



Year of the Open Road



**PATHFINDER
SOCIETY**

**THE DRAGON WHO STOLE
EVOKING DAY**

By Luis Loza

PATHFINDER SOCIETY

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TABLE OF CONTENTS

The Dragon Who Stole Evoking Day	3
Appendix 1: Subtier 3–4 Encounters	9
Appendix 2: Subtier 5–6 Encounters	10
Appendix 3: Art	11
GM Reference and Reporting Sheet	12
Chronicle Sheet	14

How To Play

Pathfinder Society Quest #5: The Dragon Who Stole Evoking Day is a Pathfinder Society Quest designed for 3rd- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

The Dragon Who Stole Evoking Day makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as *Pathfinder Flip-Mat: Docks*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides>.



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The Dragon Who Stole Evoking Day

By Luis Loza

GM SYNOPSIS

This quest features a short investigation to track down some missing holiday supplies, followed by an explosive confrontation once the thief's been found.

ADVENTURE BACKGROUND

The sage Amenopheus has a long history with the Pathfinder Society and was at one point a member and prominent influence in the now-retired Scarab Sages faction. After his time with the Society, Amenopheus retired to the city of Sothis, capital of Osirion. Here he took a position as a consultant to the Osiriani government, performing research under the loose direction and constant supervision of agents reporting to Khemet III, The Ruby Prince, ruler of Osirion. Hamiin Al'Inar, a mage and advisor to Khemet III's youngest sibling Jasilia, has grown jealous of the time and attention granted to Amenopheus and has been working to undermine him by arranging for the pharaoh's court to overwhelm him with tasks, slowing straining Amenopheus's time and resources to their breaking point.

Jasilia was tasked by the pharaoh with arranging festivities in Sothis's Old City for this year's Evoking Day—a holiday sacred to Nethys, god of magic, where fireworks and evocation spells are discharged into the sky. Hamiin saw the upcoming holiday as an opportunity and convinced Jasilia to instead delegate responsibility for the pharaoh's request to Amenopheus. Hamiin believed Amenopheus's threadbare state would cause the sage to ruin the festivities, humiliate himself, and run him out of the pharaoh's court for good.

Hamiin had a messenger deliver several tasks at once to Amenopheus, including the royal assignment for Evoking Day festivities—more specifically, to distribute a supply of fireworks for the big celebration. Again, the sage found himself overwhelmed with duties. By the time Amenopheus found the note explaining his responsibilities and the storehouse where the fireworks would await distribution, he had unknowingly already failed his task, as the supplies had gone missing. When he found the storehouse empty, he reached out to his old associate Venture-Captain Norden Balentiir for assistance, hoping that a skilled and discreet third party could help him locate the missing supplies without further damaging his reputation in the court of the Ruby Prince.

Unbeknownst to both Amenopheus and Hamiin, a different third party had already involved himself with the Evoking Day goes on: an old river drake by the name Ahrkinos has long made his home in the waters of the Crimson Canal, feasting on fish and occasionally frightening the city's citizens, though avoiding anything

WHERE ON GOLARION?

The Dragon Who Stole Evoking Day takes place within the city of Sothis, capital of the nation of Osirion. More information on Osirion can be found on pages 53–54 of the *Pathfinder Lost Omens World Guide*, available from your friendly local game store and at paizo.com.



that would draw the city guards' attention. Over the years, Ahrkinos had become something of a local celebrity, with local fishers and dockworkers even occasionally tossing him some of their catch. While Ahrkinos is quite content with his easy life, it isn't exactly perfect. The drake has cultivated a special loathing of Evoking Day, cursing the loud noises, uncomfortable heat, and frightened fish that come part and parcel with the event. Fortunately for Ahrkinos, he may have a chance to rest easy this year.

On Ahrkinos's latest swim, he spotted wagons of wands and fireworks being carted into storage for the Old City's celebration, and he plotted for a few days before setting out to steal away the supplies. He waited until the cover of night and slithered out of the canal, grabbing up the bags and boxes one by one and hiding them away in his lair beneath one of the canal's many docks. Quite satisfied with both significantly increasing his hoard and, at least in his mind, preventing the hated holiday from occurring, the drake curled up in his lair beneath the docks, anticipating a long and uninterrupted nap.

