

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF IMMORTAL INFLUENCE

Scenario #6-18

Levels 3-6

Symposium on a Fallen God

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GM Resources

Campaign Home Page: pathfindersociety.club
Books: *Pathfinder Player Core*, *Pathfinder GM Core*, *Pathfinder NPC Core*
Maps: *Pathfinder Flip-Mat: Showtime*, *Pathfinder Flip-Mat Classic: Watch Station*
Online Resource: Pathfinder Reference Document at paizo.com/prd

Scenario Tags

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



Summary

Almost a year after the Godsrain and the fall of the god Gorum, Taldor is gathering some of the brightest and most capable minds for a symposium to discuss the events of that fateful day. As part of that Symposium, the Pathfinders are gathered to present their findings regarding their ability to track very specific warshards, fallen pieces of the dead god, Gorum. They are set to present their findings to the ruler of Taldor, Grand Princess Eutropia, as well as scholars from around the inner sea region, in a bid to increase cooperation between the varied nations.

During the symposium, the Aspis Consortium strikes, stealing away the research and the method the Pathfinder Society has discovered to track the elusive warshards. The Pathfinders must get this information back from the Aspis and clear their names for being involved with the theft.

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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Symposium on a Fallen God

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Adventure Background

The Godsrain, during which the god of war, Gorum, died, his armor and essence raining down upon the mortal realm from his fatal wound, caused great changes across Golarion. Red and silver rains fell, along with metallic shards that are pieces of Gorum. Almost a year after the event, Taldor has been gathering some of the brightest



Kreighton Shaine

Where on Golarion?

Symposium on a Fallen god takes place in the city of Oppara, in the nation of Taldor. It begins in a small shop within the city, before moving onto the Kitharodian Academy on the northern edge of the Canal Row district to present their findings at the symposium.



minds and an impressive stock of these elements to be studied. Grand Princess Eutropia, ruler of Taldor, has called for a National Godsrain Symposium so that scholars and researchers might share their findings, also hoping this will lead many to choose to perform their research in Taldor.

The Grand Princess has also invited allies across the Inner Sea including the Pathfinder Society to make presentations. Kreighton Shaine believes this is an excellent way to get some up-and-coming agents more experience with the scholarly “report” side of the Pathfinder Society “explore, report, cooperate” motto that so often gets overlooked by newer agents. He’s selected several that he feels will make an impression on Taldor to give the Society’s presentation at the symposium. This would indeed be an excellent and relatively safe test if the Aspis Consortium weren’t planning a heist.

Silver Aspis Agent Najid Ouidda has been nursing his wounded pride after twice being embarrassed by Pathfinders. The Godsrain caused no end of chaos

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for even the Aspis, though, and Najid found himself empowered by silver rain. He used this newfound divine power to broker his way back into the good graces of the organization, moving from Thuvia to Oppara. He has planned what he believes to be a surefire way to get his revenge on the Pathfinders—he'll steal all the research at the symposium and pin the crime on the Pathfinders.

Getting Started

This adventure begins with the PCs speaking with **Master of Scrolls, Kreighton Shaine** (enigmatic flighty male elf scholar), and **Lolly Adafish** (protective female kobold inventor), Venture Captain of the Oppara lodge within the Oppara lodge, within one of the meeting rooms.

The two greet the Pathfinders warmly as the agents arrive at the Oppara lodge. Once everyone has arrived, they are taken to a backroom in the lodge for their mission briefing. Lolly speaks first. As Kreighton and the Pathfinders get comfortable, in their seats. Read or paraphrase the following.

"We'd like to thank you for coming. You're here in Oppara to attend a symposium regarding the warshards of the dead god, Gorum, and the interest the world seems to have with them. These pieces of divine shrapnel have set off a bit of an arms race, hunting these warshards as a means of acquiring their power, for reasons too numerous to name. We, of course, number among those. We're no stranger to acquiring dangerous things, but Taldor has proposed an excellent idea"

Lolly then looks to Kreighton who smiles.

"Beautifully put. Sorrina, who could not be here, and myself, leaders of the Spells and Scrolls working with our top mages, have pioneered a method to track and procure these warshards so that they may be held safely. I mean, could you imagine the Whispering Tyrant getting access to them? Frightening prospects. It doesn't work on every shard, but from what we've learned it can find ones that were once part of Gorum's helm, or at least part of a smaller part of that helm.

What I have here are notes to an experiment we put together in connecting the warshards to one of our wayfinders, and let me tell you, that was one long ritual. I'm nearly positive I fell asleep in the middle of casting."

Kreighton lingers on this subject for a moment before a gentle cough from Lolly interrupts his musings.

Lolly follows up "Although many of us respect the Master of Scrolls style in processing and expressing thoughts, we need to make sure that everyone can understand this information. While we'd normally keep this sort of thing closely guarded, this symposium will have some of the brightest minds in Golarion. We need to know what they know, and so we need to present our findings in earnest."

Do you have copies of the research available? Lolly says "Yes, we have multiple copies for each of you to study in preparation for this symposium. Once your preparations are completed, we'll be recovering the notes and binding them all into a beautiful book that will be on display for all to see. We believe each of the participating organizations are doing similar, so that we can share our notes and knowledge.

Will other people be presenting as well? "Yes, there will be about seven presentations in all, each representing organizations with a vested interest in securing the warshards and keeping them safe. Currently we have delegations from Kyonin, Taldor, the Knights of Last Wall, the Magaambya, Ustalav, the dwarves of the Five Kings Mountains, and Andoran

Will there be Security there? Kreighton speaks up here "Due to the presence of the Grand Princess there will be security on site, and each delegation will have security as well. My hope is it will be very safe indeed."

Anything specific we need to prepare? Lolly says "No, spells of a destructive nature will generally be banned during the presentation, but we're being allowed to act as



Lolly Adafish

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additional security, as a favor from the Grand Princess, so you may personally keep weapons at the ready just in case. This is a large gathering of very important delegates at this event, including our dear Kreighton, and we can never be too careful. While the security should be fantastic, being prepared is important. Pathfinders should always be ready!”

Arcana or Religion (Recall Knowledge)

A PC who succeeds on a DC 18 Arcana or Religion to recall knowledge will remember more about the Warshards. A failure provides no additional information. A critical success will provide a +2 status bonus on one roll during the presentation as chosen by the player, this can be applied to checks made by other players.

This check should be made in secret.

Critical Success The warshards are, in fact, literal pieces of the dead god, Gorum, and are specifically aspected toward War and conflict. Someone gathering enough of these could remake themselves as a world power.

Success The warshards of Gorum are bits of Gorum’s essence that rained down in bigger spools than the typical godsrain. Their powers are many and varied but tend toward War due to the nature of Gorum himself.

Critical Failure The Warshards of Gorum are powerful energies that only attach themselves to weapons and armor, but once used, they dissipate, like a scroll or similar one-use magical item.

Development At this point the party will have time to study and prepare their presentation. This can be a roleplaying moment, but if you are playing within a shorter time block you can choose to skip this scene and continue onto the Kitharodian Academy.

Kitharodian Academy

THE PRESENTATION

Three days have passed since the meeting with Lolly and Kreighton. Taldor has made a bit of a spectacle of the event, with a carnival and festivities that flow onto the streets. The symposium begins just after lunch. The smells of cooked meats, p e r f u m e d

nobles, and spent fireworks fills the air. The atmosphere seems geared toward showing off the generosity, prestige, martial skill, and resilience of the people of Oppara, and perhaps Taldor overall. Contests of strength, mock duels, archers, gymnasts, and the like spread along the sides of streets, or deeper into alleyways or parts, just orderly enough to never block the streets and provide an easy path to the Kitharodian Academy.

The brightness of the noonday shines as all dignitaries are driven by covered carriage to the grounds of the Kitharodian Academy, which seems a quieter, more scholarly place. If there are festivities here, they are nearly silent against the somewhat oppressive academic environs of this prestigious school. Even as the dignitaries and Pathfinders are disembarked from their carriages, there is almost a physical weight of importance or gravitas to this place.

As each carriage is disembarked, its passengers are walked inside by a small number of guards, before the next carriage is allowed to disembark. As each group is brought inside, they are gathered into a theater and are offered seats in specific rows based on when they will be presenting their research. The Grand Princess is seated in the balcony and waves politely to all research teams and attached dignitaries as they take their seat, a bastion of grace and politeness.

