



# STAY OF EXECUTION™

BY ALISON MCKENZIE

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## PATHFINDER SOCIETY SCENARIO 12

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*Pathfinder Society Scenario 12: Stay of Execution* is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 17 of this product.

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# STAY OF EXECUTION

BY ALISON MCKENZIE

The Decemvirate, the masked leaders of the Pathfinder Society, possesses great artifacts of wonder and power. Recently their collection became one less when a skilled rogue named Hadge, looking to build a reputation, tried to break into the vaults of the Grand Lodge by slipping in through a carelessly unlocked window. He found a sleeping scholar at a desk, gripping a shiny object in his resting hands. Rather than go through with the original plan, the opportunist Hadge grabbed the object instead and escaped back into Absalom proper.

The object was a powerful divination focus, used by scholars of the Decemvirate to communicate with one another. The Decemvirate is eager to get it back and humiliated by its theft. They contacted Venture-Captain Drangle Dreng and ordered him to send his best Pathfinders for a quick and quiet retrieval. Hadge was known to still be in Absalom so the Pathfinders started the search there but with no luck—Hadge had vanished.

Word came from Pathfinders in Oppara, the gilded capital of Taldor, that a person matching Hadge's description was seen debarking from an Absalom merchant ship and then boarding a flat-bottomed riverboat headed east up the River Porthmos for Sardis Township. Just after Venture-Captain Dreng booked a vessel to ship the PCs to Oppara, he learned the thief Hadge was accused of some petty crime in Sardis Township and was thrown into the infamous Porthmos Prison.

Once called Edgeside Keep, Porthmos Prison faces the expansive Whistling Plains just over the World's Edge Mountains, a gently rolling land of thousands of square miles of empty grasslands that connects the Empire of Taldor with the many nations of Casmaron's interior. Edgeside Keep was sturdy but small, and in the years that it stood as a border fort it saw very little action. When a small earthquake shook some of the supports loose and damaged portions of the fortress a hundred years ago, the cost and effort of repairs were deemed not worth it and the keep was abandoned.

Not long after, it was claimed by the governor of the Porthmos Prefecture and, after moderate repairs, became Porthmos Prison. Calling it a prison was unfortunate as most who've entered Porthmos have never actually

received a trial. Many of its inhabitants are there simply for gaining minor disfavor with local nobles—Thestro Briarsmith, the current governor of Porthmos Prefecture and the wealthiest man in Sardis Township, is no different. Porthmos Prison, today, is filled with a fair share of honest criminals but also counts many innocent men and women among its numbers, ordinary folk guilty of one thing: displeasing Briarsmith.

At Porthmos Prison, no guards patrol the prison halls. Instead, they live outside the walls and are only concerned with keeping the prisoners inside. The prisoners run Porthmos, with control of the keep's interior changing every few years as the many gangs constantly battle for supremacy, supplies, and survival. The prison's inner courtyard is filled with the rubble of buildings destroyed in the earthquake and never repaired. It's a no man's land separating the various quarters of the keep that are controlled by the Porthmos gangs. The courtyard is considered off limits by the traditions of the gangs and setting foot there is considered a challenge against the power of whichever gang rules the prison. Maybe because of the courtyard's history of death and violence, maybe because of its ruined red rock buildings, maybe because the sandy courtyard is stained in blood, the prisoners call the center of Porthmos Prison "Hell."

Newcomers to the prison are often killed the moment they arrive unless they can prove themselves useful in some way. The only contact prisoners have with the outside world is the frequent and brief appearances of smugglers who bribe the guards to get inside. The residents of Porthmos Prison pay the smugglers what they can, though recently they've been running out of stolen valuables to trade.

Hadge found himself on the wrong side of Governor Briarsmith after attempting to trade the divination focus for large sums of Taldor gold. He hid the focus before capture, was tortured by the Porthmos Prison guards, and when he wouldn't give up the focus's location, he was tossed into the prison and forgotten. Hadge has been in Porthmos Prison for a month once the Pathfinders finally arrive, and he wants out. He'll do anything to get out in fact, including using the hidden location of the focus as a

bargaining chip to force the Pathfinders to break him out of Taldor's most infamous prison.

## SUMMARY

A stolen divination focus leads the PCs to Sardis Township in Taldor in pursuit of the thief, a rogue named Hadge, who was recently captured and thrown into the infamous Porthmos Prison. Their primary contact to gain access to the prison is a book-loving gargoyle who shares a secret entrance to the prison with the PCs in exchange for a rare book.

After the PCs get inside, they climb through a room used as a trash heap and fight off vermin before climbing up into one of the keep's main towers. On the top floor of the tower the PCs locate Hadge and face the ruthless gang of crooks who call the rogue thief their prisoner, prizing him for his ability to craft makeshift weapons. Once freed, Hadge declares he will only reveal the location of the artifact if the PCs help him escape Porthmos Prison.

Once they have Hadge, a battle between two rival gangs and a platoon of interceding prison guards drives the PCs down a staircase where they are accosted by a halfling-led gang of gnolls who hold territory in the keep's former smithy and intend to make Hadge their weaponsmith. Once the Gnoll gang is dealt with, the continuing riot in the tower forces them into the feared courtyard of Porthmos Prison known as Hell.

In Hell, the PCs are stopped again—this time by their gargoyle contact who demands further payment in order to allow the PCs to leave. If they have another rare book to offer, perhaps one from an earlier exploit, he lets them pass. If they have nothing to offer the gargoyle, he attacks.

If Hadge is successfully freed from Porthmos Prison, he fulfills his promise and leads the PCs to the hidden location of the Society's divination focus. What the PCs do with him after that is entirely up to them.

## GETTING STARTED

Read or paraphrase the following to get the adventure underway:

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The grasslands lost their color a few miles back and the sun hangs bleak in the muted sky. In the distance is a faded gray smudge, the outline of Sardis Township, backwater seat of the Porthmos Prefecture of Taldor. To the right of the road stands a tall and broken series of towers linked by a thick curtain wall and surrounded by a small sea of prison guard tents and banners—welcome to the infamous Porthmos Prison.

Four weeks ago, word came that a rogue named Hadge made off with a powerful divination device the Decemvirate and their scholars in Absalom use to communicate with one other. If someone were able to discern the use of the device, they could spy on the Decemvirate, the masked leaders of the

Pathfinder Society. Venture-Captain Drandle Dreng was tasked with assembling a small team of Pathfinders to track down Hadge and return the item to the Society.

"It's an embarrassing loss for the Decemvirate," Dreng said, back in a meeting room in the Grand Lodge. "And they want it back. Find Hadge and return the item to us immediately—what you do with Hadge is up to you."

A week-long search of Absalom, however, turned up nothing. Hadge had vanished. Then, a week later, a Pathfinder in Oppara spotted Hadge disembarking a Diobel merchant vessel and watched him board a flat-bottomed riverboat for Sardis Township in eastern Taldor. The venture-captain of Oppara hired mercenaries to track Hadge upriver and they reported a week ago that Hadge was captured in Sardis Township for an unrelated crime and was thrown into Porthmos Prison, a former keep-turned-prison that the prefecture governors of eastern Taldor use to throw away undesirables they wish removed from so-called polite society. With no word from Sardis Township that the Decemvirate's divination focus was recovered, the Society surmised that Hadge didn't have it on him when he was taken.

"You'll need to board the fastest ship in Absalom's harbor and make haste for Porthmos Prison," said Venture-Captain Drandle Drang a week ago in Absalom. "Go there, get into the prison in any way possible, and get Hadge to reveal the location of the focus. Once you have it, return to Absalom immediately. The Decemvirate is counting on you."

"Porthmos Prison is notorious. The guards rarely enter the prison itself, and once you're inside it's a free-for-all among the prisoners. It's been a keep and a jail which means it's both hard to get in and out. Luckily the Society knows someone who can help. A gargoyle named Grinnid is said to keep haven in the building's rooftops and has done so since the keep's construction. He has a mind for knowledge, that one. Take a book, a good one. Make sure it's rare, and make sure it's illustrated."

He paused for a moment and then removed an ancient leather-bound tome from his bag called *Linnorms of the North*. "Take this one but be careful with it. It's worth all our weights in gold and should serve to grease the wheels of negotiation with the gargoyle. Lose it, and you lose entry to the prison. Lose entry to the prison, and you might as well stay there." His lips pinched and his eyes narrowed. "One more thing: the Porthmos Prison guards don't really care who goes in but they sure care who comes out. You'll need a plan to get Hadge out. I leave that to you."

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**Development:** The outer wall of the keep is capped with crenellations and outward-facing spikes. The inner wall is similar but features newer, inward-facing spikes. A small scattering of buildings circles the edge of the inner courtyard. In the center, on a small hill, is the prison itself.

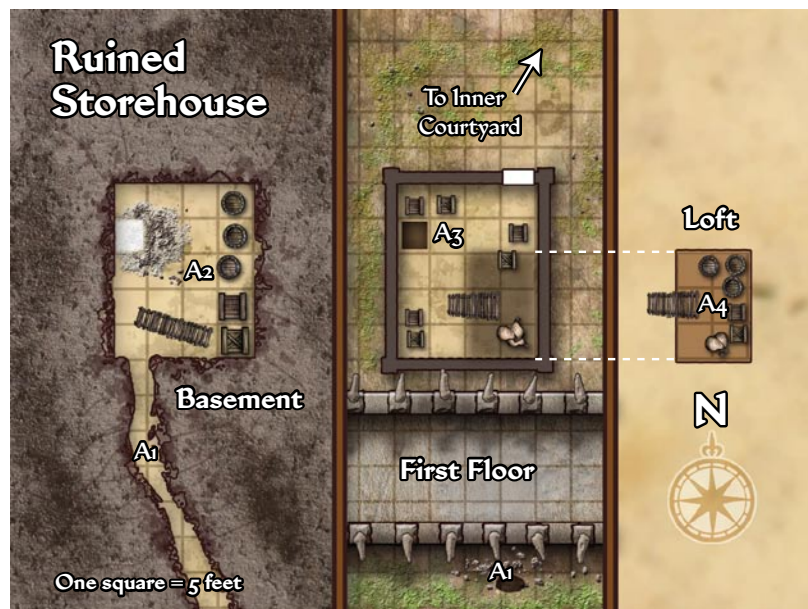
A pair of large wooden doors marks the only entrance to the outer wall. On either side, guard towers block the passage between the outer and inner walls completely; only a narrow channel is accessible to those traveling in and out of the keep. More guard towers are positioned within the inner wall, but very few of these have stationed guards. Two unoccupied towers sit at the front of the main building, with two staircases winding down between them and meeting just in front of the entrance to the building. At first glance, the keep is impressive, but it doesn't take long to notice that many of the walls are crumbling, many of the outer buildings bear holes, and piles of rubble are strewn throughout the outer courtyard.

As the PCs approach the prison, the guards may ask what they're up to but, in truth, they don't really care. So long as the PCs are even slightly discreet about accessing the interior of the prison, the guards pretend not to notice. They only care about anyone escaping the prison—not about smugglers (or Pathfinders they mistake for smugglers) getting inside. Feel free to spend some time here with the prison guards grilling the Pathfinders about why they're here. If they go so far as to admit that they've come to break Hadge out of the prison or try to bribe the guards to free Hadge, the guards become angry and demand the PCs leave, though they won't resort to violence to do so. The guards are, for the most part, simply content to have a job and aren't interested in doing much beyond their mandate: to keep everyone inside Porthmos Prison *inside*.

Lastly, since this scenario includes tier ranges for PCs who may have the *fly* spell or spells such as *teleport* or *dimension door*, the outside walls of Porthmos Prison are warded with a barrage of spells similar in nature to *dimensional anchor*. Spells (or spell-like abilities) such as *teleport* or *dimension door* simply do not function inside the walls and once someone has gained entry to the prison using either spell they find themselves unable to get out the same way. With regard to *fly*, there's nothing stopping PCs from gaining access to the prison this way. If they plan to enter by air, remind them that they don't really know where Hadge is, that they'll still need to make their way through a prison full of gangs, and that they might want to save the spell slot they plan to spend on *fly* on a more useful spell for getting out of trouble. Finally, you can always remind them that getting in and out with *fly* might complete the scenario quickly and safely but it won't necessarily get them their prestige and gear rewards.

## ACT 1: HUNGRY FOR KNOWLEDGE

Grinnnd, the Gargoyle, is perched on the roof of one of the outer guard towers and he watches the PCs approach and observes any conversations they may have with the guards.



It takes a DC 20 Spot check to notice him. After a few moments, he makes his way toward the PCs (though not while they're talking to the guards) and finds a comfortable spot on a broken wall or rocky outcropping before speaking. Grinnnd speaks in a rough, crackling voice.

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"I am Grinnnd, Keeper of Porthmos. Do you bring shiny trinkets for the prisoners or do you want inside? I'll show you the way but you have to give me something. What you got that I might like?"

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If the PCs don't immediately offer him *Linnorms of the North*, Grinnnd grows sullen and slowly makes as if to fly away. He wants the PCs to think that he's old and senile and slow so he does his best through his actions and words to portray his feigned senility. Make opposed Sense Motive checks if any of the PCs doubt his charade. If one of the PCs offers him the book, his eyes light up and he rubs his hands together and then quickly tries to snatch the book from the PC offering it. If he manages to get the book, read the following.

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"Now that's a good trade," he says, flipping the book back and forth in his hands. He sniffs it a few times, thumbs through the pages, and then sticks the whole thing in his mouth, chewing slowly and methodically, moaning with pleasure. "A very good trade—that was delicious, thank you. Follow me!"

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At this point Grinnnd leads the PCs to an out-of-the-way span of wall opposite the ramshackle guard camp where two guards sit playing cards at a fold-up table under a small canopy. When the guards see the gargoyle and the PCs approach they stand, stretch, and wander a small

### PRISONERS OF NOTE

Below is a list of the more infamous residents of Porthmos Prison. Some of them appear in the scenario and others don't. Feel free to use them to spice up certain encounters or to add additional life to the prison.

**Enga Invaglak** (Ulfen barbarian)

A former adventurer, Enga's adventuring party died in the World's End Mountains. She's currently the leader of the Smashers.

**Helist** (Human fighter)

Helist is the leader of the Gates gang. He secretly hoards supplies in **A4** that he uses to feed his gang and for barter with other gangs.

**King of the Tower** (Dwarf Barbarian)

King is renowned for his horrible temper and he leads the oddly named Tower Guard gang. They occupy the northeast tower of Porthmos Prison.

**Rivak Redburn** (Halfling Ranger)

Rivak is young and reckless, but fierce enough and deadly enough to lead the gang called the Gnolls.

**Rokna** (Qadiran merchant)

No one has been in Porthmos Prison longer than Rokna. He knows the prison better than anyone except for maybe Grinnnd the Gargoyle. He's the primary contact for smugglers bringing supplies into the prison.

**Skange** (Half-Orc warrior)

Skange is quiet and no one bothers him. He keeps to his cell on the first floor with a full view of Hell. Skange is the bastard cousin of the Porthmos Prefecture's governor and resides here to keep the orc-taint embarrassment from smearing the Briarsmith family name.

distance down the wall. Grinnnd snatches a ring of keys the guards left behind on the card table and unlocks two heavy lids against the prison's inner wall, throwing them open to reveal a five-foot drop down into a tunnel marked **A1** on the map. Once the PCs are ready to enter, read the following.

Grinnnd picks at a piece of binding stuck in his teeth. "Down there takes you under the wall. When you come to the pile of junk, you'll find a ladder. Put the ladder on top of the pile and climb up to the next floor and you'll be in the ruined storehouse on the southwest corner of the Inner Courtyard. Avoid Hell. And watch out for bugs." With that warning, Grinnnd launches himself airborne and flies up to the tallest tower of the Inner Courtyard and disappears.

Any time before the PCs part company with Grinnnd, they may ask him questions about the prison and its residents. Below are some answers to likely questions the PCs may have.

**We're looking for a rogue named Hadge. Do you know where we can find him?** "The new one? They're keeping him prisoner on the second floor of the southwestern guard tower."

**How do we get to him?** "Find a flight of stairs across the small courtyard from the ruined storehouse and go up. Walk to the southern end of the hall and open the last door. Be prepared for a fight."

**Who's keeping him?** "One of the smaller, fiercer gangs. Led by a human barbarian with dark skin. They've got your rogue captured and won't let anybody talk to him."

**Why are they keeping him prisoner?** "He knows how to make weapons. The Gnoll gang controls the smithy, though."

**Are there any other important people in the prison?** Grinnnd knows everyone on the roster listed in the sidebar on this page, including their names, races and likely nationalities, but none of their details.

**What can you tell me of the history of Porthmos Prison?** Grinnnd knows everything about Porthmos Prison written in the introduction.

**Development:** This shouldn't be a combat encounter, but if the PCs choose to attack Grinnnd, use the stats provided for him in Act 5. If they kill Grinnnd before he shows them the way into the prison, allow the PCs a DC 25 Search check of the grounds to find the entrance. They may also pay a 250 gp bribe to the prison guards to be let in through the side tunnel. Either way, they can only gain private entrance to the prison through area **A1**. Should the PCs attempt to scale the walls or enter via the front gate, the guards stop being lazy and start doing their jobs. In the unlikely event this happens, the guards are comprised of three platoons of 20 men, all 2nd-level warriors, each led by a 5th-level fighter captain, and they defend the prison with their lives.

**Mission Notes:** Qadiran faction PCs can learn the name of the Qadiran prisoner from Grinnnd if they ask.

**Rewards:** There are no rewards for Act 1.

## ACT 2: THE ROTTEN BENEATH (EL 3 OR EL 4 OR EL 6)

The locked heavy lids Grinnnd leads the PCs to drop five feet into a cramped tunnel that runs for 200 feet beneath the inner and outer curtain walls of the prison. A DC 15 Knowledge (dungeoneering) check reveals that the tunnel was carved (rather than naturally occurring) and that it's been here for years.

## Ruined Storehouse

The remnants of a half-constructed storehouse lie against the southwestern portion of the inner curtain wall inside Porthmos Prison. Damaged heavily during the earthquake that eventually led to the keep being abandoned, only the basement, first floor, and part of the second floor survived. Above the second floor is a webbing of broken scaffolding and ropes and the area marked as “loft” on the map is actually just the remains of the second floor that partially collapsed. The door on the first floor leads to a small, sheltered courtyard. Across that courtyard is the entrance to the southwestern wing marked **B1** on the map.

**A1. Tunnel:** The packed soil walls here are thick with claw-like roots that worm their way through and dangle like spiderwebs from the rugged ceiling. The tunnel slopes steadily downward and the floor is uneven, muddy soil; anyone moving faster than half speed requires a DC 15 Balance check to avoid falling and sliding down the remainder of the tunnel into **A2**. The air smells sour and rotten.

**A2. Basement:** This large underground room is rich with the smell of decay. The walls are hard-packed dirt caked with white plaster. Piled near the north wall is a hill of garbage, reaching halfway to the ceiling. At the base of the pile lie a few broken humanoid skeletons, some with rotten flesh still clinging to their bones. A DC 20 Spot check reveals the trash pile to be full of a variety of corpses in various states of decay. Above the mound is a large square hole leading to area **A3**. A DC 20 Heal check of any of the humanoid remains here reveals they died from any number of combat-related wounds: blunt force trauma, broken bones, gashes on skin and bone—this appears to be the place where the residents of Porthmos Prison dump their dead. None of these corpses died of natural causes. An old ladder lies on the floor near the south wall. The barrels and crates here are filled with rotting or long rotted food. A DC 15 Spot check allows PCs to notice strange symbols carved into the plaster and hard-packed earth all along the north wall.

To climb the mound of garbage requires a DC 15 Climb check. Failure means the PC attempting the climb sinks deep into the heap of trash and corpses. Climbing the ladder into **A3** is a simple DC 5 Climb check.

**Creatures:** This room is crawling with centipedes of a variety of sizes. For Tiers 1–2 and 3–4 they are hidden in the garbage when the PCs enter, though a DC 20 Spot check reveals their hiding places. For Tier 6–7 the centipedes are not

hidden. For Tiers 1–2 and 3–4 the vermin attack as soon as the PCs try to climb into **A3** and for Tier 6–7 they attack as soon as the PCs enter area **A2**.

### TIER 1–2 (EL 3)

**SMALL MONSTROUS CENTIPEDE (4)** CR 1/4  
hp 2 (MM 286)

**MEDIUM MONSTROUS CENTIPEDE (4)** CR 1/2  
hp 4 (MM 286)

### TIER 3–4 (EL 4)

**MEDIUM MONSTROUS CENTIPEDE (8)** CR 1/2  
hp 4 (MM 286)





## TIER 6–7 (EL 6)

### MEDIUM MONSTROUS CENTIPEDE (8)

hp 4 (MM 286)

CR 1/2

### LARGE MONSTROUS CENTIPEDE

hp 13 (MM 286)

CR 1

**A3. First Floor Storehouse:** The ceiling here is high, and barrels are stacked along the southern wall. Many are large and once stored grain and other food, but it has all long since spoiled or been eaten by vermin. A ladder leads up to area A4.

**A4. Loft:** This small room is mostly bare except for a small supply of unspoiled food. These belong to Helist (see sidebar on page 6), who stashes stolen food up here to ensure he and his gang never go hungry. The loft is actually just the remnants of the partially constructed floor that collapsed during the earthquake. It is now protected from the elements by walls constructed of scrap wood and rock and it's covered by a thick sheet of canvas.

**Development:** The scenario assumes the PCs cross the small courtyard and enter the stairwell leading up to area B1. If the PCs have entered by other means, have them traverse a long slim walkway from wherever they gained access to the prison and have that lead to the small courtyard outside of A3.

**Treasure:** The trash pile in A2 contains three battered but serviceable breastplates and for Tiers 3–4 and 6–7, there is also one +1 *light steel shield*.

**Mission Notes:** A DC 25 Spot check reveals the engraved hilt of a sword among the trash in A2. This is useful for Osirion faction members hoping to fulfill their secondary mission. The symbols on the stones allow Cheliox faction members to fulfill their primary mission. The food in area A3 is suitable for those of the Taldor faction to poison. Two crates in A3 have a symbol of an octopus on them, which members of the Qadira faction can discover with a DC 10 Spot check.

**Rewards:** If the PCs find the breastplates and magic shield in the trash pile, reward each tier thusly:

**Tier 1–2:**

Give each player 50 gp.

**Tier 3–4:**

Give each player 147 gp.

**Tier 6–7:**

Give each player 147 gp.

## ACT 3: TO STEAL FROM THIEVES (EL 3 OR EL 5 OR EL 7)

### Southwestern Wing

The southwestern wing is actually part of the keep's inner wall that circles the courtyard of Porthmos Prison that the prisoners call Hell. Only part of the wing is detailed on the map. It can be accessed from a hallway from the northwestern wing or from the stair well at area B1 that connects to the courtyard adjacent to area A3.

**B1. Stairs:** This long wooden staircase ends at a door that leads into area B2.



**B2. Hallway:** This U-shaped second floor hallway is lit by feeble torches. The northeast tip of the U stops at a locked metal portcullis that bars access to a passageway and stairs that lead to the roof. The portcullis has been closed for so long that it's rusted shut and only a DC 40 Strength check or magical means will open it. The northeast tip of the U leads deeper into the prison and eventually connects with the northwest wing.

**B3. Gang Quarters:**

A. A few members of Enga's gang sleep here, fighting over the two makeshift beds made of scratchy blankets and lumpy pillows. This room is currently empty.

B. There are more makeshift beds here, enough for four people. This room is currently empty.

**B4. Storeroom:** This small storeroom is used by the Smashers to store food. It contains several casks of dried meat, a barrel of water, and several crates of dried goods.

**B5. Enga's Room:** This room serves as Enga's bedroom. It is sparsely furnished, containing only a desk, a chair, and one of the few actual beds in the prison.

**B6. Enga's Storeroom:** This is where Enga stores all of the Smashers' non-food possessions. A small chest contains everything of value that they have acquired. A successful DC 25 Open Lock check opens the chest. Alternatively, the chest can be destroyed (hardness 5, hp 15, DC 23). There is also a small supply of dried and canned food and crude makeshift weapons.

**B7. Southeastern Tower:** Hadge is here, tied to a chair, and his face is heavily bruised. His clothes are torn and he has been stripped of most of his possessions. The only thing remarkable about him is the peculiar style of his hair; his long locks are tangled intricately around a strange piece of wooden jewelry.

**Creatures:** Enga Invaglak guards Hadge here. Enga, an ex-adventurer with poor luck, has been in the prison for two years. She and her gang of Smashers are working on an elaborate (and far-fetched) plan to gain power over the entire prison. Enga got Hadge first and when she learned that he could forge weapons (as well as make weapons out of scrap), she tied him up and advanced her plan to attack the Gnolls for control of the smithy. Depending on the tier, Enga is either drawing up plans for the attack alone or strategizing with her lieutenants when the PCs arrive. Hadge has actually been well treated by the Smashers and sustained his injuries when the Tower Guard gang tried to snatch him a few nights ago.

**TIER 1–2 (EL 3)**

**ENGA INVAGLAK**

Female human barbarian 3

NE Medium humanoid

Init +6; Senses Listen +7, Spot +1

**CR 3**

**DEFENSE**

AC 15, touch 10, flat-footed 13

(+4 armor, +2 Dex, +1 natural, -2 rage)

hp 37 (3d12+12)

Fort +4, Ref +3, Will +4

Defensive Abilities trap sense +1, uncanny dodge

**OFFENSE**

Spd 40 ft.

Melee mwk heavy mace +8 (1d8+4)

Ranged javelin +5 (1d6+4)

Special Attacks rage 1/day (6 rounds)

**TACTICS**

**During Combat** Enga rages as soon as she enters combat.

**Morale** Enga attempts to flee if her hit points drop below 5. If she's raging, however, she fights to the death.

**Base Statistics** AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural); hp 26 (3d12+6); Will +2; Str 15, Con 13; Skills Climb +8, Jump +8

**STATISTICS**

Str 19, Dex 14, Con 17, Int 10, Wis 12, Cha 8

Base Atk +3; Grp +7

Feats Improved Initiative, Toughness, Weapon Focus (heavy mace)

Skills Climb +10, Intimidate +5, Jump +10, Listen +7, Survival +7

Languages Common

SQ fast movement

Gear *amulet of natural armor* +1, masterwork chain shirt, masterwork heavy mace, javelin (3)

**HADGE**

**CR 3**

Male human rogue 3

CN Medium humanoid

Init +6; Senses Listen +6, Spot +6

**DEFENSE**

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 16 (3d6+3); currently at 4 hp

Fort +2, Ref +5, Will +1

Defensive Abilities evasion, trap sense +1

**OFFENSE**

Spd 30 ft.

Melee mwk dagger +5 (1d6+1)

Ranged mwk dagger +5 (1d6+1)

Special Attacks sneak attack +2d6

**TACTICS**

**Before Combat** Hadge is injured, and most of his weapons were taken away except for the masterwork dagger he keeps in his boot. He attempts to avoid combat if at all possible, and only fights if forced to.

**During Combat** He attempts to sneak attack when he can, but would rather stay out of combat.

**Morale** If reduced to half his current hit points, he flings down his dagger (if drawn) and loudly surrenders.

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**STATISTICS**

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**Str** 12, **Dex** 15, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8  
**Base Atk** +2; **Grp** +3  
**Feats** Improved Initiative, Skill Focus (bluff), Weapon Finesse  
**Skills** Bluff +8, Climb +7, Disable Device +8, Listen +6, Move Silently +8, Open Lock +8, Profession (weaponsmithing) +6, Search +8, Sleight of Hand +8, Spot +6, Tumble +8  
**Languages** Common  
**SQ** trapfinding  
**Gear** masterwork dagger

**TIER 3–4 (EL 5)**

As Tier 1–2, with the following additions:

**SMASHER LIEUTENANT**

**CR 3**

Male or Female human warrior 4  
 NE Medium humanoid  
**Init** +0; **Senses** Listen +2, Spot +2

---

**DEFENSE**

---

**AC** 18, touch 10, flat-footed 18  
 (+8 armor, +0 Dex)  
**hp** 24 (4d8+3)  
**Fort** +4, **Ref** +1, **Will** +3

---

**OFFENSE**

---

**Spd** 20 ft.  
**Melee** mwk club +6 (1d6+1)  
**Ranged** javelin +4 (1d6+1)

---

**TACTICS**

---

**Before Combat** The Smasher Lieutenant is fiercely loyal and protects Enga at all times.  
**During Combat** The Smasher Lieutenant works with Enga to take down opponents.  
**Morale** So long as Enga fights, the Smasher Lieutenant fights. If Enga flees, the Smasher Lieutenant flees.

---

**STATISTICS**

---

**Str** 12, **Dex** 11, **Con** 11, **Int** 10, **Wis** 10, **Cha** 10  
**Base Atk** +4; **Grp** +5  
**Feats** Alertness, Iron Will, Toughness  
**Skills** Climb +8, Intimidate +7, Jump +8, Listen +2, Spot +2  
**Languages** Common  
**Combat Gear** *potion of cure moderate wounds*; **Other Gear** masterwork club, masterwork heavy wooden shield, masterwork splint mail

**TIER 6–7 (EL 7)**

As Tier 3–4, but add two more Smasher Lieutenants for a total of three.

**B8. Platform and Stairs:** Two doorways from area **B2** lead to this platform. A stained, white stone stair leads downward to the courtyard the prisoners call Hell.

**Development:** Grateful but wary of the PCs, Hadge acknowledges the stolen focus but refuses to tell the PCs where it is unless they agree to help him escape. He also only agrees to lead the PCs to the focus if they let him go after he retrieves it. “That thing’s been nothin’ but trouble for me. You can have it!” The PCs can find a detailed map of the prison and a handwritten prison roster on the table Enga was sitting at, as well as her handwritten plans to take over the prison.

Give the PCs a few rounds to search the room and recover from combat before moving on to Act 4.

**Treasure:** The chest in **B6** contains a mirror engraved with roses and a *potion of cure moderate wounds* (3); for Tiers 3–4 and 6–7 only there is also a *potion of cure serious wounds*.

**Mission Notes:** Area **B3a** contains a prisoner’s journal, which may be used as evidence of corruption for PCs of the Andoran faction. Areas **B4** and **B6** contain suitable food sources for the Taldor faction PCs to poison, and the crates in both areas have an octopus symbol Qadira faction PCs can find with a DC 10 Spot check. Finding the mirror in the chest in **B6** will complete the secondary mission for the Cheliox faction. Taldor factions PCs can accomplish their secondary mission by retrieving Enga’s belt in **B7**. Two documents in **B7** may be of use to the PCs. Osirion and Qadira faction PCs can both use the prison roster for their mission goals. Also, Enga’s plans not only describe her potential tactics but also go to great length to explain current conditions in the prison. Her plans also serve as evidence of corruption that Andoran faction PCs may choose to take.

**Rewards:** If the PCs defeat Enga and the Smashers, reward each tier thusly:

- Tier 1–2:**  
Give each player 289 gp.
- Tier 3–4:**  
Give each player 419 gp.
- Tier 6–7:**  
Give each player 553 gp

**ACT 4: STAIRWAY TO HELL (EL 4 OR EL 6 OR EL 8)**

A few rounds after the PCs defeat Enga in **B7** read or paraphrase the following:

---

A cacophony of shouts swells from down the long hallway. A crowd of prisoners stumbles bloodied and angry into view, yelling obscenities and threats at their pursuers. Behind them, a unit of Porthmos Prison guards come charging in, clad in full armor and swinging weapons dangerously.

---

Two prison gangs—the Tower Guard and the Gates—have been fighting a pitched battle all morning in the northwestern wing of the prison and now the Porthmos Prison guards are involved. The fighting spills into area **B2** just after the PCs defeat Enga. Both gangs continue to fight one another as well as a full platoon of Porthmos Prison guards. The Porthmos Prison guards have the upper hand, but a number of them are just as bloodied as the prisoners. There are 20 guards and 30 prisoners involved in the melee. Hadge is not interested in getting involved since he believes the Gates and Tower Guard gangs are fighting over who gets to attack the Smashers to grab him. He immediately bolts for the door to **B8** and attempts to run down the steps into Hell. If the PCs follow, they'll find him in the grasp of the Gnolls, yet another gang making their way up from Hell to snatch the weaponsmithing rogue. If the PCs choose to get involved in the melee in **B2**, use the stats for Hadge on page 9 for the prisoners and use the stats for the Smasher Lieutenants on page 10 for the prison guards. The PCs should know their priority is Hadge, however, and will likely want to flee to escape with him. The most likely way out is **B8** and the descent into Hell. If the PCs manage to escape back down the stairwell at **B1** with Hadge in tow, have them encounter the Gnolls there instead. Once the PCs encounter the Gnolls, read the following:

---

A band of several well-armed gnolls ascends the staircase from the bottom, led by a halfling with a wild tangle of brown hair and a grim expression.

---

Rivak has been in the prison for months, controlling a smithy without a weaponsmith. The gnolls raided Porthmos Prison six months ago mistakenly thinking its poor condition meant easy spoils only to discover they'd fought their way into captivity. The prison guards and gangs alike killed most of them until Rivak stepped in and rescued a few. Those few survivors now follow Rivak and look to the halfling to make good on his promise that one day the gnolls will enslave everyone in Porthmos Prison and become wealthier than they can imagine. In order to take over the prison, they need more men and better weapons and Rivak has a smithy and smuggled materials but no smith. Once he heard that Enga's new captive could forge weapons he began a plan to bring him to the smithy—a plan he no longer needs to follow since the PCs have taken care of the Smashers for him. He hopes to avoid a battle with the PCs, instead relying on negotiation and promises of future wealth to encourage the PCs to hand Hadge over to them. In all likelihood, however, they won't—so Rivak is prepared to take the rogue by force if he has to.

## TIER 1–2 (CEL 4)

### RIVAK REDBURN

CR 2

Male halfling ranger 2

CN Small humanoid

**Init** +3; **Senses** Listen +8, Spot +6

---

#### DEFENSE

**AC** 17, touch 14, flat-footed 14

(+3 armor, +3 Dex, +1 size)

**hp** 14 (2d8+2)

**Fort** +5, **Ref** +7, **Will** +2; +2 moral bonus on saves against fear

---

#### OFFENSE

**Spd** 20 ft.

**Melee** mwk light mace +5 (1d4+1) and

mwk light mace +5 (1d4+1)

**Special Attacks** favored enemy (human), two-weapon combat style

---

#### TACTICS

**Before Combat** Rivak gave a *potion of cure light wounds* to each of his two gnolls before ascending the stairs. When combat begins, they each have one and Rivak has two.

**During Combat** Rivak works with the gnolls to flank PCs.

**Morale** If Rivak reaches 4 hp or lower he flees.

---

#### STATISTICS

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

**Base Atk** +2; **Grp** +3

**Feats** Weapon Finesse

**Skills** Climb +6, Hide +12, Jump +8, Listen +8, Move Silently +10,

Spot +6, Survival +3

**Languages** Common, Halfling

**SQ** track, wild empathy

**Combat Gear** *potion of cure light wounds* (4); **Other Gear** *cloak*

*of resistance* +1, masterwork light mace (2), masterwork

studded leather

### GNOLLS (2)

CR 2

hp 11 (MM 130)

## TIER 3–4 (CEL 6)

As Tier 1–2, but add one more gnoll for a total of three and use the new stats for Rivak Redburn below. The CR 5 version of Rivak does not have an animal companion as he lost it when he was imprisoned.

### RIVAK REDBURN

CR 5

Male halfling ranger 5

CN Small humanoid

**Init** +4; **Senses** Listen +11, Spot +9

---

#### DEFENSE

**AC** 19, touch 15, flat-footed 15

(+4 armor, +4 Dex, +1 size)

**hp** 31 (5d8+5)

**Fort** +6, **Ref** +9, **Will** +3; +2 moral bonus on saves against fear

---

#### OFFENSE

**Spd** 20 ft.

**Melee** mwk light mace +9 (1d4+1) and  
mwk light mace +9 (1d4+1)

**Special Attacks** favored enemy (dwarf), favored enemy (human),  
two-weapon combat style

**Spells Prepared** (CL 2nd)

1st—*longstrider*

---

**TACTICS**

**Before Combat** Rivak gave a *potion of cure light wounds* to each of his three gnolls before ascending the stairs. When combat begins, they each have one and Rivak has two. The moment Rivak sees the PCs, he casts *longstrider* to increase his speed.

**During Combat** Rivak works with the gnolls to flank PCs.

**Morale** If Rivak reaches 4 hp or lower he flees.

---

**STATISTICS**

**Str** 12, **Dex** 18, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +5; **Grp** +6

**Feats** Weapon Finesse, Weapon Focus (light mace)

**Skills** Climb +7, Hide +16, Jump +11, Listen +11, Move Silently +14,  
Spot +9, Survival +5

**Languages** Common, Halfling

**SQ** endurance, track, wild empathy

**Combat Gear** *potion of cure light wounds* (5); **Other Gear** *handy haversack*, masterwork light mace (2), +1 *studded leather*

## TIER 6-7 (EL 8)

As Tier 3–4, but increase the total number of gnolls to 7.

**Development:** Though Rivak would rather negotiate for Hadge than fight for him, it's not likely that the PCs will simply hand Hadge over to the halfling gang leader. It's possible that the PCs may want to pursue a fleeing Rivak through the prison—feel free to have the battle between the prison guards and the gangs get in their way to keep them from running all over the prison. Rivak is resourceful and he knows the prison up and down and can easily escape the PCs in any number of ways. Sometime after this battle but before the next act, the PCs can notice (DC 15 Spot check) a thin tendril of smoke rising from somewhere deeper in the prison—someone has set fire to part of the prison. Things are about to get a whole lot worse at Porthmos and the PCs would do well to flee with their captive.

**Treasure:** For Tier 6–7 only, Rivak's *handy haversack* also contains a +2 *longsword* and a +2 *heavy steel shield*—items he'd collected and planned to sell once he escaped from Porthmos Prison.

**Mission Notes:** Allow Andoran faction PCs a chance to give Rivak the letter, most likely before combat begins. He will be intrigued by it but still determined to take Hadge away from the PCs. Should anyone open the letter, it reads: "Three years," and is signed, "A friend."

**Rewards:** If the PCs defeat Rivak and the Gnolls, reward each tier thusly:

**Tier 1–2:**

Give each player 165 gp.

**Tier 3–4:**

Give each player 354 gp.

**Tier 6–7:**

Give each player 1,418 gp.

## ACT 5: JAIL BREAK! (EL 3 OR EL 4 OR EL 7)

At this point, the only way out that the PCs are aware of is back the way they came. If they go that way, they'll encounter no one else save Grinnnd (and possibly some other gargoyles in the higher tiers). If they try to find another way out, feel free to use large combats between gangs and guards to gently encourage them back to the mapped entrance at **A1**.

Regardless of which way they choose to leave with Hadge, they'll encounter Grinnnd again. His offer of one book for entry also requires one book to exit. Once the PCs encounter the gargoyle again, read the following.

---

"Thank you for the tasty book," he says. "That was a good trade to get in. Now what you got to get out again? Another good book?"

---

It's possible that some PCs may have the lost treatise, "The Inward Facing Circle" from Pathfinder Society Scenario #1: *Silent Tide*. If they have this (or another appropriately expensive book), they can simply hand it over and Grinnnd will devour it and let them pass. If they do not have a book to give him, Grinnnd says, "No one leaves unless I allow it! No one leaves without payment!" and then attacks the PCs.

### TIER 1–2 (EL 3)

For Tier 1–2, Grinnnd is a weaker-than-normal (though smarter-than-normal) gargoyle. The gargoyle stat block on page 113 of the MM should be adjusted as below. For this tier, the gargoyle carries no treasure.

#### GRINNND

**CR 3**

Male gargoyle (MM 113)

CE medium monstrous humanoid

---

**DEFENSE**

**AC** 14, touch 10, flat-footed 12

(+2 Dex, +2 natural)

**hp** 29 (4d8+8); remove **DR** 10/magic

**Fort** +3

---

**OFFENSE**

**Melee** 2 claws +4 (1d4) and bite +2 (1d6) and gore +2 (1d6)

---

**STATISTICS**

**Str** 11, **Con** 14, **Int** 9

## TIER 3–4 (CEL 4)

### GRINND

Male gargoyle  
hp 37 (MM 113)

### CR 4

#### NOTES

Grinnnd has slightly higher intelligence than a normal gargoyle with Int 9.

**Gear** Grinnnd carries a satchel containing 80 gp.

## TIER 6–7 (CEL 7)

As Tier 3–4, but add two more gargoyles with no stat adjustments or gear.

**Rewards:** If the PCs defeat the gargoyle(s), reward each tier thusly:

#### Tier 1–2:

There are no rewards for Act 5.

#### Tier 3–4:

Give each player 133 gp.

#### Tier 6–7:

Give each player 133 gp.

## CONCLUSION

If Hadge survives the various battles, he leads the PCs westward to a small wooded area outside of Sardis Township. He pulls two small keys out of a hidden compartment on his belt (DC 25 Search check). The first, he explains, is his room key for the Happy Hearth Inn in Sardis. If presented to the innkeeper, she will fetch a small locked box from the inn safe. The second key opens this box, and therein is the stolen divination focus. It's entirely up to the PCs whether or not they should believe Hadge, but he's telling the truth—he wants nothing more to do with the focus and would rather disappear.

If Hadge dies in battle or the PCs choose to kill him, the keys can be found with the above check. A DC 10 Gather Information or Knowledge (local) check in Sardis Township will connect the keys with the Happy Hearth Inn. If presented to the innkeeper, a small bribe (5 gp) will convince her to fetch the chest for the PCs. Once the PCs have the focus, the Pathfinder Society is relieved to have the artifact back in safe hands.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who find evidence of the prison's corruption earn 1 Prestige Award. Andoran faction PCs who deliver the letter to Rivak Redburn receive a bonus 1 Prestige Award.

**Cheliox Faction:** Discovering the symbols in area A2 grants PCs from the Cheliox faction 1 Prestige Award. Delivering the mirror hidden in B6 to Zarta Draldeen grants Cheliox faction PCs a bonus 1 Prestige Award.

**Osirion Faction:** Osirion faction PCs who successfully obtain any form of prison roster earn 1 Prestige Award. Finding the hilt in area A2 and bringing it back to Amenopheus earns Osirion faction PCs 1 bonus Prestige Award.

