passage into an ancient temple with a long, complex history and residents who have been trapped for hundreds of years.

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Adventure Summary

The PCs meet with Zusgut, self-proclaimed king of Absalom's goblins and lover of the arts, to secure his permission to explore the areas beneath the playhouse he has claimed as his. Unfortunately, a group of mercenaries sent by Olansa Terimor is already meeting with the king with those same goals. Even though he's secretly sided with the Pathfinders, Zusgut decides the two groups must compete against each other, with the most enjoyable performance (for the goblins) determining the winner.

Once the PCs outperform the rather lackluster mercenaries, the PCs explore below the playhouse and find the crocodiles who washed in from the sewers. They also find additional passages that extend beyond the regular sewers. They meet again with the mercenaries who are rather uninterested in the rules of the goblin king.

Passing through a newly crumbled wall, the PCs enter an area known as the Tombs of the Living. They encounter several shambling undead, but also a repository of old records. Although most of the records have been destroyed by the daily tides, the PCs find a sealed scroll case that contains the deed to the very playhouse the goblins have claimed and the surrounding area.

The PCs soon encounter an undead creature who was imprisoned here as a living being but arose again after his demise. He promises to share secrets with the PCs about the history of Absalom and its nobility if they escort him out. To complicate matters, the creature seems to be speaking the truth and able to curb his impulses to attack the living.

Faced with a rising tide underground, the PCs make their way back to the playhouse. They report their findings to Zusgut, perhaps even presenting the deed to him. If accompanied by the undead, the PCs also find a way to take him through the playhouse to meet with Drandle Dreng.

Scaling Encounters

Some encounters require swapping out creatures to scale for different party sizes. The appendices for these encounters have the alternative creatures marked "(0)" to indicate that they should not be used in addition to the original creature. These additional creatures are not listed with the abbreviated stat blocks in each encounter, as the base encounters are designed for four players. Follow the instructions in the Scaling Encounter sidebars in the appendices to select the appropriate creatures for your party.

GETTING STARTED

The PCs start the adventure just after entering the playhouse. Give the players **Handout #1: A Note from Drandle Dreng** and allow them to briefly discuss how they want to make their case to Zusgut before starting play.

In addition, they might have questions about the mission. Below are some pieces of information they might know.

DIPLOMACY (GATHER INFORMATION) OR SOCIETY (RECALL KNOWLEDGE)

Various knowledge brokers throughout Absalom, as well as merchants, barkeepers, and city-dwellers have useful information on the goblins and the Puddles district. A PC who succeeds at a DC 15 check to Gather Information or Recall Knowledge check may already have heard rumors or stories after some asking around before the adventure began. A failure indicates no significant information learned, while a critical success indicates intelligence beyond the success entry's information. Remember that these checks should be rolled secretly.

Critical Success: In addition to the information in the success entry, the PCs know that Zusgut is frustrated with the lack of enthusiasm from his tribe toward theater and would love extra help from anyone who is interested.

Success: The Crookedtoes goblins are led by Zusgut, who is obsessed with performance and acting. His tribe has taken over an old playhouse in the Puddles district that no one else wants because the Puddles are slowly sinking.

Critical Failure: The goblins who have taken up residence in the old playhouse are slowly being corrupted by the spirits that haunt that place. They're being compelled to act out the performances that led the former owners to ruin and have no idea how to escape the same fate.

LORE (ABSALOM HISTORY OR SIMILAR) OR SOCIETY (RECALL KNOWLEDGE)

PCs may already know some of the stories and legends about what lies buried beneath the Puddles district. A PC who succeeds at a DC 15 check to Recall Knowledge remembers a few tidbits that may prove helpful. A failure indicates the PC can't remember the details, while a critical success indicates particularly detailed information. Remember that these checks should be rolled secretly.

Critical Success: There are dark rumors surrounding this area of Absalom. Some claim it is a dumping ground for bodies of the murdered, or perhaps even a place where victims are taken before being killed. It was certainly known in the past as an area frequented by criminals.

Success: There are certainly ancient structures below what is now called the Puddles. In the past, such places have been troubled by corporeal undead such as ghouls, ghosts, skeletons, and zombies. Older residents of the area tell stories of screams that would occasionally seem to emanate from somewhere deep beneath the streets.

Critical Failure: The wererats who once ran the criminal activities in the area were pushed out long ago and replaced by a gang of weresharks who found

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the waterlogged nature of the location to their liking. Members of the gang can be identified by their teeth, which appear to be filed to points.

LORE (GUILD, THEATER, OR SIMILAR)

A PC who is trained in Guild Lore, Theater Lore, or another relevant Lore knows that the playhouse was the home of the Greater Absalom Performing Arts Guild for 50 years prior to the earthquake that shook the city 20 years ago. During its heyday, it boasted frequent, well-attended performances and a particularly vibrant youth program.

A. COURT OF THE GOBLIN KING

The playhouse where the goblins now live was once the home of the Greater Absalom Performing Arts Guild. This organization disbanded shortly after the earthquake 20 years ago when it became apparent that repairing the damage was a lost cause and that no one was likely to

visit the playhouse anyway. Although it was never in the top-tier of performance centers in Absalom, it did boast a strong youth program, with much of its seasonal schedule devoted to youth concerts, plays, and education. In a happy coincidence, this means the furniture and dressing-room areas are sized perfectly for an average goblin.

The structure has proven resilient to the daily flooding. It is roughly square-shaped and measures 120 feet on each side of the outside walls. The stone foundation is in rather good condition considering the earthquake 20 years ago, and the wooden walls are still solid, but the exterior's paint is mostly chipped away, many windows are broken, and the wooden shingles rotten and failing. A few creeping plants grow along the exterior. Inside is a vestibule, a smaller theater-in-the-round “black box” theater, several rooms that were once offices, storage, and dressing rooms, and a large auditorium-style theater with a raised stage, orchestra pit, and balcony. These spaces are filled with goblins day and night, although the many performances

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FIGHT! FIGHT!

Should the PCs engage the mercenaries in battle before leaving for the basement, the goblins do not interfere, although Zusgut thinks this is bad form and far less entertaining than what he'd hoped to see today. If they fight here, the PCs are unable to gain favor with the king. See the appendices of this scenario for the mercenaries' stat blocks if needed.

and rehearsals called by Zusgut in the main auditorium draw most of the occupants there.

The air in the building is damp and puddles of muddy, stagnant water are everywhere. A number of birds and insects (especially mosquitos) make their home in the dim light of the building. To alleviate the mosquito problem, the goblins burn torches that produce a thick black smoke day and night.

When the adventure begins, the PCs have already arrived at the court of the king. Once the PCs are ready to start, read or paraphrase the following.

Flickering torches fail to fully illuminate this large auditorium within the mostly-ruined playhouse. Hints of the former beauty and majesty of the building are marred by the smell of mildew and ever-present water puddles. The northern end of the space is occupied by a raised stage, with a large chair that must have once been used as a throne in a theatrical production long ago.

Goblins move throughout the room, some gathered in small clusters roasting food over open fires, others sleeping in what remains of the auditorium's chairs. On the crumbling balcony, a goblin choir rehearses, each member singing a different song, or perhaps the same song with different words, lyrics, and tempo. Goblin children chase each other about, their leashes dangling from their necks as they screech and shout. Occasionally a leash catches on a bit of furniture or rubble, bringing the wearer crashing to the ground while their companions laugh uproariously.

From atop the throne a voice rings out, cutting across the chaos, clear and annunciated, although obviously still a goblin's. "Oho, what's this! Another group looking to throw their hats into the ring, as it were? Probably the Pathfinders I was expecting." There is an angry yell from a group of humans wearing armor

and bearing sheathed weapons dimly visible near the stage. The goblin turns and addresses the interruption from the grousing warriors. "Now, now. I never said anything about exclusive rights, did I? Hah!"

"So, Pathfinders. I'm sure you've heard about our trouble with a creature in the basement. What is it your organization is willing to do for my kingdom, and why should I let you go instead of these fine folks?" he asks, gesturing to the warriors.

The mercenaries are unhappy about this turn of events, but for now play along with Zusgut. Their instructions were to remain on good terms with the goblins as well as explore the area under the playhouse, and they don't want to jeopardize that relationship.

KING ZUSGUT

Zusgut is highly regarded among the Crookedtoes, having guided the tribe to Absalom after the Whispering Tyrant escaped Gallowspire and began scouring the land with his undead army. Energetic and full of love for the arts, particularly theater, Zusgut spends most of his time writing, directing, and starring in plays that use the stage to full effect. At any given time he has multiple scripts partially written and several others bouncing around in his head. The current production is a retelling of the Crookedtoes' rescue of the Knights of Lastwall from the grasp of the Whispering Tyrant's army. Zusgut hopes to polish this performance and have showings throughout the city to help the goblins gain further acceptance from the locals.

Zusgut is closely advised by Velkik, an elderly goblin of high standing in the tribe. It was her influence over the last 20 years in the ways of Sarenrae that shaped the tribe to move away from the older, violent ways of most goblins. She continues to guide the tribe in moral and spiritual matters and spends her days contemplating the sun from the roof of the building, surrounded by a small group of acolytes.

BUTTERING UP THE KING

Despite his words, the king has already decided he'd rather have the Pathfinders do the exploration, but he loves the idea of a contest between the two groups

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to build dramatic tension and provide some cheap entertainment for his tribe. He's also quite tickled to have so many people clamoring for his blessing and eats the attention up. The PCs' job, therefore, is to build favor with the king to insure his continued cooperation with the Pathfinder Society in the future. A PC who succeeds at a DC 17 check to Sense Motive (DC 20 in Subtier 3–4) can tell the king has already made up his mind. A critical success reveals Zusgut wants the Pathfinder Society to do the job, but that he is also eager for the Pathfinders to play along.

Whether Zusgut ends up looking favorably on the Pathfinder Society is determined by achieving Favor Points, which are tallied after the cold reading of the play (see A Lively Performance below). Before that happens, the PCs get a chance to speak to the king and gain initial Favor Points to contribute to the tally. Each PC has one opportunity to make an argument for why the Pathfinders are best suited for the job. A PC who succeeds at a DC 15 Diplomacy check (DC 18 in Subtier 3–4) earns 1 Favor Point. Additionally, there are alternate ways the PCs may choose to “sweeten the deal” and gain additional successes. Below are some examples of possible approaches in lieu of the Diplomacy check. Other particularly appropriate creative solutions should follow similar guidelines. PCs can learn these approaches with a successful DC 13 Sense Motive check (DC 17 in Subtier 3–4). Zusgut might hint at one or more of these possibilities if the PCs are having trouble.

Artistry: Artistic PCs can use their skills to create a favorable impression. A PC who recites a poem, tells an entertaining story, or draws a quick portrait of the king and succeeds at a DC 13 Performance check (DC 16 in Subtier 3–4) earns 1 Favor Point.

Bribery: A PC can choose to offer the king or his tribe money; any amount of at least 20 silver pieces (50 silver pieces in Subtier 3–4) is sufficient to gain 1 Favor Point. Bribery can be used to earn only 1 Favor Point.

Flattery: Zusgut loves to hear about how important he's become, and his goblins also appreciate their newfound acceptance in Absalom. A PC who talks about how great the king or his tribe is needs to succeed at only a DC 13 Diplomacy check (DC 16 in Subtier 3–4) to earn a Favor Point.

Time: More than money, what the king really desires is artistic talent and dedication to the theater. Any PC who offers to spend at least 4 days of Downtime working with Zusgut to give notes on his work, introduce him to artists in the city, or help his tribe repair the playhouse earns 1 Favor Point.

A LIVELY PERFORMANCE

After each PC who wants to speak has had a chance to do so, Zusgut gets to what he sees as the exciting part of the interaction: the entertainment. Read or paraphrase the following.

The goblin leader sits thinking for a while, then springs to his feet and points a finger high in the sky. “I know!” he says. “We should have a contest to see who goes! You can read lines from my play.” The surrounding goblins cheer. He squints at the mercenaries. “Since you got here first, you can go first! Show starts in two minutes!” At this news, another cheer goes up from the Crookedtoes goblins and they begin to crowd toward the stage.

Give the players **Handout #2: We Be Heroes: The Play** and a few minutes to prepare their performance.



GOBLIN PYROMANCER

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Depending on the size of the group, the players may have to double up on parts.

Fortunately for the PCs, the mercenaries are rather terrible in their performance: not funny-terrible, just plain terrible. They read in a wooden way and mostly just stand on the stage looking uncomfortable, as if reciting lines a teacher has required them to memorize. The goblins are unimpressed and begin throwing bits of rotten fruit and pieces of wood (some of it on fire) at the performers as they boo loudly. The mercenaries leave the stage in a huff.

Undermining the Opposition: If the PCs wish to make trouble for the mercenaries during that group's reading, they certainly may, although the goblins do a good job on their own. A PC who describes a sufficiently disruptive activity and succeeds at a DC 15 Bluff check (DC 18 in Subtier 3–4) causes enough trouble for the mercenaries to earn an additional Favor Point for the PC's group. Each time a PC succeeds at a distraction, the DC increases by 2 for subsequent attempts. No PC may attempt this check more than once.

The Performance: To measure the quality of the Pathfinders' performance, the players should read the play aloud as if performing it for the goblins. Each PC who is performing must attempt a DC 13 Performance check (DC 16 in Subtier 3–4). A PC who succeeds earns a Favor Point for the group, while a critical success awards 2 Favor Points. On a failure, the Crookedtoes begin to boo and shout, and the goblins in the balcony start banging loudly on a gong they managed to haul up from storage. On a critical failure, the goblins act in the same way as a failure but also begin throwing various items at the PCs, forcing all PCs on the stage to succeed at a DC 13 Reflex save or be hit by rotten fruit. This causes no damage but is very stinky. You can award excellent roleplaying during these performance by decreasing the DC by 2.

Tallying Successes: If the total number of Favor Points earned is equal to the number of players at the table, the PCs succeed at the task and have earned Zusgut's favor. If the PCs did not succeed, Zusgut quietly gives them a chance to earn additional Favor Points to meet the success condition, but only bribery and time, as described above, can be used.

Once the tallying is done, read or paraphrase the following.

Zusgut raises his hands for silence, and most of the goblins quiet down or wander off. "Well that was exciting," he says. "But now it's time for the tough decision." The king pauses dramatically, and from somewhere nearby a goblin beats a drum in a rhythm reminiscent of a heartbeat.

"It's a difficult choice," Zusgut continues, drawing out the moment. "But I have to say that one performance..." he pauses

as the drum continues to beat. "Rose above the other." Another pause. "Today, the winner is..." He stops again, and now the goblins are all paying close attention. "The Pathfinders!" A cheer rises up at his words.

Zusgut encourages the Pathfinders to make their way to the basement, where he claims a gigantic monster has taken up residence, although he's not sure what, exactly, it is. He also answers any questions the PCs may have, but he doesn't actually know much about the history of the building and has only heard the monster in the basement is "very, very big, has a giant mouth, sharp teeth, and is green."

The mercenaries, for their part, sulkily move to a quiet corner. If asked, they claim to be waiting to hear what the PCs find, although their true plans are to find a way to continue with their mission (see The Mercenaries Return).

B. BELOW THE PLAYHOUSE

Everything below the level of the playhouse's floor fills with water each day as the tide washes into the sunken areas. These areas are completely submerged for roughly 6 hours at a time and open for the next six. This means the PCs have a 6-hour time limit on any explorations, although they are unlikely to need more. Unless noted otherwise, the water levels throughout Area B vary between 1 inch and 1 foot deep. The water is not deep enough to cause difficulty or require swimming. All of Area B is in darkness.

B1. Sewer Denizens

Moderate

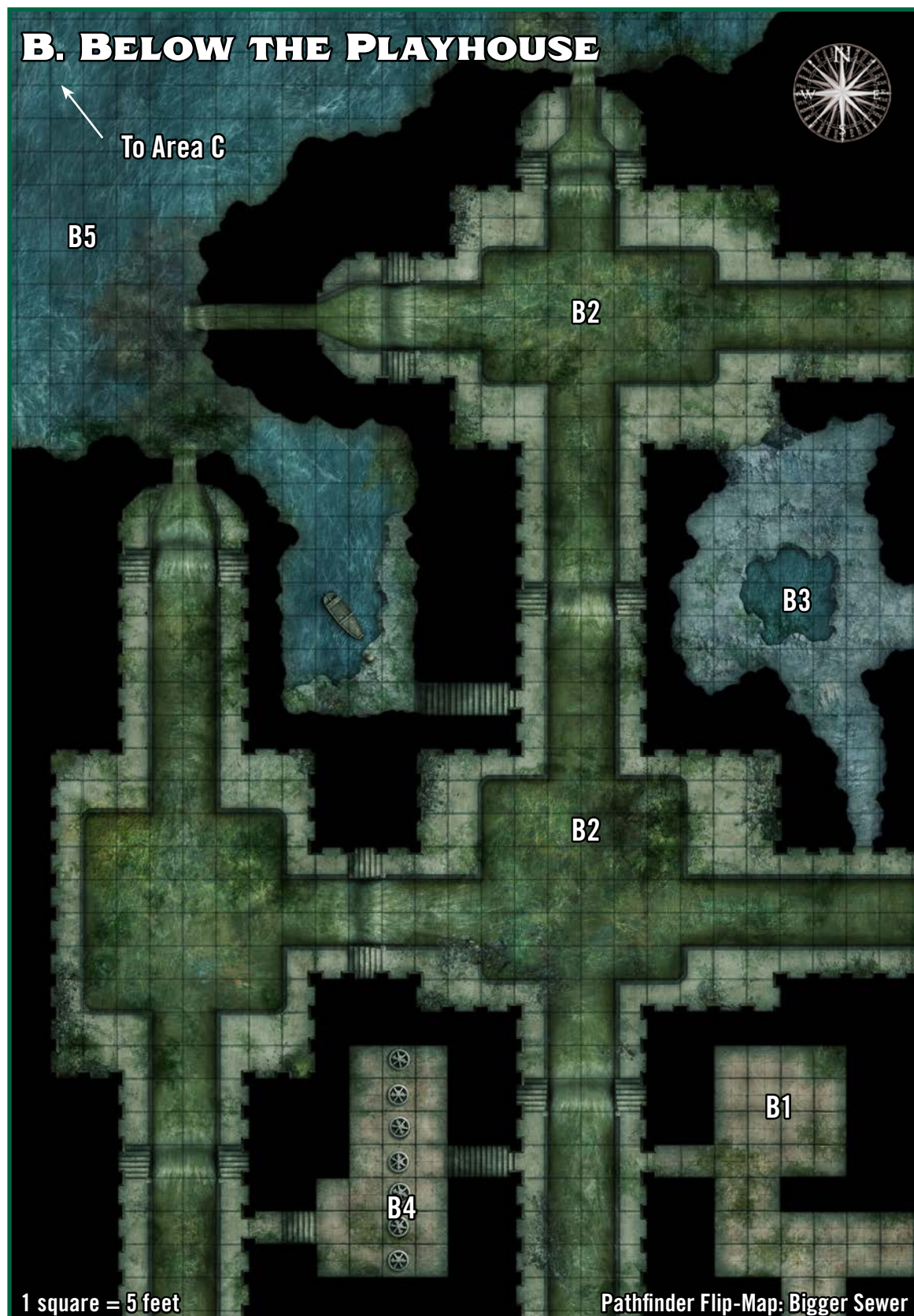
The goblins' explorations of the basement led to one of the walls breaking down and a hungry creature following them in. The broken wall gives access to the sewers beyond.

Twisted and bloated, the wooden stairs connecting the main floor and basement are slick and saturated with water. The walls are covered in algae and the ceiling is coated with black mold, while old furniture and props from the theater are piled in the corners in soggy, crumbling heaps. Small crustaceans and numerous insects occasionally peek from the detritus or scramble into cracks or the shallow pools on the floor. The smell of rot and salt water hangs damply in the air.

To the west, a section of the brick wall has crumbled into a heap, creating an opening into a larger area beyond.

The basement of the playhouse contains bits of waterlogged and rotten props, costumes, and tools, most of which are unusable and worthless. Despite the poor state of the room, PCs who spend time searching the area do locate some rusted tools including a sledgehammer hanging on a rack in the northeast corner.

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Creatures: A rather dangerous creature has been stuck in the basement after a powerful flood forced it through the crack in the western wall as it was chasing prey through the sewers. After a bit of thrashing around, the beast broke loose masonry and blocked its own escape.

SUBTIER 1-2

ELITE CROCODILE

CREATURE 3

Pathfinder Bestiary 6, 67; page 20, art on page 32

Initiative Perception +9

SUBTIER 3-4

ELITE CROCODILES (2)

CREATURE 3

Pathfinder Bestiary 6, 67; page 20, art on page 32

Initiative Perception +9

Treasure: Thrown away with the trash in one of the corners is a beaten up but fully functional *hat of disguise* currently in the shape of a wine-red beret; in Subtier 3-4 there is also an *everburning torch* in the gullet of one of the crocodiles. Additionally, there is a small ivory jewelry box worth 4 gold pieces (12 gold pieces in Subtier 3-4). Collectively, these represent two Treasure Bundles.

B2. The Sewers

The strong scent of saltwater hints at the daily flooding that washes through these sewers from the nearby sea, as do the occasional stranded fish or crustacean. The walkways alongside the sewer are slick and damp, although relatively clear of the normal waste found in a sewer.

The water in the sewer channels (dark green on the map) is 2 feet deep and difficult terrain, running almost to the lip of the walkways (pale green).

B3. Sunken Pool

The sides of this chamber are rough and uneven, dropping sharply to a large pool of water that fills the entire room. To the north and south, the masonry of the sewer walls has crumbled away.

This room is a sinkhole formed following the earthquake. Over time, the daily flow of water has widened and deepened the hole here. Most of the water is 6 feet deep, but the section in the center (marked in dark blue) plunges to 15 feet. The water is calm.

Treasure: The water flowing through the sewers has washed some a barnacle-encrusted lockbox to at the bottom of the deepest part of the pool. The box is sealed with wax. The lock mechanism is completely frozen, but a PC who succeeds at a DC 15 Athletics check (DC 18 in Subtier 3-4) to Force Open manages to pry the lid off. Inside is an old scrap of paper with the words "For the Ilnudar family matter" and a *jade cat* (in Subtier 3-4 it also contains a *viper arrow*). It also contains 5 gold pieces (15 gold pieces in Subtier 3-4). The treasure represents two Treasure Bundles.

A PC who succeeds at a DC 17 Society check recognizes Ilnudar as a family of some note that moved away from Absalom almost 100 years ago. A critical success means the PC also recalls the family moved after its eldest daughter disappeared.

B4. Sump Pump Room

Tall stone cylinders stand in a line in the center of this chamber. Broken pipes protrude from the ceiling above the cylinders, rusted and covered in green algae. Every few moments, one of the cylinders makes a feeble grinding sound and a dribble of water flows down from the top of the cylinder and drips to the floor.



CROCODILE

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This section of Absalom has always been low enough to have problems with water infiltration, so the residents long ago had these magically powered sump pumps installed. When the system functioned, it drew water from below the foundation and pushed through the pipes into the sewers and channeled away. The earthquake destroyed the connection to the pipes, and the increased water volume soon overwhelmed the system, rendering it permanently inoperable. A PC who succeeds at a DC 15 Crafting or Thievery check is able to understand the general nature of the sump system and its irreparable status.

B5. Small Lake and Abandoned Boat

Crashing water and the occasional bit of flotsam from the sewers flows into this large, broad pool that fills the entire cavern and extends to the northwest. A small cove stretches to the southeast where a barnacle-covered boat is moored. The craft is mostly filled with water, and the rope securing it to the shore is saturated and beginning to rot.

The pool connecting this area and Area C varies between 2 and 3 feet deep. Once used to navigate the sewers by some now-forgotten criminal, the boat is serviceable if the water in it is dumped out, and can provide a way move to Area C, although there are no oars. A PC who succeeds at a DC 15 Survival check learns that the boat has been moored here for at least 20 years, perhaps longer.

The Mercenaries Return

Low

At some point during the PCs' exploration of the sewers, the mercenaries hired by Olansa Terimor catch up and confront them after waiting for the goblins to be preoccupied enough to sneak to the basement. Place this encounter anywhere in the sewers that makes sense, keeping in mind that the mercenaries have come in from the playhouse in the same way as the PCs.

The mercenaries' goal is to explore the sewers along with wherever they lead to, unimpeded by the Pathfinders or anyone else. To this end, they hope to ambush the PCs and either capture or drive them off.

Creatures: The mercenaries, Gerrod, Fedor, and Tess, who faced off against the PCs for access to the sewers, wait to ambush them. The PCs may be able to avoid combat with the mercenaries if they talk them down or bribe them. See the appendices of this scenario for more details.

SUBTIER 1-2

MERCENARIES (3)

CREATURE -1

Page 21

Initiative Perception +5

SUBTIER 3-4

EXPERIENCED MERCENARIES (3)

CREATURE 1

Page 26

Initiative Perception +9

C. THE TOMBS OF THE LIVING

There have long been rumors that those with means have disposed of rivals, enemies, and people who simply knew too much by burying them alive somewhere deep under Absalom. Whether this was a common practice or a rare occurrence is certainly debatable, as records of such events are likely nonexistent. It is quickly clear to the PCs that this method of disposal did occur in these catacombs. While most of those who were buried alive suffered an ordinary, if horrific, death by dehydration or suffocation, some rose again as undead, although they remained trapped behind the same walls that held them in life. With the earthquake 20 years ago, the walls weakened in many places, and the regular flooding here further eroded these prisons. Now, some who were left here to die have been freed or are very close to escaping.

The history of this section of the tombs runs even deeper than its time as a dumping ground for enemies by criminals, however. At some point long ago, wealthy cultists of Dagon, demon lord of the sea, sea monsters, and deformity, built a temple to their dark god. The proximity to the ocean and hidden nature of the location appealed to their sensibilities, and they spent many years and a great deal of gold to have it constructed in a way that fit the designs sent to them in dreams. The cultists vanished long ago, probably into the sea itself, but their rituals and worship left behind enough energy to spawn the occasional undead creature from those who died within its walls. The criminals who later found the location discovered it was perfect for their needs, although they never knew their victims sometimes became undead.

This entire area floods with the rise of the tide, and even when the waters recede to their lowest levels there are large puddles and slick, wet floors everywhere.

Unless noted otherwise, the water level throughout Area C vary between 1 inch and 1 foot deep and is not deep enough to require swimming. A feeling of distant foreboding is noticeable to any mortal who enters the area.

Unless otherwise noted, the walls in this area are made of stone, the ceilings are 8 feet tall, and the entire area is in complete darkness.

C1. Crumbled Entry

A rocky beach covered in bits of assorted refuse meets the water to the southeast. To the northwest, what once must

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C. THE TOMBS OF THE LIVING



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have been a natural cavern wall partially collapsed some time ago by the settling ground on the water side, revealing an area beyond of worked stone. The chamber within is large and constructed of a pale green stone. Multiple rounded passages worm their way to the northeast and southwest, while a grand staircase rises to the northwest.

When the earthquake shook Absalom 20 years ago, it severely weakened the wall between the sewers and the Tombs of the Living. Erosion did the rest of the job, and the wall completely buckled only within the last few weeks. A PC who succeeds at a DC 15 at a Crafting or relevant Lore check can determine the cause and timing of this collapse. Further, a PC who is Tracking learns that no creatures have passed through this way recently.

C2. Mindless Prisoners

Moderate

This wide gallery is lined with a colorful mural depicting a figure performing some sort of magical ritual over an expanse of ocean. His arms raised, he beckons to something beneath the waves, and is answered by a frothing, foaming section of the water that hints at a massive shape rising.

To the northwest, stairs rise to another large room. An elegantly carved figure towers over the room, combining the body of an eel with the visage of a horrifying deep-sea fish and four grasping tentacles.

Whoever had this section of the Tombs of the Living constructed spared no expense. Whether that is because of dedication to dark powers or a flair for the dramatic is difficult to tell.

A PC who succeeds at a DC 15 Crafting (any art) or appropriate Lore check to Recall Knowledge can determine the artistry of both the mural and the statue is of the highest quality and likely cost hundreds of gold each to construct.

In addition, a PC who succeeds at a DC 13 Absalom Lore, Culture, or Religion check to Recall Knowledge can identify the mural as a depiction of Aroden raising the *Starstone* and the Isle of Kortos from the depths of the ocean. A PC who rolls a critical success notices that the depiction does not exactly match that famous event; the affected patch of ocean seems too small to be the island, and the figure's left hand has barely visible webbing between the fingers.

A PC who examines the statue and succeeds at a DC 15 Occult or Religion check to Recall Knowledge can identify the statue as a depiction of Dagon, demon lord of the sea, sea monsters, and deformity.

Creatures: Several zombies have recently broken free. They are drawn to the living who enter their tombs.

SUBTIER 1-2

PLAGUE ZOMBIE (2)

CREATURE 1

Pathfinder Bestiary 340–41; Page 22

Initiative Perception +3

SUBTIER 3-4

PLAGUE ZOMBIE

CREATURE 1

Pathfinder Bestiary 340–41; Page 22

Initiative Perception +3

ZOMBIE BRUTE (2)

CREATURE 2

Pathfinder Bestiary 341; Page 27

Initiative Perception +3

Treasure: Discarded or forgotten long ago, a *pendant of the occult* (or a pair of *goggles of night* in Subtier 3–4) sits on the floor. Behind the statue are scattered offerings: a *potion of water breathing* (*shark tooth charm* in Subtier 3–4), and a silver bowl decorated with a sea motif worth 7 gold pieces (19 gold pieces in Subtier 3–4). Collectively, these represent three Treasure Bundles.

C3. The Records Room

Bits of saturated parchment, fragments of wood, and other detritus float on the surface of the two-foot-deep water in the room. Small niches are carved up and down the walls, each space only a few inches square but nearly a foot deep. The niches to the north are mostly destroyed by the partial collapse of the surrounding wall, and a deep crack runs at an angle across it.

To the east, a statue of a hippocampus rears up and its eyes roll back as if in pain. A trident made of a corroded metal protrudes from a wound in its side. Behind the statue on the wall are carved the words “Ex Prothex.”

When it was first constructed by the cult of Dagon, the room held holy scriptures and documents they wanted to protect. These documents have all been taken or destroyed over the centuries, and by the time criminals using the tombs located the room, it was empty. It then became a storehouse of assorted treasures and papers the criminals wanted to keep secret. For a time, it was even used to store valuable for clients as an alternative to the banks operated by Abadar's clergy. A PC who succeeds at a DC 15 Society or appropriate Lore check realize the hippocampus is one of the mascots of Absalom and that “Ex Prothex” is the city's motto, meaning “First among equals.”

Treasure: If the PCs search the room, they quickly locate an airtight bone scroll tube bobbing in the water. Inside is a

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remarkable document: the deed to the playhouse and even some of the surrounding neighborhood. This document in and of itself does not grant rights to the property, but it can be used to make a strong case for ownership for the goblins, given the lack of current owner. The deed represents three Treasure Bundles.

C4. The Prison

Trivial

The room marked **C4** on the map is not yet fully accessible when the PCs first arrive. Where the room intersects with the passage to the east is blocked off by a masonry wall reinforced with steel bars. While the earthquake and constant flooding have weakened and damaged the structure, the room's inhabitant has only clawed enough of the remaining wall away to reach an arm through. PCs passing by the room via the eastern passageway automatically notice this hole.

When the PCs pass the hole, read or paraphrase the following.

A prominent hole has been opened in the western wall of the passage here from the opposite side. Some of the bricks have crumbled and fallen, or perhaps been knocked loose, creating a small opening into a room beyond. The walls of this inner room show signs of being scratched or clawed.

Within the room, the words "Candren's wish" have been scratched deeply into the stone, over and over again. If the PCs spend time examining the hole, Marcon Tinol, the intelligent undead creature trapped inside, calls out to them.

Given the placement of the reinforcing bars and thickness of the wall, it is difficult for anyone inside the room to chip the wall away, but the process is getting easier. A PC who succeeds at a DC 15 Crafting (masonry, stonework, or similar) check realizes that the occupant is 1 or 2 weeks away from breaking out on their own.

Demolishing the wall from the PCs' side is much simpler, given that they have weapons and tools. It takes approximately 30 minutes of work to make a space large enough for a medium sized creature to pass; this can be shortened to 15 minutes with proper tools (such as those found in **B1**). A PC who succeeds at a DC 15 Crafting check can cut these times in half.

Creature: When he was alive, Marcon Tinol was an accountant and bookkeeper for House Candren of Absalom. At the time, House Candren was a rather unimportant, if moderately wealthy part of the nobility of the city. They owned many shipping

concerns and dealt in sea trade throughout the Inner Sea, although the heavy taxes and fees levied upon them made it difficult to build upon their successes very easily.

Suddenly, in what seemed like an overnight transformation, the family's fortunes changed for the better and their wealth began to steadily grow beyond any projections Marcon had made. His surprise was brushed aside by Ednathian Candren, the patriarch of the family. Being the diligent and dedicated worker he was, however, Marcon began digging deeply to find the reasons for the improvements. He found that the family had ceased paying any taxes or fees to the city or any other government in the region. Certain of a mistake, he contacted his counterparts in these organizations, but his questions and letters were ignored, lost, or met with strange responses that didn't make sense.



GHOU

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Marcon's eagerness to solve the mystery soon became an obsession and his own undoing. He came to learn that the head of the Candren family had, through great expense and trouble, found a wizard willing to cast a *wish* spell to guarantee freedom from taxation and fees for perpetuity. Eventually, the family noticed Marcon's curiosity. While the family was sure the power of the *wish* would keep their money safe, they were concerned about their reputation. Worried the accountant knew too much and that word would get out of his actions, Candren ordered Marcon sent to the Tombs of the Living, where he was walled up and left to die. He later arose as an undead but remained trapped and in a barely conscious torpor until the earthquake woke him. As the last few years have worn on, Marcon has scratched and chipped, bit by bit, at his prison, and is now on the verge of escaping.

Today, Marcon is clearly undead: his remaining skin is taut over spare flesh, and the ends of his fingers are worn to the bone from his endless picking at the walls of his prison. His clothes and speech are from another era. A PC who succeeds at a DC 15 Society check correctly determine he speaks in a style 500 years out of date, while a critical failure changes the estimate to 1,000 years.

Marcon's mind is clouded and confused by his long imprisonment, but he is coherent enough to understand that the knowledge he has about the Candren family is valuable. He asks the PCs to free him from his cell and guide him to the surface. Below are some of the likely questions the PCs may ask and his responses.

Who are you? "I...I am...was called Marcon Tinol. Thou art living? Yes?"

Why are you in there? "I was...'prisoned here, chained and bricked up behind that same wall. I...slept...died? I woke then and broke the chains. Searched for escape, but there was none. So slept again I did 'til the ground shook. Since then I have drifted...and chipped. A crack, I noticed after the shaking. This hole is all I have...created."

How long have you been trapped? "Verily, I...know not. Time...has passed...In and out of sleep I have drifted for so long."

Who put you there? "My secret, that is...to keep...it burns in my mind, a secret to bargain with. I know much. And greatly does a family in Absalom fear my secret. Prithee, I beg you to free me. Guide me to the surface and I will share my secret. Perhaps then I will know peace..."

Why should we trust you? "Canst thou...imagine...the rage I feel? My heart beats not, yet it burns for vengeance... To speak the truth is my deepest desire...Know thee this: my jailers were not men of law but base criminals. No just sentence do I serve!"

Won't you just eat people? "'Tis true that...I hunger. I control that...hunger...for now. Discipline I have

learned...yes, discipline. Hunger is as nothing unto me now. Its claws have lost their grip...This I swear: no harm to the bodies of the living will I bring...So long as I see justice done. Then...peace. Forever."

A PC who is trained in Religion thinks that allowing Marcon to reveal his secret to the world will allow his spirit to finally pass on to the Boneyard.

SUBTIER 1-2

MARCON TINOL

CREATURE 1

Ghoul (*Pathfinder Bestiary* 168-9; page 23, art on page 33)

Initiative Perception +3

SUBTIER 3-4

MARCON TINOL

CREATURE 3

Elite ghast (*Pathfinder Bestiary* 6, 169; page 28, art on page 33)

Initiative Perception +3

Development: The encounter can proceed in many directions. Marcon is honest in his claim that he both wishes to share his information and be finally free from his prison. He is also truthful when he says he does not plan to attack the living. He is even willing to be shackled, hobbled, or disguised for the journey if necessary. If he is attacked, however, he tries to escape; if he is cornered, he fights with savage fury.

A PC who hears Marcon's claim and succeeds at a DC 15 Society check to Recall Knowledge understands the undead's information could be quite damaging to one person in particular: Goodman Hugen of House Candren, a member of the Grand Council of Absalom and First Harbormaster. A critical success means the PC has also heard of Hugen's secret sympathies for equality and ties to Andoran and understands the story of his ancestor's *wish* might undermine his relationships with others who are fighting for equality and freedom.

RETURN TO THE PLAYHOUSE

Once the PCs have either explored the numbered areas or time grows short in the session, the water level slowly begins rising. The adventure assumes the PCs make it safely back to the playhouse before the tides rise to dangerous levels. The waters begin to rise at a rate of roughly 1 foot every 10 minutes until all of Areas **B** and **C** are submerged.

When the PCs return, Zusgut asks the PCs to regale him with their exploits as an improvised stage performance. Such a task is purely a roleplaying encounter, with the goblins perking up and cheering during the exciting bits, especially if fire is involved.

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If the PCs show Zusgut the deed to the playhouse and explain how it might help the goblins' attempt at a legal, permanent claim, he is ecstatic and soon cries of "You be heroes!" ring throughout the building. Even if the PCs don't show him the deed, Zusgut is pleased as long as the monsters in the basement have been defeated.

The final wrinkle occurs if Marcon accompanies the PCs. Zusgut is initially unsure if allowing the creature out is a good idea; he and his tribe only recently fled from an overwhelming army of the Whispering Tyrant's undead, after all. Below are general guidelines for how the PCs may choose to deal with the situation.

Convincing Zusgut to let Marcon through: A PC who succeeds at a DC 15 Diplomacy check (DC 18 in Subtier 3–4) or a DC 13 Performance check (DC 16 in Subtier 3–4) convinces the king that he can trust the PCs to be responsible. If the PCs tell Zusgut about the deed to the playhouse, the DC of these checks is lowered by 2. If the PCs fail or critically fail the check, the goblin doesn't do anything to stop the PCs, as he doesn't want to be on bad terms with the Pathfinder Society, but he is definitely nervous about the creature being let out.

Lying to Zusgut about Marcon's identity: The PCs may choose to disguise Marcon's undead nature from the goblins. This is a difficult task, but a PC who succeeds at a DC 17 Bluff or Deception check (DC 20 in Subtier 3–4) to disguise and otherwise distract attention from the undead creature can ensure Zusgut doesn't ask too many questions or become concerned. If the PCs tell Zusgut about the deed, the DC of these checks is lowered by 2 since the king is so distracted and happy. If the PCs fail or critically fail the roll, Zusgut grows suspicious but doesn't do anything to stop the PCs from taking the creature through his halls.

Sneaking Marcon through the playhouse: The PCs may wish to smuggle Marcon through the playhouse past all the goblins. This task isn't particularly difficult given the chaotic nature of the place and its general state of disrepair. A PC who succeeds at a DC 13 Stealth check (DC 16 in Subtier 3–4) helps Marcon avoid notice. Alternatively, Marcon can attempt this check by himself. If the PCs (or Marcon) fail or critically fail this check, they are spotted by a goblin who asks them to go before Zusgut sees them.

If the PCs fail at their attempts to get Marcon through the playhouse without the king's notice or with his permission, Zusgut does not attempt to stop them, but his opinion of the Pathfinder Society drops, and he begins telling others about the foolhardiness of the group. This hurts the reputation of the Pathfinder Society, and the Vigilant Seal in particular, as the stories spread of Society members cavorting with dangerous undead creatures.

Debriefing Dreng

Whether the PCs report their findings to the goblins or not, the final step in their assignment is to report back to Drandle Dreng. He listens intently to their story and nods eagerly at all details, but the story of the undead prisoner (or the creature's presence if it accompanies the PCs) causes him to stare wide-eyed. In response, he notes that he's heard rumors of ancient places beneath the city where living prisoners were entombed, but up until now did not have any direct evidence.

If the PCs brought Marcon Tinol back with them, Dreng assures the PCs he can find a place Marcon can safely tell his story, and assures Marcon that he can help the ghoul evade detection until then. Dreng has many questions to ask and is eager to learn all he can.

CONCLUSION

With the return of the deed to the playhouse and surrounding area, the Pathfinders have performed an important service for the Crookedtoes. The goblins now have a route to legal ownership of the playhouse, and Zusgut is pleased with the outcome. Any PCs who offered to spend downtime helping the goblins are soon called into service and spend a few interesting days learning all about how the tribe spends its time.

Primary Objectives

If the PCs complete two of the following three tasks, they successfully complete the primary objective: achieve a favorable impression with Zusgut for their performance of the play; defeat or drive off the creatures in Area B1; and discover the deed to the playhouse and then return it to either Zusgut or Drandle Dreng. PCs who succeed each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

The PCs must recover the information from the prisoner by either learning the identity of who imprisoned Marcon or returning Marcon to Drandle Dreng. If they do so, the PCs each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Faction Notes

The PCs must protect the reputation of the Pathfinder Society and the Vigilant Seal while navigating a complex and difficult situation. It is up to their discretion whether they believe Marcon's knowledge outweighs the risk he represents. The PCs succeed if they convince Zusgut to allow Marcon to pass, hide Marcon's presence from the king, or destroy Marcon. If the PCs succeed, each PC earns 2 Reputation with the Vigilant Seal faction.



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Reporting Notes

If the PCs convinced Zusgut to allow Marcon to pass or successfully hid Marcon's presence from the goblin king, check box A. If the PCs brought Marcon to Drandle Dreng but did not succeed in hiding the undead or convincing Zusgut to allow Marcon to pass through, check box B. If Marcon was destroyed, check box C. In the unlikely event that the PCs fulfill several of these conditions, check all appropriate boxes.

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APPENDIX I: HANDOUTS

HANDOUT 1: A NOTE FROM DANDLE DRENG

GREETINGS FELLOW SEEKERS OF KNOWLEDGE!

THE SOCIETY HAS BEEN PRESENTED WITH A UNIQUE OPPORTUNITY AND I THINK YOU'RE JUST THE ONES TO HELP OUT. AS YOU HAVE LIKELY HEARD, ABSALOM HAS RECENTLY BECOME THE HOME OF A GROUP OF GOBLIN REFUGEES DISPLACED BY THE WHISPERING TYRANT'S ARMIES. THEY HAVE SETTLED IN THE PUDDLES, QUITE CONTENT TO LIVE IN SOME OF THE ABANDONED BUILDINGS THERE.

WE'VE ALSO LEARNED FROM ZIRAYA AL-SHURATI, A MUCKRUCKER IN THE PUDDLES, THAT THE GOBLINS HAVE BEEN DIGGING AROUND IN THE BASEMENT OF THE OLD PLAYHOUSE THAT BELONGED TO THE GREATER ABSALOM PERFORMING ARTS GUILD. THEY'VE CLAIMED THIS BUILDING AS THEIR OWN. IN THE PROCESS, THEY STUMBLED ACROSS SOME MANNER OF BEAST THEY COULD NOT DEFEAT BUT INSTEAD MANAGED TO SEAL AWAY. WITH THE LOCAL GUARDS, THE MUCKRUCKERS, UNWILLING TO HELP, WE HAVE A PERFECT OPPORTUNITY TO STEP IN AND LEARN SOMETHING NEW ABOUT THE HISTORY OF ABSALOM.

SEVERAL OF OUR MORE EXPERIENCED GOBLIN PATHFINDERS HAVE BEEN WORKING HARD TO BUILD INROADS INTO THE GOBLIN COMMUNITY, AND THIS HAS LED TO AN OFFER BY "KING" ZUSGUT TO HEAR OUR PLEA. YOUR JOB IS TO MEET ZUSGUT, EXPLAIN THAT WE WISH HIS PERMISSION TO EXPLORE BENEATH HIS PLAYHOUSE, AND THEN PERFORM AN INITIAL EXPLORATION AND ASSESSMENT. YOU'LL LIKELY NOT HAVE MUCH TIME FOR EXPLORATION GIVEN THE TIDES PROBABLY FLOOD THE CHAMBERS BELOW EACH DAY, BUT DO YOUR BEST!

SINCERELY,
DANDLE DRENG

P.S. I ALMOST FORGOT! EANDO KLINE OF THE VIGILANT SEAL IS WATCHING THIS MISSION CLOSELY. HE'S WORRIED ABOUT ANCIENT EVILS BEING RELEASED INTO THE WORLD BY PATHFINDERS AND WHAT THAT WILL DO TO THE PUBLIC'S IMPRESSION OF US. WHILE I KNOW SUCH THINGS CAN'T ALWAYS BE AVOIDED, IT WOULD BE BEST IF YOU EITHER DESTROYED ANYTHING DANGEROUS THAT YOU FIND DOWN THERE OR IF YOU MUST BRING IT BACK TO THE LODGE, BE VERY DISCREET!

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HANDOUT 2: WE BE HEROES: THE PLAY

Rise of the Goblin Heroes, a True and Accurate Account by Zusgut, King of the Goblins in Absalom
Act V, Scene 1

Enter ZUSGUT, CRIMSI, GRENEK, SIATHORN, MITZI (a wolf, not a dog), PIZAZZ, and UL THUN (a human).

ZUSGUT (from atop his throne): I see the great heroes have returned! But who is this with you?
Speak, brave knight.

UL THUN: Oh mighty chief of the goblins, whose wit and skill are unsurpassed, I am called Ulthun, Watcher-Lord of Lastwall. Alas, that land has been overrun by undead and is no more!

GRENEK (hops forward): Is true. Undead everywhere.

SIATHORN: But we helped them escape! The longshanks. Not the undead.

MITZI: Woof!

CRIMSI: I helped collapsed the tunnel behind us. It was great!

PIAZZ (huffily): I found people who appreciate my singing. Here, let me show you. (clears throat)

GRENEK: Quiet! Chief's speaking!

(PIAZZ grumbles.)

UL THUN (to ZUSGUT): Please, my lord, we beseech you and ask the help of your mighty tribe. We are but mere humans and lack the cleverness and skill needed to escape the clutches of the undead. Will you aid us?

ZUSGUT: Of course, of course! Crookedtoes, my people, harken to me! Now is the time foretold, the time when the longshanks would come before us in desperate need.

GRENEK: We help too! We know how to fight undead longshanks!

SIATHORN: Yes, Mitzi will tear them apart with wolfish fierceness!

MITZI: Bark!

PIAZZ: And I will compose a war song to lift our hearts.

(ALL except PIAZZ groan.)

CRIMSI: No, no, no. We need my catapult!

ZUSGUT: I think we need to hurry; no time for catapults or songs. Prepare for the journey south and into our destiny! Now, WE be heroes!

ALL GOBLINS (cheering together): We be heroes! We be heroes! We be heroes!

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APPENDIX 2: SUBTIER 1-2 STAT BLOCKS

Encounter B1 (Subtier 1-2)

The elite crocodile, trapped in the dry room, cannot use its Aquatic Ambush. It attacks the PCs as soon as they get close. If there are two crocodiles due to challenge point scaling, one of them moves forward and attacks to protect the other. A PC with the Wild Empathy class feature must succeed at a DC 20 Diplomacy check to Request the crocodile to stand down. However, the PCs must widen the hole so the crocodile can escape back to the sewers, or it will continue to pose a danger to the goblins. Using the sledgehammer present in this room, this demolition takes about 10 minutes.

ELITE CROCODILE

CREATURE 3

N **LARGE** **ANIMAL**

Pathfinder Bestiary 6, 67

Perception +9; low-light vision

Skills Athletics +10, Stealth +9 (+13 in water)

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

AC 20; **Fort** +11, **Ref** +9, **Will** +7

HP 45

Speed 20 feet, swim 25 feet

Melee ♦ jaws +12, **Damage** 1d10+6 piercing plus Grab

Melee ♦ tail +12 (agile), **Damage** 1d6+6 bludgeoning

Aquatic Ambush ♦ 35 feet

Death Roll ♦ (attack) **Requirements** The elite crocodile has a creature grabbed; **Effect** The elite crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

Deep Breath The elite crocodile can hold its breath for about 2 hours.

SCALING ENCOUNTER B1

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2 (10-11 Challenge Points): Increase the elite crocodile's Hit Points by 10.

Subtier 1-2 (12-13 Challenge Points): Replace the elite crocodile with two crocodiles.

Subtier 1-2 (14-15 Challenge Points): Add a crocodile to the encounter.

CROCODILE (0)

CREATURE 2

N **LARGE** **ANIMAL**

Pathfinder Bestiary 67

Perception +7; low-light vision

Skills Athletics +8, Stealth +7 (+11 in water)

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

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

HP 30

Speed 20 feet, swim 25 feet

Melee ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

Melee ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

Aquatic Ambush ♦ 35 feet

Death Roll ♦ (attack) **Requirements** The crocodile has a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

Deep Breath The crocodile can hold its breath for about 2 hours.

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Encounter B5 (Subtier 1-2)

Irrked at being shunned by goblins, the mercenaries Gerrod, Fedor, and Tess begin the encounter with an unfriendly attitude toward the PCs. They first wish to intimidate and drive off the party, but they fight if the PCs don't back down. The mercenaries' goal is to explore the sewers unimpeded by the progress of anyone else. Despite their mission, the rivals are mercenaries and not willing to give up their lives for a few coins. If reduced below half their Hit Points, they surrender if shown mercy, or flee if not. If their attitude is improved to friendly, the mercenaries open up about being hired by Olansa Terimor, but they don't know what her motivations are. If their attitude is improved to helpful, the mercenaries risk the displeasure of their employer and can be asked to leave the sewers. Alternatively, if the PCs match the payment that the mercenaries are receiving, 10 silver pieces each, they are willing to back out of their mission.

MERCENARIES (3)

N MEDIUM HUMANOID HUMAN

Perception +5

Languages Common

Skills Acrobatics +2, Athletics +5, Stealth +4

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

CREATURE -1

SCALING ENCOUNTER B5

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2 (10-11 Challenge Points): Add one mercenary to the encounter.

Subtier 1-2 (12-13 Challenge Points): Add two mercenaries to the encounter.

Subtier 1-2 (14-15 Challenge Points): Add three mercenaries to the encounter.

AC 14; **Fort** +6, **Ref** +3, **Will** +3

HP 8

Speed 25 feet

Melee ✦ club +6 (thrown 10 feet), **Damage** 1d6+2 bludgeoning

Melee ✦ shortsword +6 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

Ranged ✦ crossbow +4, **Damage** 1d8 piercing

Dirty Fighting ✦✦ (attack) A mercenary throws dirt in an opponent's eyes or performs similar underhanded trick.

Effect The opponent must attempt a DC 16 Reflex save. On a failure, the PC gains the Blinded condition for one round. On a critical failure, the duration increases to 2 rounds.

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Encounter C2 (Subtier 1-2)

These residents of the tombs recently broke loose and are in search of a way to the surface to find victims to sate their bloodlust. Fortunately, whatever energies animated their bodies also makes the creatures uncomfortable when they approach area C1 and has kept them from wandering into the sewers and beyond. This reluctance is unlikely to last much longer. Unlike the resident of C4, these undead have no capacity for reason and attack the PCs on sight.

PLAGUE ZOMBIE (2)

CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Pathfinder Bestiary 340

Perception +3; darkvision

Skills Athletics +7

Str +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ✎ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

jaws ✎ (attack) **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage. A creature damaged by the jaws is exposed to zombie rot.

Zombie rot (disease, necromancy); An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. **Saving throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

SCALING ENCOUNTER C2

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2 (10-11 Challenge Points): Replace one plague zombie with a zombie brute.

Subtier 1-2 (12-13 Challenge Points): Replace both plague zombies with zombie brutes.

Subtier 1-2 (14-15 Challenge Points): Add a zombie brute to the encounter.

ZOMBIE BRUTE (0)

CREATURE 2

NE LARGE MINDLESS UNDEAD ZOMBIE

Pathfinder Bestiary 341

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ✎ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

Flooded King's Court

Encounter C4 (Subtier 1-2)

The PCs find Marcon Tinol trapped in a prison cell in C4, long dead and risen as an undead creature out of righteous fury at the injustice of his end. If the PCs choose not to bring Marcon to the surface and don't seal him away permanently in the prison, he attempts to escape, and fights the PCs if they try to prevent him.

MARCON TINOL

CREATURE 1

CE MEDIUM GHOUL UNDEAD

Ghoul (*Pathfinder Bestiary* 168)

Perception +7; darkvision

Skills Acrobatics +7, Athletics +4, Stealth +7, Survival +5

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

AC 16; **Fort** +4, **Ref** +9, **Will** +5

HP 20, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus ghoul fever and paralysis

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis

Consume flesh ♦ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoul Fever (disease); An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease.

Saving throw DC 15 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as Stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as Stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

Paralysis (incapacitation, occult, necromancy) Any living non-elf creature hit by a ghoul's attack must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save at the start of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

GHAST (0)

CREATURE 2

CE MEDIUM GHOUL UNDEAD

Pathfinder Bestiary 169

Perception +8; darkvision

Skills Acrobatics +10, Athletics +7, Stealth +10, Survival +8

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

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

SCALING ENCOUNTER C4

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2 (10-11 Challenge Points): Use ghost statistics for Marcon.

Subtier 1-2 (12-13 Challenge Points): Use the elite ghost statistics for Marcon.

Subtier 1-2 (14-15 Challenge Points): Use the elite ghost statistics for Marcon and add 10 Hit Points to Marcon.

Stench (aura, olfactory) 10 feet A creature entering the aura or starting its turn in the aura must succeed at a DC 16 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +11 (finesse), **Damage** 1d6+5 piercing plus ghoul fever and paralysis

Melee ♦ claw +11 (agile, finesse), **Damage** 1d4+5 slashing plus paralysis

Consume flesh ♦ (manipulate) As ghoul, except it regains 3d6 Hit Points.

Ghast Fever (disease); An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease.

Saving throw DC 16 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as Stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as Stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

Paralysis (incapacitation, occult, necromancy) Any living creature hit by a ghoul's attack must succeed at a DC 16 Fortitude save or become paralyzed. It can attempt a new save at the start of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghast jumps up to half its Speed. This movement doesn't trigger reactions.

Flooded King's Court

ELITE GHAST (0)

CREATURE 3

CE MEDIUM GHOUL UNDEAD

Pathfinder Bestiary 6, 169

Perception +10; darkvision

Languages Common, Necril

Skills Acrobatics +12, Athletics +9, Stealth +12, Survival +10

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

AC 19; **Fort** +8, **Ref** +12, **Will** +10

HP 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet. See Ghost; DC 18

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +13 (finesse), **Damage** 1d6+7 piercing plus ghost fever and paralysis

Melee ♦ claw +13 (agile, finesse), **Damage** 1d4+7 slashing plus paralysis

Consume Flesh ♦ (manipulate) See Ghost.

Ghost Fever (disease) See Ghost; DC 18.

Paralysis (incapacitation, occult, necromancy) See Ghost; DC 18.

Swift Leap ♦ (move) See Ghost.

Flooded King's Court

APPENDIX 3: SUBTIER 3-4 STAT BLOCKS

Encounter B1 (Subtier 3-4)

The elite crocodiles, trapped in the dry room, cannot use their Aquatic Ambush. One of the elite crocodiles moves forward and attacks the PCs to protect the other. A PC with the Wild Empathy class feature must succeed at a DC 20 Diplomacy check to Request the crocodile to stand down. However, the PCs must widen the hole so the crocodile can escape back to the sewers, or it will continue to pose a danger to the goblins. Using the sledgehammer present in this room, this demolition takes about ten minutes.

ELITE CROCODILES (2)

CREATURE 3

N **LARGE** **ANIMAL**

Perception +9; low-light vision

Skills Athletics +10, Stealth +9 (+13 in water)

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

AC 20; **Fort** +11, **Ref** +9, **Will** +7

HP 45

Speed 20 feet, swim 25 feet

Melee ♦ jaws +12, **Damage** 1d10+6 piercing plus Grab

Melee ♦ tail +12 (agile), **Damage** 1d6+6 bludgeoning

Aquatic Ambush ♦ 35 feet

SCALING ENCOUNTER B1

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 3-4 (19-22 Challenge Points): Add 10 Hit Points to the elite crocodiles.

Subtier 3-4 (23-27 Challenge Points): Add 15 Hit Points to the elite crocodiles, give them a +2 bonus on Perception checks and attack rolls, and increase the damage of their Strikes by 2.

Subtier 3-4 (28-32 Challenge Points): Apply the adjustment for 23-27 Challenge Points, except give the crocodiles 30 additional hit points instead of 15.

Subtier 3-4 (33-42 Challenge Points): Add 30 Hit Points to the elite crocodiles. Give them a +2 bonus on Perception checks and attack rolls. Increase the damage of their Strikes by 4 and increase their AC and saving throw bonuses by 2.

Death Roll ♦ (attack) **Requirement** The elite crocodile has a creature grabbed; **Effect** The elite crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

Deep Breath The elite crocodile can hold its breath for about 2 hours.

Flooded King's Court

Encounter B5 (Subtier 3-4)

Irrked at being shunned by goblins, the mercenaries, Gerrod, Fedor, and Tess, begin the encounter with an unfriendly attitude toward the PCs. They first wish to intimidate and drive off the party, but they fight if the PCs don't back down. The mercenaries' goal is to explore the sewers unimpeded by the progress of anyone else. Despite their mission, the rivals are mercenaries and not willing to give up their lives for a few coins. If reduced below half their Hit Points, they surrender if shown mercy, or flee if not. If their attitude is improved to friendly, the mercenaries open up about being hired by Olansa Terimor, but they don't know what her motivations are. If their attitude is improved to helpful, the mercenaries risk the displeasure of their employer and can be asked to leave the sewers. Alternatively, if the PCs match the payment that the mercenaries are receiving, 30 silver pieces each, they are willing to back out of their mission.

EXPERIENCED MERCENARIES (3)

N MEDIUM HUMANOID HUMAN

Perception +7

Languages Common

Skills Acrobatics+4, Athletics +7, Stealth +6

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

AC 15; **Fort** +7, **Ref** +5, **Will** +4

HP 20 each

CREATURE 1

SCALING ENCOUNTER B5

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 3-4 (19-22 Challenge Points): Add one experienced mercenary to the encounter.

Subtier 3-4 (23-27 Challenge Points): Add two experienced mercenaries to the encounter.

Subtier 1-2 (28-32 Challenge Points): Add three experienced mercenaries to the encounter.

Subtier 1-2 (33-42 Challenge Points): Add three experienced mercenaries to the encounter and add 5 Hit Points to each experienced mercenary.

Speed 25 feet

Melee ✦ club +7 (thrown 10 ft.), **Damage** 1d6+3 bludgeoning

Melee ✦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+3 piercing

Ranged ✦ crossbow +5, **Damage** 1d8 piercing

Dirty Fighting ✦✦ (attack) A mercenary throws dirt in an opponent's eyes or performs a similar underhanded trick.

Effect The opponent must attempt a DC 17 Reflex save. On a failure, the PC gains the Blinded condition for one round. On a critical failure, the duration increases to 2 rounds.

Flooded King's Court

Encounter C2 (Subtier 3–4)

These residents of the Tombs recently broke loose and are in search of a way to the surface to find victims to sate their lust for blood. Fortunately, whatever energies animated their bodies also makes the creatures uncomfortable when they approach area C1 and has so far kept them from wandering into the sewers and beyond. This reluctance is unlikely to last much longer. Unlike the resident of C4, these undead have no capacity for reason and attack the PCs on sight.

PLAGUE ZOMBIE

CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +3; darkvision

Skills Athletics +7

Str +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ✎ fist +9, **Damage** 1d8+4 bludgeoning plus Grad and zombie rot

Jaws ✎ (attack) **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage. A creature damaged by the jaws is exposed to zombie rot.

Zombie rot (disease, necromancy); An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. **Saving throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

SCALING ENCOUNTER C2

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 3–4 (19–22 Challenge Points): Add a plague zombie to the encounter.

Subtier 3–4 (23–27 Challenge Points): Add a zombie brute to the encounter.

Subtier 1–2 (28–32 Challenge Points): Add a plague zombie and a zombie brute to the encounter.

Subtier 1–2 (33–42 Challenge Points): Add two zombie brutes to the encounter.

ZOMBIE BRUTES (2)

CREATURE 2

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ✎ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

Flooded King's Court

Encounter C4 (Subtier 3–4)

The PCs find Marcon Tinol trapped in a prison cell in C4, long since dead and risen as an undead creature out of righteous fury at the injustice of his end. If the PCs choose not to bring Marcon to the surface and don't seal him away permanently in the prison, he attempts to escape, and fights the PCs if they try to prevent him.

MARCON TINOL

CREATURE 3

CE MEDIUM GHOUL UNDEAD
Elite ghastr (Pathfinder Bestiary 6, 169)

Perception +10; darkvision

Languages Common, Necril

Skills Acrobatics +12, Athletics +9, Stealth +12, Survival +10

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

AC 35; **Fort** +8, **Ref** +12, **Will** +10

HP 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet A creature entering the aura or starting its turn in the aura must succeed at a DC 18 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a –2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +13 (finesse), **Damage** 1d6+7 piercing plus ghastr fever and paralysis

Melee ♦ claw +13 (agile, finesse), **Damage** 1d4+7 slashing plus paralysis

Consume flesh ♦ (manipulate) **Requirements** The ghastr is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghastr devours a chunk of the corpse and regains 3d6 Hit Points. It can regain Hit Points from any given corpse only once.

SCALING ENCOUNTER C4

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 3–4 (19–22 Challenge Points): Add 15 Hit Points to Marcon Tinol

Subtier 3–4 (23–27 Challenge Points): Add 15 Hit Points to Marcon Tinol, increase his AC by 2, and increase the damage of his jaws and claw Strikes by 2.

Subtier 3–4 (28–32 Challenge Points): Use the adjustments for 23–27 Challenge Points, increase his attack bonus by 2, and increase his ability DCs by 1.

Subtier 3–4 (33–42 Challenge Points): Use the adjustments for 23–27 Challenge Points, increase his attack bonus by 4, and increase his ability DCs by 2.

Ghastr Fever (disease); An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. **Saving throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as Stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as Stage 4 (1 day); **Stage 6** dead, and rises as a ghastr the next midnight

Paralysis (incapacitation, occult, necromancy) Any living creature hit by a ghastr's attack must succeed at a DC 18 Fortitude save or become paralyzed. It can attempt a new save at the start of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghastr jumps up to half its Speed. This movement doesn't trigger reactions.

Flooded King's Court

APPENDIX 4: ART



GOBLIN KING'S CASTLE

Flooded King's Court



ZUSGUT

Flooded King's Court



GOBLIN PYROMANCER

Flooded King's Court



CROCODILE

Flooded King's Court



GHOUL

Flooded King's Court

GM RESOURCES

TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

CHRONICLE SHEET

PCs who complete the Primary Objective of this scenario gain either the Blast from the Past or To Seal and Protect boon on their Chronicle sheet. If Marcon survives the adventure, cross To Seal and Protect off of the players' Chronicle sheets. If Marcon is destroyed during the scenario, cross Blast from the Past off of the players' Chronicle sheets.



Event Reporting Form

Date _____ Event Code: _____
Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		☐ A ☐ B ☐ C ☐ D
Bonus Faction Goal Achieved:	☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A
Fame Earned:		

Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
		☐

Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
		☐

Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
		☐

Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
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Faction:		
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		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
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Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
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Flooded King's Court

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Pathfinder Society Scenario #1-07: Flooded King's Court

Character Chronicle #

Herolab Code

H7D4

A.K.A. _____		- 2	
Player Name _____	Character Name _____	Organized Play # _____	Character # _____
Faction _____		Reputation _____	
Faction _____		Reputation _____	
Faction _____		Reputation _____	

Adventure Summary

It's hard to say whether the undead, the crocodiles, or the goblin play was the most harrowing challenge you faced, but hopefully the decisions you made will all work out for the best. With goblins and ancient undead involved, what could possibly go wrong?

Boons

Blast from the Past (General): You chose to deliver the undead Marcon Tinol to Venture-Captain Drandle Dreng, trusting in the experienced Pathfinder's ability to deal with the undead safely. This boon will have unique benefits and consequences when slotted in a future scenario.

To Seal and Protect (General): You chose to destroy the undead Marcon Tinol, unwilling to risk the consequences of turning the ancient undead loose upon the world. This boon will have unique benefits and consequences in a future scenario.

Items

Purchases

jade cat (level 2; 6 gp)
pendant of the occult (level 3; 60 gp)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

goggles of night (level 5; 150 gp)
shark tooth charm (level 5; 23 gp)
viper arrow (level 4; 17 gp)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #