

Pathfinder Society Scenario #4-01



PATHFINDER SOCIETY



RISE OF THE GOBLIN GUILD

By Matthew Goodall



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PATHFINDER SOCIETY SCENARIO #4-01

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Pathfinder Society Scenario #4-01: Rise of the Goblin Guild is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, the *Pathfinder RPG Advanced Player's Guide*, the *Pathfinder RPG Advanced Race Guide*, and the *Pathfinder RPG GameMastery Guide*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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RISE OF THE GOBLIN GUILD

BY MATTHEW GOODALL



A new criminal element is on the rise in Magnimar. Below the city's streets a new thieves' guild is growing, comprised entirely of goblins under the leadership of a menacing bugbear brute named Inoklar. In the past, Inoklar served as a lieutenant and enforcer for one of Riddleport's crime lords, and she observed and learned much of how an organized crime syndicate operates. After committing numerous random murders purely for her own feral pleasure, Inoklar was forced to leave Riddleport when one of her victims turned out to be extremely well connected to the city's overlord. Upon her return to her birthplace in the Magnimar hinterlands, Inoklar realized that she could take Magnimarian sewer goblins, with their tenacious gift of getting into places one might otherwise consider inaccessible, and form them into an effective guild of thieves, similar to those she had served in Riddleport.

Normally, the sewer-dwelling goblins of Magnimar subsist merely as scavengers in small family groups, but due in large part to the bugbear's domineering personality, Inoklar was able to enlist a sizable number of goblins into a burgeoning thieves' guild which she calls the Nightsoil Marauders. Her initial efforts have been surprisingly successful, and word of the Nightsoil Marauders has spread from goblin to goblin through the sewer tunnels of Magnimar and even beyond, to the goblin tribes of the Mushfens.

Inoklar's foremost plan is to expand her guild's influence by starting an all-out war between Magnimar's criminal elements. She intends to commit a series of grisly murders of underworld figures and their families, and subtly leave clues at these crime scenes implicating rival factions. She expects to have groups like the hotheaded Sczarni, the Shoanti gangs, and the Night Scales at each other's throats before long. Inoklar's other schemes include using the pyromaniacal nature of her goblin minions to demand "fire insurance" protection money from businesses and to stockpile enough incendiaries to start a widespread fire in the city above, with the aim of weakening or wiping out any organization opposing hers. When the smoke clears, the Nightsoil Marauders can move in to seize power.

WHERE ON GOLARION?

Rise of the Goblin Guild takes place in Magnimar, the City of Monuments, on the Lost Coast of Varisia. For more information on Magnimar and Varisia, see the Pathfinder Campaign Setting books *Inner Sea World Guide*; *Magnimar, City of Monuments*; and the forthcoming *Pathfinder Player Companion: Varisia, Birthplace of Legends*; all available in bookstores and hobby stores everywhere, and online at paizo.com.



The Aspis Consortium and the Pathfinder Society are also a part of Inoklar's designs on the city—she sees them as rival "smuggling operations" and means to drag them into the impending conflict by setting them against Magnimarian criminal gangs as well as each other. Currently, Inoklar has given orders to her goblin agents to steal distinctive trinkets (which she later plans to plant in incriminating locations) from various groups in the city, including the Pathfinders based at Heidmarch Manor.

SUMMARY

The adventure begins as the PCs arrive at the Varisia Pathfinder Lodge at Heidmarch Manor in the city of Magnimar. Venture-Captain Sheila Heidmarch wants a team of Pathfinders on-call at the lodge at all times, and the PCs have been assigned to Heidmarch Manor for this purpose. While on call, the PCs will share lodgings

GM MATERIALS

Rise of the Goblin Guild makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Advanced Race Guide*, and *Pathfinder RPG GameMastery Guide*. The adventure assumes the GM has access to these sourcebooks and only rules contained in the *Pathfinder RPG Advanced Race Guide* are reprinted herein. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

with each other in Bakrakhan House, one of four small cottages called the Thassilonian Houses, each named for an ancient Thassilonian kingdom, constructed for visiting Pathfinders and guests of the lodge.

Entering their new home, the PCs find a goblin rifling through a wardrobe in the upstairs sleeping quarters. This goblin, a young female named Ekkie, recently arrived in Magnimar and has been given the challenge of stealing from the Society as an initiation test to determine whether she's worthy of joining the Nightsoil Marauders. Ekkie flees over the manor wall and a wild chase ensues through the streets of the well-to-do Alabaster district.

Ekkie surrenders when the PCs catch her or prevent her from escaping into the sewers, allowing them to capture and interrogate her for information. When Sheila Heidmarch hears of the attempted robbery, she orders the PCs to get to the bottom of the matter. She wants the PCs to find the lair of these Nightsoil Marauders, eliminate any threat they pose to the Pathfinders, and discover why the goblin guild is targeting the Society.

While Ekkie doesn't know much about the Nightsoil Marauders, she can be convinced to lead the PCs to the guild's headquarters in the sewers by following the route she took during her initiation. Being completely illiterate and more than a little unstable (even for a goblin), Ekkie can't just tell the PCs how to get there, she needs to show them, meaning the Ekkie has to come with the PCs on their adventure.

Following Ekkie's information, the PCs make their way to the Mariska Knackery in Lowcleft District, where they have to convince the owner, Tersus Mariska, to reveal that the goblin guild is threatening him, forcing him to pay protection in the form of tasty meat and offal, and using the knackery's sewer drain as a means of getting up into the city's streets unseen.

The PCs must infiltrate the lair of the Nightsoil Marauders, meeting resistance from higher ranking guild members including Yarak, a goblin alchemist

tasked with creating alchemical substances to further the guild's plans, and Versevosh, a goblin warchanter who's an expert at performing rude insulting songs to distract and fluster his adversaries. Finally, the PCs must battle the leader of the Nightsoil Marauders, the daunting bugbear Inoklar, who revels in the scent of her foes' fear. Only by defeating her can the PCs truly foil the rise of the goblin guild.

Goblin Weapons

Goblins are nothing if not inventive, and two of their most notorious inventions, the dogslicer and the horsechopper, are presented below. Many of the goblins encountered in *Rise of the Goblin Guild* are equipped with these weapons. Stats for both dogslicers and horsechoppers appear in the Goblin Weapons sidebar on page 5.

GETTING STARTED

Read or paraphrase the following passage to get the adventure underway:

"Welcome to Varisia, welcome to the city of Magnimar, welcome to the Pathfinder Lodge of Heidmarch Manor, but most importantly, welcome to my home." Venture-Captain Sheila Heidmarch greets you in her low, breathy voice, finishing with a warm smile.

"Varisia is a land of ancient wonders and exciting possibilities," she continues, "and I've found it most helpful to keep a team of Pathfinders on call at the lodge at all times, should anything of interest to the Society come up unexpectedly. This assignment is only temporary. We'll rotate in a new team to take your places in a few weeks, but rest assured, there's plenty of potential for you to make a name for yourselves as Pathfinders here.

"I've arranged for you to stay in Bakrakhan House, one of our guest cottages, for the duration of your stay here. It's currently unoccupied, so you'll have the place to yourselves. You're on duty starting tomorrow morning, so take some time to settle in, wrap up any unfinished business you have in the city today, and should the Society have need of you, I'll contact you directly.

"Ebrylis, if you could show them the way, please," Sheila says as she turns and departs.

A half-elf guardsman steps forward. "This way, please," Ebrylis says. "Bakrakhan House is the last house on the end. I'm sure you'll want to unpack, set up your bunks, and so on. Dinner's at sunset in the manor's dining room. Look for me at the gate if you need anything else. I'll leave you to it." With that, Ebrylis strolls back down the path.

Ebrylis is the Heidmarch's gate guard. He guides the PCs around the manor to the back, where three stone cottages stand beside a path. He leaves the PCs at the

GOBLIN WEAPONS									
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special	
<i>Light Melee Weapons</i>									
Dogslicer	8 gp	1d4	1d6	19–20/x2	—	1 lb.	S	Fragile*	
<i>Two-Handed Melee Weapons</i>									
Horsechopper	10 gp	1d8	1d10	x3	—	12 lbs.	P or S	Reach, trip	

* **Fragile Weapons:** A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, rolling a natural 1 destroys it instead. Unless otherwise noted, masterwork or magical fragile weapons lack these flaws.

door to Bakrakhan House. The Magnimar Lodge has arrangements with a nearby ostler if the PCs have large mounts or animal companions that require stabling. Both Sheila and Ebrylis are happy to answer any questions the PCs might have and make them feel comfortable in their new posting.

Faction Notes: Shadow Lodge faction PCs can pass the codes to Ebrylis with a Sleight of Hand check opposed by Perception checks of any PCs who happen to be watching. They can also do this later while Ebrylis is on guard duty at the gate with a DC 15 Stealth or Sleight of Hand check. Successfully passing the codes to Ebrylis without being detected earns Shadow Lodge faction PCs 1 Prestige Point.

Settling In

Bakrakhan House is a cozy stone cottage with a slate-shingled roof and stained glass windows depicting colorful Varisian designs. The ground floor consists of a den centered around a wide stone hearth, a small kitchen with a side dining area, and an exterior sun porch. The second-story loft contains private sleeping quarters for up to eight people.

The PCs can leave their gear upstairs, then spend the rest of the day exploring the city. The PCs can spend this time completing their faction missions. Give each of the players a minute or two to describe his or her PCs' actions and resolve any skill checks necessary for the character to complete his or her faction mission. Once each of the PCs has had a chance to complete his or her faction mission, the party should return to Bakrakhan House.

Faction Notes: Andoran faction PCs need to obtain an audience with Valanni Krinst, requiring a successful DC 15 Diplomacy or Knowledge (nobility) check (every 5 gp of bribes adds a cumulative +1 bonus to this check). Once an audience is secured, the PCs must make a successful DC 12 Diplomacy or Intimidate check to convince Krinst to expedite the Andoran Embassy's paperwork. Successfully removing this bureaucratic red tape earns Andoran faction PCs 1 Prestige Point.

Cheliox faction PCs who visit Versade Villa must make successful DC 12 Disguise checks to masquerade

as couriers, followed by a successful DC 15 Bluff check to imply a romance between Zarta Dralneen and Savasha Versade. Successfully spreading such scandalous rumors earns Cheliox faction PCs 1 Prestige Point.

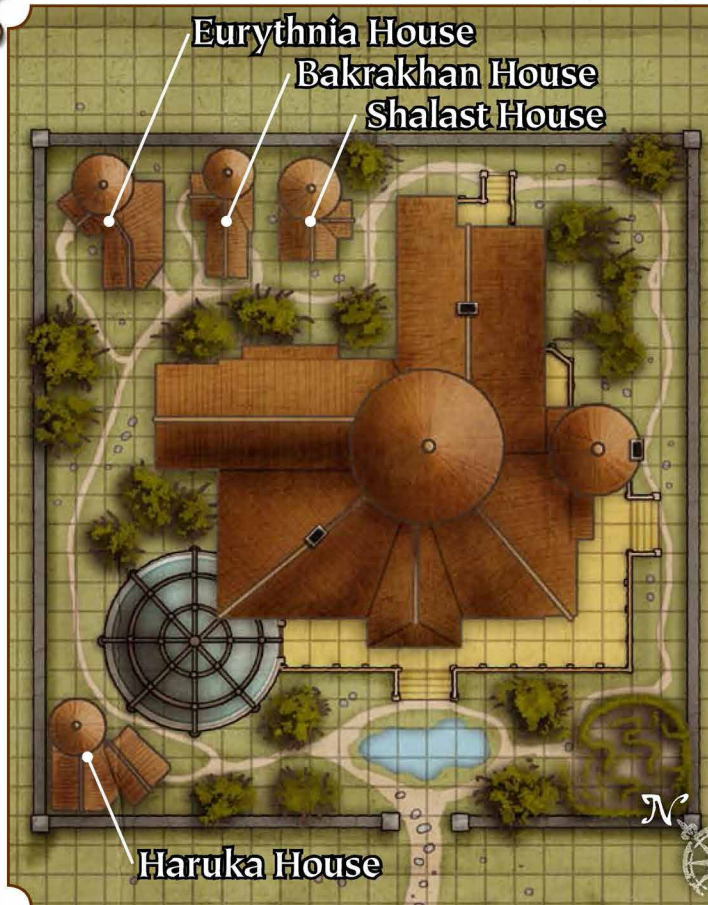
Grand Lodge faction PCs can draw a map of the exterior of the Bronze House by succeeding at a DC 15 Knowledge (engineering) check or a DC 25 Perception check. Successfully completing the map earns Grand Lodge faction PCs 1 Prestige Point.