ADVENTURE SUMMARY

The PCs receive a message which details a request from Amenopheus looking for a handful of individuals who can help him locate and retrieve missing goods, with some discretion. The PCs meet with Amenopheus in a small tea shop named the Golden Palm. Amenopheus explains his predicament and the lost festival supplies.

The Dragon Who Stole Evoking Day

The PCs then travel to the Old City and can investigate the storehouse and surrounding area by looking for clues or asking around. The PCs might learn about the existence of Ahrkinos and spot the drake's tracks. Eventually, either through evidence they find or the help of the locals, the PCs make their way to Ahrkinos's lair near the docks. The drake attacks the PCs, believing them to be local guards sent to slay him. During the fight, the PCs may be able to convince Ahrkinos to turn the fireworks over. Whether by peace or by blade, the PCs soon recover the Evoking Day supplies and return them to Amenopheus, who is grateful for their efforts.



GETTING STARTED

Read or paraphrase the following to get the adventure underway.

The tea shop is filled with lively conversation as dozens of Sothis's citizens enjoy their midday refreshments. An older human man, Amenopheus sits at a small table in a far corner just beyond the sight of the other patrons. The man picks at a pastry that has been mostly falling away to crumbs. He looks up and puts on a relieved smile.

"Pathfinders!" he calls out. "Yes, yes, over here, please. I'm glad Norden was able to reach you on such short notice. I'm sure you're all quite busy with preparing for the upcoming festivities. As am I! Well... to be honest, I was expecting to be busy, but things are not going as I've expected."

He produces a note from his breast pocket. "You see, I have been happily performing a variety of duties for Pharaoh Khemet for some time now. However, as of late, the Ruby Prince's requests have grown far more demanding, and he has given me far less time to meet his needs."

Amenopheus sighs and stares into his tea for a moment, a forlorn look on his face, before placing a note on the table. "The Ruby Prince has requested that I handle festivities in the Old City for Evoking Day—a holiday sacred to the faith of Nethys, the god of magic. It's a big celebration, with dancing, magical duels, and brilliant fireworks. The fireworks in particular are something the public looks forward to, especially those who want to participate but who lack magical skill of their own, and the Ruby Prince specifically asked that I distribute a supply of fireworks that were ordered for the event. The holiday's tomorrow, but unfortunately, my busy schedule kept me from finding the request until quite recently. When I finally located it, I rushed over to the storehouse where the fireworks should have been awaiting distribution, only to find it empty. I fear I must locate the festival supplies so the Evoking Day celebration is not

ruined for the people of Sothis. However, attending to my other duties has left me short on time, so I thought it was best to call in a favor with the Society.

"Pathfinders, I need you to find those supplies as soon as you can! But I request that you keep my name out of your investigation. If the pharaoh were to learn about this, er, situation, it would not do my reputation any favors. I suggest heading to the storehouse in the Old City down by the docks to see what you can find there. Perhaps one of the locals noticed what happened to the supplies. It wouldn't hurt to ask around. We haven't much time, so it's best that you get going from here."

AMENOPHEUS

With this, Amenopheus sits back and enjoys his tea, seemingly the first break from his duties in some time. He is happy to answer any last-

minute questions the PCs may have.

When did you last visit the storehouse? "I saw the pharaoh's request yesterday. I ran to the storehouse right away in the morning. It wasn't long after that I rushed over to the Sandswept Lodge to speak with Norden about getting the Pathfinders' help."

Who might have taken the supplies? "That I can't say. I hardly think that enemies of the pharaoh would bother themselves with stealing festival supplies. Though, the effect on local morale would be significant, now that I think of it. My only guess is that a local vendor may have stolen the fireworks to sell them for the festivities at an extreme markup."

FINDING THE FIREWORKS

The note from Pharaoh Khemet clearly notes the location of the storehouse used for the festival supplies, which the PCs can reach without issue. Once there, the PCs are free to search the storehouse and the surrounding area, and their findings might end up taking them further down the docks to a square where they can ask around for more information. Eventually, the PCs' investigation will most likely lead them to Ahrkinos's lair beneath the docks.

Investigating the Storehouse

The storehouse is a relatively small building, about as tall as a human, built mostly for tools and supplies. Doors on the front open to the city road, while the back doors open toward a dock to facilitate loading or off-loading cargo.

The PCs can search in and around the storehouse and find a number of clues pointing toward Ahrkinos's theft. A successful DC 18 Perception check (DC 20 in Subtier 5–6)

The Dragon Who Stole Evoking Day

to Seek near the front door allows a PC to locate a faint set of cart tracks leading to and from the storehouse down the street that runs along the river. PCs can follow these tracks for a few blocks with ease to reach a fireworks stand run by a local vendor, Kolima Tirmai (see The Fireworks Vendor below). The door to the storehouse is slightly ajar and swings open when touched. A DC 18 Thievery check (DC 20 in Subtier 5–6) is sufficient to note that the lock has been damaged by some kind of chemical residue, which a PC who succeeds at a DC 16 Crafting check to Recall Knowledge (DC 18 in Subtier 5–6) can recognize as some sort of acidic secretion.

Inside the storehouse, faint outlines in the sand that has settled on the stone floor give the impression that crates and bags once filled the storehouse, but none of the containers are left. However, there are faint trails in the sand, which a PC who succeeds at a DC 18 Survival check (DC 20 in Subtier 5–6) can track out the back door and for a distance down the docks before they disappear into the river near Kolima's fireworks stand. PCs who find the acidic residue or these tracks can attempt a DC 20 Nature check (DC 22 in Subtier 5–6) to Recall Knowledge. PCs who find both the marks and the tracks gain a +1 circumstance bonus to this check. On a successful check, a PC identifies the markings match those of a river drake.

The Fireworks Vendor

If the PCs locate either set of tracks, they might choose to follow them. The tracks continue down the docks to a square where a vendor has set up a stand to sell fireworks. The stand is full of a variety of different fireworks, and the PCs may wish to question the vendor, **Kolima Tirmai** (N female human vendor). Kolima is a chipper and enthusiastic vendor happy to push any kind of fireworks that anyone would want—bouncing bobbbers, burning breaths, charmers, Desnan candles, dwarven daisies, firelicks, firesticks, skydragons, and more—and a small line has formed in front of her cart.

PCs can attempt to talk to Kolima, but they must succeed at a DC 20 Diplomacy check (DC 22 in Subtier 5–6) to prevent the queue from becoming upset to do so, given how eager everyone is to get their Evoking Day supplies. If successful, Kolima explains that she had received an order for a number of fireworks on short notice and was told to take them to the storehouse. Kolima delivered the fireworks last night via her cart, which explains the tracks. However, she mentions that as she was setting up her cart this morning, she caught a glimpse of a reptilian creature dragging some sort of large burlap sack towards the Old City docks. On a critical success, the crowd stays patient long enough for Kolima to also include a very enthusiastic though very long-winded explanation of

each of her products, which grants any PCs who listen a +2 circumstance bonus to disable the pile of fireworks hazards in the encounter with Ahrkinos, due to their greater familiarity with the products.

PCs might wish to purchase some fireworks from Kolima. The majority of her inventory has been reserved weeks in advance by citizens anticipating tomorrow's holiday, but Kolima still has a supply of dwarven daisies available for last-minute purchases, which she is more than happy to sell to the PCs. Kolima has lesser dwarven daisies available for sale; in Subtier 5–6, she also has moderate dwarven daisies.

DWARVEN DAISY

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE FIRE SPLASH

Usage held in 1 hand; Bulk L

Activate ➤ Strike

A dwarven daisy is a string of dozens of firecrackers that create tiny, loud explosions. The string ends with a short, wrapped fuse. Pulling off the wrapping in a quick motion lights the fuse and is done as part of the action to Strike. A dwarven daisy deals the listed fire damage and splash damage. A dwarven daisy also has a chance to dazzle and deafen its target. A creature struck by a dwarven daisy must succeed at a Fortitude save or become dazzled for 1 round.

Type lesser; Level 1; Price 6 gp

The firework deals 1d6 fire damage and 1 fire splash damage. The DC is 16.

Type moderate; Level 3; Price 18 gp

The firework deals 2d6 fire damage and 2 fire splash damage. The DC is 18.

Failing the Investigation

In the event that the PCs are unable to find enough information to point them toward the docks or spend more than an hour in their search, a panicked group of locals eventually run past the PCs, screaming about a dragon roaring about the docks and fireworks going off. This sudden development should catch the PCs' attention and point them toward their next step, though it does mean that Ahrkinos and Muraxi are angrily blustering about and have begun to destroy the firework supply (see section A).

A. THE OLD CITY DOCKS SEVERE

Ahrkinos has maintained a small cavern beneath a portion of the docks as his lair for the majority of his time in Sothis. The lower dock leads further back to Ahrkinos's lair, where he stashed the bag of stolen fireworks. He typically retreats to this space to sleep or eat his latest catch of fish. He shares his lair with a water mephit named

The Dragon Who Stole Evoking Day

Muraxi, who was one of several escapees from a flying pyramid that recently crashed in to Sothis's Marblecourt District. Ahrkinos found the terrified mephit hiding in the Crimson Canal while in search of food, and the two have since become good friends and are nearly inseparable.

Unfortunately for Ahrkinos, a group of local children are well aware of his dockside home and came by in the morning while he slept. During their visit, the children noticed the stolen fireworks within the lair and, unable to wait for Evoking Day, dragged them back onto the docks to play with them. Their shouts and the bangs of the fireworks roused the drake from his well-deserved nap, and after scaring the children off, he's spent the past few hours collecting what fireworks he can locate, his mood getting progressively worse as he trudges back and forth.

When the PCs arrive at the docks, Ahrkinos has finished gathering the scattered fireworks into four piles (marked with Fs on the map) and is in clear view (marked A on the map). Ahrkinos is worried that his theft of the fireworks, not to mention his terrifying the local children, has drawn the attention of local law enforcement, and he assumes the PCs are guards sent to slay him. Rather than resign to death, Ahrkinos is prepared to fight, and he and Muraxi (marked M on the map) attack the PCs. If the PCs fail the investigation, Ahrkinos and Muraxi are already worked up and easily notice the PCs coming, leaving Muraxi time to hide behind some barrels; what's more, Ahrkinos has accidentally lit one of the piles of fireworks (pile F1) when he spat his Caustic Mucus near the children to scare them off, though he has not yet noticed the sizzling fuse. In this latter case, Muraxi rolls Stealth for initiative and the pile of fireworks hazard begins the encounter already lit.

During the fight, Ahrkinos tries to keep his distance, using his fly Speed to move from one dock to another to make it more difficult to reach him. He spits his Caustic Mucus to catch as many creatures as he can, unaware that it could light the fireworks piles. If engaged in melee, he will use his Draconic Frenzy to attack as many creatures as possible before using his Speed Surge to get away. Muraxi tries to attack any spellcasters or ranged attackers, and she saves her Breath Weapon for big groups and her *acid arrow* for particularly troublesome foes.

It's possible that the piles of fireworks could become lit during the fight with Ahrkinos. In this case, a PCs still has a chance to find the lit firework and remove it in time to prevent the destruction of the pile, as noted in the pile of fireworks entries (pages 9–10). A PC can also draw a dwarven daisy from the pile (page 5) with an Interact action to use in the fight. Muraxi can use her Drench ability to put out a lit firework (ruining it in the process), but she does not do so unless she must to protect herself.

If Ahrkinos is reduced to fewer than half his maximum Hit Points or Muraxi is knocked out, he cries out in an exhausted and pained voice. Ahrkinos is prepared to fight, but still fears death, and so he hopes he can find some mercy among the drake slayers. He offers to leave the docks for good if the PCs can spare his life. The PCs can attempt to explain the situation with a successful DC 20 Diplomacy check (DC 22 in Subtier 5–6), scare Ahrkinos into submission with a successful DC 21 Intimidation check (DC 23 in Subtier 5–6), or convince him that the PCs are powerful drake slayers with a successful DC 18 Deception check (DC 20 in Subtier 5–6). On a success, Ahrkinos relents and returns the supplies. On a critical success, Ahrkinos is regretful for his actions and explains his reasoning for stealing the supplies (see Conclusion below). On a failure, Ahrkinos leaves Sothis forever. On a critical failure, the PCs manage to offend Ahrkinos, and he fights to the death. If Ahrkinos is killed, Muraxi immediately surrenders.