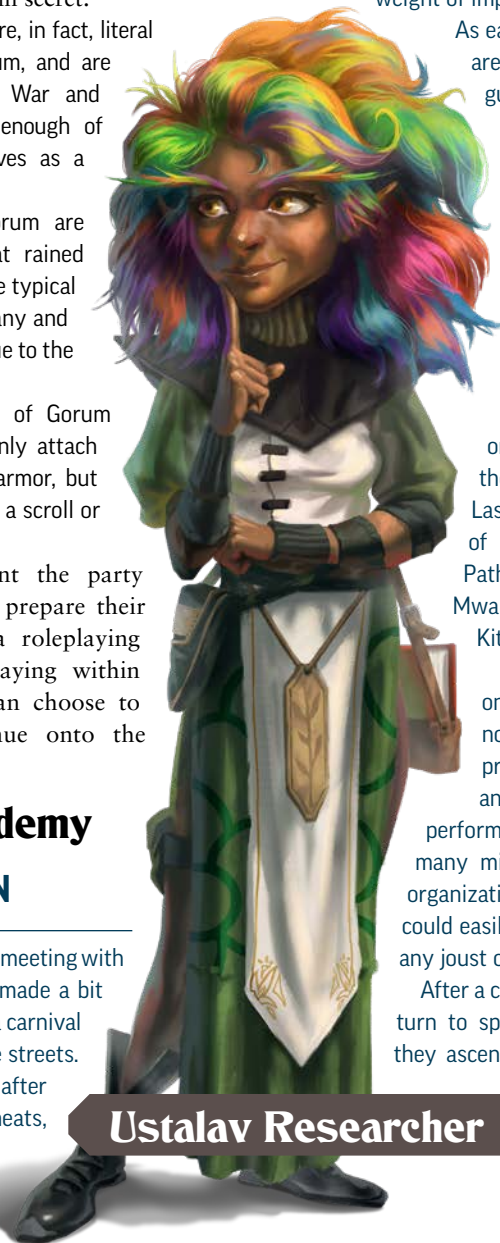
The provided pamphlet shows the order of the presentations: the Dwarves of the Five Kings Mountains, the Knights of Lastwall, the Sincomakti School of Sciences of Ustalav, Erages Academy of Kyonin, the Pathfinder Society, the Magaambya of the Mwangi Expanse, and finally the scholars of the Kitharodian Academy.

For each presentation, the group gets up onto the stage, pulls their specific research notes off a large table on the stage, and presents their findings, often in energetic and interesting ways. This is one part stage performance and one part academic exercise with many mixing in subtle jabs at other educational organizations, including the Pathfinder Society. One could easily see that this is as much a tournament as any joust or grand melee.

After a couple of hours, it is the Pathfinder Societies turn to speak. Kreighton steps up to the stage as they ascend the stairs “Good Luck and break a leg”

Kreighton gives an awkward wink and a confident smile.

Ustalav Researcher



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This is a victory point challenge as described in *GM Core* page 184. The PCs will have 4 rounds to accumulate 10 Presentation Points (PP). If the PCs achieve at least 15 PP, they do so well impressing the scholars that they get bonuses used in the next section, as explained below.

The PCs will be presenting the findings of the Pathfinder Society in a style that is not unlike a play or stage performance. Bombastic and entertaining behavior is not only encouraged, but expected, including weaving in joking insults to other schools to amuse the audience, especially Grand Princess Eutopia. This is considered all in good fun, and part of the Taldan academic tradition. No one will take permanent offense at any subtle and tasteful disrespect shown toward their school. At your discretion you can even offer a +1 circumstance bonuses to all players who roleplay out a sentence or two that would be in their findings of the Pathfinder Society or includes a tasteful jab at another school.

The following DCs are for levels 3–4. Add 2 to any DC for levels 5–6. A successful DC 18 Arcana, Nature,

or Occultism check to Recall Knowledge will describe the mechanism of connecting a warshard to a *wayfinder*. A successful DC 19 Religion check to Recall Knowledge will discuss Gorum, the Godsrain, or the nature of the warshards. A successful DC 18 Deception check to Lie will brag and exaggerate the Society's accomplishments in an amusing way. A successful DC 16 Diplomacy check to Make an Impression will keep the audience's attention through rhetoric and informative points. A successful DC 20 Intimidation check to Demoralize will offer joking putdowns toward the other schools. A successful DC 16 Performance check to Perform will keep the audience entertained and engaged. Creative solutions beyond those checks are possible, and should be DC 18, or DC 16 for a suitable Lore check.

Critical Success The PCs earn 2 Presentation points

Success The PCs earn 1 Presentation point

Critical Failure The PCs lose 1 Presentation Point

Once 4 rounds have been completed, the Pathfinder Society's presentation time is over.

If they accumulated 15 Presentation points, they have achieved a critical success at the challenge, the crowd goes wild, applauding and loudly cheering. The Grand Princess looks pleased at this exchange of information and politely laughs if any jokes were particularly humorous.

If the Pathfinders accumulated 10 Presentation Points, they will be met with applause and many laughs from the crowd at the good-natured jokes and jabs.

Development: If the PCs earn at least 15 PP, reduce the DCs of all investigation actions in the next scene by –2. If the Pathfinders earn 10–14 PP, reduce the DCs for all investigation actions by –1. If the Pathfinders earn 9 or fewer PP, investigation actions remain at their original DCs.

THE THEFT

Read or paraphrase the following.

As the Pathfinder presentation wraps up, and an attendant motions towards the stage exit, suddenly everything is engulfed in darkness. What's worse, smoke fills the stage as well making it nearly impossible to see. Shouts of confusion erupt and it seems if people aren't sure if this is still part of the presentation. There is a distinct sound of individuals jumping off the stage and footsteps sprinting toward the exits.

Someone, likely beyond the darkness and smoke shout that they see Pathfinders fleeing.

The PCs may want to pursue the individuals, but the guards are suspicious of them and order them to wait while the security forces can take stock of what



Disguised Guards

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happened. If they insist, Kreighton Shaine tries to calm them and tells them that clearing this whole thing up will be part of their mission.

Once the smoke clears what has happened is laid bare, the research of all attending nations has been stolen and many staring at the assembled Pathfinders.

Almost immediately recriminations begin to ring out, "The Pathfinders Stole our research!" "They want the warshards for themselves" but are quickly silenced by Grand Princess Eutropia as guards are summoned to surround the Pathfinders, weapons undrawn, but very much at the ready.

The Grand Princess speaks from the balcony above "Let us all remain calm. We will ascertain the nature of this crime and retrieve the stolen research. And we will understand why such a crime was committed when we have extended our hand in friendship to the Pathfinder Society."

All Pathfinders, including Kreighton and Lolly are gathered into a separate room, one used as a classroom,

Give the PCs a chance to discuss what happened. Kreighton and Lolly have no idea, but both firmly believe this is an attempt to frame the Society.

A young attendant to the Grand Princess arrives in the classroom with a single guard. After a moment she removes her hood revealing none other than the Grand Princess. "I never liked sitting in those balconies," the Grand Princess says almost out of nowhere, "I tend to like sitting in the back and having what one might consider the commoner's experience of our intellectual debates. I assume you have something to say for yourselves, as you have several very angry intellectuals who have very powerful friends across the inner sea who can make the lives of the Pathfinders within their borders very tough." She takes a deep breath, "I know for a fact that it was not any of the assembled Pathfinders who have committed this crime, but convincing the other delegates of this might be difficult, and we are unwilling to seem like we are 'going easy' on the Pathfinders. I need a solution, and I need one now."

Kreighton speaks up "I can personally vouch for the Pathfinders here, your highness. None of us would steal this research or otherwise disrupt this delightful symposium." With a quick look around, he continues "I would be willing to offer up myself as Master of Scrolls while my team be given the chance to find the real thieves and bring them to justice. Hold me in custody until they return with the research, and proof that the criminals have been dealt with, and we can put this ugly matter behind us and continue."

The Grand Princess sighs, a soft smile appearing on her face. "I would never decline an evening or two of entertainment and intellectual discussion with you Kreighton, but your team better

deliver, or I cannot promise your safety, nor can I speak to the potential consequences that might face the Pathfinder Society."

With a small smile "a risk we are willing to take in this instance, your highness. My research was stolen as well, and we both know I cannot abide that." He turns to address the PCs "your job now is to investigate the scene determine who might have stolen this information. I'm nearly certain none of the gathered academics nor would their delegations do this, so I believe it is an outside interloper. Gather the needed information and resolve this, and we can continue our very entertaining symposium"

A. BEHIND THE SCENES, THE INVESTIGATION

As the Pathfinders are let back into the main theater it seems that tempers have cooled and the assembled delegations have been informed that the Pathfinders are looking into this situation. If the PCs achieved at least



Aspis Agent

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15 PP on the presentation, they receive several outright apologies from researchers and dignitaries who do not believe they stole anything, but request for them to act with haste to retrieve the assembled research. After a few moments, Grand Princess Eutropia requests that all researchers and their staff please calm down as the Pathfinders review this case and assures the other delegations that the Master of Scrolls of the Pathfinder Society is being held in custody until this investigation is completed.

As the PCs begin to investigate the scene they can start anywhere within the theater. The guards for the Grand Princess can verify the findings of the PCs without much effort, trusting that the Pathfinders are speaking in good faith. For all these rounds, the DCs are for levels 3–4. Increase the DCs by 2 for levels 5–6.

Round 1: Checking the stage

Several items were scattered about the stage in the confusion, and it even looks done deliberately in some cases.

SEARCHING THE SCENE

You review the scene with a practiced eye, reviewing all of the details and properly collect whatever evidence is available. Attempt a DC 17 Perception check.

Critical Success You find a key piece of evidence pointing to the Pathfinder Society, but it's an obvious fake, scuffed in an attempt to make it look used, but obviously done with tools. Gain 2 Investigation points.

Success You find a piece of evidence pointing to the Pathfinder Society, it seems fake, but you aren't sure. Gain 1 investigation point.

Critical Failure You find a piece of evidence that seems genuinely authentic to the Pathfinder Society, you're not sure where it came from. Lose 1 Investigation point.

Round 2: Questioning the Researchers

The researchers await the Pathfinders questions as they know each of them could potentially be a suspect and they'd like to get this over with.

QUESTIONING THE RESEARCHERS

The Pathfinders can question each of the researchers from any of the other organizations and speak freely with them. Many of them are willing to help, and answer any questions regarding where they were during the blackout, and if they've had any dealings with potentially unscrupulous characters recently, even something as simple as a conversation about the research at a tavern. Make a DC 16 Diplomacy, Intimidation, Society, or religion check.

Critical Success You ask a question in just the right way and find that this person had been having a drink in a at the local establishment called The Violet Magpie a somewhat upscale establishment, suspected to be run by the Aspis Consortium. Gain 2 investigation points.

Success You ask the question correctly and find the person has been drinking and talking in a bar, but they are unsure of which one it was. Gain 1 investigation point.

Critical Failure You fumble the question and the researcher becomes uncomfortable and unwilling to discuss their evenings plans with you. Lose 1 Investigation point.

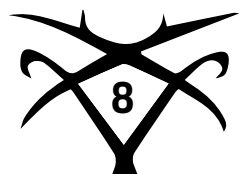
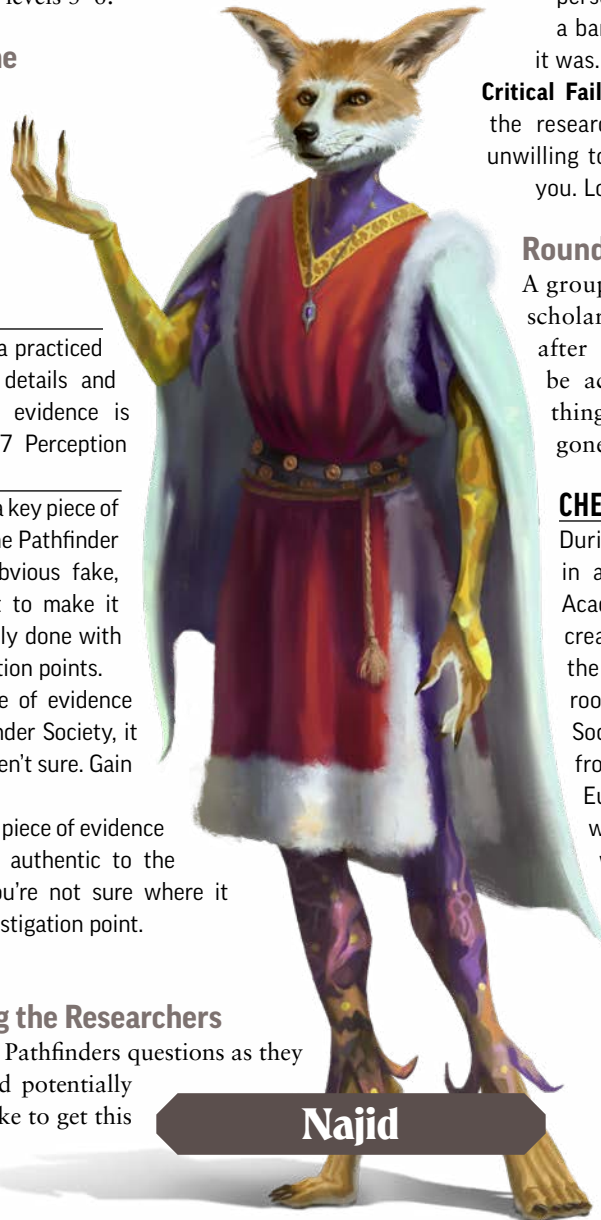
Round 3: Checking the seats

A group of rowdy Kitharodian Academy scholars were making an awful ruckus after the confusion and seemed to be actively hampering efforts to get things calmed down, but seem to be gone now.

CHECKING THE SEATS

During the confusion a number of people in attendance dressed as Kitharodian Academy scholars began to actively create additional confusion even after the smoke and darkness had cleared the room. Continuing claim the Pathfinder Society were the thieves until removed from the premises by Grand Princess Eutropia's guards. The Seats they were sitting in might have clues as to why they were being so disruptive. Make a DC 18 Perception, Society, Arcana, Occult, or Nature check.

Critical Success After checking the seats well, you notice that these are less disturbed than the others, as if they knew they'd be standing. You notice that a few of them have pieces of paper that say



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"Stall them" written on them in a crisp script. Gain 2 investigation points.

Success You find the seats and they are less disturbed than the others. This is indeed suspicious. Gain 1 investigation point.

Critical Failure You notice suspicious seats, but they all seem to belong to the Knights of Lastwall, and the Pathfinder Society. Lose 1 Investigation point

Round 4: Checking backstage

Some of the thieves probably made their way backstage before launching the heist. A review of that area may reveal more clues.

CHECKING BACKSTAGE

The Pathfinders check backstage to find any additional clues to who led this heist and why they might have done it. The area is littered with debris and the stage manager is missing. The guards of this area are likewise missing. This is all highly suspicious. Make a DC 15 Perception, Performance, or Society check.

Critical Success You find several clues that point to a struggle in this area, as if someone was let in from a side door and began a fight. You find the murdered body of the stage manager, hidden behind some curtains hastily. It looks like he was killed trying to run onto the stage and warn everyone, but was somehow silenced. Gain 2 Investigation Points.

Success You find several clues that point to a struggle in this area as if someone was let into the side door and began a fight, other than specs of blood you don't find anyone. The stage manager remains missing. Gain 1 Investigation point.

Critical Failure The backstage area looks normal from what you can see. You don't notice anything out of the ordinary. Lose 1 investigation point.

Development: The PCs need 8 investigation points (IP) to have the evidence necessary to put most of the assembled people at ease. Achieving 13 or more investigation points means the Pathfinders have succeeded in the investigation to such an extent that the evidence they provide is so overwhelming that those present are completely on their side. This allows them to more quickly leave to find the perpetrators. This grants a +2 circumstance bonus to all of the PCs initiative rolls in subsequent encounters. If the PCs do not achieve the necessary IP, they are delayed by accusations, but Kreighton and Lolly are finally able to get the guards to allow the PCs to follow in the trail of the real thieves. In this instance, however, the PCs take a -1 circumstance penalty to their initiative rolls in subsequent encounters.

B. THE DISGUISED GUARDS STRIKE MODERATE

As the Pathfinders complete investigating the backstage area, men dressed as Kitharodian Academy guards come through the back door and spot them searching around. It is easy to tell that these outfits are ill-fitting and in state of disrepair, unlike the other Kitharodian guards whose outfits are immaculate. The "guards" look around, perhaps to see if anyone is watching, glance at the Pathfinders for a moment, and suddenly they rush forward, clearly planning to attack.

Creatures: The disguised guards stand together on one side of the room and attack when they believe no one else will interfere. This encounter uses the map on page 10.

Level 3-4

WATCH OFFICER **CREATURE 3**
Page 16, art on page 27

GUARDS (2) **CREATURE 1**
Page 16

Level 5-6

WATCH OFFICERS (3) **CREATURE 3**
Page 21, art on page 27

MAGE FOR HIRE **CREATURE 3**
Page 21

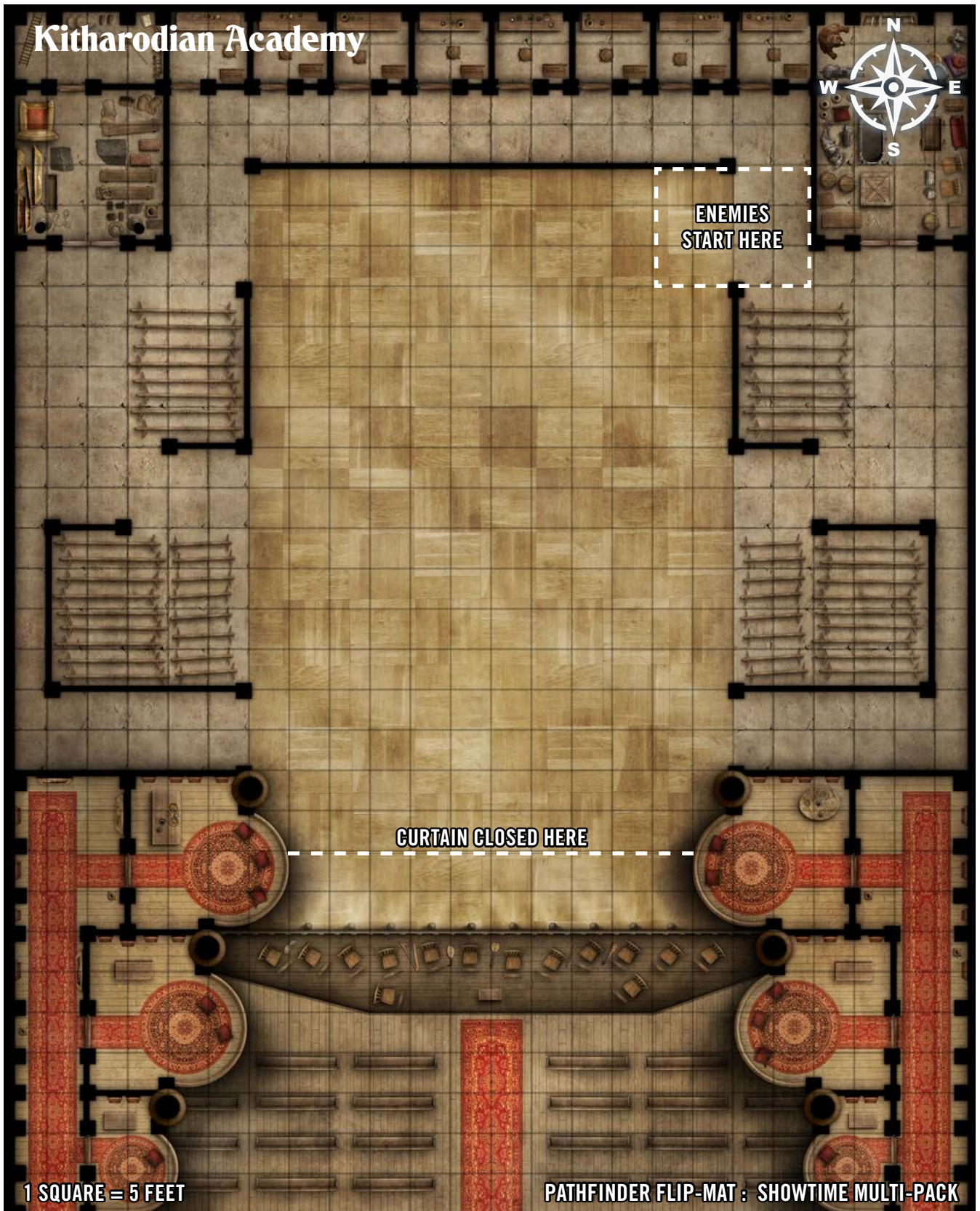
Development: After the investigation and the attack by the fake guards, a search of the fakes, or their bodies if they didn't survive, reveals a note detailing the exact location of an Aspis Consortium safehouse, plus orders to attack the Pathfinders if they are still snooping around the theater. The note also has instructions to destroy the missive that were clearly ignored. This information, as well as the information gained during the investigation, can be revealed to the researchers and the Grand Princess, who are assembled in a nearby feast hall enjoying an early meal.

If the Pathfinders achieved the necessary 8 IP above, they put most of the assembled researchers at ease, although there are still grumbles about how they might still have a hand in it. If the Pathfinders achieved 13 IP, they have found definitive proof that it was the Aspis Consortium who planned this heist, with the direct intention of framing the Pathfinder Society for its crimes.

If the PCs succeeded in their investigation, read or paraphrase the following.



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The Grand Princess speaks loudly and clearly for everyone around to hear “Thank you to the Pathfinder Society for their efforts to investigate this crime.” New evidence has come to light and we believe we know the true culprits. We are tasking this Pathfinder Society team with tracking down and retrieving the stolen research as a final step in, not only clearing their names, but showing how resourceful the Pathfinder Society can be in finding stolen research. To ensure the complete trust of all parties gathered, the Master of Scrolls, Kreighton Shane, has recommended that he stay in custody until this research is retrieved and this matter resolved. Good luck Pathfinders. I truly hope you are on the right track.”

Should the Pathfinders fail to achieve the needed 8 investigation points needed to succeed in the investigation



Bodyguard

instead read or paraphrase the following. **Do not read both the following and the section above aloud, as they deal with two different outcomes.**

The Grand Princess looks visibly saddened, while Kreighton Shane looks somewhat frustrated with the proof that is offered, as it does not seem to be enough to prove the Pathfinders are not complicit in the theft of the research.

The Grand Princess speaks in a loud confident voice “Unfortunately, you have not presented us with sufficient proof that you have no hand in these crimes, but you have brought us proof of who might be behind this. We will allow you time to investigate these matters further, but Master of Scrolls Kreighton Shane and Venture Captain Lolly Adafish will be held in custody until such a time as you return with the research and proof that you had not committed these acts. Once we have that, I will be happy to put this entire ugly matter to rest.”

Rewards: After the Grand Princess has asked the Pathfinders to leave to find those who stole the research data, Lolly Adafish presents each Pathfinder with a small bag with two *lesser healing potions* (four *lesser healing potions* for levels 5–6) and a *wand of heal* she also says very quietly “Good Luck to all of you. I hope we get out of this mess without any more trouble”

C. The Hideout.

Tracking the address to the location listed on slip of paper off the false guards reveals find what looks to be a fireworks storehouse. There are no guards outside, and the door seems to be locked with an old clunky lock.

C1. Accessing the Warehouse

The PCs can access the warehouse with two successful DC 20 Thievery checks to Pick a Lock (DC 22 for levels 5–6) or by breaking the lock (DC 17 Athletics check to Force Open, or DC 19 for levels 5–6). If the PCs choose to break the lock, or fail the initial checks to pick the lock, give all enemies in this section a +1 circumstance bonus to initiative, as they hear the noise.

Upon entering the storehouse, several rooms seemingly packed with fireworks for all occasions are visible. Warehouses like this are uncommon, but not particularly noteworthy as Oppara is host to many large and occasionally ostentatious celebrations.

A successful DC 23 Perception check (DC 25 for levels 5–6) spots a tripwire set to cause crates to tumble in a loud commotion. Disabling the tripwire is incredibly easy and requires no check, but if it isn’t noticed, the PCs alert all Aspis, giving them a +2 circumstance bonus to initiative.

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C2. Into the Hideout

Moderate

Creatures: As the Pathfinders descend the stairs, assuming they didn't set off the tripwire, a group of Aspis agents are talking loudly about the heist and how the Pathfinder Society might finally get what they deserve in Oppara. The Pathfinders can hear these agents who appear to be eating a meal of some sort. Each agent wears simple workers' garb, but all sport visible tattoos, some of which are symbols associated with the Aspis Consortium.

If the PCs set off the tripwire, the agents are waiting to ambush the PCs at the bottom of the stairs instead.

This encounter uses the map on page 14.

Level 3-4

ELITE RUFFIAN CREATURE 3

Page 17, art on page 28

WEAK BANDIT (2) CREATURE 1

Page 17

Level 5-6

ELITE RUFFIAN (2)

Page 23, art on page 28

WEAK CAPTAIN OF THE GUARD

Page 23

Development: Should the Pathfinders defeat the Bronze Aspis agents, they find a bundle of papers marked with the Aspis Consortium symbol that shows a number of targets for burglary by the organization, this list includes many minor nobles and shopkeepers. This information is very valuable if turned over to the Grand Princess, and the Opparan authorities.

C3. Najid, The Silver Aspis

Severe

As the Pathfinders move toward the last room, if they avoided the tripwire, they hear a high-pitched voice.

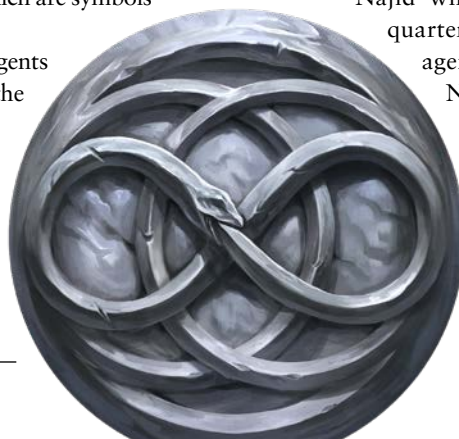
Read or paraphrase the following.

"Soon the Pathfinders will all be in jail and we can sell this research for a tidy profit. Once that's completed, we'll be able to move into phase two of my plans to punish the Pathfinder Society. Their master of scrolls is in town. I can probably get him no problem. And soon the Aspis will know my name, know all our names!"

Creatures: As the Pathfinders enter the room, Najid is against the back wall talking boisterously about their revenge against the Pathfinder Society. The other creatures in the room are standing next to him, and are all laughing along. Once the Pathfinders are spotted Najid hurriedly calls out "Attack!" and the group of them draw weapons and surge forward.

Najid will surrender if he falls below one quarter of his HP, while the other Aspis agents fight to the death, afraid of Najid's new Godsrain-given powers. Should Najid surrender or be killed before the other Aspis agents are defeated, they will surrender, knowing that their best chance at achieving greater power within the Aspis Consortium and greatest threat for disobeying orders has just gone away.

This encounter uses the map on page 14



Aspis Consortium Symbol

Level 3-4

BODYGUARD CREATURE 1

Page 18, art on page 28

GUARDS (2)

Page 18

CREATURE 1

NAJID OUIDDA

Page 18, art on page 28

CREATURE 4

Level 5-6

BURNING SILVER NAJID

Page 24, art on page 28

CREATURE 6

VETERAN BODYGUARD

Page 24, art on page 28

CREATURE 3

WATCH OFFICERS (2)

Page 25

CREATURE 3

Development: After Najid and his Aspis associates are defeated, the Pathfinders find the stolen research in a hastily packaged bundle on a table at the far side of the room. With it is a note on top, discussing a potential buyer, but with no identifying information as to whom the buyer might be.

Also in the room are several rubies, and sapphires on the table, worth a total of 45 gp (90 gp for levels 5-6).

Symposium on a Fallen God

The Hideout



BLOCKED

C3 ENEMIES
START HERE

C2 ENEMIES
START HERE

1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT : WATCH STATION

Symposium on a Fallen God

Conclusion

As the Pathfinders defeat Najid and thwart his plans to use the stolen data, they can bring the data back to the academy. The researchers review the documents and confirm all the relevant information is present and the Grand Princess calls for all the researchers and their entourages to be brought to the palace as her guests. She'll address everyone from the throne.

Read or paraphrase the following.

As all are gathered the Grand Princess speaks. "Thank you everyone for coming. We now have definitive proof that the Pathfinder Society is acting in good faith and did not steal the research so precious to us in these precarious times. They have returned with the documentation and have defeated the thieves in question. I ask you all to use this event to forge us together into a cooperative force.

Officially we are dropping all charges against the Pathfinder Society and release Kreighton Shaine as he is accused of no further wrongdoing. We also wish to thank the Pathfinders present for working with us to put a swift and equitable end to this concern. Thank you to all of the research teams in attendance, and may you continue to enjoy the festivities for the next few days".

What follows is a royal banquet, hastily assembled, but not lacking in any way, celebrating the Pathfinders to apologize for the accusations.

Rewards: For their trouble each Pathfinder is granted a ceremonial falcata (useless in combat) worth 20 gp. For levels 5–6 the blades are inlaid with platinum and are instead each worth 50 gp.

Read or paraphrase the following as the Pathfinders make their way back to the Oppara Lodge.

Once the Pathfinders leave the gathered researchers, on the cart ride back to the lodge, Kreighton speaks "Thank you all for doing your utmost to retrieve that data, regardless of how the presentation would have shaken out, if we had been formally and officially found guilty of stealing that data, who knows what complications would have arisen. I'm proud of you that you did your best to take my data and reinterpret it into a way the crowd could find digestible, and my hope for the future is that other Pathfinders take to research in the same spirit."

REPORTING NOTES

If the Pathfinders do not achieve success during the presentation, mark box A.

If the Pathfinders achieve critical success during the presentation, mark box B.

If the Pathfinders capture Najid alive, mark box C.

If the Pathfinders kill Najid, mark box D.

PRIMARY OBJECTIVES

The Pathfinders complete their primary objective by defeating Najid and returning the lost research to the Grand Princess and the research teams. Doing so earns each Pathfinder 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they succeed at the presentation of the research. Doing so earns each Pathfinder 2 reputation points with their chosen faction.



Symposium on a Fallen God

Appendix 1: 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 the Organized Play section on page 29 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 Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

B. THE DISGUISED GUARDS STRIKE (LEVELS 3-4)

GUARDS (2)

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 110

Perception +7 (+8 to find concealed objects)

Languages Common

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

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

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

AC 16; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Reactive Strike ↻

Speed 25 feet

Melee ✦ sap +7 (agile, nonlethal), Damage 1d6+3 bludgeoning

Melee ✦ fist +7 (agile, nonlethal, unarmed), Damage 1d4+3 bludgeoning

Ranged ✦ crossbow +6 (range increment 120 feet, reload 1), Damage 1d8 piercing

CREATURE 1

WATCH OFFICER

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 113

Perception +8 (+9 to Sense Motive)

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, HP 20, BT 10), warhammer

AC 19 (21 with shield raised); **Fort** +10, **Ref** +6, **Will** +8

HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a -2 status penalty to their Will DC against the watch officer’s attempts to Coerce or Demoralize them.

Bravery When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Reactive Strike ↻

Shield Block ↻

Speed 25 feet

Melee ✦ warhammer +13 (shove), Damage 1d8+7 bludgeoning

Melee ✦ fist +13 (agile, nonlethal, unarmed), Damage 1d4+7 bludgeoning

Ranged ✦ crossbow +10 (range increment 120 feet, reload 1), Damage 1d8+3 piercing

Sudden Charge ✦✦ Frequency once per round; Effect The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

CREATURE 3

Scaling

The Disguised Guards

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

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

12–13 Challenge Points: Add one watch officer to the encounter.

14–15 Challenge Points: Add one guard and one watch officer to the encounter.

16–18 Challenge Points (5+ players): Add two guards and one watch officer to the encounter.

Symposium on a Fallen God

C2. INTO THE HIDEOUT (LEVELS 3-4)

WEAK BANDITS (2)

CREATURE 1

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 18

Perception +4

Skills Athletics +4, Deception +3, Forest Lore +2, Intimidation +4, Stealth +6, Survival +4, Thievery +6

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

Items dagger, machete (see sidebar), sling (10 bullets), studded leather

Bandit's Ambush When the bandit rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

AC 17; **Fort** +5, **Ref** +7, **Will** +4

HP 20

Speed 25 feet; forest passage

Melee ✦ machete +7 (deadly d8, sweep), Damage 1d6+3 slashing

Melee ✦ dagger +7 (agile, versatile S), Damage 1d4+3 piercing

Melee ✦ fist +7 (agile, nonlethal, unarmed), Damage 1d4+3 bludgeoning

Ranged ✦ sling +7 (propulsive, range increment 50 feet, reload 1), Damage 1d6+1 bludgeoning

Ranged ✦ dagger +7 (agile, thrown 10 feet, versatile S), Damage 1d4+3 piercing

Dread Striker Frightened creatures are off-guard to the bandit.

Forest Passage The bandit ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth.

Scaling Into the Hideout

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

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

12–13 Challenge Points: Add one elite ruffian to the encounter.

14–15 Challenge Points: Add one elite ruffian and one weak bandit to the encounter.

16–18 Challenge Points (5+ players): Add one elite ruffian and two weak bandits to the encounter.

ELITE RUFFIAN

CREATURE 3

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 19

Perception +10

Languages Common

Skills Athletics +9, Intimidation +8, Stealth +8

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

Items club, sling (10 bullets), studded leather armor

AC 20; **Fort** +11, **Ref** +20, **Will** +8

HP 45

Reactive Strike ↻

Speed 25 feet

Melee ✦ club +11, Damage 1d6+7 bludgeoning

Melee ✦ fist +11 (agile, nonlethal, unarmed), Damage 1d4+7 bludgeoning

Ranged ✦ sling +10 (propulsive, range increment 50 feet, reload 1), Damage 1d6+7 bludgeoning

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

Brutal Beating The ruffian's brutality shakes foes' confidence.

When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can push the target up to 10 feet.

Combat Grab ✦ **Trigger** The ruffian has one hand free; **Effect**

The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the ruffian Grabs the target using their free hand. The creature remains grabbed until the end of the ruffian's next turn or until it Escapes, whichever comes first.

Sneak Attack The ruffian deals an extra 1d6 precision damage to off-guard creatures.

Symposium on a Fallen God

C3. ENCOUNTER NAJID, THE SILVER NAJID, THE SILVER ASPIS (LEVELS 3-4)

BODYGUARD

CREATURE 1

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 82

Perception +8

Languages Common

Skills Athletics +7, Intimidation +6, Society +2

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

Items greatclub, sap, sling, studded leather

AC 16; **Fort** +8, **Ref** +7, **Will** +4

HP 25

Bodyguard's Reprisal ⤴ Trigger A creature attacks the subject of bodyguard's defense; Effect The bodyguard makes a Strike against the triggering creature. Speed 25 feet

Speed 25 feet

Melee ⚔ greatclub +7 (backswing, shove), Damage 1d10+4 bludgeoning

Melee ⚔ sap +7 (agile, nonlethal), Damage 1d6+4 bludgeoning

Melee ⚔ fist +7 (agile, nonlethal, unarmed), Damage 1d4+4 bludgeoning

Melee ⚔ sling +5 (propulsive, range increment 50 feet, reload 1), Damage 1d6+2 bludgeoning

Bodyguard's Defense ⚔ The bodyguard grants an adjacent ally a +2 circumstance bonus to AC. This lasts until the start of the bodyguard's next turn or until the ally is no longer adjacent, whichever comes first.

GUARDS (2)

CREATURE 1

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 110

Perception +7 (+8 to find concealed objects)

Languages Common

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

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

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

AC 16; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Reactive Strike ⤴

Speed 25 feet

Melee ⚔ sap +7 (agile, nonlethal), Damage 1d6+3 bludgeoning

Melee ⚔ fist +7 (agile, nonlethal, unarmed), Damage 1d4+3 bludgeoning

Ranged ⚔ crossbow +6 (range increment 120 feet, reload 1), Damage 1d8 piercing

Scaling Najid, The Silver Asp

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

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

12–13 Challenge Points: Replace the bodyguard with a veteran bodyguard, replace one guard with an elite guard, and add one elite guard to the encounter.

14–15 Challenge Points: Replace the bodyguard with a veteran bodyguard, replace one guard with an elite guard, and add two elite guards to the encounter.

16–18 Challenge Points (5+ players): Replace the bodyguard with a veteran bodyguard, replace both guards with elite guards, replace Najid with Angered Najid, and add two elite guards to the encounter.

NAJID OUIDDA

CREATURE 4

MEDIUM HUMANOID KITSUNE SHAPECHANGER

Perception +14

Languages Common, Hallit, Tian, Osiriani

Skills Acrobatics +12, Athletics +10, Deception +12, Intimidation +10, Society +10, Stealth +12, Thievery +12

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

Items dagger x6, leather armor, +1 short sword x2

AC 21; **Fort** +8, **Ref** +14, **Will** +11

HP 57

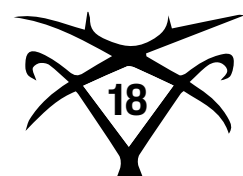
Speed 30

Melee ⚔ dagger +12 (Agile, Finesse, Thrown 10 feet, Versatile S), Damage 1d4+8 piercing

Melee ⚔ short sword +12 (Agile, Finesse, Versatile S), Damage 1d6+8 slashing

Ranged ⚔ dagger +12 (Agile, Finesse, Thrown 10 feet, Versatile S), Damage 1d4+8

Burning Strike ⚔⚔ **Requirement** Najid's divine spark is focused in his blades. **Effect** Najid's blades ignite for just a moment. He can make two Strikes with his burning blades, each against the same target and Najid's current multiple attack penalty. If both attacks hit, combine their damage for the purposes of weakness and resistance. Both strikes deal fire damage regardless of the usual damage type. This counts as two attacks when calculating Najid's multiple attack penalty. Najid's focus leaves his blades.



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Fennic Scream **◆◆ Requirement** Najid's divine spark is focused in his voice. **Effect** Najid screams at one creature within 20 feet, freezing their muscles with his rage. The target must attempt a DC 18 Fortitude save.

Success The target is unaffected.

Failure The target is Stunned 2.

Failure the target is Stunned for one round.

Critical Failure the target is Stunned for one round and slowed 1 for 1 round thereafter.

Regardless of outcome, Najid's focus leaves his voice.

Roguish Smile **◆◆ Requirement** Najid's divine spark is focused in his smile. **Effect** Najid focuses on a creature within 30 feet while smiling confidently. The target attempts a DC 18 Will save.

Success the target is unaffected.

Failure the target is fascinated for one round. The condition ends if Najid uses a hostile action against the target, but not if Najid uses a hostile action against the target's allies.

Critical Failure the target is fascinated for one minute. The condition ends if Najid uses a hostile action against the target, but not if Najid uses a hostile action against the target's allies. Regardless of outcome, Najid's focus leaves his smile.

Sliver of Divinity **◆** (Concentrate) Najid focuses his divine spark into his short swords, his voice, or his smile, allowing himself to use the associated exemplar ability.

Fennic Scream **◆◆ Requirement** Najid's divine spark is focused in his voice. **Effect** Najid screams at one creature within 20 feet, freezing their muscles with his rage. The target must attempt a DC 20 Fortitude save.

Success The target is unaffected.

Failure The target is Stunned 2.

Failure the target is Stunned for one round.

Critical Failure the target is Stunned for one round and slowed 1 for 1 round thereafter.

Regardless of outcome, Najid's focus leaves his voice.

Roguish Smile **◆◆ Requirement** Najid's divine spark is focused in his smile. **Effect** Najid focuses on a creature within 30 feet while smiling confidently. The target attempts a DC 20 Will save.

Success the target is unaffected.

Failure the target is fascinated for one round. The condition ends if Najid uses a hostile action against the target, but not if Najid uses a hostile action against the target's allies.

Critical Failure the target is fascinated for one minute. The condition ends if Najid uses a hostile action against the target, but not if Najid uses a hostile action against the target's allies. Regardless of outcome, Najid's focus leaves his smile.

Sliver of Divinity **◆** (Concentrate) Najid focuses his divine spark into his short swords, his voice, or his smile, allowing himself to use the associated exemplar ability.

ANGERED NAJID OUIDDA (0)

CREATURE 5

MEDIUM HUMANOID KITSUNE SHAPECHANGER

Perception +16

Languages Common, Hallit, Tian, Osiriani

Skills Acrobatics +14, Athletics +12, Deception +14, Intimidation +12, Society +12, Stealth +14, Thievery +14

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

Items dagger x6, leather armor, +1 short sword x2

AC 23; **Fort** +10, **Ref** +16, **Will** +13

HP 72

Speed 30

Melee **◆** dagger +14 (Agile, Finesse, Thrown 10 feet, Versatile S), Damage 1d4+10 piercing

Melee **◆** short sword +14 (Agile, Finesse, Versatile S), Damage 1d6+10 slashing

Ranged **◆** dagger +14 (Agile, Finesse, Thrown 10 feet, Versatile S), Damage 1d4+10

Burning Strike **◆◆ Requirement** Najid's divine spark is focused in his blades. **Effect** Najid's blades ignite for just a moment. He can make two Strikes with his burning blades, each against the same target and Najid's current multiple attack penalty. If both attacks hit, combine their damage for the purposes of weakness and resistance. Both strikes deal fire damage regardless of the usual damage type. This counts as two attacks when calculating Najid's multiple attack penalty. Najid's focus leaves his blades.

ELITE GUARDS (0)

CREATURE 2

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 110

Perception +9 (+10 to find concealed objects)

Languages Common

Skills Athletics +9, Intimidation +7, Legal Lore +5

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

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

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

HP 30

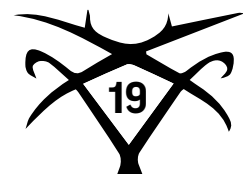
Reactive Strike **↻**

Speed 25 feet

Melee **◆** sap +9 (agile, nonlethal), Damage 1d6+5 bludgeoning

Melee **◆** fist +9 (agile, nonlethal, unarmed), Damage 1d4+5 bludgeoning

Ranged **◆** crossbow +8 (range increment 120 feet, reload 1), Damage 1d8+2 piercing



Symposium on a Fallen God

VETERAN BODYGUARD (0)

CREATURE 3

MEDIUM

HUMANOID

HUMAN

Variant Bodyguard *Pathfinder NPC Core* 82

Perception +10

Languages Common


Skills Athletics +10, Intimidation +9, Society +5

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0


Items greatclub, sap, sling, studded leather

AC 19; **Fort** +11, **Ref** +10, **Will** +7


HP 56


Bodyguard's Reprisal  Trigger A creature attacks the subject of bodyguard's defense; Effect The bodyguard makes a Strike against the triggering creature. Speed 25 feet


Speed 25 feet

Melee  greatclub +10 (backswing, shove), Damage 1d10+6 bludgeoning

Melee  sap +10 (agile, nonlethal), Damage 1d6+6 bludgeoning

Melee  fist +10 (agile, nonlethal, unarmed), Damage 1d4+6 bludgeoning

Melee  sling +8 (propulsive, range increment 50 feet, reload 1), Damage 1d6+4 bludgeoning

Bodyguard's Defense  The bodyguard grants an adjacent ally a +2 circumstance bonus to AC. This lasts until the start of the bodyguard's next turn or until the ally is no longer adjacent, whichever comes first.



Symposium on a Fallen God

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 the Organized Play section on page 29 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 Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

B. THE DISGUISED GUARDS STRIKE (LEVELS 5-6)

MAGE FOR HIRE

CREATURE 3

MEDIUM

HUMANOID

HUMAN

Pathfinder NPC Core 82

Perception +7

Languages Common

Skills Arcana +11, Society +9, Stealth +7, Thievery +9

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

Items invisibility potion, spellbook, staff, thieves’ toolkit

AC 17; **Fort** +8, **Ref** +9, **Will** +10

HP 30

Speed 25 feet

Melee ✦ staff +7 (two-hand d8), Damage 1d4 bludgeoning

Arcane Prepared Spells DC 20, attack +12; **2nd** *floating flame*, *knock*, *see the unseen*; **1st** *force barrage*, *grease*, *mystic armor*, *sure strike*; **Cantrips** (2nd) *daze*, *detect magic*, *electric arc*, *light*, *message*, *shield*, *telekinetic hand*

WATCH OFFICERS (3)

CREATURE 3

MEDIUM

HUMANOID

HUMAN

Pathfinder NPC Core 113

Perception +8 (+9 to Sense Motive)

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, HP 20, BT 10), warhammer

AC 19 (21 with shield raised); **Fort** +10, **Ref** +6, **Will** +8

HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a -2 status penalty to their Will DC against the watch officer’s attempts to Coerce or Demoralize them.

Scaling

The Disguised Guards

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

19-22 Challenge Points: Replace two watch officers with elite watch officers.

23-27 Challenge Points: Replace two watch officers with elite watch officers and add one watch officer to the encounter.

28-32 Challenge Points: Replace all three watch officers with elite watch officers and add one elite watch officer to the encounter.

33+ Challenge Points: Replace all three watch officers with elite watch officers and add one elite watch officer and one mage for hire to the encounter.

Bravery When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Reactive Strike ↻

Shield Block ↻

Speed 25 feet

Melee ✦ warhammer +13 (shove), Damage 1d8+7 bludgeoning

Melee ✦ fist +13 (agile, nonlethal, unarmed), Damage 1d4+7 bludgeoning

Ranged ✦ crossbow +10 (range increment 120 feet, reload 1), Damage 1d8+3 piercing

Sudden Charge ✦✦ Frequency once per round; Effect The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.



Symposium on a Fallen God

ELITE WATCH OFFICER (0)

CREATURE 4

MEDIUM

HUMANOID

HUMAN

Pathfinder NPC Core 113

Perception +10 (+11 to Sense Motive)

Languages Common

Skills Athletics +13, Diplomacy +8, Intimidation +11, Legal Lore +9, Society +7

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, HP 20, BT 10), warhammer

AC 21 (23 with shield raised); **Fort** +12, **Ref** +8, **Will** +10

HP 60

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a -2 status penalty to their Will DC against the watch officer's attempts to Coerce or Demoralize them.

Bravery When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Reactive Strike ↻

Shield Block ↻

Speed 25 feet

Melee ⚔ warhammer +15 (shove), Damage 1d8+9 bludgeoning

Melee ⚔ fist +15 (agile, nonlethal, unarmed), Damage 1d4+9 bludgeoning

Ranged ⚔ crossbow +12 (range increment 120 feet, reload 1), Damage 1d8+5 piercing

Sudden Charge ⚔⚔ Frequency once per round; Effect The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.



Symposium on a Fallen God

C2. INTO THE HIDEOUT (LEVELS 5-6)

ELITE RUFFIANS (2)

CREATURE 3

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 19

Perception +10

Languages Common

Skills Athletics +9, Intimidation +8, Stealth +8

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

Items club, sling (10 bullets), studded leather armor

AC 20; **Fort** +11, **Ref** +20, **Will** +8

HP 45

Reactive Strike ↻

Speed 25 feet

Melee ✦ club +11, Damage 1d6+7 bludgeoning

Melee ✦ fist +11 (agile, nonlethal, unarmed), Damage 1d4+7 bludgeoning

Ranged ✦ sling +10 (propulsive, range increment 50 feet, reload 1), Damage 1d6+7 bludgeoning

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

Brutal Beating The ruffian's brutality shakes foes' confidence.

When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can push the target up to 10 feet.

Combat Grab ✦ **Trigger** The ruffian has one hand free; **Effect** The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the ruffian Grabs the target using their free hand. The creature remains grabbed until the end of the ruffian's next turn or until it Escapes, whichever comes first.

Sneak Attack The ruffian deals an extra 1d6 precision damage to off-guard creatures.

WEAK CAPTAIN OF THE GUARD

CREATURE 5

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 115

Perception +13

Languages Common

Skills Athletics+13, Diplomacy +9, Intimidation +11, Legal Lore +10, Society +8, Warfare Lore +6

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

Items crossbow (20 bolts), dagger, full plate, +1 longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 22 (24 with shield raised); **Fort** +12, **Ref** +10, **Will** +13

HP 80

Aura of Command (aura, emotion, mental) 30 feet. The captain of the guard bolsters lower-level guards under their command, granting them a +1 status bonus to their attack rolls and a +2 status bonus to their Will saves.

Bravery When the captain rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Scaling Into the Hideout

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

19-22 Challenge Points: Add one elite ruffian to the encounter.

23-27 Challenge Points: Add one weak captain of the guard to the encounter.

28-32 Challenge Points: Add one elite ruffian and one weak captain of the guard to the encounter.

33+ Challenge Points: Add two elite ruffians and one weak captain of the guard to the encounter.

Shield Warden When the captain has their shield raised, they can Shield Block when an attack is made against an adjacent ally. If they do, the shield prevents that ally from taking damage instead of the captain.

Reactive Strike ↻

Shield Block ↻

Speed 20 feet

Melee ✦ longsword +16 (magical, versatile P), Damage 1d8+9 slashing

Melee ✦ fist +15 (agile, nonlethal, unarmed), Damage 1d4+9 bludgeoning

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

Shielded Advance ✦ **Requirements** The captain of the guard has their shield raised; **Effect** The captain of the guard presses forward, using their shield to push back foes. The captain Strides and Shoves, in either order. The multiple attack penalty doesn't apply to this Shove, though the Shove does count toward the captain's multiple attack penalty.

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C3. NAJID, THE SILVER ASPIS (LEVELS 5-6)

BURNING SILVER NAJID

CREATURE 6

MEDIUM HUMANOID KITSUNE SHAPECHANGER

Perception +17

Languages Common, Hallit, Tian, Osiriani

Skills Acrobatics +15, Athletics +13, Deception +15, Intimidation +13, Society +13, Stealth +15, Thievery +15

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

Items dagger x6, leather armor, +1 striking short sword x2

AC 24; **Fort** +11, **Ref** +17, **Will** +14

HP 91

Speed 30

Melee ✦ dagger +15 (Agile, Finesse, Thrown 10 feet, Versatile S), Damage 1d4+8 piercing

Melee ✦ short sword +15 (Agile, Finesse, Versatile S), Damage 2d6+8 slashing

Ranged ✦ dagger +15 (Agile, Finesse, Thrown 10 feet, Versatile S), Damage 1d4+8

Burning Strike ✦✦ **Requirement** Najid's divine spark is focused in his blades. **Effect** Najid's blades ignite for just a moment. He can make two Strikes with his burning blades, each against the same target and Najid's current multiple attack penalty. If both attacks hit, combine their damage for the purposes of weakness and resistance. Both strikes deal fire damage regardless of the usual damage type. This counts as two attacks when calculating Najid's multiple attack penalty. Najid's focus leaves his blades.

Fennic Scream ✦✦ **Requirement** Najid's divine spark is focused in his voice. **Effect** Najid screams at one creature within 20 feet, freezing their muscles with his rage. The target must attempt a DC 21 Fortitude save.

Success The target is unaffected.

Failure The target is Stunned 2.

Failure the target is Stunned for one round.

Critical Failure the target is Stunned for one round and slowed 1 for 1 round thereafter.

Regardless of outcome, Najid's focus leaves his voice.

Roguish Smile ✦✦ **Requirement** Najid's divine spark is focused in his smile. **Effect** Najid focuses on a creature within 30 feet while smiling confidently. The target attempts a DC 21 Will save.

Success the target is unaffected.

Failure the target is fascinated for one round. The condition ends if Najid uses a hostile action against the target, but not if Najid uses a hostile action against the target's allies.

Critical Failure the target is fascinated for one minute. The condition ends if Najid uses a hostile action against the target, but not if Najid uses a hostile action against the target's allies.

Regardless of outcome, Najid's focus leaves his smile.

Scaling Najid, The Silver Asp

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

19-22 Challenge Points: Add one elite watch officer to the encounter.

23-27 Challenge Points: Replace the veteran bodyguard with a master bodyguard, replace one watch officer with an elite watch officer, and add one elite watch officer to the encounter.

28-32 Challenge Points: Replace the veteran bodyguard with a master bodyguard, replace one watch officer with an elite watch officer, and add two elite watch officers to the encounter.

33+ Challenge Points: Replace the veteran bodyguard with a master bodyguard, replace both watch officers with elite watch officers, replace Burning Silver Najid with Enraged Burning Silver Najid, and add two elite watch officers to the encounter.

Sliver of Divinity ✦ (Concentrate) Najid focuses his divine spark into his short swords, his voice, or his smile, allowing himself to use the associated exemplar ability.

VETERAN BODYGUARD

CREATURE 3

MEDIUM HUMANOID HUMAN

Variant Bodyguard *Pathfinder NPC Core* 82

Perception +10

Languages Common

Skills Athletics +10, Intimidation +9, Society +5

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

Items greatclub, sap, sling, studded leather

AC 19; **Fort** +11, **Ref** +10, **Will** +7

HP 56

Bodyguard's Reprisal ⤴ Trigger A creature attacks the subject of bodyguard's defense; Effect The bodyguard makes a Strike against the triggering creature. Speed 25 feet

Speed 25 feet

Melee ✦ greatclub +10 (backswing, shove), Damage 1d10+6 bludgeoning

Melee ✦ sap +10 (agile, nonlethal), Damage 1d6+6 bludgeoning

Melee ✦ fist +10 (agile, nonlethal, unarmed), Damage 1d4+6 bludgeoning

Melee ✦ sling +8 (propulsive, range increment 50 feet, reload 1), Damage 1d6+4 bludgeoning

Bodyguard's Defense ✦ The bodyguard grants an adjacent ally a +2 circumstance bonus to AC. This lasts until the start of the



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bodyguard's next turn or until the ally is no longer adjacent, whichever comes first.

WATCH OFFICERS (2)

CREATURE 3

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 113

Perception +8 (+9 to Sense Motive)

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, HP 20, BT 10), warhammer

AC 19 (21 with shield raised); **Fort** +10, **Ref** +6, **Will** +8

HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a -2 status penalty to their Will DC against the watch officer's attempts to Coerce or Demoralize them.

Bravery When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Reactive Strike ↻

Shield Block ↻

Speed 25 feet

Melee ⚔ warhammer +13 (shove), Damage 1d8+7 bludgeoning

Melee ⚔ fist +13 (agile, nonlethal, unarmed), Damage 1d4+7 bludgeoning

Ranged ⚔ crossbow +10 (range increment 120 feet, reload 1), Damage 1d8+3 piercing

Sudden Charge ⚡ Frequency once per round; Effect The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

ELITE WATCH OFFICER (0)

CREATURE 4

MEDIUM HUMANOID HUMAN

Pathfinder NPC Core 113

Perception +10 (+11 to Sense Motive)

Languages Common

Skills Athletics +13, Diplomacy +8, Intimidation +11, Legal Lore +9, Society +7

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, HP 20, BT 10), warhammer

AC 21 (23 with shield raised); **Fort** +12, **Ref** +8, **Will** +10

HP 60

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a -2 status penalty to their Will DC against the watch officer's attempts to Coerce or Demoralize them.

Bravery When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Reactive Strike ↻

Shield Block ↻

Speed 25 feet

Melee ⚔ warhammer +15 (shove), Damage 1d8+9 bludgeoning

Melee ⚔ fist +15 (agile, nonlethal, unarmed), Damage 1d4+9 bludgeoning

Ranged ⚔ crossbow +12 (range increment 120 feet, reload 1), Damage 1d8+5 piercing

Sudden Charge ⚡ Frequency once per round; Effect The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

ENRAGED BURNING SILVER NAJID

CREATURE 7

MEDIUM HUMANOID KITSUNE SHAPECHANGER

Perception +19

Languages Common, Hallit, Tian, Osiriani

Skills Acrobatics +17, Athletics +15, Deception +17, Intimidation +15, Society +15, Stealth +17, Thievery +17

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

Items dagger x6, leather armor, +1 *striking short sword* x2

AC 26; **Fort** +13, **Ref** +19, **Will** +16

HP 111

Speed 30

Melee ⚔ dagger +17 (Agile, Finesse, Thrown 10 feet, Versatile S), Damage 1d4+10 piercing

Melee ⚔ short sword +17 (Agile, Finesse, Versatile S), Damage 2d6+10 slashing

Ranged ⚔ dagger +17 (Agile, Finesse, Thrown 10 feet, Versatile S), Damage 1d4+10

Burning Strike ⚡ **Requirement** Najid's divine spark is focused in his blades. **Effect** Najid's blades ignite for just a moment. He can make two Strikes with his burning blades, each against the same target and Najid's current multiple attack penalty. If both attacks hit, combine their damage for the purposes of weakness and resistance. Both strikes deal fire damage regardless of the usual damage type. This counts as two attacks when calculating Najid's multiple attack penalty. Najid's focus leaves his blades.

Fennic Scream ⚡ **Requirement** Najid's divine spark is focused in his voice. **Effect** Najid screams at one creature within 20 feet, freezing their muscles with his rage. The target must attempt a DC 23 Fortitude save.

Success The target is unaffected.

Failure The target is Stunned 2.

Failure the target is Stunned for one round.

Critical Failure the target is Stunned for one round and slowed 1 for 1 round thereafter.



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Regardless of outcome, Najid's focus leaves his voice.

Roguish Smile ♦♦ **Requirement** Najid's divine spark is focused in his smile. **Effect** Najid focuses on a creature within 30 feet while smiling confidently. The target attempts a DC 23 Will save.

Success the target is unaffected.

Failure the target is fascinated for one round. The condition ends if Najid uses a hostile action against the target, but not if Najid uses a hostile action against the target's allies.

Critical Failure the target is fascinated for one minute. The condition ends if Najid uses a hostile action against the target, but not if Najid uses a hostile action against the target's allies.

Regardless of outcome, Najid's focus leaves his smile.

Sliver of Divinity ♦ (Concentrate) Najid focuses his divine spark into his short swords, his voice, or his smile, allowing himself to use the associated exemplar ability.

MASTER BODYGUARD (0)

CREATURE 5

MEDIUM

HUMANOID

HUMAN

Variant Bodyguard *Pathfinder NPC Core* 82

Perception +13

Languages Common

Skills Athletics +13, Intimidation +12, Society +8

Str +5, **Dex** +3, **Con** +4, **Int** -1, **Wis** +2, **Cha** +0

Items greatclub, sap, sling, studded leather

AC 22; **Fort** +13, **Ref** +12, **Will** +9

HP 94

Bodyguard's Reprisal ↻ Trigger A creature attacks the subject of bodyguard's defense; Effect The bodyguard makes a Strike against the triggering creature. Speed 25 feet

Speed 25 feet

Melee ♦ greatclub +13 (backswing, shove), Damage 1d10+10 bludgeoning

Melee ♦ sap +13 (agile, nonlethal), Damage 1d6+10 bludgeoning

Melee ♦ fist +13 (agile, nonlethal, unarmed), Damage 1d4+10 bludgeoning

Melee ♦ sling +10 (propulsive, range increment 50 feet, reload 1), Damage 1d6+6 bludgeoning

Bodyguard's Defense ♦ The bodyguard grants an adjacent ally a +2 circumstance bonus to AC. This lasts until the start of the bodyguard's next turn or until the ally is no longer adjacent, whichever comes first.

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Appendix 3: Game Aids



Kreighton Shaine



Lolly Adafish

Ustalav Researcher



Disguised Guards



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Appendix 3: Game Aids



Aspis Agent



Najid

Bodyguard



Aspis Consortium Symbol



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Organized Play

Treasure Table

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

Treasure Bundles

- □ □ **Area B**, page 11: 3 Treasure Bundles from Lollys gift.
- □ **Area C2**, page 13: 2 Treasure Bundles for defeating Najid.
- □ □ □ **Conclusion**, page 15: 5 Treasure Bundles for clearing their names.

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

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), 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), 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

Remaster Changes

With our shift to the new ORC license, we've changed quite a bit of our terminology and rules information. Here's a small section of the most used changes here in Organized Play, but for the full Remaster updates, please reference *Pathfinder Player Core*, *Pathfinder Player Core 2*, and *Pathfinder GM Core*.

- Attack of Opportunity is now Reactive Strike.
- Spell levels and counteract levels are now referred to as spell ranks and counteract ranks.
- Flat-footed is now Off Guard.
- Negative damage is now void damage.
- Positive damage is now vitality damage.



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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"/>



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