Lantern Lodge faction PCs who ask around about the Kaijitsu family and make a successful DC 15 Diplomacy check to gather information or Knowledge (nobility) check find out that the family has permanently moved to Sandpoint. Correctly assessing the abandoned Kaijitsu Villa in Naos requires a successful DC 15 Appraise check. Learning the family's present location and successfully appraising the villa earns Lantern Lodge faction PCs 1 Prestige Point.

Osirion faction PCs searching the library at Heidmarch Manor or inquiring about the book they seek discover that the treatise has been lent out to Almya Gorganal, a disagreeable Chelish Pathfinder staying at the lodge. Convincing her to return the book requires a successful DC 14 Diplomacy or Intimidate check. Acquiring the treatise and delivering it to the Bazaar of Sails in Dockway earns Osirion faction PCs 1 Prestige Point.

Qadira faction PCs inquiring about Midnight Milk at the Dreaming Dryad must succeed at a DC 20 Sense Motive check to correctly read Vert Klydus's expression. Successfully observing his reactions earns Qadira faction PCs 1 Prestige Point.

Sczarni faction PCs need to personally deliver Guaril's gift and message to Jaster Frallino in Lowcleft. Getting past Frallino's guards requires a successful DC 19 Bluff check, DC 25 Diplomacy check, or DC 16 Intimidate check. PCs who can speak Varisian gain a +2 bonus on this check if they converse with the guards in the guards' native tongue, and an additional +2 bonus if they dress like Varisians. Jaster responds to the gift by saying, "I hope cousin Karela can find time to journey to Magnimar. Send him my respects." Delivering Guaril's gift and relaying Frallino's response earns Sczarni faction PCs 1 Prestige Point.



Heidmarch Manor

1 square = 5 feet



Goblin in the House

Once the PCs have dealt with any business they have in the city, they can return to Bakrakan House, where a new initiate of the Nightsoil Marauders—a goblin named Ekkie—is currently rifling through their belongings. When at least one of the PCs heads upstairs, have all of the PCs make DC 16 Perception checks (DC 23 in Subtier 4–5). PCs downstairs take a –3 penalty for distance on this check and those outside but still near the cottage take a –6 penalty. PCs who succeed at this check can act in the surprise round. PCs upstairs who succeed at the check see a goblin rummaging through a wardrobe in the sleeping quarters. Unless all of the PCs in the cottage have been particularly stealthy, assume Ekkie hears them as they reach the top of the stairs. Otherwise, she needs to make a Perception check opposed by the PCs' Stealth checks to act in the surprise round. When Ekkie sees the PCs, she emits a surprised squeak and bolts for a nearby window.

CATCH THAT GOBLIN!

This encounter uses the chase rules from page 232 of the *Pathfinder RPG GameMastery Guide*. Each square on page 9 represents approximately 30 feet of distance between Ekkie and the PCs, and the PCs must close to within 30 feet of her

(i.e., in the same square) in order to catch her. You can use the full-page chase diagram as a visual aid to help the PCs track their progress and judge their distance from her. Depending on their location at the beginning of the encounter, the PCs begin on either the House Upstairs square, the House Downstairs square, or the Outside the House square. Allow them to place their minis on their respective squares, using the diagram as a simple game board.

Creature: Ekkie is a young female goblin with bluish-gray skin and bits of bone jewelry. She is a member of the Nightsoil Marauders sent to steal items from the Pathfinder Society. Ekkie begins in the House Upstairs square but unlike those PCs upstairs, she is already close to an open window and doesn't need to spend a move action to move through the square. She attempts the square's Drop, Tumble, and Roll obstacle as a standard action in the surprise round to exit the square and move to the Manor Outer Wall square.

Thereafter, Ekkie takes a move action each round to move through a square and a standard action to face that square's first obstacle. She never tries to move three squares. When Ekkie reaches the Busy Street square, if she can see PCs climbing over the manor wall after her, she takes a standard action to fling a sphere from her stolen *necklace of fireballs* at them. In Subtier 1–2, the resulting fiery explosion astonishes Ekkie so much she wastes her next move action staring at

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it, mouth agape. When Ekkie reaches the City Watch Patrol square, she hurls another sphere from her *necklace of fireballs* back at the busy street, panicking nearby people and animals, which increases the DCs of obstacles in the Busy Street, Rearing Horse, and City Watch Patrol squares by +2.

If the PCs cut off Ekkie's escape by reaching the Nightsoil Alley square before her, she surrenders. If the PCs catch up to Ekkie and engage her in melee combat, she also surrenders if reduced to 12 hit points or fewer (20 hit points or fewer in Subtier 4–5).

Subtier 1–2 (CR 2)

EKKIE

CR 2

Female goblin expert 4 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 22 (4d8+4)

Fort +1, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +4 (1d4+1/19–20)

TACTICS

During Combat Ekkie attempts to flee, continuing the chase, using Acrobatics to avoid attacks of opportunity from nearby PCs.

Morale Ekkie surrenders if someone successfully pins her, if she is reduced to 12 hit points or fewer, or if a PC blocks her escape by getting to the Nightsoil Alley square before her.

STATISTICS

Str 12, **Dex** 16, **Con** 10, **Int** 9, **Wis** 8, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 16

Feats Agile Maneuvers, Weapon Finesse

Skills Acrobatics +10, Disable Device +10, Escape Artist +10, Linguistics +4, Perception +6, Ride +7, Sleight of Hand +8, Stealth +16

Languages Common, Goblin, Varisian

Combat Gear *necklace of fireballs type II* (with two 2d6 spheres remaining), *potion of cure light wounds*; **Other**

Gear masterwork studded leather, masterwork dogslicer, *wayfinder*, backpack, cage-brother's skull, horse meat rations from the Mariska Knackery (3 days' worth), masterwork thieves' tools

Subtier 4–5 (CR 5)

EKKIE

CR 5

Female goblin expert 3/ranger 3 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +4 (+6 in urban terrain); **Senses** darkvision 60 ft.; Perception +8 (+10 in urban terrain)

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 55 (6 HD; 3d10+3d8+21)

Fort +7, **Ref** +9, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +10 (1d4+1/19–20), mwk dogslicer +10 (1d4/19–20) or

mwk dogslicer +12 (1d4+1/19–20)

Special Attacks favored enemy (animals +2)

TACTICS

During Combat Ekkie attempts to flee, continuing the chase, using Acrobatics to avoid attacks of opportunity from nearby PCs.

Morale Ekkie surrenders if someone successfully pins her, if she is reduced to 20 hit points or fewer, or if a PC blocks her escape by getting to the Nightsoil Alley square before her.

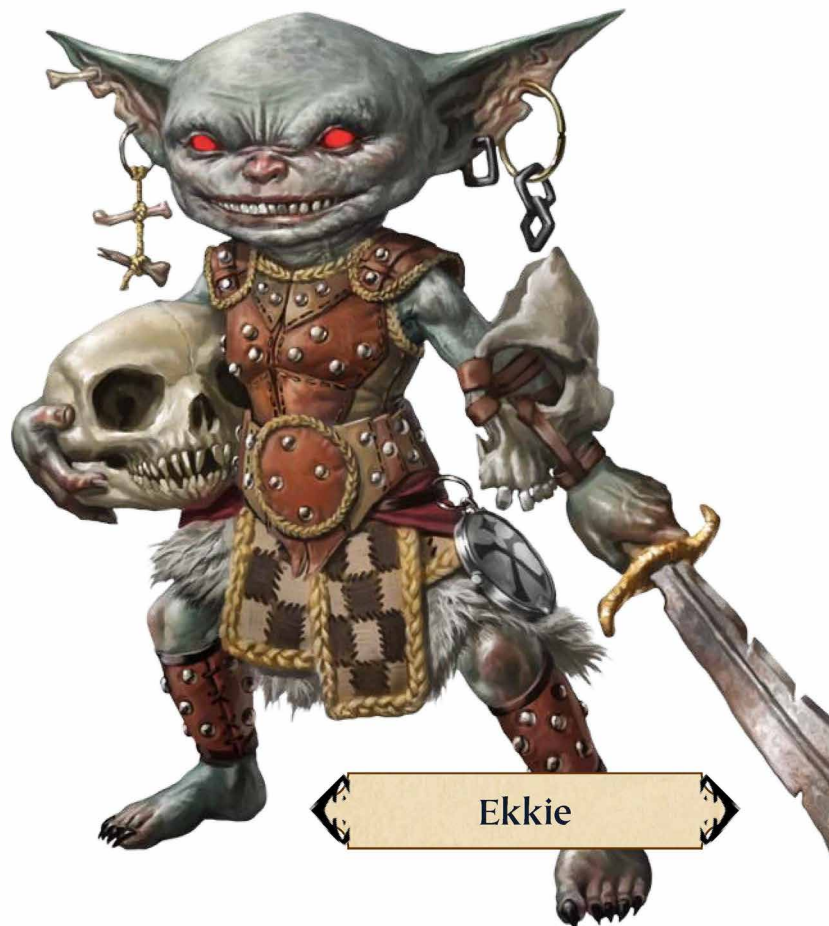
STATISTICS

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

Base Atk +5; **CMB** +5; **CMD** 19

Feats Endurance, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dogslicer)

Skills Acrobatics +13, Disable Device +15, Escape Artist +13, Linguistics +5, Perception +8 (+10 in urban terrain), Ride +8, Sleight of Hand +9, Stealth +21 (+23 in urban terrain), Survival +4 (+6 in urban terrain)



CHASE TO THE FINISH

Running a chase in a fast, cinematic manner is easy. Just remember that all participants have the following options each round. For more details on running a chase using this system, see page 232 of the *Pathfinder RPG GameMastery Guide*.

At the start of the chase, have all participants roll initiative to determine the order in which they move. It takes a move action to move through a single square. When a character exits from a square, he must choose one of that square's two obstacles to face as a standard action before moving to the next square. Instead of exiting a square, a character can choose to take another action not directly related to navigating the chase's course, such as casting a spell or drawing a weapon.

A character may attempt to move three squares during his turn by taking a full-round action, effectively bypassing the second square and moving straight into the third from his starting position. That character must overcome both obstacles on the square he is leaving. In this case, if a character fails either obstacle check by 5 or less, he only moves one square forward and his turn ends. If a character fails either obstacle check by more than 5, he cannot move at all that turn. A character unfortunate enough to fail two obstacle checks in a turn becomes mired in his current square. A mired character must spend another full-round action becoming unmired, effectively losing his next turn.

A character can also choose to make a ranged attack or cast a spell during his turn in a chase. If the action is a full-round action, he can't move at all. Use the number of squares and their established distances (in this case, 30 feet) to determine ranges as necessary. The terrain where the chase takes place might provide the target partial or even full cover or concealment. A character can only choose to make melee attacks against targets that are in the same square.

Any character involved in the chase gains a +2 cumulative bonus on all chase checks for each 10 feet by which her speed exceeds 30 feet, or takes a -2 cumulative penalty for each 10 feet by which it is slower than 30 feet.

Languages Common, Goblin, Varisian

SQ favored terrain (urban +2), track +1, wild empathy +3

Combat Gear *necklace of fireballs type I*, *potion of blur*, *potion of cure moderate wounds*; **Other Gear** +1 studded leather, masterwork dogslicers (2), *cloak of resistance +1*, *wayfinder*, masterwork thieves' tools, backpack, cage-brother's skull, horse meat rations from the Mariska Knackery (3 days' worth)

Development: If the PCs manage to capture Ekkie, they can return with her to Heidmarch Manor and question her (see Questioning the Thief below). If Ekkie

escapes into the sewers, she discards her backpack when it becomes stuck as she squeezes down the drainpipe. If the PCs search the pack, they find it contains a polished goblin skull and rations of horse meat, wrapped in cloth marked with the symbol of a horse's silhouette with a variety of lines dissecting it. A successful DC 20 Knowledge (local) check or a successful DC 20 Diplomacy check to gather information by asking around the city identifies the symbol as that of the Mariska Knackery. If the PCs kill Ekkie, they can find the same clues by searching Ekkie's corpse.

Treasure: Ekkie's *necklace of fireballs* and *wayfinder* were stolen from Shalast House, one of Heidmarch Manor's other Thassilonian Houses, and belong to **Joadric Heimurl** (NG male Kellid barbarian 2/fighter 3), a loud brash man staying at the lodge. The *wayfinder* has his name inscribed in it. If returned to their rightful owner, Joadric heartily thanks the PCs for the return of his gear, and offers them the *necklace of fireballs* in gratitude for their capture of the thief and the return of his *wayfinder*. In Subtier 1–2, Joadric also loans the PCs an everburning torch if they look like they need a magical light source.

Rewards: If the PCs defeat Ekkie, either by capturing her or killing her, reward each subtier thusly:

Subtier 1–2:

Give each PC 111 gp.

Subtier 4–5:

Give each PC 428 gp.

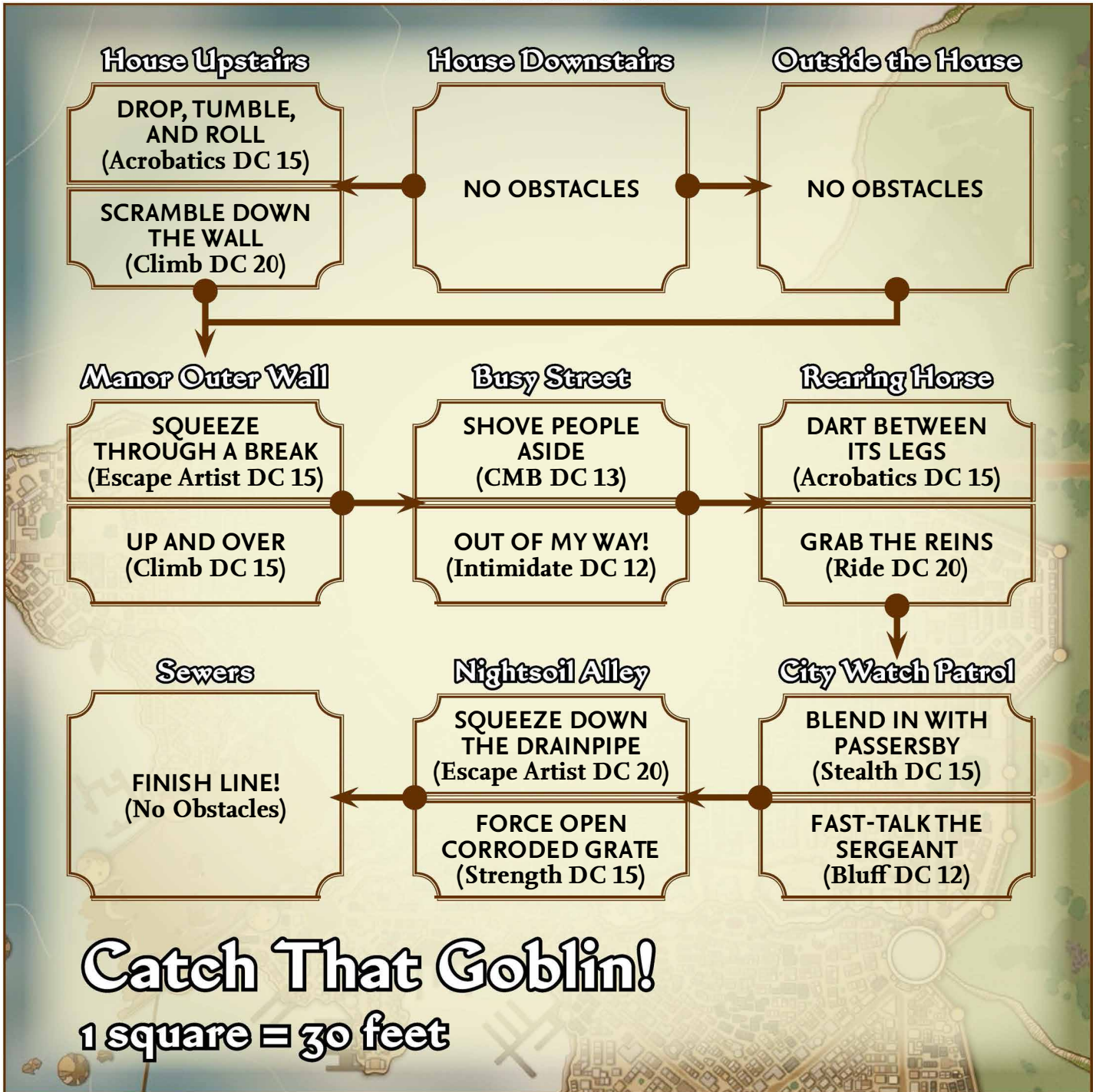
QUESTIONING THE THIEF

As soon as Sheila Heidmarch hears of the break-in, she asks the PCs to give her a brief report. She directs the PCs to investigate and get to the bottom of the matter. If the PCs captured Ekkie, Sheila suggests they start by interrogating the goblin to find out what the creature knows, including who she works for, and why she was robbing the lodge. If the PCs killed Ekkie or she escaped, Sheila suggests that the PCs follow up on the only clue found in the goblin's possession, the horse meat from the Mariska Knackery.

Interrogation

When the PCs interrogate Ekkie, she initially tries to pretend she only speaks Goblin. If none of the PCs speak Goblin, they can easily catch her out by saying something in Common to catch her off her guard and making a successful Bluff check opposed by Ekkie's Sense Motive check, or by watching her reactions to the conversation with a successful Sense Motive check opposed by her Bluff check.

Ekkie is an accomplished but adolescent goblin from the Wind Whisper tribe in the Mushfens. The tribe



considers her somewhat peculiar, even by their strange standards. Ekkie isn't as cruel as other goblins, mostly because she was almost always on the receiving end of her tribe mates' malicious games, but she's still conniving, greedy, superstitious, vicious, and enjoys cutting up and killing defenseless animals. She carries the skull of her dead cage-brother Plarg (they grew up in the same cage) everywhere. She nervously pats the skull and holds extended conversations in Goblin with it, as in the following example.

"Plarg, the nasty longshanks are going to eat us." "Yes, they are! See how they're looking at us with their beady little eyes." "I know you'll protect me Plarg." "Plarg says I'm poisonous and full of disease, and if you eat me, you'll die!"

The PCs can persuade Ekkie to talk with successful Diplomacy or Intimidate checks. Her initial attitude is hostile toward any PC who dealt lethal damage to her, visibly owns a horse or dog, or has demonstrated the ability to read or write. Toward all other PCs, her initial attitude

is unfriendly. As the PCs question Ekkie, keep track of her attitude toward each individual PC. The PCs can also improve her attitude with basic considerate actions.

Ekkie's attitude improves by one step toward a PC for the following:

- Healing her wounds.
- Returning a portion of her gear. She doesn't expect to get her weapons back, but she appreciates the return of her armor or thieves' tools.
- Untying her or making her more comfortable.
- Returning her cage-brother's skull.
- Giving her good food (either spicy or salty).
- Other things a goblin would typically appreciate (like a big fire), at the GM's discretion.

Malicious actions against Ekkie or dealing damage to her worsen her attitude by at least one step, but verbal intimidation doesn't (Ekkie is expecting this). If any PC tries to write notes during the interview, Ekkie looks aghast and repeatedly screams, "Stop stealing my words!" Her attitude toward that PC automatically worsens by one step. If a PC breaks her cage-brother's skull, she becomes incredibly hostile toward that PC. From that point on, nothing that PC does can ever improve Ekkie's attitude toward him or her.

Once she starts, Ekkie is an extremely talkative goblin, but the problem is keeping her erratic, simplistic mind on topics useful to the investigation. Ekkie begs, pleads, and whines for better treatment, hinting she'll tell the PCs what they want to know in return. Once at least one PC has improved Ekkie's attitude to friendly or better, she gradually reveals the following:

"Even out in the swamp, we heard stories about the Nightsoil Marauders—a gang of goblins in the longshanks city. When Murg tried to bite off my ear—again!—I left the swamp and came to the city to join up. I met some other goblins outside the city and they sneaked me inside. They took me through the smelly tunnels and made me wait outside their lair. An important-looking goblin with a big, dangly hat came out and stared at me. He said his name was Versevosh. I thought he was the boss, but he said that the big boss is much scarier than him. Versevosh said rude things about me and my tribe and said I'd have to prove myself if I wanted to join the gang. He said I'd have to steal shiny things from a tribe of longshanks in the city. He showed me drawings of what to look for."

If asked, Ekkie draws the pictures she was shown—the Glyph of the Open Road and a *wayfinder*.

"The other goblins showed me the way through the smelly tunnels to the horse-killing place. I like that place, 'cause they cut up horses there and you can see their insides and I got

lots of dead horse to eat. The goblins said to steal from the big house then go back to the horse-killing place, then they ran off. It was almost sunrise and I could hear longshanks so I hid. Later I sneaked up to the big house and took some shiny things from the small houses, but then you caught me."

Ekkie isn't in a great position to bargain, but she offers to lead the PCs to the horse-killing place and from there guide them through the sewers to the lair of the Nightsoil Marauders if they let her go free outside of the city. Ekkie is incapable of describing the route accurately, so she must accompany the PCs to show them the way. Taking a stroll through the streets of Magnimar with a goblin is sure to attract the wrong kind of attention, so the PCs will likely need to disguise Ekkie or conceal her in some way. If the PCs don't think of it themselves, Sheila suggests hiding Ekkie in a container of some kind—a backpack, sack, or barrel—provided that she can still see enough to give them directions.

Diplomacy or Knowledge (local)

The PCs might know or be able to find out information about the goblins in and around Magnimar.

5+ Goblins are insane and sadistic. They both hate and fear dogs and horses, and adore fire and destruction.

10+ The Breakbag goblin tribe live somewhere in the Mushfens near Magnimar. These goblins love the sound of smashing glass and collect bags of broken glass. The rarely seen Wind Whisper tribe lives many miles to the east, deep in the Mushfens.

15+ The sewer goblins living beneath Magnimar don't normally form large tribes or organizations. They typically survive as scroungers in small family groups.

20+ Magnimarian sewer goblins are renowned for getting into places one might otherwise consider completely inaccessible.

25+ Sewer goblins are often known to lair in abandoned secret workshops or old thieves' hideouts in the sewers. This can make them dangerous to tangle with as they often utilize defenses left behind by their lairs' previous inhabitants.

Once the PCs have concluded their questioning, Sheila directs the PCs to find the headquarters of these goblins, stamp out any threat the goblins pose to Pathfinder operations in Magnimar, recover any stolen artifacts they find, and discover why the goblins are targeting the Pathfinder Society.

Faction Notes: Silver Crusade faction PCs can set Ekkie on the path to possible redemption by changing her attitude toward them to friendly or helpful. Successfully befriending Ekkie earns Silver Crusade faction PCs 1 Prestige Point.

THE MARISKA KNACKERY

Following Ekkie's directions, or following up on the clue found in her backpack, the PCs head to the Mariska Knackery in Magnimar's Lowleft district. The knackery stands on the northern edge of the district, two blocks west of the Matador's Lodge. Lamé or old horses, as well as animals and beasts maimed or used up in events at the Serpent's Run arena or the Matador's Lodge, are brought to the knackery to be slaughtered and dismembered, and their meat and other remains are sold off.

On their way into the knackery, the PCs can make DC 15 Perception checks to notice the burned remains of a large shed off to one side of the main building. This was an object lesson from the Nightsoil Marauders, who threatened to burn down the knackery unless the owner agreed to help them by providing them with supplies of offal and other meat and allowing them to use the knackery's sewer drain as a hidden means of getting up onto the city's streets.

Tersus Mariska, a middle-aged man of mixed Varisian/Chelish ancestry who stands just over 5-1/2 feet tall, runs the knackery. He sports a graying walrus-like mustache and speaks with a heavy Varisian accent.

TERSUS MARISKA

N male human commoner 2/expert 2

Skill DCs Bluff DC 16; Diplomacy DC 15 (indifferent);

Intimidate DC 16; Stealth DC 16

Will Save +5

If Ekkie is with the PCs, she identifies Tersus as the "longshanks horse-killer," having caught a glimpse of him when she came up from the sewers. Drool drips down her chin in the presence of all the meat in the knackery, and she steals some if she can get away with it. Ekkie's attitude improves by one step toward any PC who gives her a large chunk of fresh horse meat.

If questioned, Tersus initially denies any knowledge of goblins and refuses access to his slaughterhouse, but the PCs can see through his bluff with a DC 15 Sense Motive check, noticing that he seems very anxious. The PCs can make Diplomacy or Intimidate checks to get Tersus to talk. His initial attitude is indifferent. If Ekkie's presence is revealed, Tersus becomes noticeably flustered, granting the PCs a +2 circumstance bonus on all skill checks against him. Speaking his father's native tongue (Varisian) puts Tersus more at ease, granting the speaker a +2 bonus on Diplomacy checks with him.

If the PCs improve Tersus' attitude to friendly or better he reveals the following.

"What could I do? Those little vermin have got me right where they want me! At first, I tried locks and bars to stop them, but the thefts got worse. If there's any way in, they'll find it!. Then

COWARDLY GOBLINS

There are more goblins in the guild's lair than the PCs face in the following encounters, but these other goblins run at the first sign of danger. They figure that if the guild's chosen protectors can't stop the longshank invaders, then they certainly won't. The PCs might catch glimpses of goblins scampering away or hear them scuttling around in the distance. Any goblins able to flee a fight with the PCs also join this retreat and don't bother the PCs again.

the big, creepy one, at least a foot taller than me, came one night. It put the fear right into me, I'll tell you, lurking there in the shadows with its snuffling breath and twitching ears. It said it knew exactly where my family lives and said it'd know if I tried to go to the watch. Then they burned down my shed outside to make their point. So I've had to go along with them, leaving the best slabs of meat for them and ignoring the scurrying I hear down in the cellars at night. If I don't, they'll burn down my home and murder my family!"

If the PCs have made Tersus friendly, he shows the PCs the sewer drain used by the goblins, but he doesn't provide any other aid for fear of reprisal. If Ekkie isn't with the PCs and the PCs made Tersus helpful, he also offers the use of a bloodhound borrowed from a neighbor to help them track the goblins through the sewers (use stats for dog, *Bestiary* 87).

HEADQUARTERS OF THE NIGHTSOIL MARAUDERS

If the PCs don't have Ekkie to guide them through the sewers, it takes three successful DC 20 Survival checks to follow goblin tracks back to the guild's lair. Each successful check takes half an hour; each failed check takes an hour as the PCs lose the trail and need to search for more signs of goblin passage. For each hour the PCs spend in the clammy, fetid tunnels, they must make successful DC 8 Fortitude saves or gain the sickened condition (additional failed saving throws don't worsen this effect). Spending half an hour in an area of clean air removes this condition. With Ekkie guiding the PCs, it only takes three-quarters of an hour to reach the Nightsoil Marauders' sewer headquarters.

The complex was originally a secret alchemical and construct workshop. After it was abandoned, a long-dead thieves' guild used it as a base. Now, Inoklar's new guild of goblin thieves inhabits the complex. The stone of the passages and chambers has crumbled in places but is in no danger of collapse. The place reeks with the rancid smells of goblin habitation but there is some

SCALING ENCOUNTER A1

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 1–2: Remove one goblin tough.

Subtier 4–5: Remove two goblin sharpers.

ventilation, making the air less stale than the sewers. Unless otherwise noted, the entire place is completely dark, as the inhabitants use darkvision to see. Ekkie was never allowed inside and has no knowledge of the headquarters' layout. If the PCs leave Ekkie tied up outside, she tries to wriggle free and follow stealthily along behind them, rejoining them when they face Inoklar in area A9.

A1. Sentry Point (CR 4 or CR 6)

The Nightsoil Marauders maintain a lookout in this trapped corridor leading into their headquarters.

Creatures: A group of goblins is posted here as lookouts (three goblins in Subtier 1–2, four in Subtier 4–5). One goblin watches at the entrance to the sewers south of the pit while the others stand guard on the north side of the pit. These goblins aren't very attentive (–5 on their Perception checks) and often distract themselves by playing games of “rat-a-tat,” which involves a preferably live (but usually dead) rat, several pieces of wire, and a lit torch with a nail in it. After combat, if Ekkie is with the PCs, she happily explains in gory detail how the game works and offers to play with the PCs.

When the goblins spot intruders, the goblin at the entrance dashes back to the other goblins to defend the tunnel. In addition, a slime mold covered in numerous tiny yellow mushrooms lurks at the bottom of the pit trap in the corridor (see Trap below). It engulfs anyone at the bottom of the pit, including any goblins that happen to fall in.

Trap: The corridor contains a concealed pit trap 15 feet north of the entrance. The goblins dispose of much of their rubbish in the pit, and the slime mold at the bottom of the pit thrives on the goblins' waste. The pit trap's mechanism requires at least 50 pounds of weight to open, so a single goblin can move across the area without activating the trap. (The goblins have discovered this fact by trial and error.) Six-inch-wide ledges on either side of the corridor allow heavier creatures to move through the corridor without triggering the pit, or to cross the pit while it is open, with a successful DC 15 Acrobatics check. A large crank handle 15 feet north of the pit resets the trap, which takes 2 minutes of hard work. Slimy refuse covers the bottom of the pit making it severely slippery and increasing the DC of Acrobatics checks by 5.

Subtier 1–2 (CR 4)

CONCEALED PIT CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. by 15-ft. area)

GOBLIN TOUGHS (3) CR 1/3

Use goblin warrior stats (*Pathfinder RPG Bestiary* 156) with these changes:

hp 6 each

OFFENSE

Melee dogslicer +2 (1d4/19–20)

Ranged alchemist's fire +4 (1d6 fire) or net +0 (entangle)

TACTICS

During Combat Although the goblins carry bows, they quickly switch to lobbing alchemist's fire at PCs who fall in the pit. The goblins throw their nets at PCs at the edge of the pit or balancing on a ledge to entangle them, then try to knock them into the pit.

Morale The goblins flee if more than one PC makes it successfully across the pit or if more than half their number are slain.

STATISTICS

Combat Gear alchemist's fire (2), caltrops (2); **Other Gear** dogslicer, net

YOUNG SLIME MOLD CR 1

hp 22 (*Pathfinder RPG Bestiary* 2 249, 293)

Subtier 4–5 (CR 6)

HIDDEN PIT CR 2

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. by 15-ft. area)

GOBLIN SHARPERS (4) CR 1/2

Goblin rogue 1 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 10 each (1d8+2)

Fort +1, **Ref** +6, **Will** –1

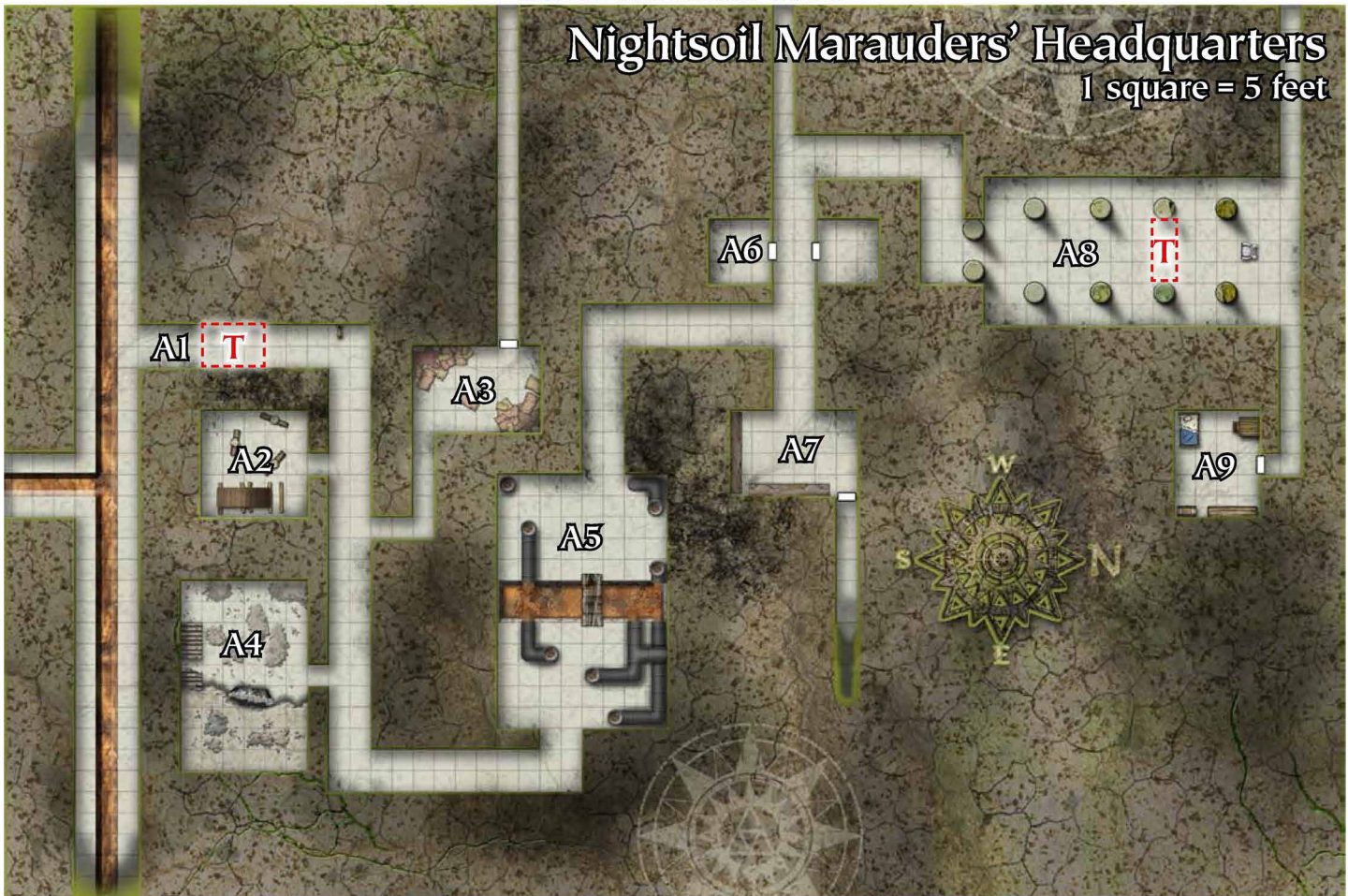
OFFENSE

Speed 30 ft.

Melee dogslicer +5 (1d4+1/19–20)

Nightsoil Marauders' Headquarters

1 square = 5 feet



Ranged alchemist's fire +5 (1d6 fire) or net +1 (entangle) or shortbow +5 (1d4/x3)

Special Attacks sneak attack +1d6

TACTICS

During Combat Although the goblins carry bows, they quickly switch to lobbing alchemist's fire at PCs who fall in the pit. The goblins throw their nets at PCs at the edge of the pit or balancing on a ledge to entangle them, then try to knock them into the pit.

Morale The goblins flee if more than one PC makes it across the pit or if more than half their number are slain.

STATISTICS

Str 12, **Dex** 19, **Con** 13, **Int** 10, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +8, Bluff +4, Climb +5, Disable Device +8, Escape Artist +8, Perception +3, Ride +8, Sleight of Hand +8, Stealth +16

Languages Goblin

SQ trapfinding +1

Combat Gear alchemist's fire (2), caltrops (2), *potion of cure light wounds* (CL 3rd); **Other Gear** leather armor, dogslicer, net, shortbow with 20 arrows, thieves' tools

SLIME MOLD

CR 2

hp 28 (*Pathfinder RPG Bestiary* 2 249)

Faction Notes: Taldor faction PCs can harvest healthy yellowcap mushrooms from the slime mold in the pit by making a successful DC 15 Knowledge (nature) check or a DC 20 Survival check. Successfully harvesting the mushrooms earns Taldor faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the goblins and the slime mold, reward each subtier thusly:

Subtier 1–2:

Give each PC 28 gp.

Subtier 4–5:

Give each PC 135 gp.

A2. Training Room

This room contains equipment for the guild's goblins to practice their thieving skills including several human-sized training dummies covered with bells for pickpocketing and an obstacle course studded with sharp nails and jagged junk.

A3. Sleeping Quarters

The guild's goblin thieves sleep here when not out scavenging and stealing. Smelly bedding, moldy food,

SCALING ENCOUNTER A4

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 1–2: Remove two goblin lab helpers.

Subtier 4–5: Remove two goblin lab assistants.

and rubbish lie scattered about. Any goblins here flee into the sewers when they hear combat in area A1.

A4. Laboratory (CR 3 or CR 6)

The ceiling of this room has partially collapsed, creating a two-story space to the west while exposing the chamber above to the east. Rubble lies haphazardly about the place, with some other larger pieces serving as tabletops for crude alchemical apparatuses. Soot, scorch marks, and other chemical residues cover many of the chamber's walls and other surfaces. A sizable slab of jagged debris leans against the broken edge of the upper level's floor in the room's center. The upper level seems clear of wreckage and contains several wooden worktables. Opposite the entrance, a set of stone steps that once rose to the upper level are broken away halfway up their length. The whole chamber smells of burnt oil and acrid chemicals.

This old storage area was once used to house hazardous alchemical supplies, and now serves the Nightsoil Marauders as an alchemical laboratory. The ceiling in the upper level to the east is 10 feet high, while the open area to the west is roughly 22 feet high. The rubble workbenches stand around 2 feet high and provide cover for Small creatures, or partial cover for Medium creatures. Creatures can reach the upper level by climbing up the stone slab with a successful DC 20 Climb check or by jumping for the top of the broken stairs with a successful DC 12 Acrobatics check followed by a successful DC 15 Climb check to pull oneself up. Creatures who beat the Acrobatics DC by 20 or more land on the upper level and don't need to make the Climb check to pull themselves up. The goblins in the room use a knotted rope that hangs down near the broken stairs to get to the upper level (requiring a successful DC 5 Climb check), but if aware of intruders, they pull the rope up out of reach.

Creatures: This chamber is now the workroom of Yarak, a goblin prodigy in the science of fiery explosions, and several of his assistants. Impatient with his helpers, Yarak works by himself on the upper level where he keeps most of his costlier and scarcer alchemical components. Yarak and his assistants are working here to create large batches of alchemist's fire as part of the guild's plans to take over the city's criminal underworld. So far, Yarak has managed to train the other goblins enough

to prevent them from immolating themselves and to produce sufficient flasks of alchemist's fire to supply the current guild members. Yarak dislikes most of his helpers and apart from occasionally shouting orders, or yelling curses and insults if something goes wrong below, he leaves them to their own devices. Conversely, the other goblins are proud to be "firemakers" and ignore Yarak's cantankerous outbursts, enthusiastically striving to produce as much "burny stuff" as possible. The goblin helpers gleefully attack when the PCs intrude, delighted to test their creations.

If Ekkie is with the PCs, she stays out of the way, staring in amazement at the beautiful pyrotechnics taking place. If she can, Ekkie tries to furtively obtain at least one flask of alchemist's fire after the battle.

Subtier 1–2 (CR 3)

GOBLIN LAB HELPERS (3) CR 1/3

Goblin warrior 1 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

hp 7 each (1d10+2)

Fort +3, **Ref** +2, **Will** –1; +4 Reflex to avoid catching on fire or to put self out when on fire

OFFENSE

Speed 30 ft.

Melee dogslicer +2 (1d4/19–20)

Ranged alchemist's fire +4 (1d6+1d4 fire)

TACTICS

Before Combat If aware of intruders, the lab helpers hide among the chamber's rubble.

During Combat The lab helpers hurl alchemist's fire and try to stay out of melee combat.

Morale The lab helpers flee if Yarak is defeated.

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Burn! Burn! Burn!^{ARG}

Skills Craft (alchemy) +4, Disable Device +3, Ride +6, Stealth +10

Languages Goblin

Combat Gear alchemist's fire (4); **Other Gear** leather armor, dogslicer, burnt and filthy lab apron

^{ARG} See the *Advanced Race Guide* or the sidebar on page 16.

YARAK CR 1

Male goblin alchemist 2 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)

RISE OF THE GOBLIN GUILD

hp 20 (2d8+8)

Fort +6, **Ref** +7, **Will** +1; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d3–1/19–20)

Ranged bomb +7 (1d6+2 fire)

Special Attacks bomb 4/day (1d6+2 fire and catch fire, DC 13, 10 ft. radius)

Alchemist Extracts Prepared (CL 2nd)

1st—*crafter's fortune*^{APG}, *cure light wounds*, *expeditious retreat*

TACTICS

Before Combat When Yarak becomes aware of intruders, he drinks his mutagen (included in his stats) and pulls up the rope to prevent easy access to the upper level.

During Combat Yarak uses bombs and his other alchemical items on intruders below, even if his helpers are also caught in their effects.

Morale If reduced to 5 hit points or fewer, Yarak drinks his extract of *expeditious retreat* and flees into the sewers, using smokesticks for concealment.

Base Statistics Without his mutagen, Yarak's statistics are **AC** 15, **touch** 15, **flat-footed** 11; **hp** 16; **Fort** +4; **Con** 13, **Cha** 6.

STATISTICS

Str 8, **Dex** 18, **Con** 17, **Int** 15, **Wis** 12, **Cha** 4

Base Atk +1; **CMB** –1; **CMD** 13

Feats Brew Potion, Point-Blank Shot, Throw Anything

Skills Acrobatics +6, Appraise +7, Climb +1, Craft (alchemy) +7, Perception +6, Ride +8, Stealth +14

Languages Common, Goblin, Varisian

SQ alchemy (alchemy crafting +2, identify potions), mutagen (+4/–2, +2 natural, 20 minutes), discoveries (explosive bomb), poison use

Combat Gear acid (2), flash powder^{APG} (2), smokesticks (2), sneezing powder^{APG} (2); **Other Gear** dagger, alchemist's kit, formula book (contains formulae for all prepared extracts plus *bomber's eye*^{APG} and *reduce person*)

^{APG} See the *Advanced Player's Guide*.

Subtier 4–5 (CR 6)

GOBLIN LAB ASSISTANTS (3)

CR 1

Goblin expert 3 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, **touch** 14, **flat-footed** 13 (+2 armor, +3 Dex, +1 size)

hp 13 each (3d8)

Fort +1, **Ref** +4, **Will** +2; +4 Reflex to avoid catching on fire or to put self out when on fire

OFFENSE

Speed 30 ft.

Melee torch +4 (1d2 plus 1d4+1 fire) or mwk dogslicer +4 (1d4/19–20)

Ranged alchemist's fire +6 (1d6+1d4 fire)

TACTICS

Before Combat If aware of intruders, the lab assistants light torches for weapons and hide among the chamber's rubble.

During Combat The goblins hurl alchemist's fire and burn intruders with lit torches.

Morale These lab assistants flee if Yarak is defeated.

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 9, **Wis** 8, **Cha** 9

Base Atk +2; **CMB** +1; **CMD** 14

Feats Burn! Burn! Burn!^{ARG}, Fire Hand^{ARG}

Skills Acrobatics +9, Craft (alchemy) +5, Disable Device +9, Perception +5, Ride +7, Stealth +17, Survival +5

Languages Goblin

Combat Gear alchemist's fire (5), tindertwigs (10); **Other Gear** leather armor, masterwork dogslicer, burnt and filthy lab apron, torches (3)

^{ARG} See the *Advanced Race Guide* or the sidebar on page 16.

YARAK

CR 4

Male goblin alchemist 5 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 21, **touch** 15, **flat-footed** 17 (+4 armor, +4 Dex, +2 natural, +1 size)

hp 46 (5d8+20)

Fort +8, **Ref** +9, **Will** +3; +4 vs. poison

OFFENSE

Speed 30 ft.

Melee dagger +8 (1d3–1/19–20)

Ranged bomb +10 (3d6+3 fire)

Special Attacks bomb 8/day (explosive bomb 3d6+3 fire and catch fire, DC 15, 10 ft. radius or scrap bomb 3d6+3 piercing and 3 bleed, DC 15)

Alchemist Extracts Prepared (CL 5th)

2nd—*invisibility*, *vomit swarm*^{APG} (2)

1st—*crafter's fortune*^{APG}, *cure light wounds* (2), *expeditious retreat*, *true strike*

TACTICS

Before Combat When Yarak becomes aware of intruders, he drinks his mutagen (included in his stats) and pulls up the rope to prevent easy access to the upper level.

During Combat Yarak uses his bombs and *vomit swarm* extracts on intruders below, even if his helpers are also caught in their effects. He does, however, change to scrap bombs to avoid damaging his swarms.

Morale If reduced to 15 hit points or fewer, or if cornered in melee combat, Yarak drinks his *invisibility* and *expeditious retreat* extracts and flees into the sewers.

Base Statistics Without his mutagen, Yarak's statistics are **AC** 19, **touch** 15, **flat-footed** 15; **hp** 36; **Fort** +6; **Con** 13, **Cha** 6.

GOBLIN FEATS

The following feats appear on page 118 of the *Pathfinder RPG Advanced Race Guide*.

BURN! BURN! BURN!

You take the goblin love of arson and fire play to a whole new level.

Prerequisites: Disable Device 1 rank, goblin.

Benefit: You deal an extra 1d4 points of fire damage when you attack with fire from an alchemical or nonmagical source (such as with alchemical fire or torches) and gain a +4 competence bonus on Reflex saving throws made to avoid catching on fire or to put yourself out when on fire. Additional damage caused by this feat doesn't apply to magical attacks (such as an alchemist's bomb) or to splash damage.

FIRE HAND (COMBAT)

Born with a torch in your hand, you have a gift with anything that burns.

Prerequisite: Goblin.

Benefit: You can wield a torch as a weapon without taking the nonproficient penalty and gain a +1 bonus on attack rolls with melee weapons that deal fire damage.

STATISTICS

Str 8, **Dex** 18, **Con** 17, **Int** 16, **Wis** 12, **Cha** 4

Base Atk +3; **CMB** +1; **CMD** 15

Feats Brew Potion, Point-Blank Shot, Throw Anything, Weapon Finesse, Weapon Focus (bomb)

Skills Acrobatics +9, Appraise +11, Climb +4, Craft (alchemy) +11, Heal +9, Perception +9, Ride +8, Stealth +17

Languages Common, Dwarven, Goblin, Varisian

SQ alchemy (alchemy crafting +5, identify potions), mutagen (+4/-2, +2 natural, 50 minutes), discoveries (explosive bomb, scrap bomb), poison use, swift alchemy

Combat Gear acid (2), flash powder^{APG} (2), sneezing powder^{APG} (2); **Other Gear** +1 studded leather, dagger, cloak of resistance +1, alchemist's kit, formula book (contains formulae for all prepared extracts, plus bomber's eye^{APG} and reduce person)

SPECIAL ABILITIES

Scrap Bomb (Su) When Yarak creates a bomb, he can choose to have it explode into shards of shrapnel that deal piercing damage. Any creature that takes a direct hit from a scrap bomb takes 1 point of bleed damage per die of bomb damage unless it succeeds at a Reflex save. This discovery appears on page 116 of the *Pathfinder RPG Advanced Race Guide*.

^{APG} See the *Advanced Player's Guide*.

Development: Yarak has drawn his "strategic blueprint" in charcoal upon the east wall of the upper level. It's an extremely rudimentary pictorial map of Magnimar with fire and smoke pouring from the buildings, as well as numerous dead dogs, horses, and humanoids.

Rewards: If the PCs defeat Yarak and his assistants, reward each subtier thusly:

Subtier 1–2:

Give each PC 50 gp.

Subtier 4–5:

Give each PC 310 gp.

A5. Flushing Compartment (CR 3 or CR 6)

A large stone channel bisects this dank chamber. Thick masonry pipes clutter the room, feeding into the channel or flowing across the ceiling. A stone walkway without a railing crosses the channel, but crude barbed caltrops litter the length of this bridge. The entire chamber is damp and moldy, and the faint sound of dripping water resonates softly through the area.

From the main floor, it's a 10-foot drop into the dirty brown water that flows sluggishly through the channel. The water is 10 feet deep and anyone who swims in it risks contracting filth fever (*Pathfinder RPG Core Rulebook* 557). There are handholds cut into both sides of the channel at the south end of the room, allowing swimmers a way to climb up out of the water. The whole area is slippery, increasing the DC of Acrobatics and Climb checks by 2.

Creatures: The warchanter Versevosh was once an advisor and court jester to Chief Chuffskin of the Breakbag tribe, until he invented a vivid little ditty about the chief's romantic tryst with a flea-ridden mongrel dog, and Chief Chuffskin found out about it. Exiled, Versevosh fled to Magnimar quickly joined the Nightsoil Marauders, where he serves as Inoklar's lieutenant. Versevosh usually operates as a scout and spy in the city above. Vain and arrogant, he considers himself a disguise expert, smugly tricking the humans in the city above into thinking he's a gnome or halfling. He enjoys the extra comforts of urban living and the power he holds over the other goblins. Versevosh stands on the west side of the channel, accompanied by a few of the guild's goblin members (in Subtier 4–5, he is also joined by his duskhound mount, a variant goblin dog with the advanced simple template and darkvision 60 ft.).

If Ekkie is with the PCs and her attitude is friendly or helpful to at least half the PCs, she joins the combat by throwing things at Versevosh to disrupt his spellcasting, yelling, "Shut up, shut up, shut up!"

Subtier 1–2 (CR 3)

GOBLIN TOUGHS (2) CR 1/3

Use goblin warrior stats (*Pathfinder RPG Bestiary* 156) with the following changes.

hp 6 each

OFFENSE

Melee dogslicer +2 (1d4/19–20) or
horsechopper +2 (1d8/x3)

Ranged alchemist's fire +4 (1d6 fire) or
net +0 (entangle)

TACTICS

During Combat The goblins stay by the bridge using the reach of their horsechoppers to strike PCs who try to cross. If they get the chance, the goblins attempt to bull rush PCs off the edge or pick up a disarmed PC's weapon and drop it into the water below. Should a PC get over halfway across the bridge, the goblin toughs step back, pour more caltrops around their end of the bridge, and ready themselves to flank the PC when he crosses. The goblins may also use their nets to entangle and drag PCs over the edge of the bridge.

Morale Inspired by Versevosh and his singing, the goblin toughs only flee if he does.

STATISTICS

Combat Gear alchemist's fire (2), caltrops (2); **Other Gear** dogslicer, horsechopper, net

VERSEVOSH CR 2

Male goblin bard (court bard) 3 (*Pathfinder RPG Bestiary* 156, *Advanced Player's Guide* 81)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 20 (3d8+3)

Fort +1, **Ref** +6, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk whip +7 (1d2+1 nonlethal) or
short sword +6 (1d4+1/19–20)

Ranged shortbow +6 (1d4/x3)

Special Attacks bardic performance 9 rounds/day
(countersong, distraction, fascinate, mockery, satire –1)

Bard Spells Known (CL 3rd; concentration +4)
1st (4/day)—*cause fear* (DC 12), *disguise self*, *grease* (DC 12),
hideous laughter (DC 12)
0 (at will)—*daze* (DC 11), *detect magic*, *flare* (DC 11), *mage hand*, *mending*, *prestidigitation*

TACTICS

During Combat Versevosh uses his satire bardic performance on the PCs as soon as they enter the room. He casts *cause*

SCALING ENCOUNTER A5

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 1–2: Remove one goblin tough.

Subtier 4–5: Remove two goblin sharpers and replace the duskhound with a normal goblin dog.

fear or *hideous laughter* on any PCs attempting to cross the bridge to make that PC an easy target. He casts *grease* on the bridge underneath the PCs' feet to knock them down, and dexterously trips or disarms foes near the bridge using Weapon Finesse and his whip. Versevosh heals himself if reduced below 12 hit points; he also heals other goblins if he gets the chance.

Morale Versevosh flees if more than half of the PCs make it across the bridge or if his goblin minions are slain.

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 15

Feats Combat Reflexes, Weapon Finesse

Skills Bluff +7, Diplomacy +8, Disguise +9, Intimidate +7, Knowledge (local) +8, Perception +5, Perform (sing) +7, Ride +7, Sense Motive +5, Sleight of Hand +7, Stealth +16

Languages Common, Goblin

SQ heraldic expertise +1, versatile performance (sing)

Combat Gear *potion of resist energy* (fire), *wand of cure light wounds* (24 charges); **Other Gear** leather armor, masterwork whip, short sword, shortbow with 20 arrows, *brooch of shielding* (with 40 points remaining), disguise kit, jester's motley, pouch of broken glass shards, spell component pouch

Subtier 4–5 (CR 6)

DUSKHOUND CR 2

Advanced variant goblin dog (*Pathfinder RPG Bestiary* 157, 194; *Pathfinder Player Companion: Goblins of Golarion* 7)

Senses darkvision 60 ft., low-light vision, scent

hp 11

GOBLIN SHARPERS (4) CR 1/2

hp 10 each (see page 12 with the following changes)

Melee dogslicer +5 (1d4+1/19–20) or
mwk horsechopper –1 (1d8+1/x3)

TACTICS

During Combat The goblins stay by the bridge using the reach of their horsechoppers to strike PCs who try to cross. If they get the chance, the goblins attempt to bull rush PCs off the edge or pick up a disarmed PC's weapon and drop it into the water below. Should a PC get over halfway across the bridge, the goblin sharpers step back, pour more caltrops around their end of the bridge, and draw their dogslicers, readying themselves to flank the PC when he crosses.

OPTIONAL ENCOUNTER

The goblin dog kennels are an optional encounter. If the players have less than 90 minutes left to finish the scenario, assume the fleeing goblins forget to let their pets out in all the excitement and the goblin dogs are still confined in the kennel.

The goblins may also use their nets to entangle and drag PCs over the edge of the bridge.

Morale Inspired by Versevosh and his singing, the goblin sharpers only flee if he does.

STATISTICS

Gear masterwork horsechopper

VERSEVOSH

CR 4

Male goblin bard (court bard) 4/fighter 1 (*Pathfinder RPG*

Bestiary 156, *Advanced Player's Guide* 81)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)

hp 37 (5 HD; 4d8+1d10+9)

Fort +3, **Ref** +7, **Will** +3; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk whip +10 (1d2+1 nonlethal) or

mwk short sword +9 (1d4+1/19–20)

Ranged shortbow +8 (1d4/x3)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, fascinate, mockery, satire –1)

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*heroism*, *scare* (DC 14)

1st (4/day)—*cause fear* (DC 13), *disguise self*, *grease* (DC 13), *hideous laughter* (DC 13)

o (at will)—*daze* (DC 12), *detect magic*, *flare* (DC 12), *mage hand*, *mending*, *prestidigitation*

TACTICS

Before Combat If aware of intruders, Versevosh casts *heroism* on himself (not included in his stats) and mounts his duskhound steed.

During Combat Versevosh uses his satire bardic performance on the PCs as soon as they enter the room. He casts *scare* or *hideous laughter* on any PCs attempting to cross the bridge to make that PC an easy target. He casts *grease* on the bridge underneath the PCs' feet to knock them down, and dexterously trips or disarms foes near the bridge using *Weapon Finesse* and his whip. Versevosh heals himself if reduced below 18 hit points; he also heals other goblins or his duskhound mount if he gets the chance.

Morale Versevosh flees if more than half of the PCs make it across the bridge or if his goblin minions are slain.

STATISTICS

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

Base Atk +4; **CMB** +4; **CMD** 17

Feats Combat Reflexes, Toughness, Weapon Finesse, Weapon Focus (whip)

Skills Bluff +10, Diplomacy +11, Disguise +11, Intimidate +9, Knowledge (local) +10, Perception +6, Perform (sing) +10, Ride +12, Sense Motive +7, Sleight of Hand +8, Stealth +16

Languages Common, Goblin

SQ heraldic expertise +2, versatile performance (sing)

Combat Gear *potion of resist energy* (fire), *wand of cure moderate wounds* (6 charges); **Other Gear** +1 studded leather, masterwork short sword, masterwork whip, shortbow with 20 arrows, *brooch of shielding* (with 15 points remaining), disguise kit, jester's motley, pouch of broken glass shards, spell component pouch

Rewards: If the PCs defeat Versevosh and his allies, reward each subtier thusly:

Subtier 1–2:

Give each PC 159 gp.

Subtier 4–5:

Give each PC 528 gp.

A6. Goblin Dog Kennels (CR 3 or CR 6)

This square stone chamber stinks of feces, urine, and unwashed animal fur. Gnawed bones, rotting chunks of meat, and filthy piles of rags litter the room.

The door to this room has a barred opening at a height of 5 feet, allowing those outside to look into the room without opening the door. The guild's goblins use this area as a kennel for their goblin dogs. Of the goblin dogs brought in by recent recruits, only one animal—the duskhound—has darkvision, meaning the others are of very limited use in the pitch-black sewers. Inoklar has ordered them confined here, hoping to breed young capable of seeing in the dark. The kennel to the north is unused and empty.

Creatures: A fleeing goblin has opened the kennel door, releasing the goblin dogs out into the corridor. The goblin dogs are hungry and aggressively move toward any light source, attacking any non-goblinoid they come across.

If Ekkie is with the PCs, she pleads with the PCs not to kill the goblin dogs. In Subtier 4–5, Ekkie makes a wild empathy check (DC 14) each round to tell a goblin dog to run away. In combat, Ekkie tries to stabilize any fallen goblin dogs. As a last resort, she uses her fists or grabs an improvised weapon to deal nonlethal damage to knock out goblin dogs rather than have the PCs kill them. Her

attitude toward an individual PC worsens by one step for each goblin dog that PC kills.

If Ekkie escaped from the PCs during the chase at the beginning of the scenario, she hides around the corner next to the kennel door and demands the return of her cage-brother's skull (the polished goblin skull found in her discarded backpack). If the PCs give it to her, she warns them of the guild master's trap in the audience chamber (area A8) and runs off. If they don't return the skull, Ekkie flings open the door to the kennels as she retreats, unleashing the goblin dogs.

Subtier 1–2 (CR 3)

DUSKHOUND CR 2

Advanced variant goblin dog (*Pathfinder RPG Bestiary* 157, 194; *Pathfinder Player Companion: Goblins of Golarion* 7)

Senses darkvision 60 ft., low-light vision, scent
hp 11

YOUNG GOBLIN DOG CR 1/2

hp 7 (*Pathfinder RPG Bestiary* 157, 295)

Subtier 4–5 (CR 6)

DUSKHOUND CR 2

Advanced variant goblin dog (*Pathfinder RPG Bestiary* 157, 194; *Pathfinder Player Companion: Goblins of Golarion* 7)

Senses darkvision 60 ft., low-light vision, scent
hp 11

PEDIGREED GOBLIN DOGS (3) CR 2

Advanced goblin dog (*Pathfinder RPG Bestiary* 157, 194)
hp 11 each

Faction Notes: If Ekkie got away from the PCs at the beginning of the scenario, Silver Crusade faction PCs can set Ekkie on the path to redemption by giving her back her cage-brother's skull and letting her go. Showing such kindness to the goblin earns Silver Crusade faction PCs 1 Prestige Point.

A7. Abandoned Guardpost

The goblins normally stationed in this guardroom have abandoned their posts and fled into the sewers well before the PCs arrive.

A8. Audience Chamber (CR 4 or CR 7)

Two rows of pillars support the arched roof of this long hall. At one end stands a makeshift throne constructed from the broken remains of a smashed statue and other cracked blocks of masonry.

SCALING ENCOUNTER A6

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 1–2: Remove the young goblin dog.

Subtier 4–5: Remove one pedigreed goblin dog.

The guildmaster of the Nightsoil Marauders spends most of her time here, directing the activities of the guild and giving orders to her minions.

Creatures: The bugbear guildmaster Inoklar awaits the PCs at the end of the hall. She stands in front of her throne while her goblin bodyguards lurk behind the pillars surrounding the throne. If the PCs want to negotiate, Inoklar tells the PCs what she thinks they want to hear, but she doesn't intend to honor any deal or promises she makes. Inoklar invites a single Pathfinder to come and parley with her while the others stay back behind the first set of pillars. If the PCs agree to these terms, Inoklar attacks as soon as the diplomat comes within reach and triggers the concealed trap in front of her throne, hoping to brutally slaughter this PC and so dishearten the others.

If Ekkie is with the PCs, Inoklar orders her to help fight the intruders, commanding the goblin to pick up a fallen weapon and move behind a PC in the front line to flank with Inoklar. PCs who entreat Ekkie to disobey the bugbear guildmaster can make opposed Diplomacy or Intimidate checks against Inoklar's Intimidate check to dissuade her. A PC gains a bonus or penalty on this check depending on Ekkie's current attitude toward them (Hostile –10, Unfriendly –5, Indifferent +0, Friendly +5, Helpful +10).

Trap: Inoklar has removed several flagstones in front of her throne and placed traps in these cavities. A thin layer of material, disguised to look like the surrounding floor, conceals each trap. In Subtier 1–2, the trap launches a glob of alchemical glue at anyone triggering it. In Subtier 4–5, the trap takes the form of a trespasser's boot (*Pathfinder Player Companion: Adventurer's Armory* 13), a shallow pit lined with inward-pointing barbed spikes, just deep enough for a Medium creature's lower leg to get caught and held in the spikes. Inoklar uses these traps as a last line of defense against intruders.

Subtier 1–2 (CR 4)

TANGLEFOOT MORASS CR 1/3

Type mechanical; **Perception** DC 20; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** manual

Effect target is entangled as if hit by a tanglefoot bag (*Core Rulebook* 160); DC 15 Reflex avoids

SCALING ENCOUNTER A8

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 1–2: Remove the tanglefoot morass trap and one goblin tough.

Subtier 4–5: Remove the trespasser's boot trap and two goblin sharpers.

GOBLIN TOUGHS (2)

CR 1/3

hp 6 each (see page 17)

INOKLAR

CR 3

Female bugbear fighter 1 (*Pathfinder RPG Bestiary* 38)

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +3 natural)

hp 31 (4 HD; 3d8+1d10+13)

Fort +6, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk horsechopper +9 (1d10+6/x3) or morningstar +7 (1d8+6)

Ranged javelin +4 (1d6+4)

TACTICS

During Combat Inoklar stays back, hoping to lure PCs into the trap on the floor in front of her throne. Once the PCs approach within 30 feet, she uses Dazzling Display to demoralize them and take advantage of her Scent of Fear feat. She concentrates her attacks on any shaken foes or a PC caught in the trap.

Morale Intoxicated by the smell of humanoid fear, Inoklar fights to the death.

STATISTICS

Str 18, **Dex** 12, **Con** 16, **Int** 13, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +7; **CMD** 18

Feats Dazzling Display, Weapon Focus (horsechopper), Scent of Fear

Skills Intimidate +12, Perception +6, Stealth +10, Survival +4

Languages Common, Goblin, Varisian

SQ stalker

Combat Gear *elixir of hiding*, *potion of cure moderate wounds*, *potion of gaseous form*, tanglefoot bag; **Other Gear** masterwork studded leather, masterwork horsechopper, javelins (5), morningstar

SPECIAL ABILITIES

Scent of Fear Inoklar can track by smell and automatically pinpoint the location of opponents within 30 feet by scent alone. In addition, she gains a +2 morale bonus on attack rolls against shaken or frightened opponents, and she can detect them at twice the normal scent range

(60 feet). Inoklar gains a +2 bonus on all Will saves as long as a shaken or frightened target is in range.

Inoklar cannot be surprised by anyone who is shaken or frightened within range of her enhanced sense of smell. This feat appears on page 7 of *Pathfinder Campaign Setting: Classic Monsters Revisited*.

Subtier 4–5 (CR 7)

TRESPASSER'S BOOT

CR 1/2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect pit spikes (Atk +10 melee, 2d4); spikes hold the target in place; the trap can be escaped with a DC 20 Disable Device check, DC 20 Escape Artist check, or DC 24 Strength check. The target takes damage if she tries to move or if a Disable Device attempt to free her fails by 5 or more.

GOBLIN SHARPERS (3)

CR 1/2

hp 10 each (see page 12)

INOKLAR

CR 6

Female bugbear fighter 1/rogue (thug) 4 (*Pathfinder RPG*

Bestiary 38, *Pathfinder RPG Advanced Player's Guide* 135)

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural)

hp 72 (8 HD; 7d8+1d10+36)

Fort +7, **Ref** +9, **Will** +1

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 horsechopper +12/+7 (1d10+7/x3) or mwk morningstar +11/+6 (1d8+6)

Ranged javelin +8 (1d6+4)

Special Attacks brutal beating, sneak attack +2d6

TACTICS

During Combat Inoklar stays back, hoping to lure PCs into the trap on the floor in front of her throne. Once the PCs approach within 30 feet, she uses Dazzling Display to demoralize them (increasing the duration of the shaken condition with her frightening ability) and take advantage of her Scent of Fear feat. She orders her goblin sharpers to flank with her for sneak attacks utilizing her brutal beating ability, concentrating her attacks on any shaken foes or a PC caught in the trap.

Morale Intoxicated by the smell of humanoid fear, Inoklar fights to the death.

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 22

Feats Dazzling Display, Intimidating Prowess, Toughness, Weapon Focus (horsechopper), Scent of Fear

Skills Bluff +10, Intimidate +21, Knowledge (local) +10, Linguistics +4, Perception +10, Stealth +12, Survival +10

Languages Common, Goblin, Varisian

SQ frightening, rogue talents (bleeding attack +2), stalker

Combat Gear *elixir of hiding*, *potion of cure moderate wounds*, *potion of gaseous form*, tanglefoot bag; **Other Gear** +1 studded leather, +1 horsechopper, javelins (5), masterwork morningstar

SPECIAL ABILITIES

Scent of Fear See Subtier 1–2.

Rewards: If the PCs defeat Inoklar and her minions, reward each subtier thusly:

Subtier 1–2:

Give each PC 172 gp.

Subtier 4–5:

Give each PC 501 gp.

A9. Bedchamber

This chamber contains Inoklar’s bed and other furnishings. A search of the room finds a large chest containing Inoklar’s takings from the Nightsoil Marauders’ operations, including emblems and tokens of rival crime organizations in Magnimar: a set of miniature scales carved from black onyx stolen from an inattentive Night Scale thief, several Varisian scarves and knives taken from Sczarni thugs, an ornamental star of Desna filched from one of the Gallowed, a broken klar that belonged to a Shoanti gang leader, and most importantly, a golden Aspis Consortium badge. At the bottom of the chest, well hidden from her superstitious goblin minions, are Inoklar’s scrawled notes detailing her plans to take over Magnimar, as described in the adventure’s background.

Treasure: In Subtier 4–5, the PCs also find an ancient *javelin of lightning* carved with Thassilonian runes that glow faintly when its wielder is angry or raging. A DC 20 Knowledge (history) check reveals that this was likely an implement of war from the Thassilonian realm of wrath millennia ago.

Rewards: If the PCs search Inoklar’s room and find the *javelin of lightning*, reward each subtier thusly:

Subtier 1–2:

There is no reward for this subtier.

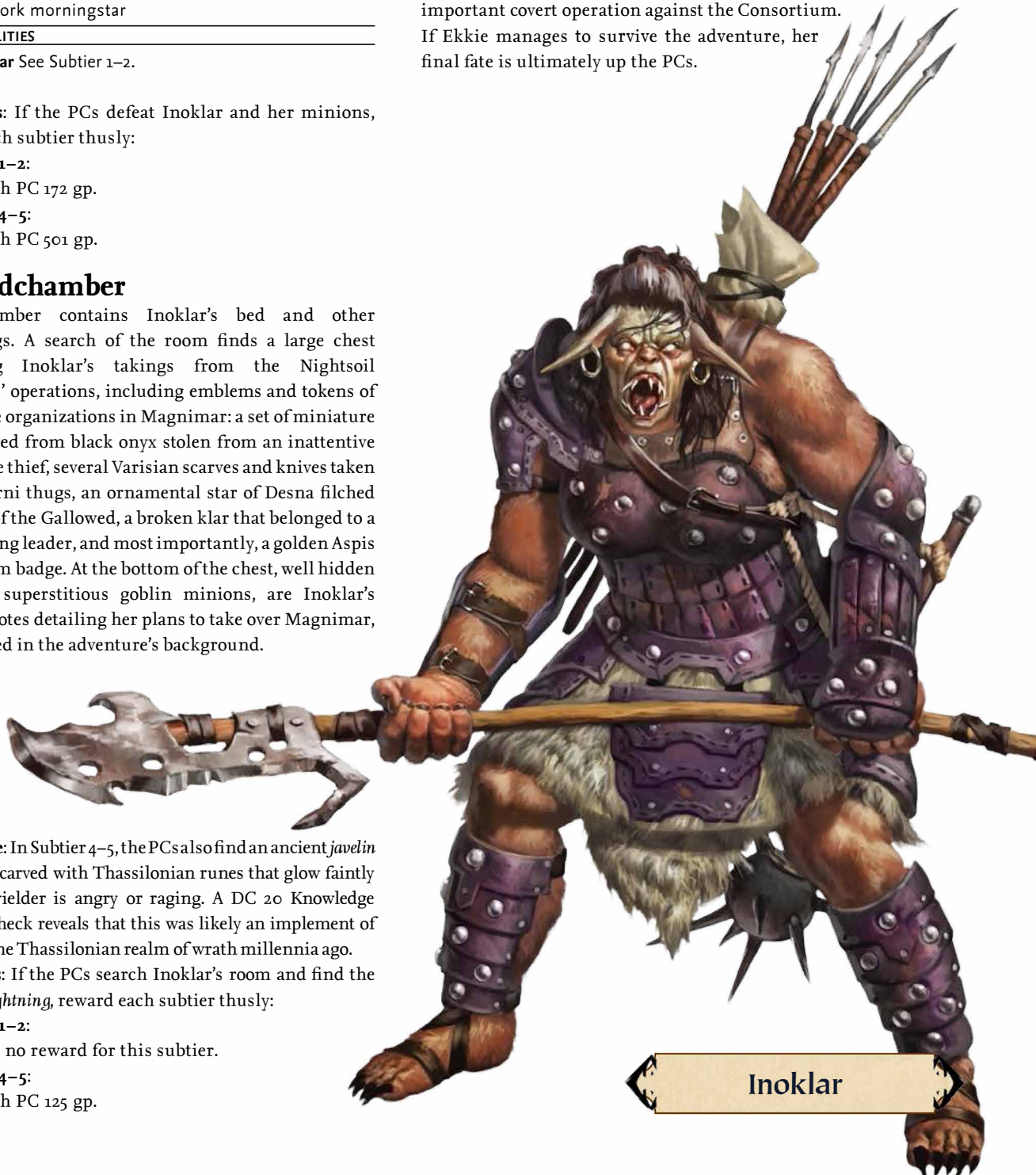
Subtier 4–5:

Give each PC 125 gp.

CONCLUSION

With Inoklar’s defeat, the leadership of the Nightsoil Marauders is disrupted, and any remaining goblins quickly disband into small, disorganized groups posing little threat. The trinkets retrieved by the PCs from the guild’s headquarters are put to good use by the Society, as returning some of these help improve relations with factions of Magnimar’s underworld. The Society has plans to use the gold Aspis badge as vital part of an important covert operation against the Consortium.

If Ekkie manages to survive the adventure, her final fate is ultimately up the PCs.



Inoklar

Success Conditions

If the PCs eliminate or capture Inoklar, they stop the Nightsoil Marauders from becoming a threat to the Pathfinder Society in Magnimar and each earn 1 Prestige Point. If Inoklar escapes, she finds another hidden, less accessible base in the sewers and starts to rebuild her goblin crime guild.

Faction Missions

Player characters of each faction who complete their listed mission earn 1 Prestige Point for their efforts.

Andoran Faction: Andoran faction PCs who obtain an audience with Valanni Krinst of the lord-mayor's office and convince him to expedite the Andoran Embassy's paperwork earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who successfully spread the paragountess's scandalous rumors at Versade Villa earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who create an accurate map of the Bronze House earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who gather information about the Kaijitsus and correctly appraise their villa earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who obtain the treatise from Heidmarch Manor and deliver it to the Bazaar of Sails earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who correctly interpret Vert Klydus's reaction at the Dreaming Dryad earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who personally deliver Guaril's gift and message to Jaster Frallino at the Fish Tank earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who pass the codes to Ebrylis at Heidmarch Manor without being detected earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who befriend Ekkie and change her attitude toward them to friendly or helpful by the end of the adventure earn 1 Prestige Point. (If there is more than one Silver Crusade faction PC at the table, only those whom Ekkie is friendly or helpful toward earn this Prestige Point).

Alternatively, if Ekkie escaped during the chase, Silver Crusade faction PCs who return Ekkie's cage-brother's skull to her and let her go in area A6 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who obtain healthy yellowcap mushrooms in area A1 earn 1 Prestige Point.

RISE OF THE GOBLIN GUILD

Andoran



Hawk of Freedom,

By now, you are in Magnimar, a city founded a little over one hundred years ago by those who wished to shrug off the yoke of imperialistic oppression. I'm sure you can see the many similarities between Magnimar and Andoran itself. Our government seeks to expand the size of our newly established embassy's grounds in Magnimar, but certain bureaucratic and legal technicalities are delaying these requests. Please present yourself as my representative at the Pediment Building in the Capital District as soon as your other duties allow. Obtain an appointment with the lord-mayor's secretary, Valanni Krinst, and try to convince him to expedite the paperwork. It may be difficult to see such a busy man at such short notice, but my sources say he's the only one who can make this happen.



For liberty,

Major Colson Maldris

Chelax



Desirable Vassal,

While you travel to Varisia, I am stuck here in Absalom trying to shore up political alliances. But allies and assets are not limited geographically, and your new assignment in Magnimar presents a unique opportunity in the subtle struggle for popular opinion. Dress yourself as a courier and deliver this letter to the Versade Villa in the Alabaster District. The letter is my cordial acceptance of Savasha Versade's invitation to attend her next spectacular party (to which I wasn't invited and which I don't plan to actually attend). You are unlikely to meet the lady of the house, but make sure you act the part in front of her servants. While you are there, I trust you to subtly imply that Savasha and I are close friends and that I anticipate continuing our intimate acquaintance. Done properly, this should start rumors in Magnimar that dear Savasha and I are closer than we truly are.



Devilishly yours,

Paracountess Zarta Dralneen

Grand Lodge



Salutations Pathfinder,

Your assignment to the Society's newly established lodge in Magnimar is indeed a choice posting. Unfortunately, our long-time rivals, the Aspis Consortium, are already well established in Varisia. Eventually we intend to publicly drive this scum out of the country. Until that time, however, I ask that you attempt a preliminary and discreet reconnaissance of their main base of operations, the Bronze House in the district of Dockway. Under no circumstances attempt entry into the building, but I require an accurate diagram of the exterior of the building with all visible points of entry marked, as well as notes on where concealed entrances might exist.



For the Society,

Venture-Captain Ambrus Valsin

Lantern Lodge



I bring greetings to you,

While our lodge has only recently expanded our role into the lands of the Inner Sea, over the years many Tians have made the arduous trek across the arctic wilderness of the Crown of the World. We can learn much from these folk. One such family settled in Magnimar and is of particular interest to us. The Kaijitsu family was once part of Magnimar's aristocracy but appear to have abandoned their holdings there. Please ask around and find out what became of them, and make an assessment of the Kaijitsu Villa in Naos to determine the cost of repairs were we to purchase the property.



May your ancestors' spirits watch over you,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Grave tidings, loyal guardian of Osirion,

I deliver most urgent and unhappy news. Our most divine ruler, the Ruby Prince Khemet, the third of his name, has fallen under a mysterious and terrible curse, struck down while admiring an ancient Varisian relic brought back to Sothis. Be assured, the Forthbringer still lives, his will is strong, and all steps are being taken to ensure his recovery. As the source of this curse came from far-off Varisia, you are most fortuitously situated to aid in ascertaining a cure. The library at Heidmarch Manor contains one of the few known copies of a work that could be of much use to our court physicians. The treatise is called "Thassilonian Runic Auras, Both Malevolent and Benign." Obtain this volume immediately and convey it to our agent in the Bazaar of Sails in Dockway for its immediate delivery to Sothis.



Be as swift as the desert wind,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Subject of our suzerain empire,

The new avenues of trade opening up in Varisia represent a fantastic opportunity for us. I have heard of a new drug known as "Midnight Milk" said to be manufactured in Magnimar. To have sole access to the supply of this pharmaceutical throughout the Inner Sea would mean massive profits. However, my last agent sent to acquire samples never returned. Go to the Dreaming Dryad, a drug parlor in the Lowcleft district, and inquire of the owner, Vert Klydus, if he has such a narcotic. Observe the man's reaction carefully. If he indicates that he does possess the drug, do not sample or purchase any! Escape immediately and report your findings as soon as possible.



May your fortunes be shaded from harm,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



My Upright Comrade,

Magnimar is such a beautiful city, is it not? So many prospects for easy coin, which of course is why so many of our brethren flourish within the city walls. I ask that you personally deliver this gift of an exquisitely carved antique viola to my esteemed colleague Jaster Frallino. He can usually be found in his caravan wagon, called the Fish Tank by locals, in the Varisian encampment in Magnimar's Lowcleft District. Frallino is a very influential man, so you may find it tricky to convince his guards to permit you an audience. This I leave to you, keeping in mind this man is both family and a friend. Once you have delivered my gift, tell him these words exactly: "Cousin Karela and his caravan have arrived in Riddleport. He sends his regards." Convey his response to me via the usual sources.



Show me you got what it takes,
Guaril Karela

Guaril Karela

SHADOW LODGE



Valued Agent,

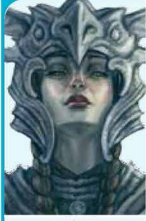
It has come to my attention that several of the codes we use to communicate with our operatives in Varisia are almost certainly compromised. Give this missive to a man named Ebrylis at the Magnimar Lodge as soon as you can after you arrive. It contains a new cipher cunningly designed to give false messages to those still using the old decryption method. Make certain no one notices this exchange; it's vital that Ebrylis's role as a Shadow Lodge operative remain a secret.



Keep your team safe,
Torch
Grandmaster Torch

RISE OF THE GOBLIN GUILD

Silver Crusade



Sacred Crusader,

Be vigilant during your time in Varisia—it is a land with a long history and many ancient evils still slumber there. That said, many of the folk in Magnimar are decent people devoted to Desna or who follow the ways of the angelic spirits. There are other beings, however, who have lost, or never found, the right spiritual path. Be an example of wholehearted goodness to all those you come across. Strive to show charity, kindness, and mercy. Sometimes all it takes is a feather's touch of compassion to set a living being on the path to redemption and virtue.



Blessings of the light upon you,

Ollysta Zadrian

TALDOR



Worthy Servitor of the Empire,

A small task is required of you. We are currently introducing minute amounts of a hallucinogenic mushroom, known as the yellowcap, into the diet of one of our targets. However, the batches our agents were harvesting have become infected with fungal blight and are now useless. Sooner or later, you are sure to be traipsing through some nasty muddy environment such as the Mushfens. If you come across such a mushroom, please obtain a healthy sample of it and package it carefully for delivery to me.



Do this for Taldor,

Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-01: Rise of the Goblin Guild

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input style="width: 100%;" type="text"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

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	Prestige Points
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Pathfinder Society Scenario #4-01 Rise of the Goblin Guild

Scenario Chronicle #

Slow Normal

SUBTIER	260	520
1-2		
SUBTIER	952	1,904
4-5		

MAX GOLD

This Chronicle Certifies That

_____ A.K.A. _____

_____ Character Name _____ Pathfinder Society # _____ Faction _____

_____ Has Completed This Scenario. _____

Items Found During This Scenario

SUBTIER
1-2

- brooch of shielding (40 points remaining; 600 gp, limit 1)
- elixir of hiding (250 gp)
- necklace of fireballs (type II) (two 2d6 spheres; 600 gp, limit 1)
- potion of cure moderate wounds (300 gp)
- potion of gaseous form (750 gp)
- potion of resist energy, fire (300 gp)
- wand of cure light wounds (24 charges; 360 gp, limit 1)

SUBTIER
4-5

- brooch of shielding (15 points remaining; 225 gp, limit 1)
- cloak of resistance +1 (1,000 gp)
- necklace of fireballs (type I) (1,650 gp)
- potion of blur (300 gp)
- potion of cure light wounds (CL 3rd; 150 gp, limit 4)
- wand of cure moderate wounds (6 charges; 540 gp, limit 1)

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

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 #