SUBTIER 3–4

AHRKINOS CREATURE 4

Page 9, art on page 11

Initiative Perception +11

MURAXI CREATURE 1

Page 9

Initiative Perception +3 or Stealth +6

PILES OF FIREWORKS (4) HAZARD 2

Page 9

SUBTIER 5–6

AHRKINOS CREATURE 6

Page 10, art on page 11

Initiative Perception +15

MURAXI CREATURE 3

Page 10

Initiative Perception +5 or Stealth +9

PILES OF FIREWORKS (4) HAZARD 4

Page 10

CONCLUSION

Once the PCs have resolved the situation with Ahrkinos, they can recover any unexploded fireworks and return them to Amenopheus, who gives them each a pouch of coins for their trouble. If at least two of the four piles of fireworks are not destroyed in the fight, Amenopheus is

The Dragon Who Stole Evoking Day

A. THE OLD CITY DOCKS





The Dragon Who Stole Evoking Day

relieved, thanks the PCs for their great and speedy work in recovering the supplies, and additionally gives them each a dwarven daisy to enjoy the holiday.

If the PCs received a critical success in their attempt to have Ahrkinos stand down, they can report that the drake was simply attempting to find reprieve from the harsh fireworks during Evoking Day. Upon hearing this, Amenopheus concocts a plan to ease the drake's suffering. Early in the morning, before the Evoking Day festivities begin, Amenopheus is able to relocate the drake and his mephit friend to a new lair in the western part

of the Crimson Canal and move the festivities to the Palms in eastern Sothis. The relocation does wonders for Ahrkinos, who is able to sleep peacefully through the entirety of Evoking Day for the first time since his arrival in Sothis.

Reporting Notes

If the PCs managed to get Amenopheus to relocate Ahrkinos far from the Evoking Day noise, check box A. If the PCs ran Ahrkinos out of Sothis, check box B. If the PCs slew Ahrkinos, check box C.

The Dragon Who Stole Evoking Day

APPENDIX 1: SUBTIER 3-4 STATISTICS

If the PCs fail the investigation, Muraxi rolls Stealth for initiative and one pile of fireworks (F1 on the map) begins the encounter already lit. Muraxi does not surrender while Ahrkinos is still fighting. If Ahrkinos is reduced to fewer than half his maximum Hit Points or Muraxi is knocked out, the PCs might be able to convince the drake to surrender (see page 6). If Ahrkinos is knocked out, Muraxi surrenders.

Encounter A (Subtier 3-4)

AHRKINOS

CREATURE 4

UNIQUE **N** **MEDIUM** **AMPHIBIOUS** **DRAGON** **WATER**

Perception +11; darkvision, scent (imprecise) 30 feet

Languages Common, Draconic, Osiriani

Skills Acrobatics +10, Athletics +12, Intimidation +8, Society +7, Stealth +10

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

AC 21; **Fort** +13, **Ref** +11, **Will** +8

HP 70; **Immunities** paralyzed, unconscious; **Resistances** acid 10

Tail Lash **◆ Trigger** A creature within reach of Ahrkinos's tail uses an action to Strike or attempt a skill check. **Effect** Ahrkinos attempts to Strike the triggering creature with his tail. If he hits, the creature takes a -2 circumstance penalty to the triggering roll.

Speed 20 feet, fly 40 feet, swim 30 feet

Melee **◆** fangs +13, **Damage** 2d8+6 piercing

Melee **◆** tail +13 (reach 10 feet), **Damage** 2d6+6 bludgeoning

Caustic Mucus **◆◆** (acid, arcane, evocation) Ahrkinos spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 5d6 acid damage (DC 20 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. Ahrkinos can't use Caustic Mucus again for 1d6 rounds.

Draconic Frenzy **◆◆** Ahrkinos makes one fangs Strike and two tail Strikes in any order.

Old Bones Ahrkinos's age has left him infirm and makes it difficult for him to fly. Ahrkinos becomes fatigued if he uses more than one Fly action to fly in a single round. His Speed Surge is considered one Fly action for this purpose. In addition, he immediately begins to fall at the end of his turn if he is flying, but treats the fall as 40 feet shorter.

Speed Surge **◆** (move) Ahrkinos moves up to twice his Speed. He can do this three times per day.

MURAXI

CREATURE 1

UNIQUE **N** **SMALL** **AQUATIC** **ELEMENTAL** **WATER**

Water mephit (*Pathfinder Bestiary* 151)

Perception +3; darkvision

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative. Rules for the Elite adjustment appear on page 6 of the *Pathfinder Bestiary*.

10-11 Challenge Points: Apply the Elite adjustment to Muraxi.

12-13 Challenge Points: Apply the Elite adjustment to Ahrkinos.

14-15 Challenge Points: Apply the Elite adjustment to both Ahrkinos and Muraxi.

Languages Aquan

Skills Athletics +6, Stealth +6

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

AC 16; **Fort** +7, **Ref** +11, **Will** +4

HP 20, fast healing 2 (while underwater); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** acid 3, fire 3

Speed 20 feet, fly 25 feet, swim 25 feet

Melee **◆** claw +8 (finesse), **Damage** 1d6+1 slashing

Arcane Innate Spells DC 17, attack +9; **2nd** acid arrow

Breath Weapon **◆◆** (acid, arcane) Muraxi breathes acid in a 15-foot cone that deals 2d6 acid damage to each creature within the area (DC 17 basic Reflex save). Muraxi can't use Breath Weapon again for 1d4 rounds.

Drench **◆** (abjuration, arcane, water) Muraxi puts out all fires in a 5-foot emanation. She extinguishes all non-magical fires automatically and attempts to counteract magical fires (+10 counteract modifier).

PILES OF FIREWORKS (4)

HAZARD 2

MECHANICAL **TRAP**

Stealth DC 18 (trained)

Description A pile of volatile fireworks.

Disable Craft DC 18 (trained), Engineering Lore DC 16 (trained), or Explosives Lore DC 16 (trained) to safely remove the lit firework or Thievery DC 18 (trained) to remove the lit fuse from the firework.

AC 16; **Fort** +2, **Ref** +2

HP 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Light Fuse **↷ Trigger** The pile of fireworks takes acid or fire damage. **Effect** The fuse of one of the fireworks begins to burn and the pile of fireworks enters initiative immediately before the triggering creature or effect.

Explosive Blast **◆ Trigger** The pile of fireworks begins its turn. **Effect** The pile of fireworks explodes, dealing 4d8 fire damage (DC 22 basic Reflex save) to all creatures within 15 feet.

The Dragon Who Stole Evoking Day

APPENDIX 2: SUBTIER 5-6 STATISTICS

If the PCs fail the investigation, Muraxi rolls Stealth for initiative and one pile of fireworks (F1 on the map) begins the encounter lit. Muraxi does not surrender while Ahrkinos is still fighting. If Ahrkinos is reduced to fewer than half his maximum Hit Points or Muraxi is knocked out, the PCs might be able to convince him to surrender (see page 6).

Encounter A (Subtier 5-6)

AHRKINOS

CREATURE 6

UNIQUE **N** **MEDIUM** **AMPHIBIOUS** **DRAGON** **WATER**
Perception +15; darkvision, scent (imprecise) 30 feet
Languages Common, Draconic, Osiriani
Skills Acrobatics +14, Athletics +15, Intimidation +12, Society +11, Stealth +14
Str +5, **Dex** +3, **Con** +5, **Int** +0, **Wis** +3, **Cha** -1
AC 24; **Fort** +17, **Ref** +14, **Will** +11
HP 120; **Immunities** paralyzed, unconscious; **Resistances** acid 10
Tail Lash ➤ **Trigger** A creature within reach of Ahrkinos's tail uses an action to Strike or attempt a skill check. **Effect** Ahrkinos attempts to Strike the triggering creature with his tail. If it hits, the creature takes a -2 circumstance penalty to the triggering roll.
Speed 20 feet, fly 40 feet, swim 30 feet
Melee ➤ fangs +17, **Damage** 2d8+8 piercing
Melee ➤ tail +17 (reach 10 feet), **Damage** 2d6+8 bludgeoning
Caustic Mucus ➤➤ (acid, arcane, evocation) Ahrkinos spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 7d6 acid damage (DC 23 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. Ahrkinos can't use Caustic Mucus again for 1d6 rounds.
Draconic Frenzy ➤➤ Ahrkinos makes one fangs Strike and two tail Strikes in any order.
Old Bones Ahrkinos's age has left him infirm and makes it difficult for him to fly. Ahrkinos becomes fatigued if he uses more than one Fly action to fly in a single round. His Speed Surge is considered one Fly action for this purpose. In addition, he immediately begins to fall at the end of his turn if he is flying, but treats the fall as 40 feet shorter.
Speed Surge ➤ (move) Ahrkinos moves up to twice his Speed. He can do this three times per day.

MURAXI

CREATURE 3

UNIQUE **N** **SMALL** **AQUATIC** **ELEMENTAL** **WATER**
Water mephit (*Pathfinder Bestiary* 151)
Perception +5; darkvision
Languages Aquan
Skills Athletics +9, Stealth +9
Str +2, **Dex** +4, **Con** +2, **Int** -2, **Wis** +0, **Cha** +0

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative. Rules for the Elite adjustment appear on page 6 of the *Pathfinder Bestiary*.

