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| **Trouble in Tamran Tamran, Nirmathas** | |
| STATEMENT OF INTENT  I occasionally make rather in-depth guides for the out of combat elements of some of the more involved scenarios. The purpose of these guides is to facilitate understanding of any convoluted or unwieldy mechanics, to clarify any vaguely worded or mis-worded portions of the published scenario, and to make it easy to find the DCs for skill checks and what special actions PCs can perform that have an effect on the situation. I'll usually include some other handy information just so you don't have to go scouring the pfsrd mid-session. I'd appreciate any feedback you have, just sent me a PM on the Paizo boards. My name on there is Le Petite Mort.  Skill check DCs will separate numbers with ‘&’ if the numbers are representing tiered success conditions (one DC is good enough, the next is really good) and separate by ‘||’ to represent different level tiers (such as the lvls 1-2 tier vs 4-5 tier). For example, if a party needs a perform check with a DC 10 in the low tier and 16 in the high, but there is a super success condition if they beat the DC by 5, I would represent that as follows:  **Perform (DCs 10 & 15 || 16 & 21) –** PCs impress everyone with the hard earned skills from their performing arts majors. If the higher success DC is met, an audience member shares his drugs with the party. | |
| Scenario Type: 1st half ‘investigation’, last half more of a dungeon crawl  Primary success condition:  Defeat Cetenna and clear out the Aspis base.  Secondary Objective:  Deliver the evidence connecting militia captian Jana Vaylorne with the Razmiran cult  Additional Faction Objectives:  None. | Special Considerations:  This scenario isn’t as complicated as some that I’ve made these guides for, but there are a few weird elements. Honestly, I’m just making this to keep my thoughts organized.  The elements that are a little strange are as follows:  Part 1: The Investigation is written in its entirety without any combat encounters. Part II then lists that there indeed were two encounters that the GM can place at will in the locations during Part I. I’ll go into those later. The investigation also tends to yield information that just sounds useless, until you realize that the minor details explained by certain NPCs are actually key to figuring out where to go for the final act.  The Optional Encounter is also a bit…weird. |
| Additional Materials  Maps – 1 must be drawn, located on page 18 of the published scenario. If you do **The Frame-Up** encounter in Tamran’s Marketplace, it too must be hand-drawn, For that reason and others I recommend doing that encounter in the Gar’s Last Meal pub, which uses the Seedy Tavern flip-mat. The remainder are as follows:  **B. Divine Intervention =** Pathfinder Flip-Mat: Red Light District  **C1. Surface Ruins** = Pathfinder Map Pack: Ruins | |
| **Additional Information:** Can fit in the boxes for individual sections, nothing too complex. | |

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| Getting Started: Ambrus Valsin, Guaril Karela, and Oraiah Tolal |
| The mission briefing is straightforward enough, and includes commonly asked questions and a Knowledge (history) check. Unfortunately, the mission briefing gives a very general goal of ‘investigate the shipment disappearances’, and the PCs have little else to go on. During Part I they get a lot of information, but none of it really seems terribly relevant to the shipment disappearances. All they get is vague sightings of bandits somewhere. I would strongly consider having Guaril Karela give the PCs Player Handout 2: Map of Nirmathas up front, and asking them to narrow down where exactly the bandits are camping out and who they might be. You could justify not just going through the forts as being too obvious an approach, and that it would be unwise to give the enemy time to call reinforcements. I think this would keep the party focused on their real objectives. Alternatively, just providing the PCs with a map of the area without the fortresses marked could provide a useful visual aide when listening to the information they gather during the investigation without spoiling the plot.  Oraiah Tolal gives some more info, and then there is a Knowledge (local) or Diplomacy to get some background information about the recent happenings with the Pathfinder rumors, the Razmirans, and drug trade. |
| **Skill checks**  **Knowledge (history) [DC 10, 15, and 20] –** Gives the intro information after the briefing with Valsin and Karela.  **Knowledge (local) or Diplomacy to Gather Information (DC 15, 20, 25, and 30) –** Gives info about recent occurrences in Tamran after speaking with Oraiah Tolal.  **Bluff or Disguise (DC 15) –** obscures the PC’s association with the Society, granting a +2 circumstance bonus on all social checks to get information during the Investigation. |
| **Special Actions**  Wearing a wayfinder openly or otherwise openly identifying as a Society agent gives a -2 penalty to all rolls to get information during the investigation.  Failing the Disguise or Bluff check to obscure the PCs’ association with the Society grants the same -2 penalty.  **Oraiah Tolal (Cleric LVL 6)** can cast up to 6 spell levels per day to help the PCs free of charge. She can grant *magic vestment* (a +1 enhancement bonus to an armor or shield for 6 hours), *cure blindness/deafness* (no rolls required, removes blindness or deafness conditions immediately), *remove curse* (an opposed caster level check with against any and all curse effects), *remove disease* (a caster level check against the disease’s save DC to get rid of it), or the cure line up to *cure serious wounds*. All of these spells use 3 of the available 6 spells/day, except for *cure light wounds* and *cure moderate wounds*, which only take up 1 and 2 spell levels respectively. |
| **Time Expenditure**  The Knowledge (local) / Diplomacy check takes 1d4 hours. So far as I can tell, the only reason we’re tracking this is to figure out how many free spells we can weasel out of Oraiah Tolal. |

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| **Tamran Docks** | **Jonathram** |
| Skill Checks:  **Diplomacy: (DCs 17 || 20) –** These DCs are to find someone (Jonathram) who is willing to talk about the recent disappearances. The important information to keep from him is that the guy peddling Pathfinder goods clearly came from the swamps near the shore.  **Knowledge (geography) DC 12 or Knowledge (local) DC 15 –** confirms that the coast is swampy. | |
| **Time Tracking:**  Each attempt at the Diplomacy check takes 1d6 hours, may be reattempted until successful. | |

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| **The Gar’s Last Meal** | **Lily and Lilah + The Frame Up encounter** |
| As noted above, this is where I would recommend GM’s run The Frame Up Encounter. I would probably do it after the players have spoken to Lily and Lilah. | |
| Skill checks:  **Knowledge (local) or Diplomacy (DC 17 || 20) –** Find Lily and Lilah. The only information they have is that a couple of “Pathfinders” came in asking about what Shining Crusaders wore/looked like. Beyond that, they just say that they were elves who smelled of herbs.  **Perception or Sense Motive (DCs 17 || 24) –** Notices the false thieves’ approach before they have the chance to frame the party for being Molthuni agents. Succeeding this check does not prevent combat, but it will bypass the skill checks below and automatically grant the PCs another +2 circumstance bonus on further checks to get information during the investigation.  **Diplomacy, Perform (oratory), or Bluff (DC 16 or 18 || 19 or 21) –** If the PCs did not catch the thieves before their approach, they must attempt to calm the crowd. The first DC listed for each tier is for if the party tries to explain themselves before attacking the false thieves, the second DC is if they either attack or attempt to detain their accusers before reacting to the crowd. Failing this check incurs a -2 penalty on future attempts to gather information during the investigation.  **Intimidate (DC 15 || 20) –** If the party detains and questions the false thieves after their fight, they can use Intimidate to convince them to spill the beans about their Razmiran connections and that they were recently hired by a ‘towering woman with black and white hair’. | |
| **Time Tracking**  Each attempt to finy Lily and Lilah takes 1d3 hours. | |

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| **The Forest Bounty** | **Imad Sharras** |
| **Will save vs. *elixir of truth*** (DC 13 vs. mind affection, compulsion, enchantment) – allows the PCs to lie to Imad, but succeeding the save isn’t really a good thing. He doesn’t ask about anything the PCs would really lie about, so succeeding this save just requires the PC to make a Bluff check to convince Imad that it worked properly.  **Bluff (DC 12 || 15) –** Convince Imad that the elixir of truth worked properly if a PC succeeded their save against it.  **Diplomacy (DC 21 || 25) –** Convince Imad that the elixir of truth is unnecessary, and that the party is just a group of honest, good-natured adventurers. From my play experience in the Society, I’d argue that a social check to say that should usually be Bluff rather than Diplomacy, but oh well. | |
| Time tracking:  There are no time costs to this portion of the investigation, though I suppose it may take some time to actually find the bar. | |

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| **Tamran Marketplace** | **Gilligam** |
| **Knowledge (local) or Diplomacy (DCs 17) –** Find someone who will speak to them about investigation relevant things.  **Sense Motive (DC 15 || 19) –** Figure out that Gilligam is a lying little fink. If confronted he’ll admit that the bandits he buys from come from the river area, not up north. | |
| **Time Tracking**  Finding Gilligam takes 1d6 hours. Searching specifically for drug dealers grants a +2 bonus on this check. | |

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| **Encounter B. Divine Intervention** | **Razmiri Priest and Red Kestrel Militiamen** |
| Discussion:  There are a few weird things about this encounter. The first thing to note is that these units can be fought later on during the dungeon crawl if they are not fought now. This in and of itself is not terribly unusual; but there’s one further complication. They are the optional encounter when listed there. To my mind, the purpose of an optional encounter is to ensure that scenarios can be completed in a typical 4-5 hour time slot. Having the encounter happen earlier than where they are listed as optional means that if things drag from here onwards, there may no longer be an optional encounter to skip when time starts running out. As a result, I recommend skipping this encounter in its entirety during the investigation section, and potentially doing it in Area C4 if time allows.  The other bit of weirdness is that the scenario suggests sending the letter that would lead to this encounter, “…after two days have passed, or after the PCs have investigated all but one of the listed locations.” I find it odd that these two time marks are thought to be roughly equivalent, as even if every information gathering check up to this point takes it’s maximum duration, that is only 19 hours (11.5 hours average time expenditure if no checks must be re-attempted after a failure). The scenario specifies that the party arrived early in the morning, so it seems almost a foregone conclusion that this would occur towards the end of Day 1.  Those things aside, I will include the relevant checks for this encounter. | |
| Skill checks:  **Linguistics (DC 16 || 20) –** reveals the note from ‘Guaril Karela’ as a forgery, intended to lure the Pathfinders into a trap.  **Perception (DC 1d20 +11 || 1d20+12)** – notices the Red Kestrel goons trying to sneak up on the party. While their Stealth modifiers are only +6 and +7 depending on the tier, they are hiding in buildings, and so I have factored in the +5 DC modifier for the Perception check to detect them through a door.  **Diplomacy (DC 27) or Intimidate (DC 15) –** convinces the Razmiri priest to reveal that his church superiors sent him to Tamran to cooperate with “a half-orc and a Varisian man” and that he has now been delegated to “a rude woman who smells like dirt and does not show Razmir the proper deference.” | |

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| **Ashfall Lodge** | **Guaril Karela** |
| The party briefly returns here to meet with Guaril (and potentially Tolal if healing services are required) to brief him on their findings. Guaril himself has some information, and hands the party a map with four nearby abandoned fortresses that could be housing the enemy. In order to come to the correct conclusion (that the Aspis agents are hiding in Fort Ursoss) players will need to use logic and the information they have acquired in their investigations. There are no checks to be made.  The relevant information is as follows:  Jonathram said that the enemy is in a mosquito infested area, likely a coastal marsh. From this the options are narrowed to Ursoss and Faelon.  Lily and Lilah said that the enemy have some kind of boat for the river. This suggests either Ursoss or Drejas. (Combining these two data would be sufficient to lead the party to Ursoss.) Gilligam can be intimidated into confirming that the enemy stays near the river.  Imad recounted that the bandits fled from the coast upriver, implying that out of Ursoss and Drejas, Ursoss is the more likely location. | |

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| **C1: Surface Ruins** | **Dathnien and Tavrosiel** |
| Discussion:  Remove both non-arcanists if the party went to Ursoss first, 1 of them if they went there second, leave them if they guessed wrong twice or more.  This fight uses a lot of somewhat complex mechanics that need to be looked up before running them if you as a GM are not intimately familiar with arcanists and certain spells. I will include some of the rules in the Monster Mash appendix at the end of this document. | |
| Skill checks:  **Knowledge (history) or Profession (soldier): DC 15 || 18 –** reveals the anachronisms in the arcanists’ costumes, granting a +2 bonus on saves to disbelieve their illusory disguises.  **Sense Motive (DC 15) –** after combat, if the PCs interrogate the arcanists they will pretend to be Tamran militiamen. This check reveals that to be a lie.  **Intimidate (DC 15 || 19) –** if the above Sense Motive check succeeded, this will force them to reveal that they are Aspis members, but nothing beyond that they were following orders. | |

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| **C2 – C5: Pre-boss Fortress basement** | **Some empty(ish) rooms and maybe the Razmirans** |
| **C2 –** This is just a small landing that leads to C3. Nothing to see here, move along.  **C3 –** This is a small muddy room. There are tracks on the ground from people and animals. **Survival (DC 12 || 16)** identifies the animal prints as weasels and badgers.  **C4 –** If the party hasn’t already fought the Kestrels and the Razmiran priest, they can fight him now if there are 90 minutes or more remaining. I’ll include more information about this encounter in the Monster Mash appendix at the end of this document. The skill checks to interrogate them are the same as if they had been fought during the investigation.  **C5 –** There is just some random mundane crappy weapons and armor in here that will not serve any purpose to any PC whatsoever. I wouldn’t even bother reading what any of it is. | |

**Beyond this point is the final fight (Section D) and conclusion. The mechanics are really not terribly different from any other fight and conclusion, so I don't feel I really need to write about those sections. Also, it's 5 AM and I want to go to bed. Happy gaming.**