**Qadira Faction:** Members of the Qadira faction earn 1 Prestige Award for uncovering the name of the Qadiran prisoner. Qadira faction PCs may gain 1 bonus Prestige Award by discovering and either copying, removing, or memorizing a cargo symbol from one of the various crates or barrels in A4, B4, or B6.

**Taldor Faction:** PCs of the Taldor faction earn 1 Prestige Award if they successfully taint some of the food in the prison with poison and leave the pouch behind. Taldor faction PCs who retrieve Enga's belt receive 1 bonus Prestige Award.

### Andoran Faction Handout

Noble Liberator,

I received word that your ventures will shortly take you to a location that is known to me by rumors alone, but they are enough to stir my anger. Porthmos Prison is no place of justice. Long have I heard stories of innocent people tossed into that harpy's nest at the selfish whims of the undeserving nobles of Taldor. I wish to close the place entirely or at the very least turn it into a just prison, but I find I am rarely in that region. It would be of great service to freedom if you could bring back evidence of the corruption there and I will handle the rest. Also, there should be a halfling ranger in the prison by the name of Rivak Redburn. I am enclosing a letter I wish you to pass on to him. Do not read it.

Sincerely,  
Captain Colson Maldris

### Cheliax Faction Handout

Her Majestrix's Most Loyal Servant,

Your journey to Porthmos Prison will be of great use to us. The building was damaged in an earthquake many years ago, but mysteriously the earthquake did not touch the nearby Sardis Township. We suspect that this phenomenon may not be entirely natural and would like you to investigate. Any evidence of past occult practice in the prison should be reported to me. I look forward to rewarding you.

Also, please keep an eye out for a mirror engraved with roses. It was stolen a few months ago by someone we're sure was then thrown into Porthmos. It was taken from a Taldor noble who is secretly supporting us and she is very unhappy that it's missing. She's a great asset to us so please bring the baby Taldor noble her little bobble back.

Indulgently Yours,  
Paracountess Zarta Dralneen

### Osirion Faction Handout

Hand of Osirion,

Your work brings you great honor. I have another task to entrust to you. The prison you seek has a poor reputation across many nations. Its existence is a weak point for Taldor, though they do not recognize it as such. Many of Taldor's minor enemies are imprisoned within, as well as many travelers and adventurers. Find a list of all prisoners at Porthmos and bring it to us. It is likely that quite a few of the names this list will bear will be of use to us, especially when their loved ones discover that they are imprisoned at the whims of a Taldan noble. It does not take much injustice to spark hatred and it does not take much hatred to spark a messy and distracting revolution.

Also, a guard who was once employed there was an Osirion exile. He killed quite a few of our people with a weapon he found in the deep desert. In his final battle before escaping Osirion the weapon broke. The blade was lost, but we believe he somehow managed to hold onto the hilt. See if you can discover what happened to it and, if you can, bring it back to us.

Respectfully,  
Amenopheus, The Sapphire Sage

### Qadiran Faction Handout

Servant of the Satrap,

Years past, we were contacted by a young mercenary with desperate news. He claimed to have been part of a merchant caravan headed south toward Qadira bearing foreign rarities. In his letter, the mercenary explained that the Qadiran caravan leader grew distant and weird as their journey progressed, and one dawn the camp awoke to find the caravan ablaze and the caravan leader gone. All of the caravan's treasures vanished with the caravan leader and the young mercenary assures us they could not have all been carried by the missing Qadiran.

We recently received notice that a strange Qadiran of similar description is locked in Porthmos Prison and has been there for years. It is possible that he is the vanished merchant. We believe he may be insane or possessed, so do not alert him to your presence. All we need is for you to discover his name and report it to us.

Also, it is a poorly kept secret that smugglers bring supplies to those imprisoned at Porthmos. If you find a crate or a barrel with a cargo stamp on it, please cut it, copy it, or memorize it. We would like to know where these supplies are coming from.

Kind regards,  
Pasha Muhlia Al-Jakri

### Taldor Faction Handout

Servant of the Empire,

Porthmos Prison has unfavorable publicity and the Emperor wishes to see it end. Enclosed you will find a pouch containing a small amount of powder. Do not touch it with your skin. It's a mild poison, one that will bring sickness. I wish you to taint some of the prison's food supply with it. Be sure to leave the pouch behind; though it bears no markings, its peculiar design can be traced to Qadira. An investigation by the guards should lead to its discovery. They will report sabotage to Briarsmith, the head of the Porthmos Prefecture. The news of this disaster will spread quickly and the keep will hopefully change hands once again. With the sickness as an excuse, we can move in to shut it down as well as rally the people once more against our hated enemy to the south.

I have another duty to give you, as well. There is an Ulfen barbarian in Porthmos who shouldn't be. We expected her to die long ago. While I wouldn't dare risk the scandal of openly asking you to murder her, the Emperor would be most gracious if she didn't survive your visit to the prison. Bring her belt to me as proof of her demise.

Graciously,  
Baron Jacquo Dalsine

## Stay of Execution

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# SCENARIO 12: STAY OF EXECUTION

Scenario Chronicle #

TIER		
1-2	▶	504
TIER		
3-4	▶	1,053
TIER		
6-7	▶	1,251

MAX GOLD

This Chronicle Certifies That

\_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name Character Name Pathfinder Society # Faction

\_\_\_\_\_ Has Completed This Scenario. \_\_\_\_\_

### Items Found During This Scenario

TIER

1-2

*Amulet of natural armor* +1 (Cost: 2,000 gp)  
*Cloak of resistance* +1 (Cost: 1,000 gp)  
*Potion of cure moderate wounds* (Cost: 300 gp)

TIER

3-4

*Handy haversack* (Cost: 2,000 gp)  
*Potion of cure serious wounds* (Cost: 750 gp)

TIER

6-7

+2 *heavy steel shield* (Cost: 4,170 gp)  
+2 *longsword* (Cost: 8,315 gp)

### EXPERIENCE

Starting XP

+1 XP

Final XP Total

### Prestige Award

Starting PA

	GM's Initial
--	--------------

PA Gained (GM ONLY)

Final PA Total

### GOLD

Start GP

+		GM's Initial
---	--	--------------

GP Gained (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Sub Total

-	
---	--

Items Bought

=	
---	--

Sub Total

-	
---	--

Gold Spent

=	
---	--

Sub Total

### Items Sold / Conditions Gained


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

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #