



THE PRINCE OF AUGUSTANA™

BY CRAIG SHACKLETON

THE PRINCE OF AUGUSTANA™

PATHFINDER SOCIETY SCENARIO 13

Design: Craig Shackleton
Development: Joshua J. Frost
Editing: Christopher Carey
Art Director: Drew Pocza
Interior Artist: Kevin Yan
Cartographer: Rob Lazzaretti
Managing Art Director: James Davis
Vice President of Operations: Jeff Alvarez
Events Manager: Joshua J. Frost

Paizo CEO: Lisa Stevens
Corporate Accountant: Dave Erickson
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Publisher: Erik Mona

Pathfinder Society Scenario 13: The Prince of Augustana is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tiers: 1–2 and 4–5). 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 15 of this product.

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2700 Richards Road, Suite 201
Bellevue, WA 98005
paizo.com/pathfindersociety

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THE PRINCE OF AUGUSTANA

BY CRAIG SHACKLETON

Forty years ago Gandros Skytower worked in his father's shop, the Skytower Emporium, in the heart of Augustana, Andoran's second largest city. Not a noble himself, Gandros's father Relios catered exclusively to the tastes of the upper class. Although he was mostly known as a dealer in fine furniture and accessories, Relios's most lucrative trade was in yellowcap mushrooms, a mild hallucinogen popular among the younger nobles.

Local gangs often tried to impose themselves on Relios's illegal mushroom trade, but his noble clientele helped him keep the gang's attempts to subsume his business at bay. During the People's Revolution, Relios lost the protection of the nobles, and a gang called the Steel Wyverns, long thwarted by Relios's noble connections, burned the Emporium to the ground with Relios and 8-year-old Gandros inside.

Relios wrapped his son in wet blankets and carried him through the fire to the Emporium's deepest basement vaults. Badly burned and having inhaled too much smoke, Relios pressed a small pouch into his son's hands and said, "Go to them for help," and then died there, leaving Gandros to fend for himself. The boy opened his father's pouch and found a small compass, made from silver and etched with gold accents inside. Little did he know that this was a *wayfinder*, a remnant of his father's service to the Pathfinder Society many years before Gandros was born.

Gandros survived initially by using the vault's varied resources, and as he got older he explored more of Augustana's underground and sewer systems, aided always by the *wayfinder*, learning to scavenge and fend for himself and never once traveling to the surface in all these years. Over time, a new building was constructed on top of the ruins of the Skytower Emporium and the mystery of the disappearance of Relios and his son was lost in the sea change of the People's Revolution.

A few short years after Relios began his existence as a dweller beneath Augustana, a barely literate derelict found an entrance to the vaults from the sewer. Misreading the words "Skytower Emporium" on the door, the old beggar assumed he'd stumbled into the vaults of an Emperor and

after hearing Gandros's story, took to calling the young man "Prince," assuming he was the son of Augustana's (non-existent) lost Emperor. By this time, Gandros was hopelessly addicted to the yellowcaps that his father grew in one of the vaults, and happily accepted the delusion that he was the son of long-lost royalty. Furthermore, the symbol etched in the middle of the *wayfinder*, the only object passed to him by his "royal" father, became in his mind the symbol of their dynasty.

After 40 years, Gandros believes the wildly overgrown yellowcap vault is a portal to another world, where faerie folk ready their armies to return him to his lost glory. In a deluded attempt to bolster his forces, he accidentally called two dretches with a *scroll of lesser planar ally* that one of his small army of beggars stole for him from the home of a prominent local summoner. Gandros fled in terror, fearing his underground empire lost, conquered by demons sent by his enemies, and for the first time in four decades, walked under the open sky. Recognizing the symbol on the Augustana Pathfinder Lodge from his father's *wayfinder*, he assumed he'd found the seat of his father's dominion and would at long last be raised to his rightful place in the world.

SUMMARY

The PCs are sent to Augustana in Andoran where they receive a briefing from Venture-Captain Caudron Wallace. They meet Gandros, the self-styled "Prince of Augustana," who tells the PCs a fantastic tale of lost armies, portals to another world, and a lost Emperor of Andoran. At the command of Wallace, the PCs retrace Gandros's path through the sewers to find the supposed portal. They fight their way past a small lab protected by the Steel Wyverns gang and then face a swarm of vermin nesting by a natural pocket of explosive gas. Eventually they find an informant in a beggar's sanctuary under the sewers, but must defend the sanctuary from an assault by the Steel Wyverns before the sanctuary's leader, the mysterious and masked Almsman, will reveal the location of Gandros's portal. With the Steel Wyvern assault thwarted, the PCs receive

directions to a hidden, moss-covered door that leads them into the home of the “Prince of Augustana.” Here they face dretches the “prince” accidentally released and learn the true legacy of Gandros.

GETTING STARTED

Read or paraphrase the following to get the adventure underway:

After a hurried summons to the Grand Lodge in Absalom, a quick conversation with Venture-Captain Alissa Moldreserva, and a wet, stormy trip across the Inner Sea to Andoran, the small, warm Pathfinder Lodge in Augustana is a welcome break from travel. “I can’t believe we are wasting our time on this matter,” says Caudron Wallace, the venture-captain of Augustana as he paces the main hall. “Frankly, I want as little to do with it as possible, so I’m passing it on to you.” Wallace nods toward a door at the back of the room. “The vagrant through there was found collapsed on our front steps gripping a *wayfinder* of all things. We still don’t know who he is. Talk to him, for the tale he tells is amazing if true, and then come back here.”

If the PCs enter the room at the back of the main hall, they find a small sitting room with six comfortable chairs and a few bookshelves filled with the latest *Pathfinder Chronicles*. An old, withered man sits in one of the chairs, half-dozing when the PCs enter. His skin is shockingly pale and his features are sharp with high cheekbones and a jutting chin. Despite his incredibly filthy visage, matted white hair, and infirmity, when he awakes and regards the PCs he does so with a look of absolute, confident superiority.

“My loyal subjects, welcome! I know that some of you might not recognize me in my current state, but it is truly me, Gandros, the long-lost Prince of Augustana. I have been in hiding since the untimely death of my father, the Emperor, preparing for my return to glory. Unfortunately, I bear ill news. The army I have been gathering in the otherworld has been infiltrated by agents of our enemies. When last I called my forces together for inspection, dark assassins attacked me and I barely escaped with my life.”

He takes this opportunity to roll up his sleeve and reveals a series of recently inflicted claw and tooth marks on his right forearm. He then launches into a breathless retelling of how he came to be in the Lodge, without pause or acknowledgement of interruptions.

“I fled back through the magic portal to this realm. Grievously wounded, and with the assassins in close pursuit, I leapt into the dark river. I floated past the Almsman’s Sanctuary, but

couldn’t climb out of the water. I did manage to grab one of the bridges, but a plank fell in with me. I held on for dear life and continued to drift downstream. I went over a waterfall and then emerged in the lake of ships and crawled to shore. Augustana has changed since I last walked my city’s bright streets, but I managed to find this house, bearing the symbol of my father’s empire.” He holds up the *wayfinder* hanging from a chain around his neck. “I knew I would find help here! If you remove the threat from my kingdom below and help restore me to my rightful place as Emperor of Andoran, I will grant you any boon within my power!”

The PCs can ask Gandros anything they want, but his knowledge of history and his life’s story after the death of his father is all skewed by a heavy addiction to yellow cap and an entire life spent living underground. He expects the PCs to use titles when speaking to him, such as “My Prince” or “My Liege” or “Your Royal Highness.” PCs who don’t use one of those titles or something similar are simply ignored. Gandros is aloof, intolerable, and utterly convinced of his nobility and heritage. Once the PCs are done talking to Gandros, they can return to the main hall to converse with Venture-Captain Wallace.

“My diviners say that there is some truth to his story. There has never been a Prince of Augustana, nor an Emperor in Andoran, but the old fellow has a surprising amount of knowledge of the pre-revolution noble families of the city. He may be the lost scion of some noble line. If so, he’s fallen far. From the filth and stink on him when we found him, we’re fairly certain he’s been living in or near a sewer. The *wayfinder* is also a mystery, but for now, it makes him one of ours. However, I’m more interested in his supposed gate to the otherworld. If it exists, I want to know about it. Implausible as it may seem, I’m certain that his injuries were caused by otherworldly beings. We must take the possibility of a portal seriously. I don’t want to dirty my hands with this, but you don’t have that choice. Retrace the old man’s path through the sewers. The Almsman, whom he repeatedly mentions, is rumored to be an eccentric priest who runs some sort of hidden beggar’s sanctuary in the sewers. He may know where our prince’s portal is, if you can find him. But be warned; a local gang calling themselves the Steel Wyverns claims the sewers near the Almsman’s Sanctuary as their own territory.”

Venture-Captain Wallace shows the PCs the spot on the map of the likely sewer outlet from which Gandros came. It’s near the north end of the crowded Augustana harbor, near where the north harbor wall hits land. The PCs can use Gather Information in town to learn a few additional bits of knowledge before venturing into the sewers. Venture-Captain Wallace knows nothing more than what he told the PCs above.

The Steel Wyverns: A DC 15 Gather Information or Knowledge (local) check reveals that the Steel Wyverns were once the most powerful criminal organization in the city, but they have been in decline for decades. Now they are a rag-tag gang of thugs and petty crooks. The wyverns prefer to fight with spiked chains, which they call “Wyvern stings.”

The Almsman: A DC 20 Gather Information or Knowledge (local) check reveals that the Almsman has recently started providing sanctuary and assistance to the city’s beggars. He is a mysterious figure who wears a mask, but most folk believe he is a priest. Most of the city’s poor do not know where his sanctuary is—those who do know won’t tell.

Getting into the Sewer: The PCs can simply walk along the docks looking for a sewer outlet, but the pipe extends under a breaker and is hard to see from land; make a DC 20 Search check per hour to notice the sewer outlet. Alternatively, a DC 15 Knowledge (local) or Gather Information check gives the PCs its location. Tracking the prince’s trail is not possible, except by creatures with the scent ability.

If the PCs look for an alternate entrance, they can find the maintenance access to the settling pools (area A) with a DC 25 Search, Gather Information, or Knowledge (local) check. Give a +5 circumstance bonus to this check if the PCs have already located the outflow pipe. The maintenance entrance looks like a cellar door in an alley, but the stairs under it descend 20 feet into the settling pools.

If the PCs go through official channels (like the Hall of Records) to find information about the sewers, they learn that all records of the sewers construction and maintenance were lost during the People’s Revolution.

ACT 1: INTO THE SEWERS (EL 2 OR EL 4)

The sewer tunnels under Augustana are divided into two types, major passages and minor passages. Both types have a single walkway running along one wall (the west wall of a north-south tunnel, or the north wall of an east-west tunnel). The ceilings are generally about 6 feet above the walkways. Minor tunnels have a channel 5 feet wide and 3 feet deep through which effluvium flows. The channels in major tunnels are 10 feet wide and 5 feet deep. Where passages meet, there are usually planks laid across the channels to allow pedestrians to cross from one walkway to the other.

The water in the channel is revoltingly filthy, and anytime a PC becomes fully submerged in it they are exposed to filth fever (Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con). The effluvium is difficult terrain to move through, and the current is fairly swift. Anyone or anything swimming or floating in the channel drifts downstream 20 feet per round.

If the PCs enter the sewers by the outflow pipe the first 100 feet are a major passage without a walkway, so they need to wade or swim through the filth. After that runs another 100 feet of major passage (with a single walkway) before reaching the settling pools from the west (area A). If the PCs enter the settling pools from the street, they arrive by the stairs on the north wall.

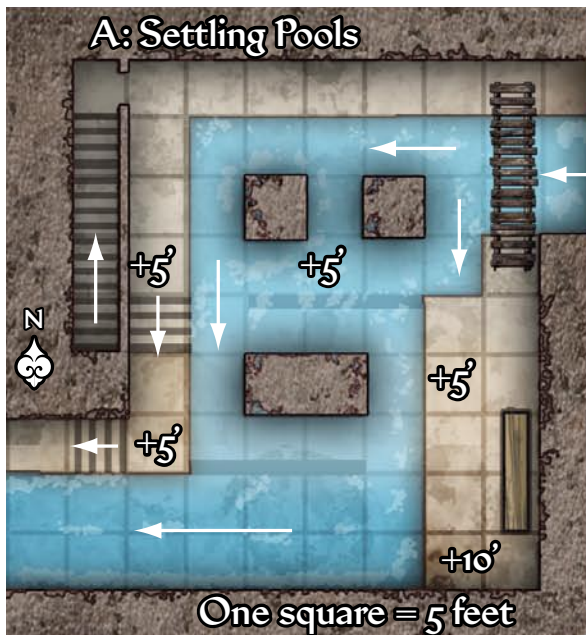
When the PCs enter the Settling Pools, read or paraphrase the following.

The smell of waste and rot is strong in this large chamber where filthy water flows in a series of cascades between tiered stone tanks. A raised platform along the east wall is connected to the passage’s walkways by several thick wooden planks



FILTH FEVER TONIC

This alchemical substance is a powerful treatment against the disease filth fever. When swallowed, the imbiber may make an immediate Fortitude save with a +5 alchemical bonus against the disease's DC to recover from the illness, with no penalty for failure. Filth fever tonic does not heal any ability damage already inflicted by the disease.



creating a makeshift bridge. On that platform is what looks to be a makeshift alchemy lab on a rough-hewn table—beakers, glass vials, dirty bottles, and moldy buckets cover the entire surface of the table.

Creatures: There are a total of three members of the Steel Wyvern gang here: two thugs sit bored on the south side of the wooden bridge, fiddling with their spike chains and quietly bragging about past crimes to one another. A third, nicknamed Firedrake, stands at the makeshift alchemy lab, bent over several beakers as he slowly pours two mixtures together. Firedrake is working to produce a filth fever tonic to keep the Steel Wyverns from contracting the disease so often.

The Steel Wyverns don't like intruders and react negatively to the PCs showing up. Tough guys to the end, they demand the PCs drop all their gear, hand over their money, and go back the way they came "or else." Any action by the PCs that isn't compliant to this demand sends the thugs into hysterics and they attack. Firedrake supports the thugs by throwing alchemical weapons. Beside his workbench is a rack of alchemical substances containing 2 acid flasks, 4 alchemist's fire, 2 smokesticks, 2 tanglefoot bags, 2

thunderstones, and 4 vials of filth fever tonic. Firedrake can ready any of these items as a move action. Sitting open on the workbench is a large tome titled *Toxins and Countermeasures*, written by Giacomo d'Enzinas. The alchemical materials on the workbench constitute an alchemist's lab, plus 240 gp worth of raw materials for Craft (alchemy).

TIER 1–2 (EL 2)

FIRE Drake **CR 1**

Male human adept 1/expert 1
NE Medium humanoid
Init +0; **Senses** Listen +0, Spot +0

DEFENSE

AC 12, touch 10, flat-footed 12
(+2 armor, +0 Dex)

hp 9 (2d6)

Fort +0, **Ref** +0, **Will** +4

OFFENSE

Spd 30 ft.

Melee dagger +0 (1d4)

Ranged alchemist's fire +0 (1d6 fire for two rounds plus splash)

Spells Prepared (CL 1st)
1st—*burning hands* (DC 11)
o—*detect magic, light, touch of fatigue* (DC 10)

TACTICS

Before Combat Firedrake moves to his rack of alchemical weapons at the first sign of intruders.

During Combat Firedrake hangs back and throws alchemical weapons, starting with tanglefoot bags then alchemist's fire.

Morale Firedrake worries more about his lab than his own life and will foolishly fight to the death.

STATISTICS

Str 10, **Dex** 10, **Con** 10, **Int** 11, **Wis** 11, **Cha** 11

Base Atk +0; **Grp** +0

Feats Point Blank Shot, Precise Shot

Skills Appraise +1, Concentration +3, Craft (alchemy) +4, Heal +3, Profession (alchemist) +4

Languages Common, Osiriani

Gear leather armor (lab smock), pouch with 20 gp

STEEL WYVERN THUGS (2) **CR 1/2**

Male human warrior 1
NE Medium humanoid
Init +2; **Senses** Listen +0, Spot +0

DEFENSE

AC 14, touch 12, flat-footed 12
(+2 armor, +0 Dex)

hp 11 (1d8+3)

Fort +2, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft.

Melee spiked chain +1 (2d4)

Space 5 ft.; Reach 10 ft.

TACTICS

Before Combat The thugs move onto platforms within reach of the walkway.

During Combat The thugs stay on the platforms using reach to attack the PCs.

Morale The thugs fight to the death.

STATISTICS

Str 11, **Dex** 11, **Con** 11, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **Grp** +1

Feats Exotic Weapon Proficiency (spiked chain), Toughness

Skills Climb +4, Jump +4, Swim +4

Languages Common

Gear leather armor, spiked chain, pouch with 10 gp

TIER 4-5 (EL 4)

As Tier 1-2 with the following change:

STEEL WYVERN THUGS (2)

CR 2

Male human fighter 2

LE Medium humanoid

Init +2; **Senses** Listen +1, Spot +1

DEFENSE

AC 15, touch 12, flat-footed 13

(+3 armor, +2 Dex)

hp 20 (2d10+5)

Fort +4, **Ref** +2, **Will** +1

OFFENSE

Spd 30 ft.

Melee spiked chain +5 (2d4+2)

TACTICS

Before Combat The thugs move onto platforms within reach of the walkway.

During Combat The thugs stay on the platforms using reach to attack the PCs.

Morale The thugs fight to the death.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +2; **Grp** +4

Feats Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Toughness, Weapon Focus (spiked chain)

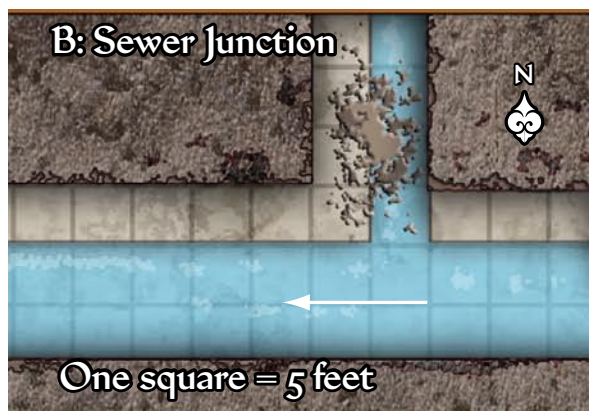
Skills Climb +7, Jump +7, Swim +7

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork studded leather, spiked chain, pouch with 20 gp

Development: There is only one way to travel upstream from here: an eastward-running major passage that exits area A in the northeast corner. This tunnel runs for a considerable distance before reaching the sewer junction (Act 2).

Mission Notes: Taldan Pathfinders should be interested in the book *Toxins and Countermeasures*.



Rewards: If the PCs defeat the Steel Wyvern thugs and Firedrake, reward each tier thusly:

Tier 1-2:

Give each player 108 gp.

Tier 4-5:

Give each player 148 gp.

ACT 2: SEWER JUNCTION (EL 3 OR EL 5)

As the PCs approach area B, read or paraphrase the following.

Ahead is a junction where a smaller sewer line once joined the main passage. The ceiling of the smaller passage partially collapsed, filling most of that tunnel with rubble. The surface of the rubble pile seems to shift strangely and closer examination reveals thousands of tiny vermin fleeing into cracks and shadows.

The ceiling here is stable, having already collapsed as much as it is likely to. Any PC can recognize this with a DC 20 Knowledge (engineering) check. A DC 20 Knowledge (dungeoneering) check reveals that a hollow point in the ceiling above the rubble could present a bigger danger as it traps sewer gas.

The area of rubble is difficult terrain to traverse. Although the stones block the tunnel, some sewage does manage to trickle through.

Trap: If anyone brings an open flame or uses any effect that does fire damage within 10 feet of the rubble, the trapped sewer gas ignites causing fire damage within a 20 foot radius spread centered on the square marked G.

Creatures: Once any PC enters the intersection, the vermin swarming the rubble scramble out and attack. If the gas is ignited while the swarms are attacking, they are also damaged by the blowback.

TIER 1–2 (EL 3)

SPIDER SWARM (2) **CR 1**
hp 9 (MM 239)

EXPLODING GAS TRAP **CR 2**
Type Mechanical (natural); Search DC 21; Disable Device DC 25
EFFECTS

Trigger proximity (any fire source); **Reset** automatic (2 days; enough gas refills each day to inflict +1d6 damage, maximum 2d6)
Effect 2d6 fire damage, 30 ft. radius spread (Reflex DC 12 for half)

TIER 4–5 (EL 6)

SCARAB BEETLE SWARM (2) **CR 3**
Use the stats for a locust swarm
hp 21 (MM 239)

EXPLODING GAS TRAP **CR 3**
Type Mechanical (natural); Search DC 24; Disable Device DC 30
EFFECTS

Trigger proximity (any fire source); **Reset** automatic (5 days; enough gas refills each day to inflict +1d6 damage, maximum 5d6)
Effect 5d6 fire damage, 30 ft. radius spread (Reflex DC 14 for half)

Development: It should be obvious that the prince came from the intact tunnel when he floated by this point. If the PCs explore the minor sewer line to the north, they find that after a half-mile it ends at a nexus of pipes, the largest of which is only one foot in diameter.

Treasure: Tier 4–5 only: A DC 15 Search check among the rubble uncovers a masterwork alchemical silver dagger.

Rewards: If the PCs defeat the swarms, reward each tier thusly:

Tier 1–2:
There is no reward for this act.

Tier 4–5:
Give each player 27 gp.

Interlude: Sewer Travel

When the PCs travel east from the sewer junction, they soon reach another intersection where a minor sewer line flows into the main line from the south. Graffiti covers much of the walls here, most of it simple drawings. Prominent among them is a large stylized drawing of a wyvern in shiny gray paint (signifying that the Steel Wyvern's claim this territory). Also among them is an image of a skull crawling with bugs and an arrow pointing back to the west (a warning about the dangerous

insects at the previous junction), and a representation of a beggar's bowl holding a coin and a key with an arrow pointing to the south. Underneath the picture of the bowl is the word "Almsman."

No Spot check is required to see these markings. Similar markings are visible at every intersection throughout the sewers beyond this point, making it easy to navigate to the sanctuary.

If the PCs explore the sewers randomly rather than by following the directional arrows, they find little of interest or value. The passages lead mostly to the east, with smaller branches running north and south. The PCs can find ladders leading to access holes to the streets above, which are usually watched by Steel Wyvern thugs (use the stats from Act 1, although the thugs will let them pass for a toll of 5 cp). Here and there within the sewers are heavy steel doors (barred and locked from the inside) leading into basements of various establishments. Otherwise, they might encounter beggars taking shelter from the streets or Steel Wyvern thugs patrolling their turf.

If the PCs follow the sign to the Almsman's sanctuary, they come to another junction. Once the PCs reach the Almsman's Sanctuary, (area C) move to Act 3.

ACT 3: SANCTUARY IN THE SEWER

As the PCs approach the sanctuary, read the following.

Ahead a faint light glimmers in the dark. Slowly it resolves into a crude lantern held by a toothless old beggar who holds a chair leg in his other hand. Beside him stands a scrawny youth, similarly armed but obviously terrified. Behind the two derelicts is an open door bearing the symbol of the beggar's bowl, coin, and key.

The old man eyes the PCs warily as they approach. Assuming they don't attack the old beggar on sight, he says, "If yer intentions be peaceful, Abadar makes you welcome." Although the two men try to put on a brave face, they pose absolutely no threat. If attacked, they flee for their lives, screaming like banshees. Otherwise, they simply let the PCs pass. Read or paraphrase the following.

Beyond the door, a short flight of steps leads up into what appears to be the basement crypt of a church of Abadar. Perhaps two dozen beggars huddle among sarcophagi, some sleeping, some haggling over bits of junk or scraps of food laid out on blankets.

A tall man in clean robes wearing a plain copper mask walks among them. As the PCs enter he regards them

coolly and says, “If you respect this sanctuary, I offer you what sanctuary I can. Otherwise, begone!”

The priest wearing the copper mask is the mysterious **Almsman** (CG human cleric 2). He hides his identity because his church is unaware of his activities in one of their forgotten crypts. The Almsman runs this sanctuary as a business. He assigns beggars to different locations, coordinating their efforts to maximize their profits. Each beggar contributes a share to the sanctuary, which the Almsman uses to maintain it and provide for those members who fall ill. Unfortunately, most of the profit is taken by the Steel Wyverns for “protection.”

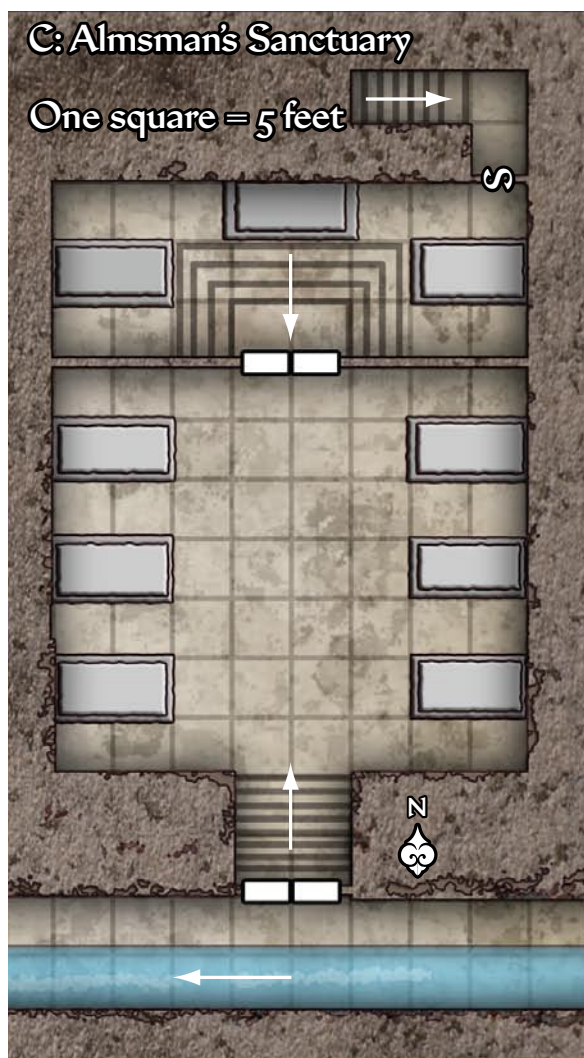
The Almsman is in a fairly desperate situation. The Steel Wyverns are demanding a higher tribute than he can afford. They want him to steal from the temple above or give them access to it so they can steal from it—something he refuses to do. They have warned him that they will destroy his sanctuary and beat anyone within it senseless if he does not pay. The Almsman swore a personal vow not to take up arms, but organized his workforce into a meager resistance anyway. The Steel Wyverns are due to visit within 2 hours.

The Almsman knows where “Prince” Gandros dwelt, but only shares this information with the PCs if they help him drive off the Steel Wyverns. He also sells potions and scrolls of cure light wounds to the PCs at standard prices. Likewise, for 20 gp he casts *cure light wounds* on a PC (up to three times per day).

Among the residents of the sanctuary are three beggars who contracted filth fever and now rest on blankets in one corner. One of the afflicted beggars is an Osirian named Pteluit who has tattoos of a shepherd’s crook on his right wrist and a threshing flail on his left wrist. The others are native Andorens named Ebram and Fandos. The Almsman has done what he can for them, but he is not a skilled healer. If the PCs successfully treat the disease, the Almsman waives (or refunds) any fee for casting his limited spells. Treating one of the sufferers of filth fever with the Heal skill requires 8 hours as normal, so the PCs cannot treat the patients fully by that means until after the Steel Wyverns attack. A PC working on a Heal check to cure the disease that’s interrupted by the Steel Wyverns’ attack must start over again.

Development: If the PCs agree to help the Almsman, he gives them 2 vials of *oil of bless weapon*. For Tier 4–5 only, he also gives them a packet of *dust of appearance*.

Mission Notes: If a Pathfinder of the Qadira faction says the code phrase “I met a man who wore a mask like yours in Absalom; he was a silk merchant” prior to driving off the Steel Wyverns, the Almsman replies “I might know the man and will gladly tell you of him once my sanctuary is secure.” After the Steel Wyverns are dealt



with, he says, “I know the silk merchant from Absalom with a copper mask. He is my cousin, and he has only three fingers on his left hand.” Osirian faction members should be interested in the tattooed Pteluit as part of their faction mission.

Rewards: If the PCs agree to help the Almsman, reward each tier thusly:

Tier 1–2:

Give each player 17 gp.

Tier 4–5:

Give each player 167 gp.

ACT 4: STEEL WYVERN STING (EL 5 OR EL 8)

Allow the PCs to set up defenses; they have 2 hours. There is no furniture other than immovable sarcophagi (3 feet high) in the sanctuary, but there is a plank bridge nearby. The doors in the sanctuary are sturdy wooden doors

(break DC 18), but can be reinforced with planks, making them equivalent to strong wooden doors (break DC 23). Beyond this, let the PCs be creative in their defense plan. When they are ready, read or paraphrase the following.

Laughter and footsteps can be heard approaching from the west. A voice calls out “Almsman! What say you? Are you resisting or giving us what we want? I hope you’re resisting!”

Randalan, the Steel Wyvern’s leader, has brought four of his men and a pair of portable rams. Their plan is to break in and rough up a bunch of weak beggars and a priest, so they aren’t expecting armed resistance. If the door is closed or barred, they pound on it until it gives way (total effective strength check of +12 to break down the doors) and then move in. They attempt to trip anyone who blocks them from entering and then jump up onto sarcophagi to fight. Randalan enters last and shouts orders to his men. If Randalan is killed, any injured Steel Wyverns attempt to flee.

TIER 1–2 (EL 5)

STEEL WYVERN THUGS (4) **CR 1/2**
hp 11 (use the stats from Act 1, Tier 1–2)

RANDALAN **CR 3**
 Male human bard 3
 NE Medium humanoid
Init +2; **Senses** Listen –1, Spot –1

DEFENSE

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

hp 16 (3d6+3)

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

OFFENSE

Spd 30 ft.

Melee whip +5 (1d3 non-lethal)

Ranged acid flask +4 (1d6 acid plus splash)

Spells Known (CL 3rd)

1st (2/day)—*cure light wounds*, *expeditious retreat*, *sleep* (DC 13)
 o (3/day)—*daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

TACTICS

Before Combat Randalan lets his men take the lead

During Combat Randalan supports his men with bardic music (inspire courage), uses his whip to disarm foes, and heals injured comrades.

Morale If all of his thugs are defeated, Randalan casts *expeditious retreat* and attempts to flee.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 15

Base Atk +2, **Grp** +2

Feats Combat Expertise, Improved Disarm, Weapon Finesse

Skills Appraise +7, Bluff +8, Concentration +7, Diplomacy +10, Intimidate +10, Knowledge (arcana) +7, Perform (oratory) +8, Spellcraft +9

Languages Common, Skald

SQ bardic music (3/day), countersong, fascinate, inspire competence, inspire courage

Combat Gear acid flask (3); **Other Gear** +1 studded leather, masterwork whip, pouch with 20 gp.

TIER 4–5 (EL 8)

STEEL WYVERN THUGS (4) **CR 2**
hp 20 (use the stats from Act 1, Tier 4–5)

RANDALAN **CR 6**
 Male Human bard 6
 NE medium humanoid
Init +2; **Senses** Listen –1, Spot –1

DEFENSE

AC 16, touch 12, flat-footed 14
 (+5 armor, +2 Dex)

hp 22 (5d6+5)

Fort +3, **Ref** +7, **Will** +4

OFFENSE

Spd 30 ft.

Melee whip +6 (1d3 non-lethal)

Ranged acid flask +5 (1d6 acid plus splash)

Spells Known (CL 6th)

2nd (3/day)—*blur*, *cure moderate wounds*, *soundburst*
 1st (4/day)—*cure light wounds*, *expeditious retreat*, *hideous laughter* (DC 14) *sleep* (DC 14)
 o (3/day)—*daze*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

TACTICS

Before Combat Randalan casts *blur* and lets his men take the lead.

During Combat Randalan supports his men with bardic music (inspire courage), uses his whip to disarm or trip foes, and heals injured comrades.

Morale If all of his thugs are defeated, Randalan casts *expeditious retreat* and flees.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +3, **Grp** +3

Feats Combat Expertise, Improved Disarm, Improved Trip, Weapon Finesse

Skills Appraise +10, Bluff +12, Concentration +10, Diplomacy +14, Intimidate +14, Knowledge (arcana) +10, Perform (oratory) +12, Spellcraft +12

Languages Common, Skald

SQ bardic music (3/day), countersong, fascinate, inspire competence, inspire courage, suggestion

Combat Gear acid flask (3); **Other Gear** +1 mithril shirt, masterwork whip, pouch with 40 gp

Development: Once the Steel Wyverns are defeated, the Almsman gives the PCs directions to the prince's dwelling. They must travel east to the next branch south, then look for a mossy, overgrown door marked "Skytower" along the south wall.

Rewards: If the PCs defeat the Steel Wyverns, reward each tier thusly:

Tier 1–2:

Give each player 136 gp.

Tier 4–5:

Give each player 295 gp.

ACT 5: THE EMPORIUM (EL 3 OR EL 6)

When the PCs approach the prince's dwelling, read or paraphrase the following:

The Almsman's directions lead to a heavy wooden door. A sign on the door is partially obscured by grime and moss, and the word "Skytower" is still barely legible.

The door leading into the vault of the Skytower Emporium is a sturdy wooden door (despite its age and rotted appearance) and is unlocked. When the PCs enter, read or paraphrase the following:

This room was once the basement of a building above, but the stairs in the far corner are now choked with charred rubble and seem to lead to a new stone foundation of the new building above. Odd furniture and knick-knacks of all description fill the remaining space, and strange winged effigies made of wood and broken pottery are arrayed in a bizarre diorama. The focal point of this display is a pair of chairs standing on different-sized piles of old crates like thrones on a dais. A charred and shriveled corpse dressed in rotting and burnt finery and wearing a tin crown is propped up in one of the chairs while the other, lower chair, sits vacant.

The charred corpse is all that is left of Gandros's father, Relios. His tin crown bears a crude inscription that reads "Emperor Relios." Gandros placed him in this seat of honor and built a faerie court from what materials he could find to give life to his delusions. Amidst the furniture is a desk with several log books and journals. Most of them detail the day-to-day transactions of the Emporium, but one is Relios's personal journal. It details the goings on of many of his wealthy clients, as well as Relios's personal life including the details of his ancestry and his son's birth. One of the last ledgers mentions that Relios was falling on hard times and intended to sell his *wayfinder* back to the Pathfinder Society. The ledgers also show that Relios was selling a steady stream of yellowcap



mushrooms to members of the pre-revolution high society in Augustana.

The next rooms are vaults lined with shelves thick with growing yellowcap mushrooms. A DC 20 Knowledge (nature) check reveals that the mushrooms cause hallucinations when eaten. Yellowcaps were a popular drug among the nobility decades ago, but fell out of fashion in the wake of the People's Revolution so are now worthless. More faerie effigies hide among the mushrooms, and on the very back wall, Gandros has painted a portal, a large circle of swirling color patterns. On the floor lies an open and empty scroll case next to a slightly charred, blank piece of parchment. A DC 10 Spellcraft check reveals the parchment to be the remains of a used scroll.

Creatures: The PCs can make a DC 15 Listen check to hear shuffling and snorting sounds coming from the farthest vault to the west. The shuffling and grunting noises come from the dretches that Gandros accidentally summoned. Once they know that the PCs are aware of them or if the PCs spend more than a few rounds in the main room, the dretches attack. For Tier 4–5 they use their summon ability first, then attack.

TIER 1–2 (EL 3)

LESSONED DRETCHES (3)

CR 1

hp 13 (MM 42)

NOTES

These dretches were warped by the summoning that Gandros read off the scroll. A DC 15 Knowledge (the planes) check reveals that they appear weaker and slightly smaller than a normal dretch and appear to be severely disoriented. As such, the following modifications should be made to their normal stat block: remove their DR entirely, remove their immunities, reduce their resist acid/cold/fire to 5, and drop their claw damage dice to 1d4 instead of 1d6. Lessoned dretches are also unable to summon additional dretches.

TIER 4–5 (EL 6)

DRETCHES (5)

CR 2

hp 13 (MM 42)

Treasure: The following items are mixed among the wreckage of the vaults: *brooch of shielding* (30 charges), *potion of enlarge person*, *screaming bolt*, *wand of shocking grasp* (50 charges), and a gold necklace worth 300 gp.

Tier 4–5 only: Add the following items: *chime of opening* (7 charges), a platinum and ruby ring worth 1,000 gp, and the empty scroll case in the main room instead contains an unused scroll of *lesser planar ally*.

Mission Notes: Cheliox faction PCs should be interested in the expended *scroll of lesser planar ally*. Andoran faction PCs should be interested in Relios's journal.

Rewards: If the PCs defeat the dretches, reward each tier thusly:

Tier 1–2:
Give each player 201 gp.

Tier 4–5:
Give each player 642 gp.

CONCLUSION

Once the dretches are defeated, it is safe for Gandros to return home which he wishes to do. He is firmly entrenched in his delusions regardless of what the PCs tell him. He magnanimously grants the PCs anything they want from among the remains of the Emporium basement. If the PCs arrange to have him removed to an asylum, the conditions are little better than his existing home, but he happily christens the place “his new royal palace.” Alternatively, the Almsman is willing to take care of the old man, and help clean up the old Emporium. Venture-Captain Caudron Wallace is more relieved than disappointed that there is no otherworldly portal in the sewers, but mostly self-satisfied that the whole thing was a waste of his time as he predicted.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who retrieve Relios Skytower's journal from area D in Act 5 earn 1 Prestige Award.

Cheliox Faction: Cheliox faction PCs earn 1 Prestige Award for recovering the blank *scroll of lesser planar ally* from area D in Act 5.

Osirion Faction: Healing Ptelit at the Almsman's Sanctuary earns an Osirion faction PC 1 Prestige Award.

Qadira Faction: Qadira faction PCs earn 1 Prestige Award for delivering the code phrase to the Almsman and recording his response.

Taldor Faction: Taldor faction PCs who recover the alchemical manual entitled *Toxins and Countermeasures* from area A earn 1 Prestige Award.



Andoran Faction Handout

Defender of Democracy,

You carry the torch of freedom and it burns brightly in your hand. Yet we know that fire is a fragile and flickering thing.

It is utter foolishness that anyone should take this "Prince" of Augustana seriously. Monarchy has never lorded over the independent nation of Andoran. Already, though, there are mutterings in dark corners among those who have heard of his story that he may be the last son of some cursed Chelish noble line. Those mutterings could turn him into a rallying point to return our lands to slavery under the devil-worshippers.

We must shed light on the truth before these dark whispers find purchase. Search the man's dwelling for some sign of his true origins and bring it to us that we may show the world.

Sincerely,
Captain Colson Maldris

Cheliox Faction Handout

My Fellow Righteous Believer,

Our masters demand our obedience and reward us with preeminence among nations. This power is ours alone! I am deeply troubled by the recent developments in Augustana, for if an insane beggar can call upon the anarchic power of demons and unleash chaos on the land, the very pillars of our society will be eroded!

The naive morons you serve do not realize that it is demons that their beggar prince has called forth. If he has somehow truly found a portal to another realm, or a way to open one, we must know. Find whatever you can about the origins of these demonic powers, even if just the spent remains of some arcane device, and bring them to us for study!

Achingly Yours,
Paracountess Zarta Dralneen

Osirion Faction Handout

Most Worthy Subject of the Ruby Prince,

You are far from home and traveling among strange folk in strange lands. Know that you are not alone. Other agents of Osirion have gone before you and you may feel lost and alone, but another is far more so than you.

Pteliut the Keen was investigating the means by which foreigners move the relics they steal from our lands. From his last report, he was investigating a possible ring of smugglers among the sewers under Augustana. He has missed two check-ins since and we fear the worst.

You will know Pteliut by the tattoos of the crook and the flail on his wrists. Find him if you can. If he lives, aid him if he needs it, but do not unveil his subterfuge.

Respectfully,
Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Honored Emissary of the Satrap,

This journey your fellow Pathfinders dispatched you on is a filthy waste of time and beneath your station. If they valued you as we do, surely they would not have you sully yourself thus. However, it is best to turn every situation to our advantage, and there is a means by which you can forward our cause.

There is a man known as the Almsman who lives among the beggars who hide in the Augustana sewers. Those who know of him praise his charitable works, but we know that in his heart he is a man of business. The Almsman has the connections and wherewithal to bring goods in or out of Augustana, while avoiding the unwanted scrutiny of the tariff assessors. We would like to establish contact with him.

Deliver to him the coded contact phrase “I met a man who wore a mask like yours in Absalom; he was a silk merchant.” His reply will begin “I know the man...” and then a code phrase indicating where and when we may meet with him. Pay careful heed to his response, and deliver the words he speaks to us through the normal means.

Kind Regards,
Pasha Muhlia Al-Jakri

Taldor Faction Handout

Loyal Subject of the Empire,

This so-called “Prince” of Augustana strikes me as an apt representative of the upper crust of either Chelixa or Andoran, would you not agree? Truly, when his tale was recounted at my games table, we had to call for a new deck of cards as the ones at hand were destroyed by the sprays of fine wine as we tried to withhold our laughter! My maid will have a time removing the stain from my shirt.

I have a more serious matter that you can take care of while you dig up more of this ridiculous story. As you will be venturing into the bowels of the city you may encounter a rogue alchemist who calls himself the Firebrand or Firetoucher or some such nonsense. He was a promising apprentice to the Imperial Alchemist before he absconded with some money, supplies, and a few of his master’s books. At last word he is working for a gang with the pretentious name “Steel Wyverns.” I care not what happens to him, he is a lost cause, but the copy of *Toxins and Countermeasures* by Giacomo d’Enzinas that he stole is irreplaceable. It would be ever so handy to have that particular book returned.

Graciously,
Baron Jacquo Dalsine

The Prince of Augustana

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SCENARIO 13: THE PRINCE OF AUGUSTANA

Scenario Chronicle #

TIER	1-2	462
	4-5	1,279

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

- Brooch of shielding (30 points remaining) (Cost: 450 gp)
- Filth fever tonic (Cost: 5 gp)
- Potion of enlarge person (Cost: 250 gp)
- Screaming bolt (Cost: 267 gp)

TIER

4-5

- Chime of opening (7 charges) (Cost 2,100 gp)
- Dust of appearance (Cost: 1,800 gp)
- Scroll of lesser planar ally (Cost 1,200 gp)
- +1 mithril shirt (Cost: 2,100 gp)

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+ 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 #