19-22 Challenge Points: Apply the Elite adjustment to Muraxi.

23-27 Challenge Points: Apply the Elite adjustment to Ahrkinos.

28-32 Challenge Points: Apply the Elite adjustment to both Ahrkinos and Muraxi.

33+ Challenge Points: Apply the Elite adjustment to both Ahrkinos and Muraxi. Increase the damage of each pile of fireworks's Explosive Blast to 7d8 fire damage and the DC to 26.

AC 19; **Fort** +9, **Ref** +13, **Will** +6
HP 43, fast healing 2 (while underwater); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** acid 3, fire 3
Speed 20 feet, fly 25 feet, swim 25 feet
Melee ➤ claw +11 (finesse), **Damage** 2d6+4 slashing
Arcane Innate Spells DC 20, attack +12; **2nd acid arrow**
Breath Weapon ➤➤ (acid, arcane) Muraxi breathes acid in a 15-foot cone that deals 2d6 acid damage to each creature within the area (DC 20 basic Reflex save). Muraxi can't use Breath Weapon again for 1d4 rounds.
Drench ➤ (abjuration, arcane, water) Muraxi puts out all fires in a 5-foot emanation. She extinguishes all non-magical fires automatically and attempts to counteract magical fires (+10 counteract modifier).

PILES OF FIREWORKS (4)

HAZARD 4

MECHANICAL **TRAP**
Stealth DC 21 (trained)
Description A pile of stolen and volatile pyrotechnics.
Disable Craft DC 21 (trained), Engineering Lore DC 19 (trained), or Explosives Lore DC 19 (trained) to safely remove the lit firework or Thievery DC 21 (trained) to remove the lit fuse from the firework.
AC 21; **Fort** +6, **Ref** +6
HP 48 (BT 24); **Immunities** critical hits, object immunities, precision damage
Light Fuse ➤ **Trigger** The pile of fireworks takes acid or fire damage. **Effect** The fuse of one of the fireworks begins to burn and the pile of fireworks enters initiative immediately before the triggering creature or effect.
Explosive Blast ➤ **Trigger** The pile of fireworks begins its turn. **Effect** The pile of fireworks explodes, dealing 6d8 fire damage (DC 25 basic Reflex save) to all creatures within 15 feet.

The Dragon Who Stole Evoking Day

APPENDIX 3: ART



AHRKINOS

The Dragon Who Stole Evoking Day

GM REFERENCE

Treasure Table

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

Chronicle Sheet

PCs who recover at least two of the piles of fireworks from the drake's lair gain access to dwarven daisies; otherwise, cross it off the Chronicle sheet.



Event Reporting Form

Date _____ Event Code: _____
Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Fame Earned:		

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
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		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
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		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

The Dragon Who Stole Evoking Day

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Pathfinder Society Quest #5: The Dragon Who Stole Evoking Day

Character Chronicle #

Herolab Code

K8Y3

A.K.A. _____		- 2		Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

It's unclear whether the aged drake or the detonating bags of fireworks were the most dangerous part of this mission, but it's the fireworks that came home with you. Hopefully your efforts also helped Amenopheus maintain his favored status in the Ruby Prince's court.

Boons

DWARVEN DAISY

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE FIRE SPLASH

Usage held in 1 hand; **Bulk** L**Activate** ♦ Strike

A dwarven daisy is a string of dozens of firecrackers that create tiny, loud explosions. The string ends with a short, wrapped fuse. Pulling off the wrapping in a quick motion lights the fuse and is done as part of the action to Strike. A dwarven daisy deals the listed fire damage and splash damage. A dwarven daisy also has a chance to dazzle its target. A creature struck by a dwarven daisy must succeed at a Fortitude save or become dazzled for 1 round.

Type lesser; **Level** 1; **Price** 6 gp

The firework deals 1d6 fire damage and 1 fire splash damage. The DC is 16.

Type moderate; **Level** 3; **Price** 18 gp

The firework deals 2d6 fire damage and 2 fire splash damage. The DC is 18.

Items

Purchases

lesser dwarven daisy (level 1; 3 gp; limit 5)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

moderate dwarven daisy (level 3; 8 gp; limit 5)

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #