

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-14

Levels 3-6

POISONOUS COUNCIL

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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens Pathfinder Society Guide*

Maps: *Pathfinder Flip-Mat Classics: Forest*, *Pathfinder Flip-Mat Classics: Slum Quarter*, *Pathfinder Flip-Mat Classics: Thieves' Guild*

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



GRAND ARCHIVE

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.

SUMMARY

Immaculate-Weaving-Under-Moonlight Nairaba and Kitsch, the heads of the Procurement and Supplies Division of the Pathfinder Society never spearhead missions, but this time the need is dire enough. The Society is running out of a rare extract needed to make antitoxins. Only one person can make this complicated reagent. Unfortunately, this person is Tragshi the Herbalist, Chief Poisoner of the Daggermark Poisoners' Guild. In return for making the extract, she wants a favor from the Society. The PCs need to survive an ambush prior to their meeting with Tragshi. Tragshi wants the PCs to accompany her to the annual Outlaw Council, deal with a bandit problem, and a loose lipped poisoner who is too free with the Guild's secrets. However, not all in Daggermark is as it seems.

POISONOUS COUNCIL

By Tineke Bolleman

ADVENTURE BACKGROUND

The Pathfinder Society goes through a huge number of antitoxins, far more than could normally be crafted in time to replenish stocks, enough that purchasing them would strain even the Society's vast coffers. The continued maintenance of this vital resource relies on the existence of one particular alchemical reagent: blue arrowleaf extract. Adding this extract vastly increases the quantities produced for numerous alchemical crafting process. Blue arrowleaf extract is exceedingly rare, its production method known to only a handful of the most accomplished alchemists. The Pathfinder Society's Procurement and Supplies Division is more aware than any other part of the organization of just how vital blue arrowleaf extract is. They've found themselves in a panic, though, as their supplier has gone on an indefinite sabbatical. Naturally they never shared the creation process with any apprentices.

Immaculate-Weaving-Under-Moonlight Nairaba (LN male anadi dilettante) and **Kitsch** (CG female ysoki quartermaster), the two heads of the Procurement and Supplies Division rarely agree with one another, but both are in full accord here. The lack of blue arrowleaf extract would mean the preventable deaths of agents from a lack of supplies. Both find this unacceptable. Nairaba has exhausted his contacts across the Inner Sea and beyond. While Kitsch gathered what blue arrowleaf extract she could find, but that, too, is insufficient. Nairaba has heard of someone skilled enough in alchemy to have the knowledge and ability to produce the substance in sufficient quantities, but that individual is **Tragshi the Herbalist** (NE female half-elf poisonmaster), Chief Poisoner of the Daggermark Poisoners' Guild.

The Pathfinder Society has no real connections to Tragshi since being forced to abandon their Daggermark lodge after the loss of Venture-Captain Istivil Bosk. Using his extensive contacts, Nairaba was able to find a lead. The apothecary Pemark still holds the Society in high regards after they saved her life and has agreed to arrange a meeting. Both Nairaba and Kitsch have taken the nearly unprecedented step of requesting that Ambrus Valsin, head of the Grand Lodge, assign them a team for a mission of their own making. Unbeknownst to

WHERE ON GOLARION?

Poisonous Council takes place in Daggermark, the capital of the small nation of the same name, located in the River Kingdoms. For more information on Daggermark and the River Kingdoms, see page 31-32 in the Lost Omens World Guide.



them, there's another complication waiting in the wings. Despite the valiant efforts of Pathfinder agents to root out the Ghostknives, a rival group of assassins and poisoners to the preexisting guilds in Daggermark, one member properly hid their ties and continued their work. This member has been waiting for just such an opportunity to strike back against the Society, as well as a chance to claim leadership of the Poisoners' Guild.

GETTING STARTED

The PCs begin the adventure in the Grand Lodge in Absalom. **Venture-Captain Ambrus Valsin** asked them to meet with **Immaculate-Weaving-Under-Moonlight Nairaba** and **Kitsch**. They are the two heads of the Procurement and Supplies Division of the Pathfinder Society. This division usually operates behind the scenes, and normal Pathfinder agents rarely have a reason to deal directly with them. Though now the need is urgent.

POISONOUS COUNCIL

The Procurement and Supplies offices are located deep inside the Grand Lodge, an area most agents don't frequent. There is a note pinned to the office door which reads 'please knock' in neat script. Underneath it, on a second note, is scrawled 'loudly please'.

Read or paraphrase the following once the PCs are ready to enter Nairaba's and Kitsch's office.

The office of the heads of the Procurement and Supplies Division has two distinctive styles, with its left half being utterly spotless and its items neatly arranged and labeled. The right half is an eclectic hoard of items and knickknacks strewn over every available surface, with some precariously stacked atop each other. Each side has a wooden desk—one sized for



GORM GREATHAMMER

a medium creature, one for a small creature. In the middle is a large table covered in maps and lists. Behind it stands a dark-skinned human man, and on a little step stool, a female ysoki.

"Ah, agents! Welcome! Please come in and make yourself comfortable!" The ysoki jumps down and starts pulling maps off chairs. "Since we never do this kind of thing, let me introduce ourselves. I am Kitsch, head quartermaster, and this is my fellow head of Procurement, Nairaba."

Nairaba clears his throat. "Head of the Procurement and Supplies Division, Kitch. Distinctions are important. Yet, she is correct that we never do this kind of thing. 'This thing' being giving missions. But we are currently in a bind. And if this situation is not quickly resolved, many agents could be in danger."

Kitsch moves several papers on the table aside, revealing a plate of cookies, and stuffs two into her cheek pouches while pulling out a paperweight and placing it on the table. "Yes. I'm afraid so. See, the Society's alchemists use a rare alchemical reagent to create far more antitoxins than can usually be crafted at a given time, since we go through so many of them on a weekly basis. But our supplier can no longer get ahold of it."

Nairaba takes the plate and offers everyone a cookie, taking one for himself as well. "The reagent is called blue arrowleaf extract, and it is extremely difficult to make. We know of a master alchemist with the skill and means to produce the amount of extract we need. We have few ties to this individual, and she is demanding a favor in return—your services. That is why we asked Venture Captain Valsin for your aid."

"Of course, this isn't any regular alchemist, Master or otherwise!" Kitsch excitedly chimes in. "This is Tragshi the Herbalist we are talking about. Don't let her name fool you, she is actually the Chief Poisoner of the Daggermark Poisoners' Guild. I know she is a powerful druid and master herbalist as well. She is known to craft some of the deadliest toxins available for purchase in the Inner Sea."

As Kitsch looks a bit star-struck, Nairaba pulls forward a map of the River Kingdoms. "Tragshi has asked that a team meet her in Daggermark. Our contact, a dromaar named Pemak, will be waiting for you. Pemak should be holding a bouquet of blue and white flowers. You can confirm you have the right person by asking her 'I did not know the wild roses bloomed at this time of year.' She should respond with 'They do if you know where to look.' Pemak has worked with the Society before and can be trusted. As for Tragshi, we are not sure what exactly she will ask of you. I have done some preliminary negotiating with her, and she has promised that you won't be asked to do anything that could bring harm to the Society, nor will you be asked to kill anyone, though violence isn't off the table. Other than that, she has been vague, but I believe these promises to be true. After all, if this deal goes through, there will be a lot of money in it for her."

"We do know, and Nairaba agrees with me on this one," Kitch chimes in, "that the Outlaw Council is being held in

POISONOUS COUNCIL

Daggermark exactly when Tragshi wants you to be there. And that can't be a coincidence." Kitch folds her arms before a look of realization washes over her face. "Oh yeah, before I forget, Gorm Greathammer, leader of the Grand Archive, has sent you a missive." She fishes around in her left cheek pouch for a moment and places a tiny scroll tube on the table, absentmindedly picking the paperweight back up and placing it in her newly unoccupied cheek pouch.

Trying to not show his embarrassment at this, Nairaba takes a cloth out of his pocket to open the tube and carefully shakes out the missive so that it lands dry on the table. "Ahem. Yes. Please. That would be all. Unless you have any questions for us?"

Provide the players with **Handout #1: Gorm Greathammer's Letter** (page 42)

How are we going to get to Daggermark?

Kitch points to the map at the table. "We have planned for you to take the Maze of the Open road to the Woodsedge Lodge, then travel by riverboat to Daggermark. Easy peasy."

We heard you are an anandi/why are you in human form? Nairaba looks a bit self-conscious before explaining, "Well, my arachnid form unsettles many, so when having a meeting with coworkers I do so in my human form."

There really isn't any other way to get blue arrowleaf extract? Kitch points at Nairaba "He is an incredible dealmaker and knows who controls what goods throughout the Inner Sea and often beyond. If he can't find any, there simply is none." In turn, Nairaba points at Kitsch "She has encyclopedic knowledge of what's in the storehouses throughout major lodges and can calculate inventory and flow of goods in her head. If she can't find any, there simply is none."

Are you the ones that get us our school items? Both swell with pride, although Nairaba looks a bit abashed. Kitsch grins wildly. "Yes! We do! It's a great point of pride for us to make sure agents leave on missions with quality potions and items."

What is the Outlaw Council? Nairaba shrugs before answering. "The Outlaw Council is an annual meeting held in the city of Daggermark where the most powerful leaders of the River Kingdoms come together to discuss threats to their collective freedoms and security. This is the closest the River Kingdoms get to having a single government, but every year it is quite contentious. The rulers of all the kingdoms are entitled to attend, but most weight is given

to the leaders of the more established regions. A ruler must attend personally in order to have a voice in the proceedings; proxies are not allowed to address the council."

Diplomacy (Gather Information) or Society (Recall Knowledge)

A PC who succeeds at a DC 18 Diplomacy check to gather information, or Society check to Recall Knowledge remembers more about Daggermark. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success Daggermark's unusual rule has led its citizens to develop an 'everything is fine' way of life, as complaining to the wrong person at the wrong time can lead to an untimely demise. This has led Daggermark to produce some of the finest liars and many are also excellent at detecting said liars.

Success Daggermark does not have a city guard, trusting the fact that anyone can hire an assassin once a year—for a fair price—to resolve most conflicts. Somehow this works and Daggermark has been one of the more stable regions in the River Kingdoms.

Critical Failure Daggermark imposes draconian rules upon its citizens, ruling through fear and an iron fist. Many citizens are afraid to speak up

for fear of being imprisoned.

Once they are done with the briefing and have asked Kitch and Nairaba questions, the PCs will be sent through the Maze of the Open Road, a hedge maze that leads to its own demiplane. This allows for swift travel to places across Golarion. The PCs travel through the maze from the Grand Lodge to the Woodsedge Lodge. After a quick check-in at the lodge to confirm their safe arrival, they board a riverboat headed to Daggermark.

Both the trip through the Maze as well as the journey by riverboat are uneventful. On the outside, the riverboat looks identical to many others plying goods across the river, but inside is luxuriously appointed with separate cabins with feather beds. Three splendid hot meals are served per day and a wide selection of beverages are available.

MAKING NEW FRIENDS

A. Poisonous Greeting Moderate

The riverboat docks in Daggermark early in the morning. A light fog hangs over the river and the low sun does little to



PEMAK

POISONOUS COUNCIL

dispel the river's cold. The docks are bustling, even at the early hour, as goods are loaded and unloaded with vigor. Makeshift stalls stand in front of riverfront warehouses. Fishmongers and farmers actively hawk their wares.

Finding the contact is easy. There is one flower cart at the docks, and a female dromaar dressed in practical leathers and an apron stands behind the cart, holding a large bouquet of blue and white roses. When given the passphrase 'I did not know the wild roses bloomed at this time of year,' she quickly answers 'they do if you know where to look'.

If the PCs hang around or are unsure, she keeps playing the role of flower merchant, trying to goad the PCs into conversation asking if they need flowers for a lover.

With contact made, Pemak puts her bouquet in the cart, leaving it behind. She leads the PCs into the warren of warehouses and slums that border the docks. If the PCs remain silent, Pemak does not speak other than to give directions. If the PCs ask her questions, she keeps things short and professional. Some likely questions and answers are below.

What do you know about this meeting?

Pemak shrugs before answering. "Not much. I'm just the go between in this case."

Anything you can tell us about Tragshi?

Pemak raises an eyebrow. "If you need something from her, you better give her what she wants or no deal. This is her town. As chief poisoner of the Poisoners' Guild, she basically rules together with Lady Janna Smilos, Supreme Vessel of the Assassins' Guild."

How did you get involved in this?

She sighs. "The Pathfinders saved my life many years ago. Your venture-captain died and there has not been a lodge here since. Guess I feel I owe you one. But after this? All debts are paid."

Creatures: Unknown to the PCs and Pemak, a group of neophyte assassins was hired to try and stop them from reaching the meeting. They have set up an ambush and plan to kill the PCs and Pemak. The PCs can spot the ambush with a DC 20 Perception check. For Levels 5–6, the assassins are better trained and are harder to spot; increase the DC to 22. If half the PCs, rounded up, make this check, they spot the ambush in advance and start in the area marked A on the map on page 7. If not, they start in area B. The assassins hide inside the buildings

with the doors closed, and start the ambush by kicking open the doors, weapons in hand. They start spread out in the areas marked E.

Levels 3–4

ASSASSINS' GUILD ROGUES (2) CREATURE 1

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ASSASSINS' GUILD GRENADIER CREATURE 3

Page 24

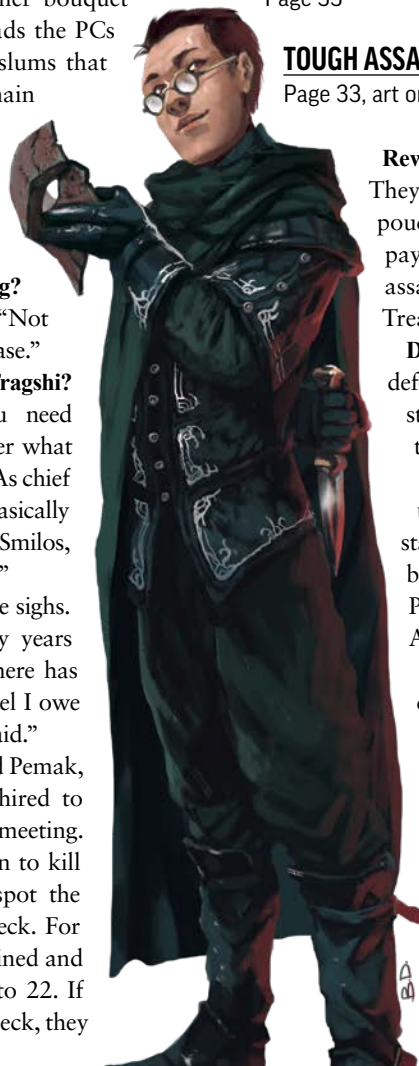
Levels 5–6

ASSASSINS' GUILD GRENADIERS (2) CREATURE 3

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TOUGH ASSASSINS' GUILD ROGUE CREATURE 5

Page 33, art on page 45



ASSASSIN'S GUILD ROGUE

Rewards: The assassins, carry little of value. They do however each carry each a small pouch with small precious stones, their payment for accepting the job of trying to assassinate the PCs. These gems represent 2 Treasure Bundles.

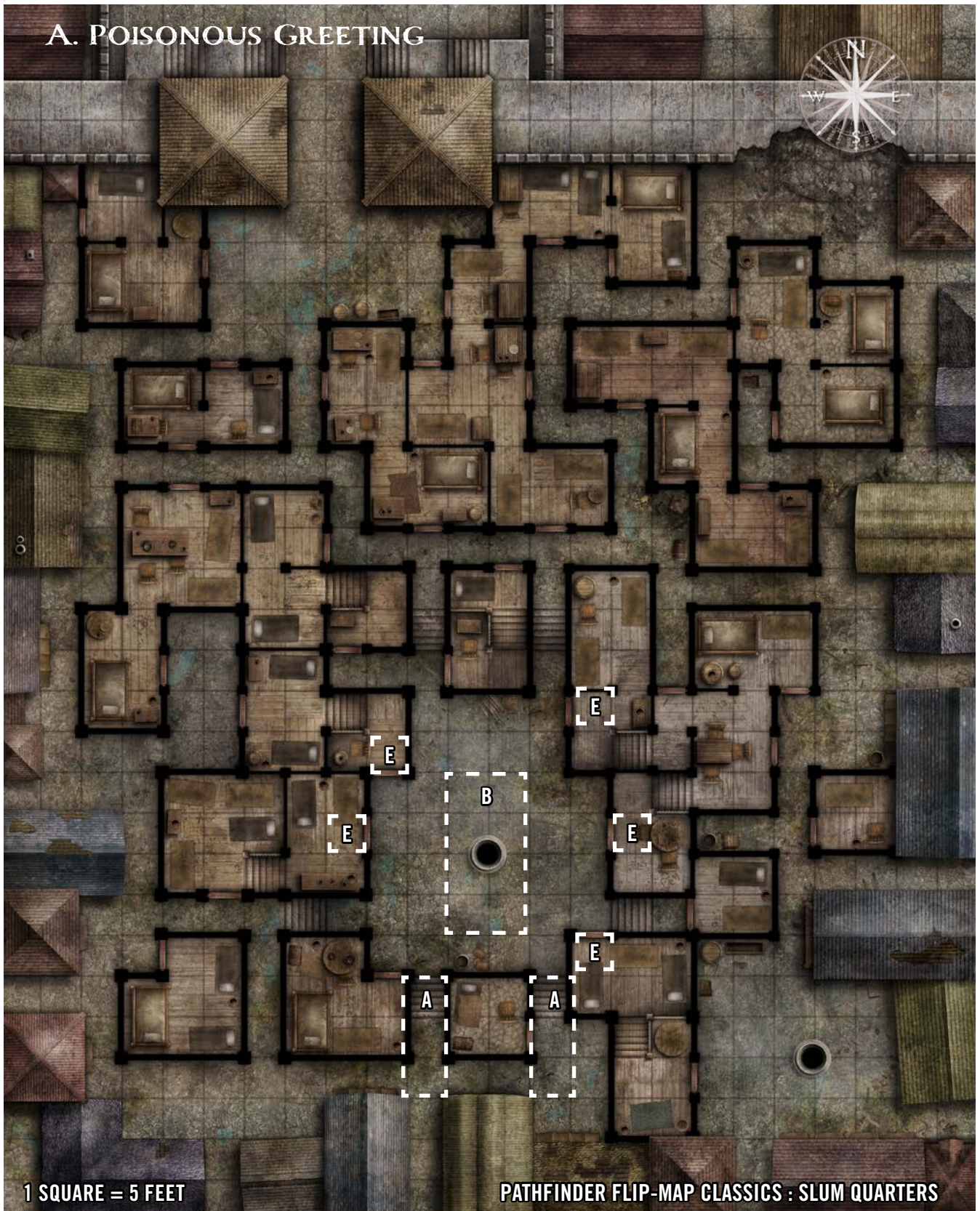
Development: If the assassins manage to defeat the PCs, Pemak, who held back at the start of the fight, blows on a signal whistle to call for help. Moments later several people in nondescript clothing show up and drive the assassins away. Pemak stabilizes all PCs that have not stabilized by themselves and heals each unconscious PC using Medicine to Treat Wounds and Assurance for 2d8 hit points.

If the PCs defeat the assassins, and capture any alive, they know their life is forfeit anyway and truthfully answer any questions, reasoning that they can't get any more dead and might spare themselves the extra agony of being questioned. They were hired through a middleman, as the assassins' guild allows even neophytes to be hired out for training. They do not know who the original employer was, as that is how the guild is designed to work.

If the PCs ask Pemak what to do with any prisoner, she lightly kicks one of them before answering that they are as good as dead anyway,

POISONOUS COUNCIL

A. POISONOUS GREETING



POISONOUS COUNCIL

but if they have no stomach for a mercy killing, the prisoners can be set loose safely. They won't be a bother anymore. The guild will see to that.

CONTACT POISON

After the ambush, Pemak leads the PCs to a dilapidated tavern. The interior is damp and moldy, and the few patrons only have eyes for their drinks. Behind the bar is a narrow stone staircase that leads into a small cellar. One of the casks of beer is a false front and Pemak urges the PCs to go inside, stating that her part in this is done. Behind the secret door is a windowless stone room. Three of its walls are covered by bookcases filled with books, knickknacks, and taxidermy snakes. The fourth wall has a large fireplace, in which a low banked fire is burning, dispelling the dampness that permeated the rest of the building. In front of the fireplace sits a large plush couch.

Read or paraphrase the following once the PCs enter.

An elderly half-elf with golden-tan skin sits with her legs folded on the couch. Her clothes are completely nondescript, although they do occasionally move, even though the woman does not. Once in a while, a snake peeks its head out from somewhere beneath her clothes.

"Ah, Pathfinders. Welcome to Daggermark. I am Tragshi. I see Pemak managed to deliver you to my meeting room. And that the little ambush didn't even slow you down. Good. Oh, don't scowl. Of course I know about it. There is very little in this town that manages to escape my notice. I figured this would be a good test. If an ambush by assassins so green you could have had them in a salad had stopped you, I would have to write a very stern letter complaining to that venture captain of yours. If you had needed my protection, it would be the exact opposite for my goals and plans for you. I might not have sent them, but they served my purposes, as I expect you will."

"Now, speaking of plans, let's get to the heart of the matter. Alliances are a thing that keeps a place as tumultuous as Daggermark stable. I want to put on a little performance showing the Pathfinders and I are on good terms. The Outlaw Council will be the perfect place for that."

"After the Council is done, there are two additional items that require your attention. First, a gang of bandits are causing issues for my apprentice herbalists. As a result, we're also running low on some harder-to-find herbs. I want you to deal with the bandits and gather some of those herbs for me. Second, one of the lower ranked poisoners in the guild is getting out of line with some of our secrets. This must be dealt with."

"The Outlaw Council comes first as even I can't dictate its schedule. The rest may come after and I shall give you more information once you have decided which errand to do first."

Tragshi is polite but cold throughout the conversation and is amused by any complaints the PCs might have. She doesn't want them to fail, though, so she does give all the information she feels they'll need to succeed. Detailed information or answers to questions the PCs might have about each errand are detailed in their own section.

The PCs are most likely distrustful of Tragshi. She is an expert liar and it is very hard to pierce through her deceptions. A PC who succeeds at a DC 25 Perception check notices that Tragshi isn't being entirely truthful. For Levels 5–6, she is even more deft at hiding her true intentions; increase the DC to 28. If called out, Tragshi is impressed with how perceptive the PC is and reveals her true reason for this mission. She fears those directly beneath her in the guild are beginning to plot against her. A show of force with a strong outside ally like the Society will strengthen her position. The bandits are a nuisance but convenient for the PCs to deal with. The underling could be the one plotting her downfall, and is most likely the one that sent the assassins after the PCs.

THE OUTLAW COUNCIL

If the players did not ask what the Outlaw Council was at the start of the adventure, Tragshi provides the same information. She also provides the players with **Handout #2: Ruler influence** (page 43).

Read or paraphrase the following once the players have had the chance to look at the handout.

Tragshi shifts on the couch, stretching herself out to a more comfortable position. "For the Council, I want you by my side. Openly, as Pathfinders. I have put you on the guest list as my escorts and, if anyone asks, that's what you are there to do. I don't need your protection; this is all about you being seen. Let the council see that I have influence over the Society. You will be at my beck and call and I require at least one of you to be at my side at all times. I will also put on a show of ordering you around. Don't take it personally. It wouldn't become you."

"As for the details, you won't be present for the Council proper, but you will be for the receptions before and after. During that time, I want you to also make a good impression on the leaders mentioned in the note I gave you, they are all three newcomers to the council. I have used my network to get you a bit of a head start. We do have a little extra time to get more information. Since the council is this afternoon, all the leaders and their entourages are already in Daggermark. This gives you an extra opportunity to find out more before the council starts."

POISONOUS COUNCIL

It is currently mid-morning, and the council convenes in the afternoon. As the rulers are staying in various places throughout the city, the PCs only have time for one round of skill checks per leader.

A successful DC 18 Diplomacy check to Gather Information, DC 20 Deception check to Lie, or DC 22 Intimidation check to Coerce reveals the desired information. For levels 5–6, the various people in the entourage are more alert for any sort of interference, increasing these DCs by 2. The relevant weakness or resistance can be found in their respective stat blocks on page 25 for levels 3–4 or 34 for levels 5–6.

INFLUENCE

CONCENTRATION LINGUISTIC

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Choose an NPC, and attempt a skill check to impress that NPC. The DC, and whether success is possible, depend on the NPC's preferences (typically found in the NPC's influence stat block).

Critical Success You gain 2 Influence Points with the chosen NPC.

Success You gain 1 Influence Point with the chosen NPC.

Failure You gain no Influence Points with the chosen NPC.

Critical Failure You lose 1 Influence Point with the chosen NPC

DISCOVER

CONCENTRATION SECRET

You watch or study an NPC to learn more about that NPC's preferences. Choose an NPC and attempt a Perception check or an appropriate skill check determined by the GM. The DC is typically found in the NPC's influence stat block.

Critical Success Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

Success Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

Failure You learn no information.

Critical Failure Choose a piece of information to learn about, as success, but the information is incorrect. For instance, you might think the NPC is susceptible to flattery when actually the NPC is resistant to flattery

B. AT THE RECEPTION

In this social encounter, the PCs have the opportunity to positively influence three of the Outlaw Council's leaders, as well as Tragshi herself. One PC is always required to accompany Tragshi as being seen as having the Society's support is one of the conditions set by her,

WHAT IF THE ASSASSINS DEFEATED THE PCs?

The meeting can proceed as is, even if the PCs were defeated as word of the PCs' defeat has not managed to reach Tragshi's ears yet. If the PCs want to confess to Tragshi they were defeated or otherwise try and interrupt, Pemak shoots them a foul glance. Pemak feels that by rescuing the PCs' lives, she has paid the Society back for saving her many years ago. Tragshi will learn of the PCs' defeat after the council, but by then it is too late to do anything about it.



and she believes having a PC at her beck and call is the best way to achieve this. This increases to two PCs for a party of six. The PCs can also attempt to win Tragshi's favor. So long as they're making friends with other leaders on her behalf, she doesn't mind. This is one way to achieve the Grand Archive faction mission.

The PCs have a total of four rounds to try and accomplish their goals. Two rounds happen before the meeting, and two rounds happen afterwards. While the council is in session, the PCs are required to stay in a waiting room. Each entourage waits in a separate room to avoid incidents.

In the two rounds after the Council has concluded, dispositions have changed. Ullorth is visibly angry, having been dealt a bad deal. Ashron, however, with the power of Sevenarches' food production behind him, has managed to get Sevenarches out on top and looks visibly relieved. While Chryphaena gives no visible clues, she is pleased with how her first council meeting went. For these two last rounds, Increase the DC of all checks to Influence Ullorth by 2, and reduce the DCs to Influence Ashron and Chryphaena by 2.

Levels 3–4

ULLORTH UNGIN

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ASHRON

Page 25, art on page 46

CHRYPHAENA

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POISONOUS COUNCIL

TRAGSHI

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Levels 5–6

ULLORTH UNGIN

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ASHRON

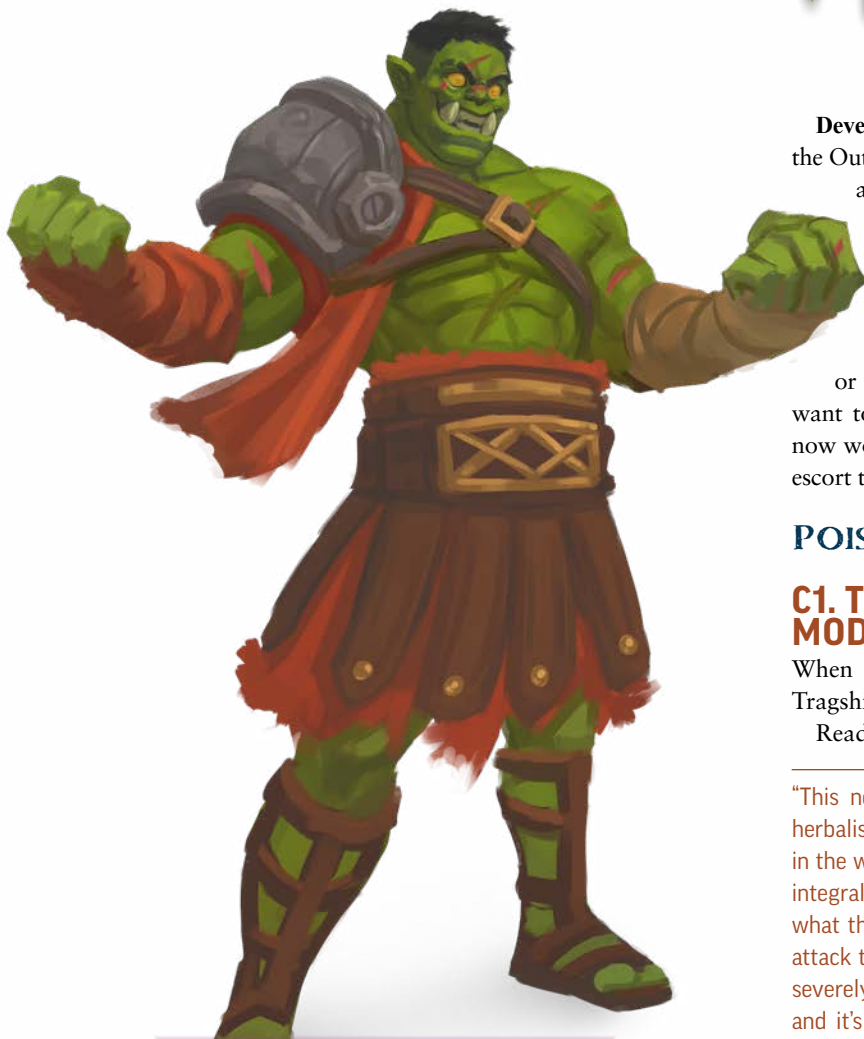
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CHRYPHAENA

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TRAGSHI

Page 35



ULLORTH

INFLUENCE

This adventure uses the Influence subsystem to represent the Pathfinder Society's efforts to earn the council's favor. Like combat, the Influence system uses rounds. During each round, each PC can either use the Discover action to learn more about an NPC or the Influence action to make a favorable impression. These actions are reprinted below. For more information on the use of the Influence subsystem, reference Pathfinder Gamemastery Guide pages 151–153. Influence stat blocks for each NPC appear in the adventure's appendices.

Development: After the fourth influence round finishes, the Outlaw Council comes to an end. If the PCs succeeded at influencing two of the three leaders, Tragshi is pleased and wears a cocky smile all the way back to her meeting room in the cellar. If not, her face is neutral. Either way, she leads the PCs back in a roundabout way. Once back she reminds the PCs of her other two tasks. They can be briefed now, or tomorrow morning. She tells the PCs that if they want to do either mission under the cover of darkness, now would be the time. If not, she arranges for Pemak to escort them to a nearby inn where the PCs can sleep.

POISONOUS ERRAND

C1. THE TROUBLE WITH BANDITS MODERATE

When the PCs choose to tackle the bandit problem, Tragshi settles into her couch to get comfortable.

Read or paraphrase the following.

"This next task might be more to your liking. My trainee herbalists are required to gather most of their own resources in the wild. Not all plants can be cultivated with ease and it's integral to their growth in their craft that they can gather what they need. Recently, whenever they head out, bandits attack them. No one has been killed so far, but several were severely wounded. Many of them are afraid to venture out and it's having an impact on some of our production. So, I want you to go out there, deal with the bandits however you see fit, so long as they never bother my herbalists again. And then gather some of the herbs we're running low on."

POISONOUS COUNCIL

Tragshi provides the players with **Handout #3: List of herbs (page 44)**.

Unbeknownst to Tragshi, her rival, Sronwa, hired these bandits. Posing as a merchant, she convinced these bandits to regularly patrol the areas where the herbalists gather their herbs. As the bandits are also still free to prey on others and were active in the region before, this did not draw any attention. Sronwa makes this work for the bandits by leaving their payment in an agreed-upon spot. She has given explicit instructions not to kill the herbalists, just rob them, scare them, and, when so inclined, rough them up. She knows if she hopes to take over from Tragshi, having a bunch of dead underlings won't help her. The bandits themselves are completely convinced that this is the work of a rival merchant hoping to gain some monopoly in the marketplace.

Tragshi truly does not care how the PCs handle this mission. She wants the bandits permanently stopped. Whether that is through killing, capturing, or some other

method, it's all the same to her. She has clear directions for the PCs to follow to the general area where her herbalists have been harassed the most. If the PCs are contemplating subterfuge to draw out the bandits, she can offer them each an herbalist robe so they can make disguises. Tragshi lets them know most herbalists travel in a group on foot.

With Tragshi's clear instructions, it is about a two hour walk to reach the area. The first hour or so is easy if following the roads between the outlying farms close to Daggermark city. The second hour is rougher going as the terrain becomes gradually wilder and the road dwindles down to a small track.

Creatures: The bandits regularly patrol the area, as they do not know when herbalists will come to pick their herbs. The bandits are all human and will retreat to their camp once the sun begins to set. If the PCs approach under cover of darkness, they have the whole night to set up an ambush. Even if the PCs use light to be able to see, the bandits will only come to investigate in the morning once there is sufficient light. If the PCs dress up as herbalists, the bandits will spot them as they approach the area. Knowing the herbalists don't put up much of a fight, they approach the PCs with bravado, ready for some bullying. They draw their saps as per their agreement to not kill. The PCs can let the bandits approach as close as they want before drawing their weapons. This catches the bandits by surprise, making them flat-footed for the first round of combat.

If the PCs opt to make their own ambush, give them a bit of time to hide and set snares if they desire to do so. Roll only one Perception check for the bandits in the case of any traps. PCs employing Stealth should roll against the bandits' Perception DCs. If the PCs remain hidden, they can let the bandits approach as far as they like before springing their ambush. This catches the bandits by surprise, making them flat-footed for the first round of combat.

If the PCs instead opt for a head-on approach, or they get spotted, they meet the bandits on the road. The bandits are immediately suspicious someone other than the herbalists would come all the way out here and are wary, drawing their weapons.

No matter the tactic, the bandits always start out in their marked area of the map on page 13, although they might advance towards any targets or progress forward if unaware of the PCs. The PCs start wherever they like, depending on which approach they selected.

Levels 3-4

BANDIT (2)

CREATURE 1

Page 27



ASHRON

POISONOUS COUNCIL

BANDIT LEADER

Page 27, art on page 46

CREATURE 3

Levels 5–6

TOUGH BANDIT (2)

Page 36

CREATURE 3

EXPERIENCED BANDIT LEADER

Page 36, art on page 46

CREATURE 5

Rewards: The bandits receive regular payments for roughing up the herbalists. As they have not been able to go back to Daggermark to spend their money, and are too paranoid to leave the coin behind, each bandit carries quite a bit of coin on their person. The coins are of various denominations and make from all around the River Kingdoms. These coins represent 3 Treasure Bundles.

Development: If captured, the bandits are hesitant to reveal the deal they have going on. If the PCs came in disguise and it is not readily apparent that they are Pathfinders, the bandits assume the PCs are just the latest batch of criminals to arrive in the area, and try to leverage the deal they made in exchange for their lives. Otherwise, the PCs will need to question them to learn this information.

Daggermark does not have a city guard, trusting on the fact that anyone can hire an assassin once a year for a fair price to resolve most conflicts. Or stop conflicts from happening. If the PCs capture the bandits, there is no one to hand them over to. The bandits are already more than convinced the PCs are capable of harming them, having been captured. But to make sure the bandits do not return to the area after a few days or weeks once they think the coast is clear, they need some extra convincing. Just one PC needs to succeed at a DC 16 Intimidation check to Coerce, a DC 20 Deception check to Lie, or a DC 24 Diplomacy check

to Make a Request to convince the bandits not to return. For Levels 5–6, the bandits are used to a rough approach. Increase all DCs by 2.

C2. GATHERING YE ROSES TRIVIAL

With the bandits taken care of, the PCs can scour the area for the herbs Tragshi wants. As the herbalists have not been tending to the plants, the area has become overgrown.

Creature: A titanic flytrap has moved into the area and lies in wait. It strikes as the PCs are busy searching for the herbs. Have the entire party make Perception checks; the PC with the lowest check gets attacked by the flytrap. If all PCs spot the flytrap, they avoid it entirely. For larger groups, the flytrap can have two jaws, causing the PC with the second lowest Perception check to be attacked as well. Resolve ties randomly, with a die roll or coin flip.

This is an optional encounter. Only run this encounter if there are 90 minutes or more remaining in the slot.

Levels 3–4

TITANIC FLYTRAP

Page 28, art on page 46

HAZARD 3

Levels 5–6

TOUGH TITANIC FLYTRAP

Page 37, art on page 46

HAZARD 5

The herbs Tragshi wants all grow in this area. To prevent others from simply coming and harvesting the valuable plants, patches of cultivated herbs are interspersed between wild plants to obfuscate their presence. The terrain is rough and marshy in places as different herbs need different soil types and water levels.

Each PC can attempt one of the listed skill checks for each herb. The PCs' checks have the following results.

Critical Success

The PCs earn 2 Poison Points.

Success The PCs earn 1 Poison Point.

Critical Failure The PCs lose 1 Poison Point.



CHRYPHAENA

POISONOUS COUNCIL

C. THE TROUBLE WITH BANDITS

BANDITS
START
HERE



PCS
START
HERE

1 SQUARE = 5 FEET

PATHFINDER FLIP-MAP CLASSICS : FOREST

POISONOUS COUNCIL

The following skill checks apply to all plants: DC 16 Herbalism lore, DC 18 Nature, and DC 20 Survival. Skill checks specific to each herb are as follows:

Trailing fellroot: DC 18 Athletics to pull up a complete root cluster. DC 20 Crafting to use sticks and stones to loosen the roots.

Purple-flowered ink plant: DC 18 Thievery to harvest the leaves without damaging the flowers. DC 20 Medicine to keep the sap from leaking out of the leaves.

Crow's bastard: DC 18 Crafting to create a simple tool to help harvesting the seedpods. DC 20 Thievery to delicately remove as many seedpods without causing others to fall down and get damaged.

Traveler's tassel: DC 18 Acrobatics to maintain a steady hand while balancing on top of loose rocks. DC 20 Athletics to maintain a steady grip on the rocks while harvesting.

For Levels 5–6, the herbalists have taken more care

to plant the valuable herbs more securely. Increase all DCs by 2.

Development: If the PCs earn at least as many Poison Points as double the number of PCs they not only succeed in gathering enough herbs to satisfy Tragshi, they can also gain additional insight into what these herbs might do once processed. Each PCs may attempt a DC 18 Herbalism lore, DC 22 Nature or DC 24 Survival check. If half the PCs succeed at this check, rounded up, they can explain to Gorm Greathammer the intricacies of these herbs. If they fail, this insight eludes them. For Levels 5–6, the connections between these plants and their usage are more obscure. Increase the DCs to discover these connections by 2.

If the PCs earn at least as many Poison Points as 1.5 times the number of PCs, rounded down, Tragshi is pleased by the amount of herbs and calls the mission a success. She makes some offhand remarks that the amount gathered could be better, but that of course the PCs are not trained by her so she can forgive them for that.

RIVAL INTERESTS

When the PCs choose to tackle the problem of Tragshi's rival, read or paraphrase the following.

Tragshi's pose subtly shifts to a more alert one "Ah. The issue of the lower ranked poisoner. They are ambitious and cautious, traits I encourage under normal circumstances. Sadly, they have also been a little bit too liberal with our guild's secrets. And therefore, they have to go. So far, they have managed to cover their tracks well, but there are a few clues here and there. If not pointing to the person directly, at least to a very select few individuals. To cement this arrangement that we have, you must deal with this individual. How is up to you. As long as they're no longer a thorn in my side."

Like with the bandits, Tragshi does not care about methods, but she is willing to help the PCs plan. Death or blackmail are both acceptable options to Tragshi, as well as other means of convincing the rival to stand down. She gathered as much information as she could prior to the PCs arrival, and knows of a place in the sewers that is most likely used as a hideout. If the PCs contemplate gathering information for blackmail or confronting the rival head on, she gives the PCs details on how to reach the hideout.

If the PCs tackle the bandit problem first and learn that the bandits have been hired by a rival merchant, Tragshi will remark that this is extremely strange, as these herbs have no value to anyone except the Poisoners Guild. Tragshi mentions that this information might also be worth pursuing if the PCs want to tackle the problem that way.



BANDIT

POISONOUS COUNCIL

For the blackmail and confrontation approach use the map on page 19.

FOLLOW THE MONEY

Investigating who hired the bandits takes the PCs on an investigation in and around Daggermark. Their first clue to investigate is the location the bandits picked up the money they got paid for harassing the herbalists. This takes them back outside of the city to an abandoned farm. The bandits did not know when exactly the money would be dropped. They roughly checked once a week to see if the appropriate amount had been left behind a brick in the fireplace.

Initial Investigation

Investigate the area: The farmhouse is abandoned but shows signs that it is used as a shelter on occasion. The courier that brings the gold has stayed a few hours and, every so often, even a night when the weather turned foul or dangerous. While searching the barn, a successful DC 18 Survival check to Track or DC 20 Perception check to Seek reveals a small silver coin in the dirt. This coin has

WHAT IF THE PCs SAW THROUGH TRAGSHI'S LIE?

If the PCs saw through Tragshi's lie about her rival, use the following text instead:

Tragshi's pose shifts to a more alert one. "Ah. The issue of my rival. They are ambitious and cautious, which under normal circumstances are traits I encourage. While I would like to live a long life, I am not immortal and I would see the guild in capable hands. This whole rival thing smells like a coup, instead of natural progression. So far, they have managed to cover their tracks well, but there are a few clues here and there. If not pointing to the person directly, at least to a very select few individuals. To cement this arrangement that we have, you must deal with this individual. How is up to you. As long as they're no longer a thorn in my side."



the symbol of a chain on one side, and the initials SC on the other side. This is not a denomination used in any of the River Kingdoms. If they return to Daggermark, anyone in the city can tell them it belongs to the Silver Chain, a lending house by the docks.

Stake out: If the PCs do not find the appropriate clues investigating the area, or they prefer to simply wait, they can stake out the area. There is no time limit for this task. It takes two days of waiting, during which there are intermittent rain showers. In the afternoon of day two, a young man approaches the farm and enters.

Interrogate the courier: When confronted, the courier immediately surrenders and offers up the gold he carries in exchange for his life. He is tight lipped about who he is and for whom he is working. The courier's name is Jann and he is fairly new. He is inexperienced and spills the beans once a single PC succeeds at either a DC 18 Intimidation check to Coerce, or a DC 24 Diplomacy check to Make a Request. If all PCs who attempt the checks fail, they can try again, but the DC increases by 2 as Jann sees their threats are empty. Once a PCs succeeds, Jann admits he is a junior clerk at the Silver Chain, a lending house in Daggermark. He does not know who the money belongs to. He is just a simple courier.

Follow the courier: Having made this delivery many times, the courier is fairly lax when depositing the gold. The area is sparsely populated, and following him all the



POISONOUS COUNCIL

way back to the city quickly draws his attention if the PCs do not take precautions. To successfully follow the courier, half the PCs—rounded down—must succeed at a DC 16 Stealth check.

If spotted, the PCs can still capture and interrogate the courier.

Digging Deeper

Whether through deduction, interrogation or following the courier, the clues lead to the Silver Chain, a lending house near the docks. The building's sign bears the image of a coin with a chain in the middle. The Silver Chain has a wide public entrance. Inside is a long counter with several clerks behind barred windows. There are a few benches scattered about for people to use while they wait. It's fairly busy with people waiting about and a few getting helped at the counter.

Excuse me, I have an appointment: The PCs can gain access to one of the private waiting rooms by claiming they have an appointment and acting self-important. This requires a PC to succeed at a DC 18 Deception check to Lie or a DC 24 Intimidation check to Coerce. If the PC making the check shows the silver coin the DC is reduced by 2.

I'm with him: If the PCs apprehended Jann, they can claim they have an appointment with him to access one of the private waiting rooms. Jann will be too terrified to speak but his nervousness might give the PCs away at the door. A PC that succeeds at a DC 18 Diplomacy check to Make an Impression distracts the guards enough that they don't notice anything wrong with Jann. Instead of distraction, a PC who succeeds at a DC 20 Stealth check to Sneak manages to guide Jann through some unobtrusive maneuvers to avoid notice. Failure means the PCs are stopped at the door. They can still try and get access through other means instead, though.

I got swindled: The PCs can claim the Silver Chain has given them a bad deal. They can create these documents with a successful DC 18 Society check to Create a Forgery. They can also try and obtain some documents from people waiting with a DC 20 Thievery check to Steal. If they forge their documents, the PCs can reduce the check to get them accepted by a clerk by 2 if they complain loudly and make a scene. This attracts the attention of other people in the waiting room. To avoid bad publicity, the clerk is less thorough in checking the documents. To resolve the matter the clerk will call their superior and lead the PCs to one of the private waiting rooms. For levels 5–6, the clerks are more vigilant, increasing all DCs by 2.

We're In

The private meeting rooms are not much to look at. Each contains a large bare table with several chairs. A

threadbare rug is the only decoration. The room has no windows and there are two doors. One through which the PCs entered, which leads to a long windowless corridor with similar rooms and only one door leading back to the large entry hall. There is a second door opposite the door the PCs entered. Since the PCs got into the meeting room under false pretenses, they will have to act fast, as once an employee enters, any more thorough questioning will make their lies fall apart.

Take us further: If the PCs claim to have an appointment with Jann and brought him into the meeting room, he sinks to the floor the moment everyone is in the meeting room. His poor nerves are fried and all he wants to do is lie on the floor until this all goes away. Jann knows where to get the information about whose money he just brought to pay the bandits. To take the PCs further in, Jann needs some convincing. A PC who succeeds at a DC 18 Intimidation check to Coerce or a DC 20 Diplomacy check to Make a Request manages to convince Jann, although his nerves seem even worse off.

Oops it's a mess: The PCs can exit the meeting room with great aplomb through the employee door and claim there was a bit of a messy accident of some kind. The waiting room is not totally unusable, but they will totally clean it up. The PCs can pretend to be regular employees or cleaning staff by having half the PCs, rounded down, succeed at a DC 18 Deception check to Impersonate, a DC 20 Performance check to Perform, or a DC 24 Medicine check to Recall Knowledge, properly giving the impression that major cleaning is needed. If the PCs use some consumables or spells in a clever way, reduce the DC for this by 2.

Create a distraction: While the waiting room is sparsely furnished, it does provide a good backdrop for creating a distraction. A distraction draws the attention of security. For this ruse to work, one PC will need to be the 'culprit' and be apprehended by security. Only one PC needs to succeed at a DC 18 Crafting check to Craft or a DC 20 Athletics check to Force Open, creating a convincing ruckus. As security apprehends the designated PC 'culprit,' the others can make their escape and slip out through the employee door without anyone noticing. There are other ways the PCs could come up with to create a distraction. Allow them to use other skills for this as long as their explanation makes sense. Any other skill would use a DC of 22.

Get the Receipts

Behind the meeting rooms is a second long hallway, also windowless. On one side of the hallway are the meeting room doors. There are four other doors. The three regular

POISONOUS COUNCIL

wooden doors and one reinforced door. Only one door is marked and reads 'Archive'. If checked, conversation can be heard coming from behind the two unmarked wooden doors. The archive door is silent.

Grab what you can: The archive room is stacked with bookcases, but papers from current payouts and cases are stacked on desks. While grabbing all papers would be too much, PCs can scan the papers quickly for certain key words like 'regular payouts', 'delivery to old farm', 'bandits' or several euphemisms for bandit and 'Poisoners Guild'. To find the right papers a PC must succeed at a DC 20 Society check to Recall Knowledge or DC 25 Perception check to Seek. If a PC critical succeeds on this check, they find additional notes on Tragshi. These count for the Grand Archive faction mission.

Give us what we need: If Jann is still with the PCs, he knows what kind of documents the PCs need, although he might need a few moments to extract them from the pile on the right desk. Jann is, at this point, a complete nervous wreck who will lie down and cry on the floor if intimidated. If he is to be any help a PC needs to succeed at a DC 20 Diplomacy check to Make a Request, or a DC 25 Deception check to Lie. Jann then calms down long enough to retrieve the right documents. A critical success on this check leads Jann to also dig up some documents on Tragshi, hoping this gets the PCs out of his hair faster. These count for the Grand Archive faction mission.

Once the documents are acquired, the PCs can rush out of the Silver Chain. They might get noticed, but they can lose any pursuers in the busy crowds of the docks. Once back at the secret meeting room, Tragshi takes her time meticulously combing through the documents. Eventually she finds what she is looking for. Sronwa, one of her underlings, has been paying off the bandits and been making a pretty sum harvesting the herbs and selling them herself, without the Guild knowing or taking a cut. She launders the money through the Silver Chain. Tragshi is pleased. With this knowledge, the guild can expel Sronwa. Or hire an assassin...

D. GATHERING BLACKMAIL

The gathering blackmail option uses the Infiltration subsystem. The PCs need to earn 15 Infiltration Points, before they reach 15 Awareness points. For more information on the use of the Infiltration subsystem, reference *Pathfinder Gamemastery Guide* pages 160–162.

Obstacles in Play

On a character's turn, the character describes what they do to get past the obstacle. They then attempt any required check (or perform the required action,

if their choice doesn't require a check). The result of the check determines how many Infiltration Points the character gains toward overcoming that obstacle—or whether they instead raise suspicions and accrue Awareness Points!

Critical Success The PC gains 2 Infiltration Points.

Success The PC gains 1 Infiltration Point.

Failure The PCs accrue 1 Awareness Point.

Critical Failure The PCs accrue 2 Awareness Points.

If the character's actions automatically help without requiring a check, like using a spell, they usually gain 1 IP, but you can award 2 for particularly helpful actions

AWARENESS POINTS

The trick of any infiltration is to complete the mission before anyone even has a chance of noticing your presence. This is represented here by Awareness Points. Awareness Points measure the opposition's awareness of the PCs' efforts, helping you keep the pressure on and ramp up the urgency. While Infiltration Points are specific to a given obstacle, Awareness Points are a single pool spanning the entire infiltration and all participants.

Awareness Points increase in three different ways. When a PC fails a check to overcome an obstacle, they incur 1 Awareness Point (or 2 on a critical failure). Other failed checks during the infiltration typically don't increase the Awareness Point total unless the failure would reasonably cause a disruption. Awareness Points also increase by 1 at the end of each round of the infiltration, as the passage of time makes it more likely that the PCs will be discovered. Finally, the PCs earn Awareness Points whenever their activities are disruptive enough to draw attention to the infiltration, subject to GM discretion.

5 Awareness Points: Suspicions are raised. Increase the DCs for obstacles by 1.

10 Awareness Points: The first time the PCs reach this tier, a complication occurs. Several underlings come to investigate.

15 Awareness Points: Increase the DCs for obstacles by a total of 2, and the first time the PCs reach this tier, a complication occurs. Sronwa grows suspicious and starts calling several underlings to her and gets ready to trigger a failsafe.

20 Awareness Points: The infiltration fails. Sronwa has destroyed the evidence by triggering a failsafe, see 'failing the infiltration' on page 20.

Infiltration

Tragshi's directions, along with some canoes she had Pemark scrounge up, allow the PCs to reach a small dock in a cistern without any trouble. At this point,

the infiltration begins, using the map on page 19. More canoes are tied to a small dock. The smell is atrocious and there is the constant sound of dripping water. There is a single door to the north, and double doors to the west. Both seem plausible ways into the hideout. Both doors are reinforced and rags can be seen shoved under them, to keep out most of the sewer air.

LOCKED DOOR OBSTACLE

Infiltration Points 1 (group); **Overcome** hard or very hard
Athletics or Thievery

A locked door bars entry to the hideout. This obstacle follows the normal degrees of success for an obstacle, with the following modification: on a success, Athletics incurs 1 Awareness point.

Each door leads to a room where several of Sronwa's underlings are hard at work. Several of them are grinding up dried leaves and minerals, which is quite noisy, so it is possible they have not heard the PCs enter.

WORKING UNDERLINGS OBSTACLE

Infiltration Points 2 (individual); **Overcome** standard,
hard, or very hard Acrobatics, Perception, or Stealth

Working with poisonous herbs and minerals requires concentration. Completed products are brought to a storeroom, temporarily emptying the room.

At the back of the hideout are sleeping chambers and small work chambers. Sronwa uses these work chambers to store documents as these rooms are the least damp of the whole hideout. Her underlings have explicit instructions not to use these unless she has cleared them first. This is because the rooms are trapped.

TRAP OBSTACLE

Infiltration Points 3 (group); **Overcome** standard Thievery
(Trained)

A trap is placed on the worktable and must be disabled first. This obstacle follows the normal degrees of success for an obstacle, with the following modification for critical failure.

Critical Failure The PCs accrue 2 AP as normal, and the PC who critically fails the Thievery check also triggers the trap. See page 32 or 41 for trap statistics.

Whether the trap is triggered or not, the PCs have a chance to search the room for any evidence.

GATHERING DOCUMENTS OBSTACLE

Infiltration Points 3 (group); **Overcome** standard or hard
Society or Perception

Documents are stored all across this small work room. While

SCALING THE INFILTRATION.

To scale the infiltration, make the following adjustments:

For each PC beyond 4, increase the Infiltration and Awareness points needed by 2

in neat stacks, nothing is labeled. If the trap was triggered in the obstacle before, the PCs must work hard before all evidence is destroyed. Increase the DC for this obstacle by 2. If a PC scores a critical success on this obstacle, they find additional notes on Tragshi. These count for the Grand Archive faction mission.

Development: Once the PCs reach 15 Infiltration Points, they succeed in their infiltration and gather the blackmail evidence they need. Leaving the hideout can be done in any way the players wish. They do not need to make checks for this, but give them the opportunity to describe how they would accomplish this.

Once back with Tragshi, she eagerly looks through the gathered documents. Her face goes from pleased to angry to smug. She congratulates the PCs on gathering this. This proves that Sronwa is a Ghostknife, a group that several years ago tried to overthrow the Poisoners Guild. The attempted takeover of the guild by the Ghostknives was very bloody, and many still hold hatred for that faction. Besides the Poisoners Guild, other factions, such as the Assassins Guild, also hold a grudge towards the Ghostknives. Once Tragshi reveals this connection, Sronwa will be done for.

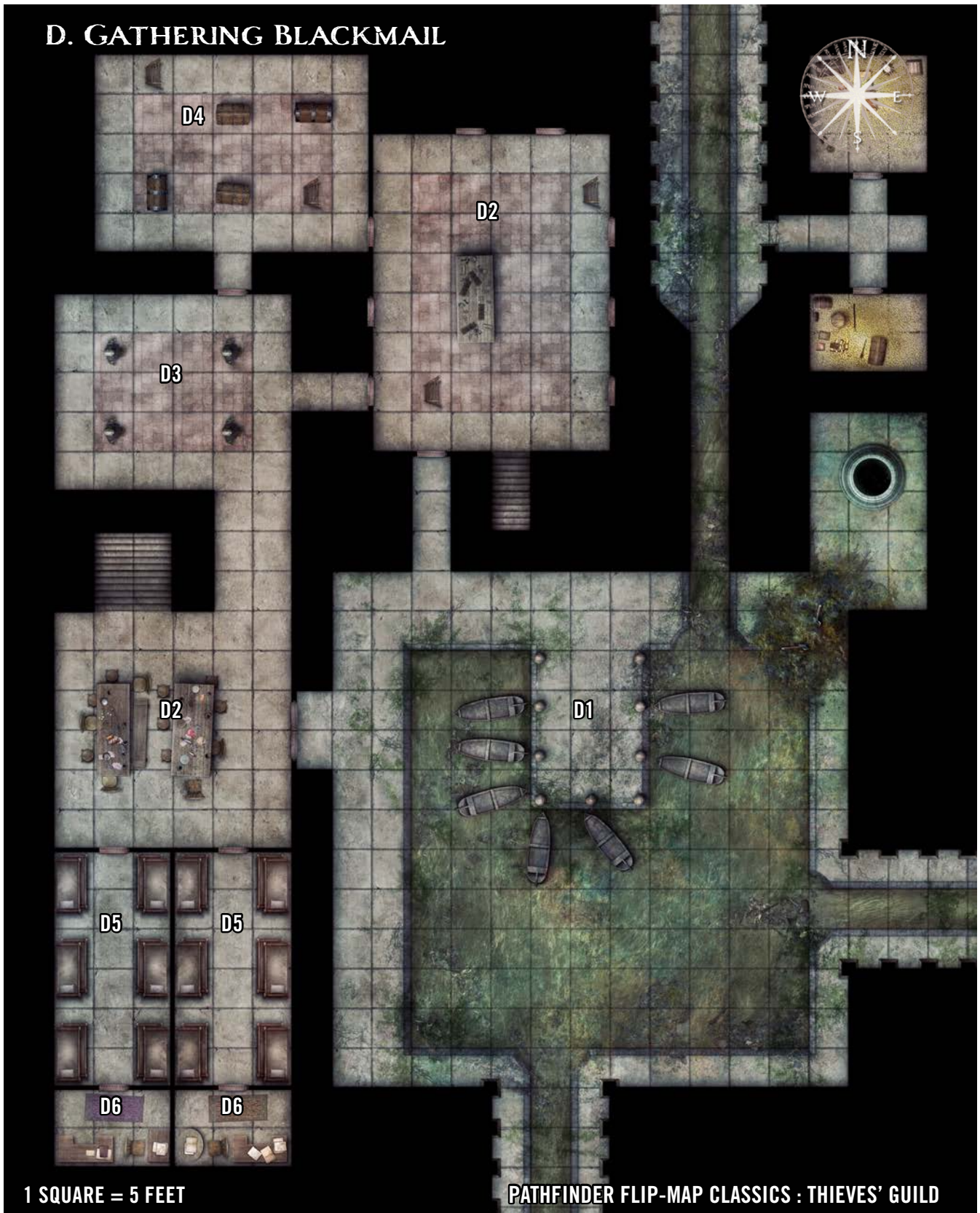
Complications

At 10 Awareness Points, the PCs actions cause the underlings to become suspicious, causing them to come to investigate the strange sounds they've been hearing. They confront the PCs. Quick witted PCs can avoid a confrontation. If half the PCs, rounded down, succeed at a DC 18 Intimidation check to Coerce, a DC 20 Deception check to Lie, or a DC 24 Diplomacy check to Make a Request, the underlings are convinced that they are on legitimate guild business and should be left alone.

If this fails, the underlings try to detain the PCs, which will most likely result in a fight. Use the statistics and adjustments on page 29 for this. For Levels 5–6, use the statistics on page 38 instead. The fight happens in

POISONOUS COUNCIL

D. GATHERING BLACKMAIL



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the room the PCs are in when they reach the Awareness Point threshold.

Failing the infiltration

It is possible for the PCs to fail the infiltration. If the PCs accrue at least 20 Awareness Points, Sronwa triggers the trap in the workrooms remotely. This immediately destroys all the evidence located inside. She then gives her underlings the command to leave the hideout with as many valuables as possible. The PCs still have a chance to catch her and complete their objective that way. The PCs can hear her shout instructions from room C4. They can confront her there, which uses the encounter as normal for that room. Do not run the other encounters.

D. CONFRONTATION

Tragshi's directions lead the PCs to a small dock in a sewage cistern. Whether the players want to fight or negotiate with Sronwa, both approaches use this section of the adventure.



GHOSTKNIFE INFILTRATOR

D1. Cistern

Several canoes are tied to a small dock in a sewer cistern. The smell is atrocious and there is the constant sound of dripping water. A single door lies to the north, with double doors to the west. Both seem plausible ways into the hideout. Both doors are reinforced and rags can be seen shoved under them, to keep out most of the sewer air.

The dock is empty but the large number of tied up canoe syndicate there are people in the hideout. None of Sronwa's underlings want to stand guard in the sewer air. They've locked both entrances to the hideout. They don't expect anyone to find them there, but the sewers do house vermin they don't want wandering in. The doors are locked with a simple lock. Due to the damp, parts are fused and it requires only a single DC 20 Thievery check to open. The same damp has caused the door to swell. If the PCs opt to try and break it down, it requires a DC 23 Athletics check. For Levels 5–6, not only damp, but also mold has affected the door and lock, making them harder to manipulate. Increase the DCs by 2.

D2. Work Rooms

Moderate

Several people are hard at work in this practical workroom. Herbs and minerals are ground up in a noisy process. Once a product is completed, it is brought to another room.

Whichever door the players choose to enter, the room behind that door is always occupied. The room behind the door they did not choose is always empty, so there is always only one set of underlings to deal with.

Creatures: several of Sronwa's underlings are hard at work. Due to the noise of the process, they will not have heard the door lock being picked, or it being smashed in. If at this point the players want to change tactics and sneak in, proceed with the infiltration portion of the adventure. They can also choose to talk to the underlings or fight.

The underlings are loyal to Sronwa and are not easily convinced to abandon her. To convince them, half the PCs rounded up need to succeed at a DC 18 Intimidation check to Coerce, a DC 20 Deception check to Lie, or a DC 24 Diplomacy check to Make a Request to convince the underlings to abandon Sronwa. For Levels 5–6, the underlings are more steadfast in their loyalty. Increase all DCs by 2. If the PCs fail, the underlings attack them.

Levels 3–4

GHOSTKNIFE GARDENER (2)

CREATURE 1

Page 29

POISONOUS COUNCIL

GHOSTKNIFE INFILTRATOR

CREATURE 3

Page 29, art on page 47

Development: If a fight breaks out, either by directly attacking the underlings or failing to talk to them, Sronwa uses her failsafe to destroy the evidence in C6.

Levels 5–6

TOUGH GHOSTKNIFE GARDENER (2)

CREATURE 3

Page 38

TOUGH GHOSTKNIFE INFILTRATOR

CREATURE 5

Page 38, art on page 47

D3. Training room

Four training dummies stand in the four corners of this room. The dummies show wear and tear from regular use. There are doors to the north and east. To the south is a wide passage.



SRONWA

There's currently no one using this room.

D4. Store room

Moderate

Storage chests are interspersed throughout this room. Wooden runners are placed under the chests to keep them off the damp floor. The smell of sewage is suppressed by an earthy, herbal smell. There are sturdy doors to the south and east. A dwarven woman with copper hair, wearing dark gray clothes and armor, stands in the room. She's checking the newly brought in reagents while ticking things off on a clipboard and making comments to several other people about the products.

Finished product is kept in these nondescript storage chests. As production is currently in full swing in the hideout, the chests are mostly full, giving this room a pleasant aroma.

Creatures: Overseeing production is Sronwa. She has worked against Tragshi for many years. One of the original Ghostknives, a group that sought to overthrow both Poisoners and Assassins' Guilds, she has been working her way through the organization with guile and ruthlessness. Sronwa is currently in the storage room, inspecting finished products that come in for quality and quantity. When the PCs enter the room, Sronwa readies her failsafe, if she had not done so before (see room C2).

Sronwa is open to negotiation. She reasons that if the PCs have made it this far, they are formidable opponents that she might not be able to defeat. She has worked too long and too hard to get into a position where she is ready to overthrow Tragshi. Thus it will take the PCs some effort to convince her to stand down. Each PC can attempt two skill checks to convince her, chosen from the following options or other skills at the GM's discretion.

PCs who succeed at a DC 16 Intimidation check to Coerce (expressing the gravity of the situation Sronwa is in rather than simple threats at her life), DC 18 Diplomacy check to Make a Request, or a DC 20 Deception check to Lie can make compelling arguments to persuade her. The PCs can dismantle Sronwa's plans with a DC 17 Society check to Recall Knowledge. The PCs can also explain that Sronwa's plans are doomed to fail now that Tragshi is allied with the Pathfinders with a DC 13 Pathfinder Society Lore check to Recall Knowledge, but the PCs can only benefit from this Lore check once. For levels 5–6, Sronwa is especially steadfast in her beliefs, increasing these DCs by 2.

The PCs' checks to persuade Sronwa have the following results.

Critical Success The PCs earn 2 Persuasion Points.

Success The PCs earn 1 Persuasion Point.

Critical Failure The PCs lose 1 Persuasion Point.

POISONOUS COUNCIL

If the PCs earn at least as many Persuasion Points as the number of PCs, then they convince Sronwa to surrender. If she surrenders, and has not used her failsafe, Sronwa will ask that the PCs do not bring her to Tragshi. In return she will give them valuable information about Tragshi's plans. These count for the Grand Archive faction mission. If the PCs do not accept, she will activate the failsafe, destroying the notes. If the PCs accept, she asks to be given a canoe. She throws the failsafe on the dock before paddling away.

If the PCs fail to persuade her, or choose to attack her without talking to her first, Sronwa attacks.

Levels 3-4

GHOSTKNIFE GARDENER (2) CREATURE 1

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SRONWA CREATURE 3

Page 30, art on page 47

Levels 5-6

TOUGH GHOSTKNIFE GARDENER (2) CREATURE 3

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SRONWA CREATURE 5

Page 39, art on page 47

Development: Whether Sronwa is defeated or convinced, she will try and persuade the PCs that she is allowed to gather some of her personal belongings, and that any of her surviving underlings be allowed to leave unharmed. Sronwa will try to reclaim any information about the Ghostknives from C6, while leaving her own blackmail on Tragshi.

D5. Bedrooms

These two sets of bedrooms are identical, each containing six beds. The beds are only used incidentally, when a long brewing process is required or it is more efficient to stay the night here. These rooms hold nothing of interest.

D6. Work rooms

These workrooms are nearly identical. Use the description for whatever room the PCs enter first. The other room is empty.

A simple desk, table and chair fill this small workroom. Papers are organized in neat piles. The dampness and smell of the sewer is less noticeable here.

Sronwa knows the information here regarding the Ghostknives, if found, will cost her and her underlings their lives. However, she needs these papers for accounting, dealing with merchants and keeping blackmail on hand. It is too much for her to do it all in her head. To keep this from being too easy to discover, she keeps relevant documents shuffled in with many mundane lists and even a few fake documents. As another failsafe, she has rigged the desk with a trap to which she has a remote trigger.

Levels 3-4

FLAMING SPHERE RUNE HAZARD 3

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Levels 5-6

HEIGHTENED FLAMING SPHERE RUNE HAZARD 5

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Development: If the trap is triggered, either by failing to disarm it or by Sronwa triggering it herself, it destroys all the documents. If the trap is disabled however, the PCs can search through the documents. To find the right papers a PC must succeed at a DC 20 Society check to Decipher Writing or DC 25 Perception check to Seek. A critical success on this check, reveals additional notes on Tragshi. These count for the Grand Archive faction mission.

CONCLUSION

Once all missions are complete, so long as the PCs accompanied her to the Outlaw Council, dealt with the bandits, and took care of Sronwa, Tragshi agrees to begin regular shipment of the blue arrowleaf extract to the Pathfinders, and thanks the PCs for their help. She arranges for a river boat to take them back to the Woodsedge Lodge. Although her arrangements aren't as comfortable, they get the PCs back safe and sound.

If the PCs haven't yet succeeded at the Grand Lodge faction mission, they have one last chance to try, taking advantage of Tragshi's good mood to talk to her one last time. Tragshi is not easily convinced to change her viewpoint of the Pathfinder Society and the PCs will need to bring their best negotiation skills. Each PC can attempt two skill checks to convince her, chosen from the following options or other skills at the GM's discretion.

The PCs can sum up economic benefits with a DC 20 Society check to Recall Knowledge. DC 22 Diplomacy check to Make a Request can calmly explain that there are more benefits to allying with the Society. The PCs can also lean on the Society's own varied expertise and

POISONOUS COUNCIL

knowledge of poison with a DC 24 Nature or Crafting check to recall knowledge.

The PCs' checks to persuade Tragshi have the following results.

Critical Success The PCs earn 2 Persuasion Points.

Success The PCs earn 1 Persuasion Point.

Critical Failure The PCs lose 1 Persuasion Point.

If the PCs earn at least as many Persuasion Points as one and a half times the number of PCs, rounded down, then they convince Tragshi the Society is more than just a buyer, but also a good partner. This fulfills the Grand Archive faction mission.

REPORTING NOTES

If the PCs succeeded at the Grand Archive faction mission, check box A; if they failed the mission, check box B. If Sronwa was killed, check box C; if Sronwa survived, check box D.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they convince Tragshi to ship the blue arrowleaf extract.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they impress Tragshi by successfully gathering the herbs and impress two of the three rulers at the Outlaw Council.

FACTION NOTES

There are several ways the PCs can gain additional knowledge of Tragshi's operations, or gain her trust. If the PCs succeed at one of the following, they gain two additional reputation with the Grand Archive. Influencing Tragshi at the Outlaw Council, succeeding at gaining insight in the herbs gathered, finding the documents detailing some of Tragshi's plans in area C6 or at the Silver Chain, or influencing her at the end of the mission. Succeeding at any one of those tasks means success at the Grand Archive mission.

APPENDIX I: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

MAKING FRIENDS (LEVELS 3–4)

ASSASSINS' GUILD ROGUES (2)

CREATURE 1

N MEDIUM HUMANOID HUMAN

Perception +7

Languages Common

Skills Acrobatics +6, Athletics +5, Diplomacy +4, Nature +6, Stealth +6, Survival +8

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

Items blowgun (10 darts, 1 of which is coated with giant centipede venom), leather armor, shortsword

AC 17; **Fort** +6, **Ref** +8, **Will** +4

HP 17

Speed 25 feet

Melee ♦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

Ranged ♦ blowgun +8 (agile, nonlethal, range increment 20 feet, reload 1), **Effect** 1 piercing plus giant centipede venom

Hidden Movement If the assassins' guild rogue starts its turn undetected by a creature or hidden from it, that creature is flat-footed against the rogue's attacks until the end of the rogue's turn.

Sneak Attack The assassins' guild rogue deals an extra 1d6 precision damage to flat-footed creatures.

Giant Centipede Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage and flat-footed (1 round); **Stage 3** 1d12 poison damage, clumsy 1, and flat-footed (1 round)

SCALING ENCOUNTER A

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

10–11 Challenge Points: Add one assassins' guild rogue to the encounter.

12–13 Challenge Points: Add one assassins' guild grenadier to the encounter

14–15 Challenge Points: Add one assassins' guild rogue and one assassins' guild grenadier to the encounter.

16–18 Challenge Points (5+ players): add two assassins' guild grenadiers to the encounter.



ASSASSINS' GUILD GRENAДИER

CREATURE 3

CN MEDIUM HUMANOID HUMAN

Perception +9

Languages Common

Skills Acrobatics +7, Crafting +10, Deception +5, Society +9, Stealth +10, Thievery +7

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

Infused Items An assassins' guild grenadier carries 2 infused moderate acid flasks, 2 infused moderate alchemist's fires, and 2 infused moderate frost vials. These items last for 24 hours, or until the next time they make their daily preparations.

Items alchemist's tools, dagger, hand crossbow (20 bolts), studded leather armor

AC 19; **Fort** +9, **Ref** +12, **Will** +5

HP 45

Speed 25 feet

Melee ♦ dagger +10 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Ranged ♦ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+5 piercing

Ranged ♦ alchemical bomb +12 (range increment 30 feet, splash), **Effect** varies by bomb

Far Lob The grenadier's bombs have a range increment of 30 feet (instead of 20 feet).

Quick Bomber ♦ The grenadier draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

POISONOUS COUNCIL

ENCOUNTER B (LEVELS 3-4)

ULLORTH UNGIN

UNIQUE LN HALF-ORC HUMAN HUMANOID ORC

Champion of Tymon

Perception +11

Will +9

Discovery DC 16 Gladiatorial Lore, DC 20 Perception, DC 18 Society

Influence Skills DC 16 Cooking lore or similar, DC 18 Performance (to tell a rousing tale of battle), DC 20 Athletics (to impress him with some feats of strength), DC 24 Diplomacy, DC 28 Deception

Influence 1: Ullorth laughs at the attention the PCs give him, clearly pleased. Amused, he lets slip that he recalls Ashron having some interest in Nature.

Influence 3: Impressed the PCs are sticking around, Ullorth confides in them that he thinks that Chryphaena shouldn't be here. But not to tell her that to her face. She doesn't appreciate being treated like a monster.

Influence 4: Ullorth lets out a loud, amused guffaw and slaps the PCs on the back in mirth. He invites them over to Tymon for some prime seats in the arena.

Resistances Tymon ultimately is a nation where might makes right. Ullorth easily becomes annoyed at those who shy away from violence.

Weaknesses A gladiator by profession, Ullorth easily feels a kinship with other warriors. Those with the Gladiator, or otherwise militaristic or melee-oriented background have an easier time talking to him.

Background Ullorth is actually Maldar Tymon, the founder of Tymon, who has lived for over 2700 years, going from reincarnated body to reincarnated body. He uses the law of succession, the same law he himself created to 'challenge' himself, 'kill' himself, and then become the new ruler. This ruse is only known to his closest confidants.

Appearance A lean-muscled half-orc, dressed in ornate gladiator armor. His hair is close-shaven and he wears his many scars proudly.

Personality Ullorth is driven by his desire to see Tymon be a beacon for gladiators and be a stable country. He will go to any lengths to keep Tymon safe and secure.

ASHRON

UNIQUE LN HUMAN HUMANOID

Oaksteward druid, appointed Voice of the Wind

Perception +14

Will +12

Discovery DC 18 Forest Lore, DC 20 Perception, DC 18 Society

Influence Skills DC 18 Desert lore, DC 20 Medicine (to talk about diseases), DC 22 Nature, DC 22 Diplomacy, DC 28 Deception

SCALING THE OUTLAW COUNCIL

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

10-11 Challenge Points: Increase each Discovery and Influence DC by 1.

12-13 Challenge Points: Increase the number of Influence Points needed to reach each Influence threshold by 1.

14-15 Challenge Points: Increase each Discovery and Influence DC by 1. Increase the number of Influence Points needed to reach each Influence threshold by 1.

16-18 Challenge Points (5+ players): Increase each Discovery and Influence DC by 2.

Influence 1: Ashron looks abashed at the attention of the PCs. He looks over his shoulder shyly, stating he needs to step away from a moment while picking up his raccoon. He points at Chryphaena, stating the PCs could talk to her about how things go in polite society?

Influence 2: Petting his raccoon to settle the animal, Ashron whispers to the PCs that he doesn't like Ullorth, and neither do his fellow druids. He doesn't know why, but the man feels strange to him. But please do not let Ullorth know, he has a reputation for liking to solve things with violence.

Influence 4: A warm smile spreads over Ashron's face. He quietly admits he was kind of nervous going to the Outlaw Council, but he is happy to have made some friends.

Resistances The Oakstewards have a disdain for Tragshi, who keeps trying to collect rare herbs that grow in the enchanted gardens of Sevenarches. Anyone who tries to lean into their connection to Tragshi gets the cold shoulder from Ashron.

Weaknesses Having never been outside of the forest and meadows of Sevenarches, Ashron appreciates stories about other parts of the world with other biomes than forest and grassland.

Background Having been born and raised in Sevenarches, Ashron has served the Oakstewards cause from a young age. Chosen to be this year's Voice of the Wind, the druid responsible for representing Sevenarches abroad, Ashron has actually not been outside Sevenarches before.

Appearance A middle aged man with mouse-gray hair. They wear unassuming brown robes with an oak leaf embroidered on the chest. A raccoon familiar is always close by.

POISONOUS COUNCIL

Personality Dedicated but shy, Ashron is determined to serve Sevenarches to the best of his abilities.

CHRYPHAENA

UNIQUE LE HUMANOID

Ruler of Leydis

Perception +8

Will +9

Discovery DC 22 Perception, DC 18 Politics lore or similar, DC 20 Society

Influence Skills DC 18 Fortune telling lore or similar, DC 20 Occultism (to talk about portents and omens), DC 20 Diplomacy, DC 22 Society, DC 28 Deception

Influence 2: Chryphaena is a bit flummoxed as to why the PCs keep talking to her. The interest unsettles her a bit. She points at Ullorth, saying the PCs would probably much more like comparing muscles with him instead of talking to her.

Influence 3: Having noticed one PC always sticks to Tragshi, Chryphaena comments that she is curious about the herbalist's skills and that she must have vast knowledge about crafting.

Influence 4: Chryphaena gives the PCs a firm nod, thanking them for willing to see further than her looks.

Resistances Chryphaena is more than aware that many consider her a monster, and would kill her on sight. Any stories about killing monsters draws her ire.

Weaknesses Seeking approval and wanting to be seen as an equal, Chryphaena is thrilled by anyone who treats her just like she has always been one of the leaders at the council.

Background Like many of her kind, Chryphaena covets secrets. While trying to get to the bottom of a political scandal so she could have appropriate leverage, her involvement got out. As a Medusa, she was the perfect scapegoat, and she fled as far as she could. Eventually she settled in Leydis, which was again in turmoil. Having a good head for planning and a hard hand in ruling, she created a small force of blind zombies and has been able to keep the region fairly stable.

Appearance Human in appearance except for a light teal skin and snakes for hair. She wears practical adventurers' leathers and sturdy boots. A cowl partially covers the snakes.

Personality Shrewd and manipulative, Chryphaena has realized she likes being a leader of a small kingdom. Politics is rife with secrets, just waiting to be exploited. While great with a bow like many of her kind, she also has an aptitude for divination magics and loves fortune telling.

TRAGSHI THE HERBALIST

UNIQUE NE HALF-ELF HUMANOID ELF

Chief Poisoner of the Poisoners' Guild

Perception +13

Will +13

Discovery DC 18 Herbalism lore or similar, DC 22 Perception, DC 20 Society

Influence Skills DC 18 Underworld lore or similar, DC 20 Nature (to talk about poisonous plants and minerals), DC 22 Crafting, DC 22 Diplomacy, DC 28 Deception

Influence 4: Tragshi finally smiles a small, amused smile, stating the PCs are really doing their best and could go into politics if they so wished.

Resistances Tragshi is sure of herself and her skills. Overt attempts at flattery bore, and quickly annoy her.

Weaknesses Having been in her position for many years, not many things can still surprise her. She secretly loves hearing about, as well as seeing rare plants and minerals.

Background Hailing from far to the east, Tragshi has not told a single soul in Daggermark how she ended up there. Many assume it has to do with some kind of failed assassination, as she was already an accomplished poisonmaster when she arrived. With her skill and practicality, she quickly rose through the ranks of the Poisoners' Guild. She has held the position of Chief Poisoner for many years.

Appearance an elderly half-elf with golden-tan skin. She dresses practically and nondescript even for an important function like the outlaw council.

Personality Cold and calculating, Tragshi is a practical woman who does not let ego get into the way of a good deal. She is passionate about her craft and she knows that few in the world can match her skill.

POISONOUS COUNCIL

ENCOUNTER C1 (LEVELS 3-4)

BANDITS (2)

CREATURE 1

NE **MEDIUM** **HUMAN** **HUMANOID**
Perception +7; (8 to find concealed objects)

Languages Common

Skills Athletics +7, Intimidation +5, Legal Lore +3

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

Items club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

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


HP 20


Attack of Opportunity 

Speed 25 feet

Melee  club +9, **Damage** 1d6+4 bludgeoning

Melee  sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged  crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged  club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

SCALING ENCOUNTER B

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

10–11 Challenge Points: Add one bandit to the encounter.

12–13 Challenge Points: Add one bandit leader to the encounter.

14–15 Challenge Points: Add one bandit and one bandit leader to the encounter.

16–18 Challenge Points (5+ players): Add two bandit leaders to the encounter.



BANDIT LEADER

CREATURE 3

NE **MEDIUM** **HUMAN** **HUMANOID**

Perception +8

Languages Common

Skills Acrobatics +9, Athletics +9, Intimidation +9

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


Items dagger, naval pike (functions as spear)


AC 19; **Fort** +6, **Ref** +11, **Will** +8


HP 45


Speed 25 feet



Melee  sap +13 (agile, nonlethal), **Damage** 1d6+5 bludgeoning

Melee  naval pike +11, **Damage** 1d6+5 piercing

Melee  dagger +13 (agile, versatile S), **Damage** 1d4+5 piercing

Ranged  naval pike +13 (thrown 20 feet), **Damage** 1d6+5 piercing

Leader's Command  (auditory, concentrate, emotion, linguistic, mental) **Frequency** once per round; **Effect** The leader orders an ally to attack or to get in position. Until the end of the ally's next turn, they gain the leader's choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.

Pike and Strike   The leader Strikes with their naval pike. If this Strike hits, the leader can either move the target 5 feet within the pike's reach or make a sap Strike against the target without increasing their multiple attack penalty until after the sap Strike.

ENCOUNTER C2 (LEVELS 3-4)

TITANIC FLYTRAP

HAZARD 3

ENVIRONMENTAL


Stealth DC 23 (trained)

Description On the surface, a titanic flytrap appears to be a patch of the more common flytrap plant, but beneath murky waters it hides a far larger set of jaws, reaching 10 feet across and reinforced with woody branches and lined with paralytic hairs.


Disable DC 21 Survival (trained) to mislead the flytrap's sense of weight and pressure

AC 19; **Fort** +14, **Ref** +6

HP 42 (BT 21); **Immunities** mental; **Resistances** acid 20, fire 10

Snap Shut  **Trigger** A Small or Medium creature moves into a square that is within reach of the flytrap's hidden jaws;

Effect The flytrap's jaws snap shut, making a jaws Strike against the triggering creature.

Melee  jaws +15, **Effect** devour

Devour The target is trapped by the flytrap's jaws, gaining the grabbed condition until it Escapes (DC 21). Additionally, it is exposed to the titanic flytrap toxin from the hundreds of tiny hairs that line the inside of its leaves. If the flytrap's jaws Strike was a critical success, the target takes a -2 circumstance penalty to its saving throws against this poison. At the end of each of target's turns that it remains grabbed, the target takes 2d8 acid damage.

Titanic Flytrap Toxin (contact, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d4 poison damage and stunned 1 (1 round); **Stage 2** 2d8 poison damage and stunned 2 (1 round); **Stage 3** 2d10 poison damage and paralyzed (1 round)

Reset 1 hour (or longer, after a large meal)

SCALING TITANIC FLYTRAP

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

12+ Challenge Points: The flytrap has a second set of jaws that attempts to snap shut and devour a creature.



ENCOUNTER D2 (LEVELS 3-4)

POISONOUS COUNCIL

GHOSTKNIFE GARDENERS (2)

CREATURE 1

N **MEDIUM** **ARDANDE** **HUMAN** **HUMANOID**

Perception +7; low-light vision

Languages Common, Muan

Skills Athletics +3, Crafting +6, Diplomacy +3, Nature +7, Stealth +6

Str +0, **Dex** +3, **Con** +1, **Int** +1, **Wis** +4, **Cha** +0

Plant Empathy The ghostknife gardener can use Diplomacy to Make an Impression and make very simple requests of plants.

Items glowing lantern fruit, gardening tools, shortbow (20 arrows), sickle

AC 16; **Fort** +4, **Ref** +6, **Will** +9

HP 17

Speed 25 feet

Melee ✦ sickle +6 (agile, finesse, trip), **Damage** 1d4 slashing

Ranged ✦ shortbow +8 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Primal Prepared Spells DC 17, attack +9; **1st** heal, longstrider, wall of shrubs; **Cantrips** (1st) detect magic, know direction, take root, tanglefoot, timber

Decompose ✦✦ (primal, void) **Frequency** once per day; **Effect** Void energy seeps out of the ghostknife gardener, decaying everything within a 5-foot emanation and causing plants and foliage to age and decompose. Natural difficult terrain is destroyed, and creatures in the area with the plant or wood trait take 1d6 void damage (DC 16 basic Fortitude).

GHOSTKNIFE INFILTRATOR

CREATURE 3

RARE **N** **MEDIUM** **HUMANOID** **VISHKANYA**

Perception +10; low-light vision

Languages Common, Vishkanyan

Skills Acrobatics +9, Athletics +7, Deception +11, Diplomacy +9, Society +7, Stealth +11, Thievery +9

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

Items disguise kit, kukri, leather armor, shuriken (10), thieves' tools

AC 19; **Fort** +6 (+8 vs. poisons), **Ref** +11, **Will** +8

HP 45

SCALING ENCOUNTER D2

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

10–11 Challenge Points: Add one ghostknife gardener to the encounter.

12–13 Challenge Points: Add one ghostknife infiltrator to the encounter.

14–15 Challenge Points: Add one ghostknife gardener and one ghostknife infiltrator to the encounter.

16–18 Challenge Points (5+ players): Add two ghostknife infiltrators to the encounter.



Speed 25 feet

Melee ✦ kukri +11 (agile, finesse, trip), **Damage** 1d6+4 slashing

Ranged ✦ shuriken +11 (agile, thrown 20 feet), **Damage** 1d4+4 piercing

Envenom ✦ **Frequency** once per day; **Effect** Using either saliva or blood, the infiltrator applies vishkanyan venom to one weapon they're holding. To use their blood, they must be injured, or they can deal themselves 1 slashing damage as part of the action.

Flexible The infiltrator is adept at dealing with tight situations. They have a +1 circumstance bonus to checks to Escape.

Proficient Poisoner The infiltrator doesn't lose the poison on a weapon due to a critically failed Strike.

Sneak Attack The infiltrator deals 1d6 extra precision damage to flat-footed creatures.

Vishkanyan Venom (injury, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and flat-footed (1 round); **Stage 3** 1d4 poison damage, flat-footed, and a -5-foot penalty to Speed (1 round)

POISONOUS COUNCIL

ENCOUNTER D4 (LEVELS 3-4)

GHOSTKNIFE GARDENERS (2)

CREATURE 1

N **MEDIUM** **ARDANDE** **HUMAN** **HUMANOID**

Perception +7; low-light vision

Languages Common, Muan

Skills Athletics +3, Crafting +6, Diplomacy +3, Nature +7, Stealth +6

Str +0, **Dex** +3, **Con** +1, **Int** +1, **Wis** +4, **Cha** +0

Plant Empathy The ghostknife gardener can use Diplomacy to Make an Impression and make very simple requests of plants.

Items glowing lantern fruit, gardening tools, shortbow (20 arrows), sickle

AC 16; **Fort** +4, **Ref** +6, **Will** +9

HP 17

Speed 25 feet

Melee **◆** sickle +6 (agile, finesse, trip), **Damage** 1d4 slashing

Ranged **◆** shortbow +8 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Primal Prepared Spells DC 17, attack +9; **1st** heal, longstrider, wall of shrubs; **Cantrips** (1st) detect magic, know direction, take root, tanglefoot, timber

Decompose **◆◆** (primal, void) **Frequency** once per day; **Effect** Void energy seeps out of the ghostknife gardener, decaying everything within a 5-foot emanation and causing plants and foliage to age and decompose. Natural difficult terrain is destroyed, and creatures in the area with the plant or wood trait take 1d6 void damage (DC 16 basic Fortitude).

SCALING ENCOUNTER D4

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

10-11 Challenge Points: Add one ghostknife gardener to the encounter.

12-13 Challenge Points: Add one ghostknife infiltrator to the encounter.

14-15 Challenge Points: Add one ghostknife gardener and one ghostknife infiltrator to the encounter.

16-18 Challenge Points (5+ players): Add two ghostknife infiltrators to the encounter.



SRONWA

CREATURE 3

NE **MEDIUM** **DWARF** **HUMANOID**

Perception +9

Languages Common, Dwarven, Vishkanyan

Skills Acrobatics +9, Deception +4, Diplomacy +5, Intimidation +5, Medicine +7, Society +5, Stealth +11, Survival +4, Thievery +7, Herbalism Lore +6

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

Items giant centipede venom (5 doses), hand crossbow (10 bolts), leather armor, shortsword

AC 18; **Fort** +5, **Ref** +12, **Will** +7

HP 45

Nimble Dodge **↷ Trigger** Sronwa is targeted with a melee or ranged attack by an attacker she can see; **Effect** Sronwa gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee **◆** shortsword +12 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

Ranged **◆** hand crossbow +12 (range 60 feet, reload 1), **Damage** 1d6 piercing

Poison Weapon **◆** (manipulate) **Requirements** Sronwa is wielding a piercing or slashing weapon and has a free hand; **Effect** Sronwa applies a poison to the weapon.

Quick Draw **◆** Sronwa Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack Sronwa deals an extra 1d6 precision damage to flat-footed creatures.

Giant centipede venom (injury, poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage and flat-footed (1 round); **Stage 3** 1d12 poison damage, clumsy 1, and flat-footed (1 round)

GHOSTKNIFE INFILTRATOR (0)

CREATURE 3

RARE N MEDIUM HUMANOID VISHKANYA

Perception +10; low-light vision

Languages Common, Vishkanyan

Skills Acrobatics +9, Athletics +7, Deception +11, Diplomacy +9, Society +7, Stealth +11, Thievery +9

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

Items disguise kit, kukri, leather armor, shuriken (10), thieves' tools

AC 19; **Fort** +6 (+8 vs. poisons), **Ref** +11, **Will** +8

HP 45

Speed 25 feet

Melee ✦ kukri +11 (agile, finesse, trip), **Damage** 1d6+4 slashing

Ranged ✦ shuriken +11 (agile, thrown 20 feet), **Damage** 1d4+4 piercing

Envenom ✦ Frequency once per day; **Effect** Using either saliva or blood, the infiltrator applies vishkanyan venom to one weapon they're holding. To use their blood, they must be injured, or they can deal themselves 1 slashing damage as part of the action.

Flexible The infiltrator is adept at dealing with tight situations. They have a +1 circumstance bonus to checks to Escape.

Proficient Poisoner The infiltrator doesn't lose the poison on a weapon due to a critically failed Strike.

Sneak Attack The infiltrator deals 1d6 extra precision damage to flat-footed creatures.

Vishkanyan Venom (injury, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and flat-footed (1 round); **Stage 3** 1d4 poison damage, flat-footed, and a -5-foot penalty to Speed (1 round)

ENCOUNTER D6 (LEVELS 3-4)

FLAMING SPHERE RUNE

HAZARD 3

FIRE MAGICAL TRAP VOCATION

Complexity Simple

Stealth DC 20 (trained)

Description An invisible rune creates an invisible, spherical magical sensor with a 5-foot radius.

Disable Thievery DC 18 (trained) to erase the rune without triggering the sensor, or dispel magic (2rd level; counteract DC 16) to counteract the rune

Flaming Sphere ↻ (arcane, evocation, fire); **Trigger** A living creature touches the sensor area. **Effect** The rune detonates creating a flaming sphere in the sensor area. This is a 2nd-level flaming sphere spell that deals 3d6 fire damage (DC 19 basic Reflex save).

APPENDIX 2: LEVEL 5–6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ASSASSINS' GUILD GRENADIERS (2) CREATURE 3

CN MEDIUM HUMANOID HUMAN

Perception +9

Languages Common

Skills Acrobatics +7, Crafting +10, Deception +5, Society +9, Stealth +10, Thievery +7

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

Infused Items An assassins' guild grenadier carries 2 infused moderate acid flasks, 2 infused moderate alchemist's fires, and 2 infused moderate frost vials. These items last for 24 hours, or until the next time they make their daily preparations.

Items alchemist's tools, dagger, hand crossbow (20 bolts), studded leather armor

AC 19; **Fort** +9, **Ref** +12, **Will** +5

HP 45

Speed 25 feet

Melee ✦ dagger +10 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Ranged ✦ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+5 piercing

Ranged ✦ alchemical bomb +12 (range increment 30 feet, splash), **Effect** varies by bomb

Far Lob The grenadier's bombs have a range increment of 30 feet (instead of 20 feet).

Quick Bomber ✦ The grenadier draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

SCALING ENCOUNTER A

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

19–22 Challenge Points: Add one assassins' guild grenadier to the encounter.

23–27 Challenge Points: Add one tough assassins' guild rogue to the encounter.

28–32 Challenge Points: Add one assassins' guild grenadier and one tough assassins' guild rogue to the encounter.

33+ Challenge Points: Add two tough assassins' guild rogues to the encounter.



TOUGH ASSASSINS' GUILD ROGUE CREATURE 5

N MEDIUM HUMANOID HUMAN

Perception +12

Languages Common

Skills Acrobatics +12, Athletics +8, Diplomacy +10, Nature +12, Stealth +12, Survival +14

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

Items blowgun (10 darts, 1 of which is coated with hunting spider venom), leather armor, shortsword

AC 23; **Fort** +11, **Ref** +13, **Will** +9

HP 60

Speed 25 feet

Melee ✦ shortsword +13 (agile, finesse, versatile S), **Damage** 1d8+9 piercing

Ranged ✦ blowgun +14 (agile, nonlethal, range increment 20 feet, reload 1), **Effect** 1 piercing plus hunting spider venom

Hidden Movement If the assassins' guild rogue starts its turn undetected by a creature or hidden from it, that creature is flat-footed against the rogue's attacks until the end of the rogue's turn.

Sneak Attack The assassins' guild rogue deals an extra 1d6 precision damage to flat-footed creatures.

Hunting Spider Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and flat-footed (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and flat-footed (1 round)

POISONOUS COUNCIL

ENCOUNTER B (LEVELS 5-6)

ULLORTH UNGIN

UNIQUE LN HALF-ORC HUMAN HUMANOID ORC

Champion of Tymon

Perception +14

Will +12

Discovery DC 18 Gladiatorial Lore, DC 22 Perception, DC 20 Society

Influence Skills DC 18 Cooking lore or similar, DC 20 Performance (to tell a rousing tale of battle), DC 22 Athletics (to impress him with some feats of strength), DC 26 Diplomacy, DC 30 Deception

Influence 1: Ullorth laughs at the attention the PCs give him, clearly pleased. Amused, he lets slip that he recalls Ashron having some interest in Nature.

Influence 3: Impressed the PCs are sticking around, Ullorth confides in them that he thinks that Chryphaena shouldn't be here. But not to tell her that to her face. She doesn't appreciate being treated like a monster.

Influence 4: Ullorth lets out a loud, amused guffaw and slaps the PCs on the back in mirth. He invites them over to Tymon for some prime seats in the arena.

Resistances Tymon ultimately is a nation where might makes right. Ullorth easily becomes annoyed at those who shy away from violence.

Weaknesses A Gladiator by profession, Ullorth easily feels a kinship with other warriors. Those with the gladiator, or otherwise militaristic or melee-oriented background have an easier time talking to him.

Background Ullorth is actually Maldar Tymon, the founder of Tymon, who has lived for over 2700 years, going from reincarnated body to reincarnated body. He uses the law of succession, the same law he himself created to 'challenge' himself, 'kill' himself, and then become the new ruler. This ruse is only known to his closest confidants.

Appearance A lean-muscled half-orc, dressed in ornate gladiator armor. His hair is close shaven and he wears his many scars proudly.

Personality Ullorth is driven by his desire to see Tymon be a beacon for gladiators and be a stable country. He will go to any lengths to keep Tymon safe and secure.

SCALING THE OUTLAW COUNCIL

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

19-22 Challenge Points: Increase each Discovery and Influence DC by 1.

23-27 Challenge Points: Increase the number of Influence Points needed to reach each Influence threshold by 1.

28-32 Challenge Points: Increase each Discovery and Influence DC by 1. Increase the number of Influence Points needed to reach each Influence threshold by 1.

33+ Challenge Points (5+ players): Increase each Discovery and Influence DC by 2.

ASHRON

UNIQUE LN HUMAN HUMANOID

Oaksteward druid, appointed Voice of the Wind

Perception +17

Will +15

Discovery DC 20 Forest Lore, DC 22 Perception, DC 20 Society

Influence Skills DC 20 Desert lore, DC 22 Medicine (to talk about diseases), DC 24 Nature, DC 24 Diplomacy, DC 30 Deception

Influence 1: Ashron looks abashed at the attention of the PCs. He looks over his shoulder shyly, stating he needs to step away from a moment while picking up his raccoon. He points at Chryphaena, stating the PCs could talk to her about how things go in polite society?

Influence 2: Petting his raccoon to settle the animal, Ashron whispers to the PCs that he doesn't like Ullorth, and neither do his fellow druids. He doesn't know why, but the man feels strange to him. But please do not let Ullorth know, he has a reputation for liking to solve things with violence.

Influence 4: A warm smile spreads over Ashron's face. He quietly admits he was kind of nervous going to the Outlaw Council, but he is happy to have made some friends.

Resistances The Oakstewards have a disdain for Tragshi, who keeps trying to collect rare herbs that grow in the enchanted gardens of Sevenarches. Anyone who tries to lean into their connection to Tragshi gets the cold shoulder from Ashron.

Weaknesses Having never been outside of the forest and meadows of Sevenarches, Ashron appreciates stories about other parts of the world with other biomes than forest and grassland.

POISONOUS COUNCIL

Background Having been born and raised in Sevenarches, Ashron has served the Oakstewards' cause from a young age. Chosen to be this year's Voice of the Wind, the druid responsible for representing Sevenarches abroad, Ashron has actually not been outside Sevenarches before.

Appearance A middle aged man with mouse-gray hair. They wear unassuming brown robes with an oak leaf embroidered on the chest. A raccoon familiar is always close by.

Personality Dedicated but shy, Ashron is determined to serve Sevenarches to the best of his abilities.

CHRYPHAENA

UNIQUE LE HUMANOID

Ruler of Leydis

Perception +11

Will +12

Discovery DC 24 Perception, DC 20 Politics lore or similar, DC 22 Society

Influence Skills DC 20 Fortune telling lore or similar, DC 22 Occultism (to talk about portents and omens), DC 22 Diplomacy, DC 24 Society, DC 30 Deception

Influence 2: Chryphaena is a bit flummoxed as to why the PCs keep talking to her. The interest unsettles her a bit. She points at Ullorth, saying the PCs would probably much more like comparing muscles with him instead of talking to her.

Influence 3: Having noticed one PC always sticks to Tragshi, Chryphaena comments that she is curious about the herbalist's skills and that she must have vast knowledge about crafting.

Influence 4: Chryphaena gives the PCs a firm nod, thanking them for willing to see further than her looks.

Resistances Chryphaena is more than aware that many consider her a monster, and would kill her on sight. Any stories about killing monsters draws her ire.

Weaknesses Seeking approval and wanting to be seen as an equal, Chryphaena is thrilled by anyone who treats her just like she has always been one of the leaders at the council.

Background Like many of her kind, Chryphaena covets secrets. While trying to get to the bottom of a political scandal so she could have appropriate leverage, her involvement got out. As a Medusa, she was the perfect scapegoat, and she fled as far as she could. Eventually she settled in Leydis, which was again in turmoil. Having a good head for planning and a hard hand in ruling, she created a small force of blind zombies and has been able to keep the region fairly stable.

Appearance Human in appearance except for a light teal skin and snakes for hair. She wears practical adventurers' leathers and sturdy boots. A cowl partially covers the snakes.

Personality Shrewd and manipulative, Chryphaena has realized she likes being a leader of a small kingdom. Politics is rife with secrets, just waiting to be exploited. While great with a bow like many of her kind, she also has an aptitude for divination magics and loves fortune telling.

TRAGSHI THE HERBALIST

UNIQUE NE HALF-ELF HUMANOID ELF

Chief Poisoner of the Poisoners' Guild

Perception +16

Will +16

Discovery DC 20 Herbalism lore or similar, DC 24 Perception, DC 22 Society

Influence Skills DC 20 Underworld lore or similar, DC 22 Nature (to talk about poisonous plants and minerals), DC 24 Crafting, DC 24 Diplomacy, DC 30 Deception

Influence 4: Tragshi finally smiles a small, amused smile, stating the PCs are really doing their best and could go into politics if they so wished.

Resistances Tragshi is sure of herself and her skills. Overt attempts at flattery bore, and quickly annoy her.

Weaknesses Having been in her position for many years, not many things can still surprise her. She secretly loves hearing about, as well as seeing rare plants and minerals.

Background Hailing from far to the east, Tragshi has not told a single soul in Daggermark how she ended up there. Many assume it has to do with some kind of failed assassination, as she was already an accomplished poisonmaster when she arrived. With her skill and practicality, she quickly rose through the ranks of the Poisoners' Guild. She has held the position of Chief Poisoner for many years.

Appearance an elderly half-elf with golden-tan skin. She dresses practically and nondescript even for an important function like the outlaw council.

Personality Cold and calculating, Tragshi is a practical woman who does not let ego get into the way of a good deal. She is passionate about her craft and she knows that few in the world can match her skill.

POISONOUS COUNCIL

ENCOUNTER C2 (LEVELS 5-6)

TOUGH BANDITS (2)

CREATURE 3

NE MEDIUM HUMAN HUMANOID

Perception +10; (11 to find concealed objects)

Languages Common

Skills Athletics +10, Intimidation +8, Legal Lore +6

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

Items club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

AC 21; **Fort** +9, **Ref** +7, **Will** +7


HP 47


Attack of Opportunity 

Speed 25 feet

Melee  club +12, **Damage** 1d6+8 bludgeoning

Melee  sap +12 (agile, nonlethal), **Damage** 1d6+8 bludgeoning

Ranged  crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Ranged  club +10 (thrown 10 feet), **Damage** 1d6+8 bludgeoning

SCALING ENCOUNTER C2

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

19-22 Challenge Points: Add one tough bandit to the encounter.

23-27 Challenge Points: Add one experienced bandit leader to the encounter.

28-32 Challenge Points: Add one tough bandit and one experienced bandit leader to the encounter.

33+ Challenge Points: Add two experienced bandit leaders to the encounter.



EXPERIENCED BANDIT LEADER

CREATURE 5

NE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Acrobatics +12, Athletics +12, Intimidation +12

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


Items dagger, naval pike (functions as spear)


AC 22; **Fort** +9, **Ref** +14, **Will** +11


HP 75


Speed 25 feet



Melee  sap +16 (agile, nonlethal), **Damage** 1d6+8 bludgeoning

Melee  naval pike +14, **Damage** 1d6+8 piercing

Melee  dagger +16 (agile, versatile S), **Damage** 1d4+8 piercing

Ranged  naval pike +13 (thrown 20 feet), **Damage** 1d6+8 piercing

Leader's Command  (auditory, concentrate, emotion, linguistic, mental) **Frequency** once per round; **Effect** The leader orders an ally to attack or to get in position. Until the end of the ally's next turn, they gain the leader's choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.

Pike and Strike   The leader Strikes with their naval pike. If this Strike hits, the leader can either move the target 5 feet within the pike's reach or make a sap Strike against the target without increasing their multiple attack penalty until after the sap Strike.

POISONOUS COUNCIL

ENCOUNTER C2 (LEVELS 5-6)

TOUGH TITANIC FLYTRAP

HAZARD 5

ENVIRONMENTAL


Stealth DC 26 (trained)

Description On the surface, a titanic flytrap appears to be a patch of the more common flytrap plant, but beneath murky waters it hides a far larger set of jaws, reaching 10 feet across and reinforced with woody branches and lined with paralytic hairs.


Disable DC 24 Survival (trained) to mislead the flytrap's sense of weight and pressure

AC 22; **Fort** +17, **Ref** +9

HP 50 (BT 25); **Immunities** mental, **Resistances** acid 20, fire 10

Snap Shut  **Trigger** A Small or Medium creature moves into a square that is within reach of the flytrap's hidden jaws;

Effect The flytrap's jaws snap shut, making a jaws Strike against the triggering creature.

Melee  jaws +18, **Effect** devour

Devour The target is trapped by the flytrap's jaws, gaining the grabbed condition until it Escapes (DC 24). Additionally, it is exposed to the titanic flytrap toxin from the hundreds of tiny hairs that line the inside of its leaves. If the flytrap's jaws Strike was a critical success, the target takes a -2 circumstance penalty to its saving throws against this poison. At the end of each of target's turns that it remains grabbed, the target takes 3d8 acid damage.

Tough Titanic Flytrap Toxin (contact, poison) **Saving Throw** DC 23 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 4d4 poison damage and stunned 1 (1 round); **Stage 2** 3d8 poison damage and stunned 2 (1 round); **Stage 3** 3d10 poison damage and paralyzed (1 round)

Reset 1 hour (or longer, after a large meal)

SCALING TITANIC FLYTRAP

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

24+ Challenge Points: the tough titanic flytrap has a second set of jaws that attempts to snap shut and devour a creature.



ENCOUNTER D2 (LEVELS 5-6)

POISONOUS COUNCIL

TOUGH GHOSTKNIFE GARDENERS (2) CREATURE 3

N **MEDIUM** **ARDANDE** **HUMAN** **HUMANOID**

Perception +9; low-light vision

Languages Common, Muan

Skills Athletics +6, Crafting +9, Diplomacy +6, Nature +10, Stealth +9

Str +0, **Dex** +3, **Con** +1, **Int** +1, **Wis** +4, **Cha** +0

Plant Empathy The ghostknife gardener can use Diplomacy to Make an Impression and make very simple requests of plants.

Items glowing lantern fruit, gardening tools, shortbow (20 arrows), sickle

AC 19; **Fort** +6, **Ref** +8, **Will** +11

HP 38

Speed 25 feet

Melee **◆** sickle +9 (agile, finesse, trip), **Damage** 1d4+4 slashing

Ranged **◆** shortbow +11 (deadly d10, range increment 60 feet), **Damage** 1d6+4 piercing

Primal Prepared Spells DC 17, attack +9; **1st** heal, longstrider, wall of shrubs; **Cantrips** (1st) detect magic, know direction, take root, tanglefoot, timber

Decompose **◆◆** (primal, void) **Frequency** once per day; **Effect** Void energy seeps out of the ghostknife gardener, decaying everything within a 5-foot emanation and causing plants and foliage to age and decompose. Natural difficult terrain is destroyed, and creatures in the area with the plant or wood trait take 1d6 void damage (DC 16 basic Fortitude).

SCALING ENCOUNTER D2

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

19–22 Challenge Points: Add one tough ghostknife gardener to the encounter.

23–27 Challenge Points: Add one tough ghostknife infiltrator to the encounter.

28–32 Challenge Points: Add one tough ghostknife gardener and one tough ghostknife infiltrator to the encounter.

33+ Challenge Points: Add two ghostknife infiltrators to the encounter.



TOUGH GHOSTKNIFE INFILTRATOR CREATURE 5

RARE **N** **MEDIUM** **HUMANOID** **VISHKANYA**

Perception +13; low-light vision

Languages Common, Vishkanyan

Skills Acrobatics +12, Athletics +10, Deception +14, Diplomacy +12, Society +10, Stealth +14, Thievery +12

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

Items disguise kit, kukri, leather armor, shuriken (10), thieves' tools

AC 22; **Fort** +9 (+11 vs. poisons), **Ref** +14, **Will** +11

HP 75

Speed 25 feet

Melee **◆** kukri +14 (agile, finesse, trip), **Damage** 1d6+7 slashing

Ranged **◆** shuriken +14 (agile, thrown 20 feet), **Damage** 1d4+7 piercing

Envenom **◆** **Frequency** once per day; **Effect** Using either saliva or blood, the infiltrator applies vishkanyan venom to one weapon they're holding. To use their blood, they must be injured, or they can deal themselves 1 slashing damage as part of the action.

Flexible The infiltrator is adept at dealing with tight situations. They have a +1 circumstance bonus to checks to Escape.

Proficient Poisoner The infiltrator doesn't lose the poison on a weapon due to a critically failed Strike.

Sneak Attack The infiltrator deals 2d6 extra precision damage to flat-footed creatures.

Vishkanyan Venom (injury, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and flat-footed (1 round); **Stage 3** 2d6 poison damage, flat-footed, and a -5-foot penalty to Speed (1 round)

POISONOUS COUNCIL

ENCOUNTER D4 (LEVELS 5-6)

GHOSTKNIFE GARDENERS (2)

CREATURE 3

N **MEDIUM** **ARDANDE** **HUMAN** **HUMANOID**

Perception +9; low-light vision

Languages Common, Muan

Skills Athletics +6, Crafting +9, Diplomacy +6, Nature +10, Stealth +9

Str +0, **Dex** +3, **Con** +1, **Int** +1, **Wis** +4, **Cha** +0

Plant Empathy The ghostknife gardener can use Diplomacy to Make an Impression and make very simple requests of plants.

Items glowing lantern fruit, gardening tools, shortbow (20 arrows), sickle

AC 19; **Fort** +6, **Ref** +8, **Will** +11

HP 38

Speed 25 feet

Melee **◆** sickle +9 (agile, finesse, trip), **Damage** 1d4+4 slashing

Ranged **◆** shortbow +11 (deadly d10, range increment 60 feet), **Damage** 1d6+4 piercing

Primal Prepared Spells DC 17, attack +9; **1st** heal, longstrider, wall of shrubs; **Cantrips** (1st) detect magic, know direction, take root, tanglefoot, timber

Decompose **◆◆** (primal, void) **Frequency** once per day; **Effect** Void energy seeps out of the ghostknife gardener, decaying everything within a 5-foot emanation and causing plants and foliage to age and decompose. Natural difficult terrain is destroyed, and creatures in the area with the plant or wood trait take 1d6 void damage (DC 16 basic Fortitude).

SRONWA

CREATURE 5

NE **MEDIUM** **DWARF** **HUMANOID**

Perception +12

Languages Common, Dwarven, Vishkanyan

Skills Acrobatics +12, Deception +7, Diplomacy +8, Intimidation +8, Medicine +10, Society +8, Stealth +14, Survival +7, Thievery +10, Herbalism Lore +9

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

Items black adder venom (5 doses), hand crossbow (10 bolts), leather armor, +1 striking shortsword

AC 21; **Fort** +8, **Ref** +15, **Will** +10

HP 75

Nimble Dodge **↻** Trigger Sronwa is targeted with a melee or ranged attack by an attacker she can see; **Effect** Sronwa gains a +2 circumstance bonus to AC against the triggering attack.

SCALING ENCOUNTER D4

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

19-22 Challenge Points: Add one tough ghostknife gardener to the encounter.

23-27 Challenge Points: Add one tough ghostknife infiltrator to the encounter.

28-32 Challenge Points: Add one tough ghostknife gardener and one tough ghostknife infiltrator to the encounter.

33+ Challenge Points: Add two ghostknife infiltrators to the encounter.



Speed 25 feet

Melee **◆** shortsword +16 (agile, finesse, versatile S), **Damage** 2d6+3 piercing

Ranged **◆** hand crossbow +15 (range 60 feet, reload 1), **Damage** 1d6 piercing

Poison Weapon **◆** (manipulate) **Requirements** Sronwa is wielding a piercing or slashing weapon and has a free hand; **Effect** Sronwa applies a poison to the weapon.

Quick Draw **◆** Sronwa Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack Sronwa deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to the Sronwa.

Black adder venom (injury, poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 3 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d10 poison damage (1 round); **Stage 3** 2d6 poison damage (1 round)

POISONOUS COUNCIL

TOUGH GHOSTKNIFE INFILTRATOR (0) CREATURE 5

N RARE MEDIUM HUMANOID VISHKANYA

Perception +13; low-light vision

Languages Common, Vishkanyan

Skills Acrobatics +12, Athletics +10, Deception +14, Diplomacy +12, Society +10, Stealth +14, Thievery +12

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

Items disguise kit, kukri, leather armor, shuriken (10), thieves' tools

AC 22; **Fort** +9 (+11 vs. poisons), **Ref** +14, **Will** +11

HP 75

Speed 25 feet

Melee ✦ kukri +14 (agile, finesse, trip), **Damage** 1d6+7 slashing

Ranged ✦ shuriken +14 (agile, thrown 20 feet), **Damage** 1d4+7 piercing

Envenom ✦ Frequency once per day; **Effect** Using either saliva or blood, the infiltrator applies vishkanyan venom to one weapon they're holding. To use their blood, they must be injured, or they can deal themselves 1 slashing damage as part of the action.

Flexible The infiltrator is adept at dealing with tight situations. They have a +1 circumstance bonus to checks to Escape.

Proficient Poisoner The infiltrator doesn't lose the poison on a weapon due to a critically failed Strike.

Sneak Attack The infiltrator deals 2d6 extra precision damage to flat-footed creatures.

Vishkanyan Venom (injury, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and flat-footed (1 round); **Stage 3** 2d6 poison damage, flat-footed, and a -5-foot penalty to Speed (1 round)

ENCOUNTER D6 (LEVELS 5-6)

FLAMING SPHERE RUNE

HAZARD 5

FIRE MAGICAL TRAP VOCATION

Complexity Simple

Stealth DC 23 (trained)

Description An invisible rune creates an invisible, spherical magical sensor with a 5-foot radius.

Disable Thievery DC 21 (trained) to erase the rune without triggering the sensor, or dispel magic (2rd level; counteract DC 18) to counteract the rune

Flaming Sphere ↻ (arcane, evocation, fire); **Trigger** A living creature touches the sensor area. **Effect** The rune detonates creating a flaming sphere in the sensor area. This is a 3rd-level flaming sphere spell that deals 4d6 fire damage (DC 21 basic Reflex save).

POISONOUS COUNCIL

APPENDIX 3: GAME AIDS

HANDOUT #1: GORM GREATHAMMER'S LETTER

Pathfinders,

This is a highly unusual mission. The Society is not wont to hand out favors to those who do not match our values. However, we all agree the safety of our agents should come first. While Tragshi is far from an ideal ally, she is currently the only one who can make the arrowleaf extract.

While I make no illusions that someone having the title of Poisonmaster in a city known for its assassins is going to be a secret do-gooder, I do hope that we can discover more about her. As a potential long-term ally, it is important that we know what her long-term goals are. There are several ways you could go about this. Find out more about the plants and herbs she is using. Gather intelligence. Or even make nice with her so that we have a better foot hold next time we negotiate. I leave the details up to you and your particular skills.

Stay safe agents,
Gorm Greathammer.

POISONOUS COUNCIL

HANDOUT #2: RULER INFLUENCE

These are the three rulers I want you to focus on. More will be present, but those either know me from before or are otherwise suitably cowed.

Ullorth Ungin

Champion of Tymon. Recently became its ruler, or 'champion' by the 'law of succession'. Any Tymon gladiator who survives 100 battles can challenge the Champion for a one-on-one duel. Which Ullorth won. It's his first time at the council.

Influence: Like many of his predecessors, Ullorth is a bit of a food lover. I guess the kitchens in the Champion's Fortress must be so good they convince everyone? **Cooking lore or similar.**

Weakness:

Resistance:

Ashron

A druid from Sevenarches. Officially has the designation 'Voice of the Wind,' which is just a fancy way of saying they are currently the one chosen to speak with outsiders. The Oaksteward druids are aware of me, but since the position of Voice changes each year, Ashron has not been to the council before, so this is a good opportunity to get him on my side.

Influence: I managed to get a bit of insight into Ashron's hobbies. Turns out they have a bit of an obsession with the desert? Guess growing up in a forest can make one long for the weirdest things. **Desert lore.**

Weakness:

Resistance:

Chryphaena

An interesting new addition to the council. She recently took over control of the nation of Leydis. The River Kingdoms are built on freedom and we do not shy away from those who are different. Even a medusa has a place with us, as long as she can maintain her rule.

Influence: I heard it whisper that she has a great fondness for cheating the odds. So far it seems to work out for her as she now leads a small nation. **Fortune telling lore or similar.**

Weakness:

Resistance:

HANDOUT #3: LIST OF HERBS

There are four particular herbs we are running low on due to this whole bandit business. Once you have taken care of those gather these for me:

Trailing fellroot: Grows in marshy water. Small plant with heart-shaped leaves. Just pull the whole thing out because I want its roots, which are extensive.

Purple-flowered ink plant: Broad-leafed plant with purple flowers. Its sap stains. Harvest some of the bigger leaves but be careful not to damage the flowers. Otherwise, we won't have a harvest next year.

Crow's bastard: Named so because it looks deceptively like Crows beak. However, if you use the bastard plant to try and dye your clothes you end up with a mess. It's the small dark seedpods on the plant I'm after. Pluck those and leave the rest of the plant alone.

Traveler's tassel: Spindly plant which grows very long thin leaves in bundles that look like tassels. Just take those leaf clusters. Grows on rocky ground.

POISONOUS COUNCIL

APPENDIX 3: GAME AIDS



GORM GREATHAMMER



PEMAK

ASSASSIN'S GUILD ROGUE



ULLORTH



POISONOUS COUNCIL

APPENDIX 3: GAME AIDS



ASHRON



CHRYPHAENA

BANDIT



TITANIC FLYTRAP



POISONOUS COUNCIL

APPENDIX 3: GAME AIDS



GHOSTKNIFE INFILTRATOR



SRONWA

POISONOUS COUNCIL

ORGANIZED PLAY

Treasure Table

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

Treasure Bundles

- □ Area A, page 6: 2 Treasure Bundles for defeating the assassins.
- □ The Outlaw Council, page 10: 2 Treasure Bundle for successfully influencing a ruler, up to a maximum of 2.
- □ □ Area B, page 12: 3 Treasure Bundles for defeating the bandits.
- □ □ 3 Treasure Bundles for dealing with Sronwa

Challenge Points

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

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 3rd-level PCs = 2 points each
- 4th-level PCs = 3 points each
- 5th-level PCs = 4 points each
- 6th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 3-4 encounters appear in Appendix 1, and level 5-6 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics.

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics.

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

POISONOUS COUNCIL



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
Reporting Codes: (check when instructed, line through all if no conditions to report)				<input type="checkbox"/> A	<input type="checkbox"/> B
				<input type="checkbox"/> C	<input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal					Reputation Earned:

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

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

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

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

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

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

POISONOUS COUNCIL

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