



Year of the Open Road



**PATHFINDER
SOCIETY**

REVOLUTION ON THE RIVERSIDE

By Kalervo Oikarinen

PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1–08: Revolution on the Riverside is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1–4; Subtiers 1–2 and 3–4). As a scenario, this adventure is designed to take about 4 hours 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

Revolution on the Riverside makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as the maps *Pathfinder Map Pack: Palace* and *Pathfinder Map Pack: Ruined Village*. 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/guides>. This scenario has no scenario tags.

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GM SYNOPSIS

This adventure includes both combat and political intrigue elements.

ADVENTURE BACKGROUND

The tales of some of the most accomplished early Pathfinders, like Durvin Gest, are writ large across the pages of the earliest volumes of the Pathfinder Chronicles. But not every successful agent from those early years wanted their ongoing discoveries and exploits to be published for the world to read. Although she was well-known and respected by her contemporaries, the tales of Kerinha Napsunar's accomplishments have mostly faded from memory over the last several centuries. A few months ago, a group of Pathfinder agents recovered a record of some of her accomplishments in her first years with the Society. They painted a picture of a politically savvy agent who wasn't afraid to take great risks in order to save priceless historical artifacts from volatile situations where they were likely to be destroyed. Among other missions, she created a smuggling ring that took religious relics marked for destruction out of Rahadoum and into the Pathfinder Society's vaults. From the information that the Society has recovered so far, it is clear that she eventually traveled to the River Kingdoms to found her own Pathfinder lodge, but there are no records of what happened to her or to her lodge after that point.

The reasons for the downfall of the River Kingdoms lodge were twofold—hostile surroundings and a lack of promising sites in the nearby area. After about a decade, Kerinha uprooted the lodge and moved it to Cheliah, in a region that is now part of the nation of Andoran. To uncover a full picture of what happened while Napsunar was in the River Kingdoms and discover where she went next, the Pathfinder Society needs to manage a politically volatile situation of their own.

In the centuries since Kerinha left, her defunct lodge has changed hands several times. For the last 50 years, the ruins have been within the borders of the tiny kingdom of Artume. Artume has seen its own share of upheaval in the last decade. Two decades ago, its leader, Drellis Artume, fell victim to an assassin's blade. Artume's pregnant wife, **Queen Sovella** (LN human female noble), went into hiding, appointing her most trusted advisor as a regent. Though Queen Sovella planned to return to the throne after her child's birth, her advisor, Bransen Waiké, was unwilling to cede power. He hired assassins to kill Sovella and her infant son, Prince Edryd. Sovella survived this attack, and she and Edryd retreated to a remote monastery. Here, Sovella trained Edryd in the

WHERE ON GOLARION?

Revolution on the Riverside takes place in the small kingdom of Artume that is situated in the River Kingdoms, a cluster of small nations and cities that rise and fall based on their tempestuous fortunes. For more information about the River Kingdoms, see page 31 of the *Pathfinder Lost Omens World Guide* and *Pathfinder Campaign Setting: Guide to the River Kingdoms* available at bookstores and hobby stores everywhere and online at paizo.com.



ways of rulership and covertly stoked the resentment that Artume's people felt for their greedy and tyrannical ruler. Finally, revolution came when a group of disaffected locals, with help from the monks of Milani, deposed Waiké from power. As fate would have it, Edryd had just reached adulthood, and Sovella saw this as a sign that he was destined to take the throne.

The revolutionaries who overthrew Waiké wanted power to transfer to the people of Artume, rather than a cloistered hereditary monarch who swooped in once they had finished the dirty work. They also want to draw the attention of the Firebrands, a loosely affiliated group of freedom fighters. The would-be Firebrands, led by **Nalla** (CG female human) are now planning to overthrow Edryd as well, replacing him with an elected government. The disguised Razmiran priest **Harsus** (LE male human) has infiltrated the rebel group for his own purposes. While this group resents Edryd and his mother for taking too long to oust Waiké, the less-vocal majority of Artume's people would rather have Edryd in charge. The monks of Milani respect this zeal for revolution, but they also support the child they helped raise and believe that he is a just ruler. In this powder keg of a situation, the PCs' actions must inevitably tip the balance.

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ADVENTURE SUMMARY

The PCs arrive in the town of Artume by ship, accompanied by **Venture-Captain Holgarin Smine** (N male dwarf smith). They learn more about Artume and an old Pathfinder lodge before leaving the town. The PCs journey to a swampland valley containing the spider-infested lodge and a ruined village. The lodge contains old documents that detail first-generation Pathfinder Kerinha Napsunar's time in this region dealing with a cult, including a list of agents who worked with her. A group of rebels hides in the ruined village. If the PCs encounter the rebels, they might learn of a plan to overthrow **King Edryd** (LG human male noble). After learning of this plot, the PCs can join the rebels or side with the king against them. Afterwards, the PCs make their way back to town.

In Artume, the PCs can meet up with Venture-Captain Smine and perform some preparatory tasks before the rebellion begins. The PCs might make their way straight to the waterworks within Feldspar Cliffs, where the rebel leader awaits, or they might go to Gildtmede Keep to seek an audience with the king that can lead them to face the rebels through another path.

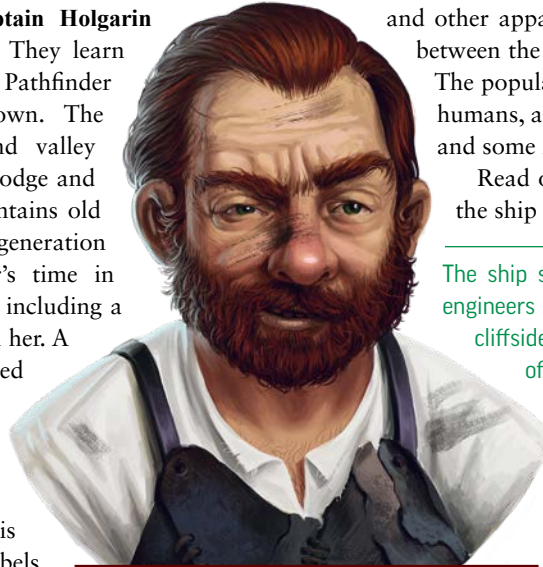
Depending on their choices, the PCs might have to fight or negotiate with either the king or the rebels, or both. Once the dust settles, Artume is either ruled by its king, the people, or both. If Harsus remains in a position to influence Artume's regime, Razmiran may gain a foothold to spread its influence in the region. Regardless, the PCs can use the list of Pathfinder agents to procure a journal that details where Kerinha Napsunar went next.

GETTING STARTED

The town of Artume is situated on the western bank of the River Sellen. At the center of the town are the feldspar cliffs that overlook the river and surrounding planes, and the Gildtmede Keep that stands on top the cliffs. The upper slopes house the oldest and generally more wealthy families which many of have a hand in ranching or trade via the Sellen River. The rest of the town houses the businesses like inns, smithies, and bakeries as well as the people that work in these establishments, or who work on the fishing boats that sail on the river or the ranches and farms outside the town proper. Under the

keep are extensive waterworks where gnome engineers maintain and operate waterwheels that power hoists and other apparatuses which move merchandise between the docks and vaults within the cliffs. The population of Artume consists mostly of humans, a significant community of gnomes, and some half-elves and half-orcs.

Read on paraphrase the following when the ship arrives in Artume.



HOLGARIN SMINE

The ship slides into dock as crews of gnome engineers operate hoists protruding from the cliffside overlooking the river. Large bundles of goods glide through the air at the end of sturdy ropes, down to ships at the docks and up to vaulted openings in the cliffside.. Above the cliff, the white walls and towers of a keep reflect the morning sun.

The ship sways gently in its berth as sailors ready a gangplank and throw ropes to dockhands. Not long after the plank slams against the dock, a dwarven man strides up from below deck, dressed in a white shirt and a black vest. This is none other than Venture-Captain Holgarin Smine. As he crosses his arms, toned by decades of hard work, he nods towards the town that spreads on the slopes around the keep, "Bet you're eager to get on your way. The Society needs you to find an old lodge. I hear it's northeast of the town. Learn any details you can about Kerinha Napsunar and report back to me. Also. Lot's changed with the new king and all. People don't always like change. I'd like to know if there's trouble brewing. I'll be conducting some business in town. You can contact me at the River Steed Inn." Smine points to a fancy three-story building that stands above the cliffside a bit south of the keep, "So that's two missions: find the lodge and keep your ears open. Any questions?"

The PCs can ask questions to learn more about the mission and Artume. If the PCs do not ask about the new king in Artume or Kerinha Napsunar, he comments gruffly on their lack of curiosity and volunteers the information from the first two questions unless the PCs prove they already know it. A PC can attempt a Society check or appropriate Lore check (DC 20) to Recall Knowledge to remember the information about one of these subjects.

What's the situation in Artume? "The old king, Drellis Artume, was assassinated two decades ago. Sir Waike, crusader I think, was made the regent. He tried to kill Queen Sovella. She was pregnant at the time. She fled

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to a Milanite monastery called Everbloom. Waikke was a slag heap, so eventually the populace rebelled with the support of the monks of Milani. Edryd, son of Drellis and Sovella, was of age. He's King Edryd now."

What can you tell us about Kerinha Napsunar? "She was part of the Society some three-hundred, four-hundred years ago. One of Durvin Gest's peers. Pathfinder agents found out about her early exploits a few months back. She was politically savvy and willing to risk a lot for historical artifacts. For one, she established a smuggling ring in Rahadom to save religious relics. She came here and founded a Pathfinder lodge. After that, it's your job to find out."

What's your business in town? "I'll be taking a peek at the machinery inside that cliff. Making some new contacts for my shop. And keeping my ears open." Smine is referring to his blacksmith shop and secret Pathfinder Lodge, Smine's Weaponworks.

What do you know about the old lodge? "Like I said, northeast from town. Near an abandoned village."

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 16 Society check to Recall Knowledge knows more about Artume and the River Kingdoms.

Critical Failure: A PC knows that everyone in the River Kingdoms hates nobles and rebellions are basically a popular pastime.

Success: A PC knows the Six River Freedoms. The PC gains a +1 circumstance bonus to checks to Make An Impression on people of the River Kingdoms any time they incorporate one of the Freedoms into their argument.

Critical Success: A PC has read an obscure Chronicle that contained a story from Artume's history containing a mention of a hidden passage between the waterworks and the keep which Drellis Artume used to outmaneuver a bandit lord.

DIPLOMACY (GATHER INFORMATION)

A PC who succeeds at a DC 16 Diplomacy check to Gather Information learns directions to the abandoned Pathfinder lodge. There's no chance of the PCs finding about the exact nature of the trouble brewing in Artume with a quick Gather Information check, as the rebels are in hiding until it's time to act.

Critical Failure: An old sailor with beady eyes spouts off various landmarks to help in the navigation. The PCs take a -2 circumstance penalty to the Survival check to locate the ruined village, as the sailor has never ventured far from the Sellen River.

Success: A scruffy-looking, lanky hunter scratches her head and gives pretty accurate directions to the ruined

THE SIX RIVER FREEDOMS

Say What You Will, I Live Free

This is the freedom of speech (and not to be confused with freedom from the consequences of your words). Criticism of government is common in the kingdoms, and lords of the kingdoms who are lenient with loose tongues are likely to live longer.

Oathbreakers Die

Making an oath is a huge deal for the people of the River Kingdom (where trust is hard to come by and earned in blood), and this freedom grants the people of the kingdoms leave to persecute anyone that breaks an oath. Riverfolk who take on oaths usually keep them or die trying.

Walk Any Road, Float Any River

This freedom prevents lords of the River Kingdoms from blocking travel over land and water, including charging tolls for passage. In particular, this means that no lord may own the mighty Sellen River, although it also means that every river barge is its own kingdom with its captain being the king.

Courts Are for Kings

One of the most basic freedoms of the River Kingdoms, this one holds that all laws within a River Kingdom are flexible, and that rulers of a kingdom may do as they wish. Visitors to a river kingdom—be they king or commoner—are bound by the (often arbitrary) laws of that kingdom.

Slavery Is an Abomination

People who escape slavery are an important fact of life in the River Kingdoms. A formerly enslaved person who escapes to the River Kingdoms is considered truly free.

You Have What You Hold

This freedom draws the moral distinction between burglary and robbery. Burglary, or the taking of another's property without their knowledge, is considered offensive and is punishable under common law, as it robs the victim of the ability to defend him or herself. In the River Kingdoms, it is more preferable to face your robber and be allowed the opportunity to resist. It is acceptable to take what you want by force.

village (page 6), granting the PCs a +2 circumstance bonus to the Survival check to locate it.

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Critical Success: In addition to the benefits for succeeding on this check, the PC observes that the atmosphere in Artume is lively and there doesn't seem to be widespread resentment toward the new king, and many seem to be optimistic about Edryd's rule.

JOURNEY TO THE VILLAGE (TRIVIAL)

Read or paraphrase the following once the PCs leave town.

Rolling plains stretch to the horizon outside Artume's walls. The road leads north alongside the Sellen River. Smaller paths and side roads branch off towards the eastern plains, where mounted riders herd livestock across the grasslands. Beyond the grassy hills opens up a gloomy valley, where a snaking river flows sluggishly toward the Sellen. Over the centuries, the river has turned the valley into marshland.

Charting a path to the ruined village requires a DC 15 Survival check to Sense Direction (DC 18 in Subtier 3–4). Only one PC can make the attempt, though one other PC can Aid them if they are also at least trained in Survival. Note that, as typical for Sense Direction, the PCs take a –2 item penalty on this check if they do not have a compass.

Critical Failure: The PCs go the wrong way and need to backtrack. . By the time they arrive, it's dark outside and the PCs are all fatigued from exertion.

Failure: The PCs find a way to the ruined village, but their route isn't optimal. By the time the PCs arrive, it's dark outside.

Success: A PC charts a good route to the village and they waste no time. When the PCs arrive at the village, it's still bright outside.

Critical Success: The PCs chart a safe and optimal route. When the PCs arrive at the village, it's still bright outside. Furthermore, the PCs' route avoids the quagmire hazard entirely (see below).

When the PCs cross the swamp, they risk falling into one of the quagmires dotting the swamp if they are not Searching for hazards. If it is dark outside, and they cannot notice the quagmire unless they uses a light source or they have low-light vision or darkvision.

GM Note: This encounter does not use a map. If the PCs fail the check to detect the quagmire, arrange them in marching order with the PC in the lead standing in an edge square of a 25 foot by 25 foot quagmire.

SUBTIER 1–2

QUAGMIRE

Page 18

Initiative Stealth +8

HAZARD 1

SUBTIER 3–4

TREACHEROUS QUAGMIRE

Page 23

Initiative Stealth +12

HAZARD 3

Development: After a long trek, the PCs arrive at the ruined village.

RUINED VILLAGE

Nestled next to a lone hill is a drab-looking village where many of the houses have collapsed, sinking slowly into the morass. On a hillside, overlooking the village, resides a weathered, two-story house with a broken tower.

The name of this village has been lost to time. After the Pathfinder lodge was abandoned, the tributary of the Sellen River gradually turned the fertile valley into swampland. During the following centuries, the village has served as hiding place for bandits, smugglers, and outcasts. Some of the occupants have planted hidden duckboards to make the passage through the swamp less treacherous.

Read or paraphrase the following when the PCs arrive at the valley. If the PCs arrive at night, the two-story house is illuminated only by the light of the moon.

A. Old Lodge

Moderate

Throughout the centuries the old lodge has had several occupants. Some of them even maintained the house, so it hasn't completely collapsed. There's a mostly swamped cellar under the lodge. Recently a colony of spiders and some web lurkers have occupied the house, with some of them ranging out to hunt while others protect the nest beneath the lodge.

Read or paraphrase the following when the PCs arrive.

A dilapidated wooden house looms on the windy hillside. The empty window frames and doorways reveal the building's dreary interior. An old tower juts upward from the building's southwestern corner.

The floors of the lodge are rotten; if a PC Strides two or more times during their turn, they must succeed at a DC 12 Reflex save at the end of each Stride or fall prone. Most of the lodge's ceilings are 10 feet tall. The upper levels in the octagonal tower in the southwest have collapsed, leaving a space that is 30 feet tall.

Creatures: Spiders, as well as a web lurker in Subtier 3–4, have infested the lodge. They are hiding in the shadowed depths of the upper tower above the collapsed stairwell. They skitter down the walls and attack if anyone enters

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the building or triggers a web trap, clambering quickly from the heights. See the appendices of this scenario for more details.

SUBTIER 1-2

HUNTING SPIDER

CREATURE 1

Pathfinder Bestiary 306; page 18

Initiative Perception +7

WEAK SPIDER SWARMS (2)

CREATURE -1

Pathfinder Bestiary 6, 306; page 19

Initiative Perception +4

SUBTIER 3-4

HUNTING SPIDERS (2)

CREATURE 1

Pathfinder Bestiary 306; page 23

Initiative Perception +7

WEB LURKER

CREATURE 3

Pathfinder Bestiary 325; page 24

Initiative Perception +10

Treasure: In the northwestern tower, a body wrapped in spider webs has a *minor healing potion* on its person (*lesser healing potion* in Subtier 3-4). The iron chest in the cellar contains a +1 *shortsword* (+1 *striking shortsword* in Subtier 3-4) and a 6-inch-tall golden statue of a woman with outstretched hands, flowing hair, and a chilling expression on her face. This trove is worth 2 Treasure Bundles.

After the PCs have dealt with the spider colony, they can explore the lodge. One of the web lurkers dropped through the floor into the hidden cellar and was crushed by the rubble. The otherwise undisturbed cellar holds a metal chest which contains treasure and documents that Kerinha Napsunar left behind.

The PCs find a journal in the chest that describes a cult of the Golden Daughter that tried to gain control of the region. Napsunar and her agents vehemently fought against the cult but unfortunately most the villagers were seduced to join the flock of the Golden Daughter, who claimed to be a god made flesh. While the Golden Daughter did manifest strange powers, Napsunar was skeptical of her godly origin. The Golden Daughter led her followers on a pilgrimage toward the west and Napsunar apparently lost track of her; at least, no records specifying the Golden Daughter's fate are included in the journal. Napsunar abandoned the lodge when the village begun to die out due to hostile environment rife with bandits and monsters. The villagers that were left behind

settled nearer to the Sellen River. One of the Pathfinder agents, Pavo Crispin, found a wife among the villagers and stayed behind with her when the other agents left with Napsunar.

Finally, the PCs find a list of Pathfinder agents that operated in the lodge. They can ask about these people in the town of Artume (see *Meet the Pathfinder Descendant* on page 10). If the PCs leave the lodge before morning, it's dark outside.

The PCs can either explore the rest of the village or rest at the lodge for the night. If the PCs would leave the village without exploring any of the rest of it, the rebel Chops notices them. He demands to know who they are, and as long as the PCs do not respond with hostility, he invites them to join him at his campfire (see area B below).

B. Rebel Camp

Moderate

As the PCs move through the village, PCs who are Searching can attempt a secret DC 16 Perception check to see if they spot a forgotten smuggler's stash. The stash contains a pouch filled with coins and gems, and a scroll case, altogether worth 1 Treasure Bundle.

Read or paraphrase the following before proceeding.

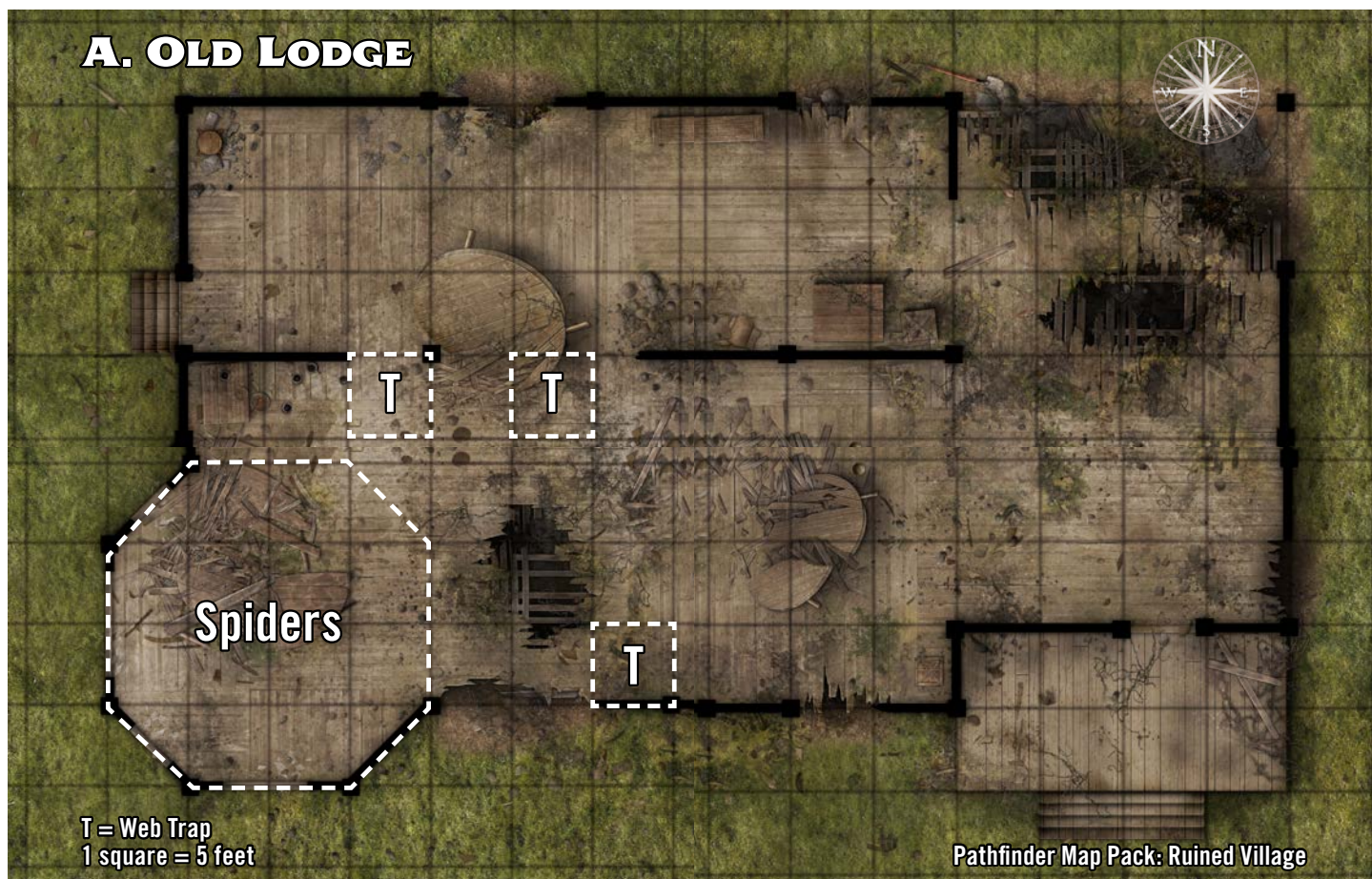
Three ramshackle buildings still stand upright on a patch of slightly drier ground. The largest one looks like a barn with a silo tower. The doors have long since rotted away. A flickering light of a campfire spills out of the openings of the barn.

The area outside the houses is difficult terrain due to the swampy ground.

Creatures: A burly, red-haired man named Chops greets the PCs. Chops leads the rebels, and if the PCs announce their presence or enter the camp, he demands to know who they are before inviting them to join him at the campfire. The location of the campfire is marked on the map.

Chops is gregarious and expressive so long as the PCs remain non-hostile. In casual conversation, he reveals that he and his friends dislike the king, who he feels should "go the way of Waike." He also reveals that his group is going to take part in a plot to overthrow King Edryd, and that they are part of the Firebrands, a loose-knit organization of freedom fighters and political reformers. Chops invites the PCs to meet with his boss, a woman named Nalla who leads the various groups of like-minded rebels in the region. If the PCs decline, Chops and the rebels immediately become suspicious, and attack the PCs in short order unless they can provide a suitable deflection. The group of rebels fight with the PCs if the PCs can't defuse the situation through

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persuasion or deceit. See the appendices of this scenario for more details.

One PC can attempt a DC 16 Deception or Diplomacy check to assure or deceive Chops that the PCs are not a threat to the rebel cause (DC 20 in Subtier 3–4).

Failure: The rebels decide the PCs are spies and immediately attack.

Success: The rebels are wary and insist the PCs accompany them to meet Nalla at the Waterworks; if the PCs agree, proceed to area C; the PCs automatically succeed at the Navigating the Waterworks task (page 10) thanks to their escort. If the PCs refuse, the rebels attack.

Critical Success: The rebels agree to let the PCs go on their way unescorted, but provide an invitation to meet their leader at Artume's waterworks written on a map of the facility. The PCs automatically succeed at the Navigating the Waterworks task.

SUBTIER 1–2

CHOPS

Page 20

Initiative Perception +5

CREATURE 0

REBELS (3)

Page 20

Initiative Perception +4

CREATURE -1

SUBTIER 3–4

CHOPS

Page 25

Initiative Perception +6

CREATURE 2

ELITE REBELS (3)

Page 25

Initiative Perception +5

CREATURE 1

Treasure: The coins and gems in the pouch are worth 2 Treasure Bundles. The scroll case contains a *scroll of darkness* (a *scroll of haste* in Subtier 3–4).

Development: If the PCs don't speak with the rebels, they can still learn about their plot. Chops carries a note from Nalla about the upcoming meeting. Provide the players with **Handout #1: Rebel Note**. After dealing with both the rebels and the spiders, the PCs can safely rest for the night in the village or return to Artume.

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B. REBEL CAMP



ARTUME

When the PCs return to Artume, they have a chance to rest for the night if they haven't already. If the PCs return with a rebel escort, the rebels insist they meet with Nalla first (see *Navigate the Waterworks* on page 10).

Timeline

Without the PCs' influence, the following events unfold (though the PCs are very likely to interrupt this sequence of events, either of their own initiative or at Holgarin Smine's request). At sundown, Nalla holds a meeting with rebels. Soon after, the rebels set fire to several buildings in an attempt to distract the guards. Bells sound out in the night. As town guards rush towards the fires to investigate, figures wearing various red garments rush into alleys avoiding the guards and continue on their way to other parts of the town. The figures run back into the waterworks through the secret passage. After a short wait to allow more guards to rush into the streets, the rebel pass through a secret door leading from the waterworks to the palace. From there, they launch an ultimately unsuccessful attack on the king.

Activities

The following are likely activities the PCs may attempt. As long as the PCs act quickly upon returning to Artume, they have time to do all of these. After the fire starts, they cannot Shop and Resupply.

Approach the Keep: The PCs can go directly to Giltmede Keep to request an audience with King Edryd, or to meet with him if they have already secured an invitation to do so.

Meet the Pathfinder Descendant: The PCs can follow up on the information they found in the ruined lodge, seeking out any descendants of Pavo Crispin, the Pathfinder who remained in this region after Napsunar departed.

Navigate the Waterworks: The PCs travel through the waterworks to meet with Nalla, either to fight her or to speak with her.

Report to Venture-Captain: The PCs meet up with Venture-Captain Smine and report their findings.

Shop and Resupply: The PCs stop by Artume's busy marketplace to purchase items.

Turn in the Rebels: The PCs report the rebel's plans to the guards of Artume.

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APPROACH THE KEEP

A path winds up to the steepest part of the rocky hill where the Gildtmede Keep stands. This stretch of steep rock separates the keep from the town that stretches on the gentler slopes below. The path ends at a sturdy wooden gate covered by several arrow slits. A guard clad in a blue surcoat raises one hand while a crossbow rests in his lap, “On what business do you approach the keep!”

The PCs gain an audience if they succeed at a DC 15 Diplomacy check (DC 19 Diplomacy in Subtier 3–4), if they have an invitation from the town guard, or they have a document from Venture-Captain Smine. If they are granted an audience, the PCs can head to his throne room (area **D**)

MEET THE PATHFINDER DESCENDANT

The PCs can use the list of Pathfinder agent names from Napsunar’s abandoned lodge to find a descendant of one of the Pathfinders that stayed in the area to start a family. He was named Pavo Crispin. The Crispin family has quite a long history in the area and they have grown to be a prominent member of Artume, so questioning a few residents is enough to locate the family house. The house is a quite narrow three-story house in the better part of Artume, though it looks a bit timeworn. The descendant is named Aula Crispin, a gray-haired half-elf woman dressed in a green gown. She’s widowed and lives with a local housemaid. Her children have already moved to houses of their own. One of the family heirlooms is a journal that details where Napsunar and the rest of the Pathfinders went. The PCs can request for the keepsakes inherited from the Pavo with a DC 15 Diplomacy check (DC 19 Diplomacy in Subtier 3–4).

On a successful check the PCs gain various historical items from Pavo’s travels and his journal, on a failure they still get a copy the journal.

Rewards: If the PCs recover Pavo’s historical items, the Society rewards them with 1 Treasure Bundle worth of gold.

NAVIGATE THE WATERWORKS

The PCs locate the right waterworks entrance and the guiding crossed-swords marks by succeeding at a DC 15 Perception check (DC 19 in Subtier 3–4). On a failure, the PCs eventually find their way, but they cross enough ground and take enough time that a rebel eventually notices signs of the PCs’ presence. This has effects in the encounter in area C. The PCs succeed at this check automatically if Chops guides them or if they have the map to the meeting spot (page 8). The PCs arrive at area **C**.

REPORT TO THE VENTURE-CAPTAIN

The PCs meet up with Venture-Captain Smine and report their findings. Alternatively, this encounter can take place after the situation with the rebels and the king has been solved. In that case, the PCs won’t see a paper bird and Smine has already read the letter.

Read or paraphrase the following when the PCs arrive at the River Steed inn.

The River Steed Inn resides quite close to the Gildtmede Keep and near the cliffside. The sign of the inn has horse rising out of a flowing river. Several rooms have balconies overlooking the Sellen river.

Venture-Captain Smine sits at a desk writing a letter, the open balcony door behind him giving a view over the docks and the Sellen River. A paper bird flies through the open doors and unfolds into a letter on the table. Smine hold up his hand for silence as he eyes the letter before handing it over. “So, what did you find out?”

Provide the players with **Player Handout #2: Firebrand Letter**. The PCs can ask Smine questions, and he provides them with advice if requested. If the trouble hasn’t started yet, he doesn’t know when the plot is supposed to take place. He can provide the PCs with an official document that grants them entrance to the keep.

How do you know this Firebrand? “Our interests have aligned in the past. Maybe I’ll tell you about it someday.”

How did your investigation go? “The waterworks had interesting machinery. Could be good customers. I also found out about those self-proclaimed Firebrands.”

What do you think we should do? “You could speak with the king. Or you could look for the ‘Firebrands.’ They were talking about some suspicious types loitering near the waterworks.”

Smine has little else to tell the PCs at this point, though if they ask for guidance he says, “A Pathfinder is one who is driven to explore the world, report on what they find, and always to strive for cooperation. Perhaps those rebels or the king could benefit from people so inclined. Particularly at a time like this.”

SHOP AND RESUPPLY

Artume is a bustling trade port enjoying the early fruits of revitalization after the removal of Waike, and the PCs have no difficulty finding common items of their level or lower for purchase.

TURN IN THE REBELS

If the PCs defeated the rebels in combat or managed to leave area **B** without being accompanied by the

Revolution on the Riverside

rebels, they have an opportunity to reveal the rebel's numbers and location to the town guard. While this does not stop the rebel plot (since there are still several more rebel cells in the area, including Nalla's group), it does slow them down. If the PCs report the rebels, the guards inform them that they are invited to meet with King Edryd in his throne room (area **D**).

C. Waterworks Chamber Moderate or Severe

Several canals meet up in this large underground chamber partly lit with lamps on the walls. Two great waterwheels turn under waterfalls that flow on the eastern side of the chamber. Clusters of barrels and crates are set around the chamber.

The waterworks consists of canals and vaults carved into the feldspar cliffs under the Gildtmede Keep. Some of the water is redirected from the Sellen River itself while the rest comes from an underground tributary that flows through the cliffs. With the help of underground dams, the gnome engineers can adjust the output of the waterwheels according to the needs of the docks. Some of the vaults are accessible only with the help of hoists, making them secure storing locations for valuable goods.

The waterworks chamber roof is 60 feet high from the floor of the lower area, and the higher area is 10 feet higher than the lower area. Stairs go up 5 feet for every 5 feet traversed horizontally. The canals are 5 feet deep and the water flows 10 feet per round towards the western canal entrance. Anyone who enters into the same space as a waterwheel takes 2d6 bludgeoning damage (DC 16 Acrobatics to avoid or to traverse up with the waterwheel). Floors within 5 feet of a waterwheel are slippery and slanted toward a canal. A creature that enters a slippery square falls prone and slides straight into a canal (DC 15 Acrobatics to avoid). There's no natural light as the chamber is deep underground, but there are oil lamps placed around the chamber that provide light like a hooded lantern. The lamps are placed 5 feet above the floor and they can be darkened with an Interact action. There are clusters of oil barrels around the chamber that burst at the beginning of the next round if they are caught on fire. A bursting cluster of barrels spreads burning oil 5 feet around them that burns for 2 rounds for each barrel in the cluster. A creature entering or starting its turn in the burning area takes 1d6 points of fire damage (2d6 in Subtier 3–4). A creature that is in the area during the initial burst is set on fire and takes 1d6 persistent fire damage unless it succeeds at a DC 12 Reflex save (2d6 damage and DC 16 Reflex in Subtier 3–4).

A secret door on the east side that connects to passage that leads to area **D**. A PC can spot the secret door on the eastern wall of the upper area with a successful DC 15 Perception check (DC 19 in Subtier 3–4). The entrance is 10 feet high, as is the tunnel behind the secret door. A PC can use the dust and cobwebs found in the passage to help them track or notice any invisible or hidden creatures. The passage is meant to serve as an escape route for the royal family in case the keep falls. If a PC looks into the southern alcove next to the secret door, they find a skeleton with some items on it. The bearded skeleton has pouch, something on its head, and a bottle on its belt.

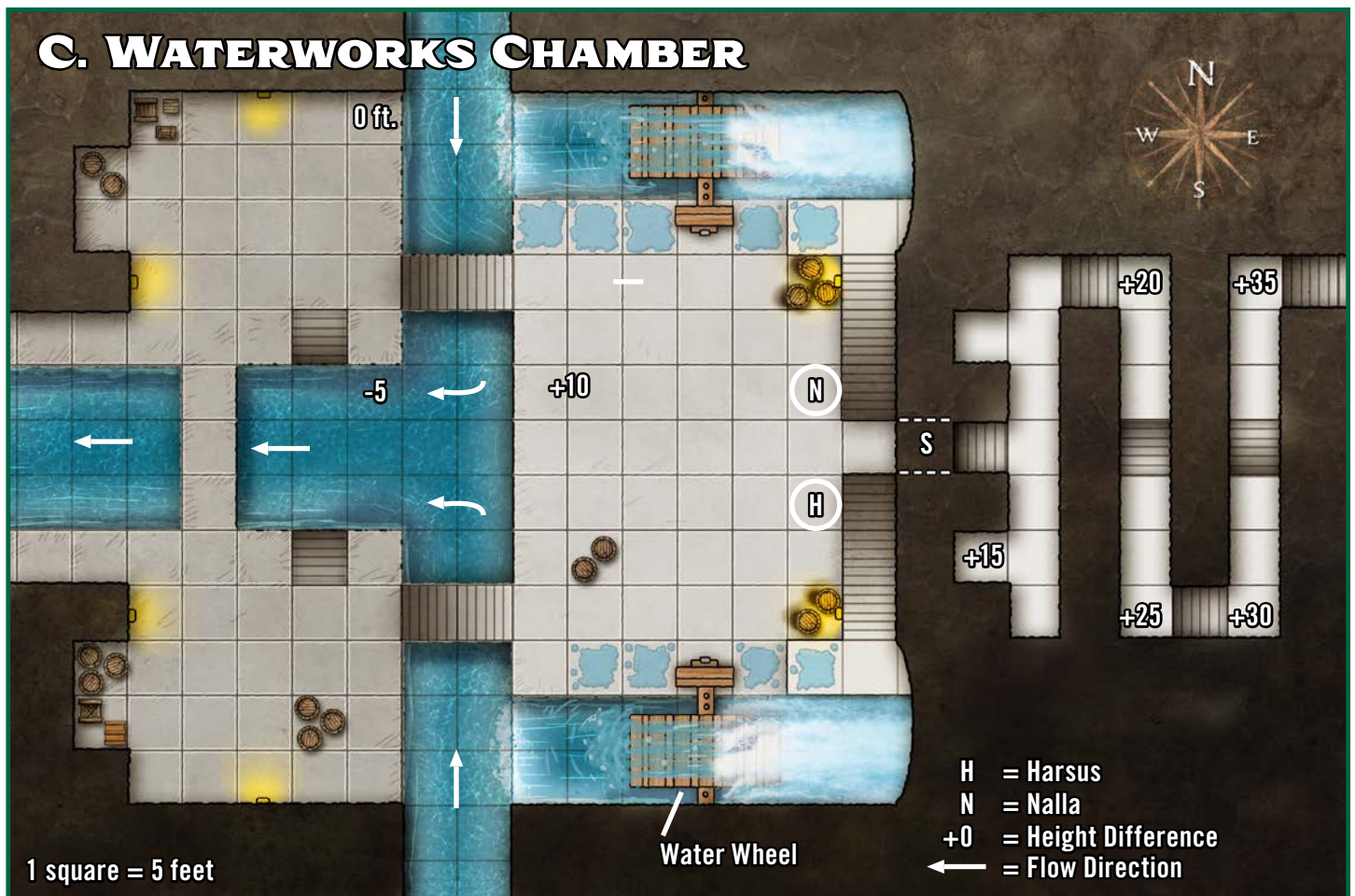
Creatures: In the hours leading up to the attack on the king, the rebels spend much of their time here.

When the PCs make contact with rebels, they can try to talk with them. If the PCs arrive with the rebels from the ruined village, Chops makes the introduction between Nalla and the PCs while the rest of Chops' group head off elsewhere to distract town guards. If the PCs attack without warning, the rebels are no longer willing to talk. Refer to the scenario's appendix for more information if combat breaks out.

The most important NPCs the PCs can speak with in the Waterworks are the rebel leader Nalla and Harsus, a rebel who is secretly priest of Razmir. Nalla tells the PCs why she seeks to overthrow the king. The PCs can either agree with Nalla and convince her that she should let the PCs join the rebels, or they can attempt to influence her plan in some other way. The Razmiran priest observes the situation closely but doesn't act unless his plans are in danger (for example the PCs try to talk Nalla down from rebelling). He argues against any ideas the PCs present to Nalla that go against his plans but if his and the PCs' goals align, he remains silent. For more information on their motives, as well as means of uncovering Harsus's ulterior motives, see the sections below.

Nalla: Nalla was one of the leaders of the original rebellion that dethroned Waike, but her goal was for the people of Artume to take control of their own future. Most of the other leaders of the rebellion seemed to be fine with Edryd claiming the throne, being older and having fond memories of time when Edryd's father ruled. Nalla on the other hand remembers only the tyrannical rule of Waike who had her parents killed. Nalla managed to escape with her life and joined up with others who had garnered Waike's displeasure. Slowly they started to incite a rebellion against the tyrant with the support of the monks of Milani who opposed Waike's rule. Nalla is not content with having another noble rule over Artume with no guarantee that he wouldn't become a monster. She gathered her closest allies from the previous rebellion and, having heard stories of Firebrands spreading freedom

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from tyranny throughout Golarion, they decided to take up that banner onto themselves. Nalla has recruited more young people into her band of self-proclaimed Firebrands, who have no nostalgia for the Artume family. Nalla sees herself as serving the people of Artume and she distrusts Edryd who she sees as a potential threat.

Harsus: Harsus grew up in Razmiran where he recruited into the Church of Razmir, the Living God. After indoctrination and reaching the position of a priest of the Third Step, he was more resolute than ever in his devotion to his god, so he was sent to the River Kingdoms to search for new converts and to hopefully establish a foothold in the region. Harsus learned of the troubles in Artume and the recent rebellion where Sir Waike was overthrown, and Edryd took his place. Harsus sensed an opportunity to destabilize Artume as the new king's hold on his lands might not yet be stable. Shortly after arriving in Artume, he made contact with the discontent rebels lead by Nalla. Harsus has stoked some of the rebels' resentment towards the new king to outright hatred while working to convert them into the

Razmiran faith. The small new cell of faithful keeps their beliefs hidden, and he has specifically taken care to avoid drawing Nalla's attention to his agenda. Harsus intends to gain influence over the potential new regime after Edryd has been overthrown, and if that isn't possible, the death of Edryd would leave Artume destabilized and vulnerable. Harsus is clad in a gray robe that shadows most of his face. The iron mask that serves as a symbol of his faith has been glamered to disappear on command even when worn, so he can keep his affiliations hidden from those who might take issue with a Razmiran priest operating in the region. When the PCs interact with Harsus, they have the chance to pick up a few clues that all is not as it seems. In Subtier 3-4, Harsus does a better job at concealing these clues. A PC who succeeds at a DC 18 Perception check (DC 21 in Subtier 3-4) notices subtle distortions in the way his face and hair move, suggesting some form of disguise or illusion on his face. A PC who is Trained in Religion can discern Harsus' robes to be those of a Razmiran priest with a successful DC 15 Religion check (DC 18 in Subtier 3-4). Alternatively, the PCs

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can who is Trained in Society can identify his accent as Razmiran with successful DC 15 Society check (DC 18 in Subtier 3–4). Nalla has noticed signs that he may be using a disguise, but, in the absence of other clues, she does not mind someone hiding their identity.

Influence: If the PCs want to convince Nalla to give up the rebellion or change her plans, they must make a case. The PCs can attempt up to three DC 15 Skill checks to present their arguments (DC 19 in Subtier 3–4). If they earn at least two successes on these three checks, they convince her. A critical successes counts as two successes, and a critical failures negates the effects of a success.

If the PCs reveal that Harsus is a Razmiran priest, they gain a +1 circumstance bonus on these checks. The First River Freedom guarantees freedom of worship, so Nalla doesn't immediately turn against Harsus but she is more suspicious of him and his motives. The skills the PCs can use are for example Deception, Diplomacy, Intimidation, Society, or an applicable Lore. Other skills are allowed as well if they pertain to the argument. Only one person can make a skill check to present an argument. If Chops from the ruined village guides the PCs, they gain a +1 circumstance bonus to their skill checks to influence Nalla. Alternatively, the PCs gain a +1 circumstance bonus to their skill checks to influence Nalla if they used previously learned insights in their arguments, such as the general mood of the people that is for King Edryd or that actual Firebrands don't consider the rebels as part of their movement. If the PCs meet both of these conditions, they instead gain a +2 circumstance bonus.

SUBTIER 1–2

HARSUS

CREATURE 1

Page 21

Initiative Perception +4

NALLA, REBEL LEADER

CREATURE 1

Page 22; art on page 30

Initiative Perception +6

WATERWORKS REBELS (2)

CREATURE -1

Page 21

Initiative Perception +4

SUBTIER 3–4

ELITE WATERWORKS REBEL

CREATURE 1

Page 26

Initiative Perception +5

HARSUS

CREATURE 3

Page 26

Initiative Perception +6

NALLA, REBEL LEADER

CREATURE 3

Page 28; art on page 32

Initiative Perception +8

REBEL BRUTES (2)

CREATURE 2

Page 27

Initiative Perception +6



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Treasure: The skeleton is wearing a *hat of the magi* (goggles of night in Subtier 3–4), and the bottle is an *oil of potency* (invisibility potion in Subtier 3–4). Together, these are worth 2 Treasure Bundles.

If the PCs join the rebel leader, whether in earnest or with deceit, they enter the secret passage and make their way up the secret passage to area **D**. If the PCs fight and defeat the rebel leader and the rebels, they can make up their way to area **D** to make sure the King is safe. If the rebel leader is alive, the PCs can take her up to the throne room with them. During the fight, the Razmiran priest attempts to slip through the secret door unnoticed. The priest intends to use magic to go invisible or to disguise as a guard, so that he can act once the PCs have left.

D. Throne Room **Moderate or Severe**

Gildtmede Keep is highly defensible due to its placement on the cliffs. Additionally, the towers and walls are designed to offer tiered defenses so that attackers must pay dearly for each foot gained to reach the main keep. The white stone interiors are clean and lean more towards practical needs than ostentatiousness.

Read or paraphrase the following when the PCs enter the throne room.

A wide red carpet runs across this hall of white stone, leading from a pair of iron doors to a dais with two thrones. Several statues and trophies line the walls of the hall as chandeliers light up the room. Light from outside shines through skylights set in the ceiling.

King Edryd, Queen Mother Sovella, and **Brother Karyn** (LN male half-elf) are locked up in the throne with some guards as a precaution as other rebels are causing trouble throughout the town.

If the PCs arrive to the throne room before confronting the rebels, they can offer to help the king with the situation. The king knows that the rebels have attacked the waterworks. He also knows where the secret passage is, but he doesn't know that the rebels know of its location. He is not interested in holding a long conversation while the rebels actively oppose him. He welcomes the PCs to stay in the throne room to protect him or to travel to the Waterworks to seek them out.

The PCs might try to convince the king to change make a compromise with the rebel's cause. For example, the PCs could plead with the king to give more say to the people, perhaps by adopting a council chosen from the people that could advise the king. This might appease the people that joined the rebels. Similarly, the PCs can ask the king to show mercy to the rebels. If they try to

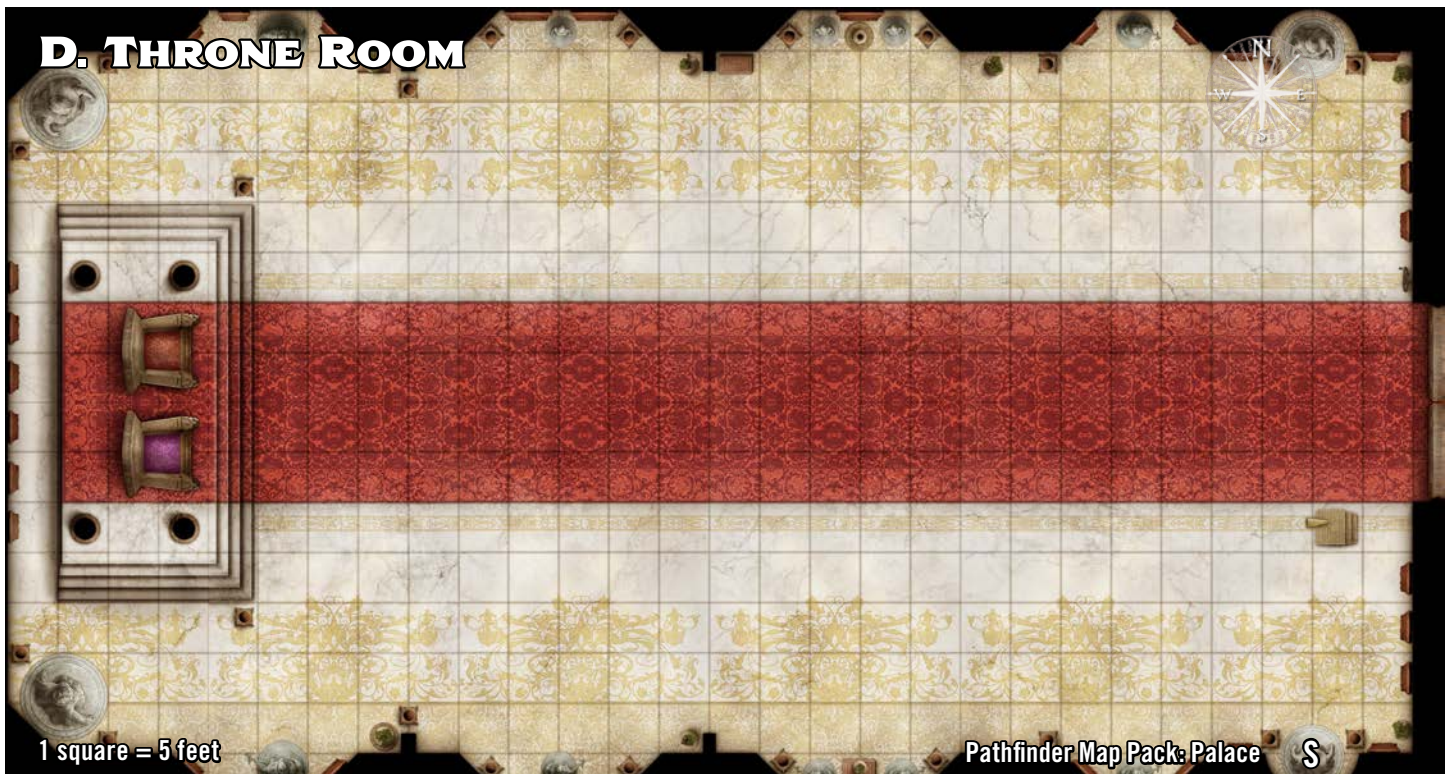
convince Edryd to make changes to his rulership, use the Influence section below.

Influence: The king offers the PCs a chance to make their case. After the PCs state their requests, the king asks his advisors for opinions. Queen Sovella speaks of the people's duty to obey their lawful king and that anything endangering Edryd's rulership cannot be allowed. Brother Karyn sympathizes with the rebel's ideals, but a he believes that a rebellion isn't justified against Edryd and is determined to protect the king. If these opinions don't fit with the PCs' requests, adjust them but try to keep them true to the NPC's values. After each opinion, the king asks the PCs to respond. One PC can attempt to rebut each of these opinions with a DC 15 skill check (DC 18 in Subtier 3–4). If the PCs succeed at one of these checks, they gain a +1 circumstance bonus to influence the king; this bonus increases to +2 if they succeed at both checks.

Finally, the king asks why he should do what the PCs request. The PCs present their arguments by making a skill check against DC 16 (DC 20 in Subtier 3–4). The PCs have five opportunities to make their case, during which they must earn 3 Influence Points to convince the king (or 4 Influence Points at a table of 6 players). They gain 1 Influence Point for a successful check and 2 Influence Points for a critical success. On a critical failure, they lose 1 Influence Point. The PCs choose which request they are arguing for before they attempt the check. Any skill that reasonably pertains to a PC's rebuttal or argument can be used to make a skill check, for example Deception, Diplomacy, Intimidation, Lore, or Society. Direct threats against the king, advisors, or Artume result in the guards stepping in and attempting to detain the PCs but for example painting a dire situation that would result from the king's actions is allowed. Only one PC can make a rebuttal or an argument at a time though one other PC can Aid in the check.

King Edryd: King Edryd was trained in statecraft and combat at the temple of Milani where he was raised in hiding by his mother and the monks of Milani, but he has no practical experience other than what he has gathered in the short time he has ruled over Artume. His primary tutor was a monk named Karyn. Edryd is still unsure in his rulership and relies on his mother Sovella and Karyn, who joined Edryd in Artume to be his advisor. Edryd hasn't slept well lately as the would-be Firebrands have been causing minor trouble throughout the kingdom to draw out some of the forces from the town before the overthrow attempt. This combined with regular stress of the burdens of rulership has him on edge though his instinct is to act in the best interest of the people.

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Queen-Mother Sovella: Sovella has gone through hardships as she escaped assassins and hid in the monastery with her son so that Waike would not finish the job. Now that she has finally returned her son to the throne, she isn't going to let anything jeopardize that rule. She thinks that while a ruler is obliged to protect their subjects, the subjects owe the ruler their obedience. Sovella is primarily concerned with keeping her son's rule secure. She feels that rebellion warrants no mercy.

Brother Karyn: Karyn has been at Everbloom, the monastery of Milani, for a long time and he was there when Drellis Artume founded his kingdom. He's fond of Edryd, who he helped raise, and sees him as a rightful ruler with a good heart but he is also sympathetic to desire of the common people to have a say in their governance. Actions however have consequences, though punishments must be meted out judiciously.

Creatures: A Guard captain and several guards surround and protect King Edryd, Queen Mother Sovella, and Brother Karyn, who begin on the raised throne platform and do not fight. See the appendixes of this scenario for more details. If the PCs decided to wait for the rebels here, use the stat blocks for Nalla and the typical number of rebels from area C, as well as the tactics from area C as they apply. Add additional background rebels or guards that enter through the

doors and secret passage to maintain the appropriate difficulty for the PCs' encounter. Harsus hides in the secret passage, watching the results of the fight. If he is discovered, he attempts to flee.

When the dust settles, there's the final chance to appeal to either Nalla or the king, if the PCs haven't already done so when it comes to the fate of Artume.

SUBTIER 1-2

GUARDS (2) CREATURE -1

Page 22

Initiative Perception +5

GUARD CAPTAIN CREATURE 1

Page 22

Initiative Perception +6

SUBTIER 3-4

VIGILANT GUARDS (2) CREATURE 2

Page 28

Initiative Perception +8

VETERAN GUARD CAPTAIN CREATURE 4

Page 28

Initiative Perception +9

Revolution on the Riverside

Treasure: If the PCs helped either the king or the rebels to win, or reach a compromise, they are awarded a small treasure chest filled with 2 Treasure Bundles worth of gold.

Special: By the end of this encounter, the PCs should have either won the fight, fled, surrendered, or lost the fight. If the PCs take no part in the fighting, the king eventually prevails.

If the king remains in power, the rebels are taken as prisoners, pending a judgment from the king. If the rebels won, the king is taken hostage and the remaining guards surrender.

If the PCs were on the winning side, they are rewarded and the Pathfinder Society earns allies in Artume. If the PCs were on the losing side or angered the winning side, Venture-Captain Smine negotiates their release if needed, and the Pathfinder Society's reputation in Artume is damaged.

Artume is either in the hands of the rebels, the king, or on its way to some sort of a compromise that gives some power to the people. Harsus remains either a threat to Artume or he has been removed as a threat.

Finally, the PCs can track down the descendant of the Pathfinders from Napsunar's lodge, if they haven't already done so (see Meet the Pathfinder Descendant on page 10). Even if the PCs are currently wanted by the regime in power, the chaos of the situation allows for them to seek out the descendant before they leave Artume.

CONCLUSION

The PCs can then join up with Venture-Captain Smine

to conclude the adventure. If Smine didn't already meet with the PCs, do that encounter now. If the PCs caused trouble for the Society, Smine remarks on the situation but he doesn't get personal. Otherwise he congratulates the PCs on a job well done and they can all leave Artume. Back on the boat, inspection of the recovered documents reveals that Napsunar headed to an area in western Chelax that falls now inside the borders of Andoran.

Reporting Notes

Check box A if King Edryd still rules Artume, box B if Edryd rules alongside a council, or box C if Edryd is overthrown. Check box D if the Razmiran priest is still in a position of influence with Artume.

Primary Objectives

If the PCs learn where Kerinha Napsunar went after she left the River Kingdoms and successfully help to resolve the rebellion one way or another. Each PC earns 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

If the PCs accomplished two of the following tasks, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon: Return to Artume before the trouble starts, recover the original Pathfinder journal from the descendant, or successfully influence either the king or the rebel leader (influencing both counts as two accomplished tasks).

Revolution on the Riverside

Handout #1: Rebel Note

Go to the waterworks at sundown tomorrow. May the brand guide you. They won't see us coming.

-N

Handout #2: Firebrand Letter

Dear Holgarin,

These so-called rebels you mentioned aren't recognized by any group of Firebrands I'm acquainted with. I'm sympathetic to their yearning for people to choose their own fate but from what I've gathered, the majority of the people are happy with King Edryd. In my opinion, this means that even if their hearts are in the right place, their rebellion could lead to more harm than good. I have no operatives in the vicinity, so if you wouldn't mind keeping an eye on things over there on my behalf, I would be thankful. If you are in need of my assistance in the future, I'll be more than happy to oblige.

Regards,

Ionnia Valanti

Revolution on the Riverside

APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text.

Journey to the Village (Subtier 1-2)

If the PCs do not notice the quagmire, the PC in the lead of the group steps onto one of its corners. The quagmire takes up a 25-by-25 foot square and is 10 feet deep.

QUAGMIRE

HAZARD 1

COMPLEX ENVIRONMENTAL

Stealth +8 (trained)

Description A patch of treacherous bog attempts to submerge creatures that step onto it.

Disable Survival DC 15 (trained) to disturb the surface and make the quagmire plainly visible.

Submerge ◆ **Trigger** A Small or larger creature walks into a quagmire. **Effect** The triggering creature sinks into the quagmire up to its waist. The quagmire rolls initiative if it hasn't already.

Routine ◆ On its initiative, the quagmire pulls each creature within it 1 square toward the center of the quagmire and 1 step further submerged; a creature that is submerged up to its waist becomes submerged up to its neck, and a creature that is submerged up to its neck is pulled under and has to hold its breath to avoid suffocation (*Core Rulebook* 478).

A creature in the quagmire can attempt a DC 17 Athletics check to Swim to either raise itself by 1 step if its submerged to its neck or worse, or to swim out of the quagmire if its submerged up to only its waist. On a critical failure, the creature is pulled down 1 step. A creature that Swims out of the quagmire escapes the hazard and is prone adjacent to the quagmire. Other creatures can Aid the creature, typically by using a rope or similar tool, or attempt to pull a creature within their reach out with a DC 17 Athletics check, with the same results as if the creature attempted the check.

Reset The hazard still submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

Encounter A (Subtier 1-2)

Web traps on the ground are identical to hunting spider's web trap. The spiders attack closest PCs, preferring to attack those caught in a web trap. Alternative, the spiders make ranged attacks first against targets that aren't trapped in spider webs. If the spiders are almost dead with no hope of winning, they attempt retreat up into the broken tower.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one weak spider swarm to the encounter.

12–3 Challenge Points: Add one hunting spider to the encounter.

14–15 Challenge Points: Add one weak spider swarm and one hunting spider to the encounter.

HUNTING SPIDER

CREATURE 1

NE MEDIUM ANIMAL

Pathfinder Bestiary 306

Perception +7; darkvision, tremorsense (imprecise) 30 feet (creatures touching its web)

Skills Acrobatics +7, Athletics +5, Stealth +7

Str +2, **Dex** +4, **Con** +1, **Int** –5, **Wis** +2, **Cha** –4

AC 17; **Fort** +6, **Ref** +9, **Will** +5

HP 16

Spring upon Prey ◆ **Trigger** A creature touches the hunting spider's web while the hunting spider is on it; **Requirements** Initiative has not yet been rolled; **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before rolling initiative.

Speed 25 feet, climb 25 feet

Melee ◆ fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

Ranged ◆ web +7 (range increment 30 feet), **Effect** web trap

Descend on a Web ◆ (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

Hunting Spider Venom (poison) **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).

Web Trap A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).

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WEAK SPIDER SWARMS (2) CREATURE -1

N **LARGE** **ANIMAL** **SWARM**

Pathfinder Bestiary 6, 306

Perception +4; darkvision, tremorsense (imprecise) 30 feet
(creatures touching its web)

Skills Acrobatics +4, Athletics +1, Stealth +4

Str -2, **Dex** +3, **Con** +0, **Int** -5, **Wis** +0, **Cha** -4

AC 14; **Fort** +3, **Ref** +6, **Will** +1

HP 8 **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 20 feet, climb 20 feet

Swarming Bites ◆ Each enemy in the spider swarm's space takes 1d4-1 piercing damage with a DC 13 basic Reflex save. A creature that fails its save is exposed to spider swarm venom.

Spider Swarm Venom (poison) **Saving Throw** Fortitude DC 13;

Maximum Duration 4 rounds; **Stage 1** 1 poison and enfeebled 1 (1 round); **Stage 2** 1d4 poison and enfeebled 1 (1 round).

Revolution on the Riverside

Encounter B (Subtier 1-2)

Three rebels and Chops assail the PCs. Chops prefers to fight in melee when he can. The other rebels use their shortswords in melee or their shortbows at range, whichever makes the most sense for their current situation. If only one rebel or rebel brute remains, they attempt to flee.

CHOPS

CREATURE 0

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +4

Languages Common

Skills Acrobatics +3, Athletics +5, Stealth +3

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

Items hatchet, heavy crossbow (20 bolts), studded leather armor, torch

AC 15; **Fort** +6, **Ref** +3, **Will** +4

HP 16

Attack of Opportunity ⤴

Speed 25 feet

Melee ⤴ hatchet +7 (agile, sweep), **Damage** 1d6+3 slashing

Ranged ⤴ heavy crossbow +5 (range increment 120 feet, reload 2), **Damage** 1d10 piercing

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one rebel to the encounter.

12-13 Challenge Points: Add two rebels to the encounter.

14-15 Challenge Points: Add three rebels to the encounter.

REBELS (3)

CREATURE -1

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +4

Languages Common

Skills Acrobatics +5, Athletics +3, Stealth +5

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

Items leather armor, shortbow (20 arrows), shortsword, torch

AC 16; **Fort** +3, **Ref** +7, **Will** +4

HP 8

Speed 25 feet

Melee ⤴ shortsword +5 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

Ranged ⤴ shortbow +5 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Sneak Attack The rebel deals 1d6 extra precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to the rebel.

Revolution on the Riverside

Encounter C (Subtier 1-2)

If the PCs talk the rebel leader into giving up on the rebellion, Harsus instigates a fight, accusing the rebel leader of betraying the cause; other rebels converted to the faith of Razmir join the priest. Nalla won't take part in the fight, since she doesn't want to take arms against fellow rebels. If the rebel leader fights against the PCs, Harsus attempts to sneak through the secret door and close it behind him (DC 16 Perception to spot). If a PC attacks Harsus or tries to grapple him during this, he fights back but prioritizes getting away. Nalla starts the battle by inspiring her allies and using *telekinetic projectile* with her sling bullets, targeting anyone that looks like a spellcaster. She surrenders if she is alone and heavily injured. Harsus doesn't want to engage in melee, so he uses spells from a distance. Harsus tries to escape either through the secret passage or a canal tunnel, if there are only one or less allies left fighting. Rebels brutes prefer to fight in melee, and they attempt to block enemies from reaching Nalla, for example by blocking the stairs. The rebel prefers to use ranged attacks from a higher ground.

HARSUS

CREATURE 1

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +4

Languages Common

Skills Arcana +6, Acrobatics +5, Deception +5, Diplomacy +5, Stealth +5

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

Items gray robe, iron mask, scroll of *illusionary disguise*

AC 15 (16 with *mage armor*); **Fort** +4, **Ref** +5, **Will** +6

HP 21

Speed 25 feet

Melee ✦ dagger +5 (agile, finesse, versatile S), **Damage** 1d4 piercing

Ranged ✦ dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d6 piercing

Arcane Prepared Spells DC 16, attack +6; **1st** *mage armor*, *magic missile*; **Cantrips (1st)** *light*, *ray of frost*, *shield*

Cleric Domain Spells 1 Focus Point, DC 16; **1st** *sudden shift* (Core Rulebook 397)

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one waterworks rebel to the encounter.

12-13 Challenge Points: Add two waterworks rebels to the encounter.

14-15 Challenge Points: Add three waterworks rebels to the encounter.

NALLA, REBEL LEADER

CREATURE 1

UNIQUE **N** **MEDIUM** **HUMAN** **HUMANOID**

Perception +6

Languages Common

Skills Acrobatics +5, Athletics +6, Diplomacy +5, Performance +5, Stealth +5

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

Items leather armor, longsword, sling bullet (20)

AC 16; **Fort** +10, **Ref** +7, **Will** +7

HP 21

Speed 25 feet

Melee ✦ longsword +8 (versatile P), **Damage** 1d8+3 slashing

Melee ✦ fist +8 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

Spontaneous Occult Spells DC 15, attack +5; **1st** (2 slots) *color spray*, *magic missile*; **Cantrips (1st)** *light*, *shield*, *telekinetic projectile*

Bard Composition Cantrips (1st) *inspire courage*

WATERWORKS REBELS (2)

CREATURE -1

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +4

Languages Common

Skills Acrobatics +5, Athletics +3, Stealth +5

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

Items leather armor, shortbow (20 arrows), shortsword, torch

AC 16; **Fort** +3, **Ref** +7, **Will** +4

HP 8

Speed 25 feet

Melee ✦ shortsword +5 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

Ranged ✦ shortbow +5 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Sneak Attack The rebel deals 1d6 extra precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to the rebel.

Revolution on the Riverside

Encounter D (Subtier 1-2)

The guards attempt to keep enemies away from the king and they risk their own safety to do so. They seek to trap the PCs into a single corner as far away from the king and his advisors as possible. If the PCs take the king hostage, the guards surrender. Otherwise they listen to the king's orders.

GUARDS (2)

CREATURE -1

UNIQUE N MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Acrobatics +2, Athletics +3

Str +2, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Items chain shirt, spear (2)

AC 15; **Fort** +5, **Ref** +3, **Will** +3

HP 9

Attack of Opportunity ↻

Speed 25 feet

Melee ✎ spear +6, **Damage** 1d6+2 piercing

Ranged ✎ spear +6 (range increment 20 feet), **Damage** 1d6+2 piercing

SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one guard to the encounter.

12-13 Challenge Points: Add two guards to the encounter.

14-15 Challenge Points: Add one guard and one guard captain to the encounter.

GUARD CAPTAIN

CREATURE 1

UNIQUE N MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +4, Athletics +7

Str +4, **Dex** +1, **Con** +2, **Int** +1, **Wis** +1, **Cha** +1

Items breastplate, battle axe

AC 18; **Fort** +7, **Ref** +4, **Will** +4

HP 24

Attack of Opportunity ↻

Speed 25 feet

Melee ✎ battle axe +9 (sweep), **Damage** 1d8+4 slashing

Sudden Charge ✎✎ The guard captain Strides twice. If the guard captain ends their movement within a melee reach of at least one enemy, they can make a melee Strike against that enemy.

Revolution on the Riverside

APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text.

Journey to the Village (Subtier 3-4)

If the PCs do not notice the quagmire, the PC in the lead of the group steps onto one of its corners. The quagmire takes up a 25-by-25 foot square and is 10 feet deep.

TREACHEROUS QUAGMIRE

HAZARD 3

COMPLEX ENVIRONMENTAL

Stealth +12 (trained)

Description A patch of treacherous bog attempts to submerge creatures that step onto it.

Disable Survival DC 18 (trained) to disturb the surface and make the quagmire plainly visible.

Submerge **Trigger** A Small or larger creature walks into a quagmire. **Effect** The triggering creature sinks into the quagmire up to its waist in its current square. The quagmire rolls initiative if it hasn't already.

Routine (1 action) On its initiative, the quagmire pulls each creature within it 1 square toward the center of the quagmire and 1 step further submerged; a creature that has submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation (*Core Rulebook* 478).

A creature in the quagmire can attempt a DC 20 Athletics check to Swim to either raise itself by 1 step if it's submerged to its neck or worse, or to Swim out of the quagmire if it's submerged only up to its waist. On a critical failure, the creature is pulled down 1 step. A creature that Swims out of the quagmire escapes the hazard and is prone adjacent to the quagmire. Other creatures can Aid the creature, typically by using a rope or similar tool, or attempt to pull a creature within their reach out with a DC 20 Athletics check, with the same results as if the creature attempted the check.

Reset The hazard submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

Encounter A (Subtier 3-4)

Web traps on the ground are identical to hunting spider's web trap. The spiders and web stalkers attack the closest PCs, preferring to attack those caught in a web trap. Alternative, the spiders make ranged attack first against targets that aren't trapped in spider webs. If the spiders are almost dead with no hope of winning, they attempt retreat up into the broken tower.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one hunting spider to the encounter.

23-27 Challenge Points: Add one web lurker to the encounter.

28-32 Challenge Points: Add one hunting spider and one web lurker to the encounter.

33+ Challenge Points: Add two hunting spiders and one web lurker to the encounter.

HUNTING SPIDERS (2)

CREATURE 1

NE MEDIUM ANIMAL

Pathfinder Bestiary 306

Perception +7; darkvision, tremorsense (imprecise) 30 feet (creatures touching its web)

Skills Acrobatics +7, Athletics +5, Stealth +7

Str +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** -4

AC 17; **Fort** +6, **Ref** +9, **Will** +5

HP 16

Spring upon Prey **Trigger** A creature touches the hunting spider's web while the hunting spider is on it; **Requirements** Initiative has not yet been rolled; **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before rolling initiative.

Speed 25 feet, climb 25 feet

Melee fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

Ranged web +7 (range increment 30 feet), **Effect** web trap

Descend on a Web (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

Hunting Spider Venom (poison) **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).

Web Trap A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).

Revolution on the Riverside

WEB LURKER

CREATURE 3

NE MEDIUM ABBERATION

Pathfinder Bestiary 325

Perception +10; darkvision, tremorsense (imprecise) 30 feet (creatures touching its web)

Languages Aklo, spider speak

Skills Acrobatics +9, Athletics +9, Crafting +8 (+12 to craft traps and snares), Stealth +11

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

Spider Speak The web lurker can speak with spiders, with the same effects and limitations as *speak with animals*.

AC 19; **Fort** +10, **Ref** +11, **Will** +8

HP 45

Spring upon Prey ➤ **Trigger** A creature touches the web lurker's web while the web lurker is on it; **Requirements** Initiative has not yet been rolled; **Effect** The web lurker automatically notices the creature and Strides or Climbs before rolling initiative.

Speed 25 feet, climb 25 feet

Melee ➤ fangs +11 (poison), **Damage** 1d8+6 piercing plus web lurker venom

Melee ➤ claw +11 (agile), **Damage** 1d8+6 slashing

Melee ➤ web +11, **Effect** web trap

Web Lurker Venom (poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 10 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and slowed 1 (1 round).

Web Trap A creature hit by the web lurker's web attack is immobilized and stuck to the nearest surface until it succeeds at a DC 20 Acrobatics check to Escape.

Revolution on the Riverside

Encounter B (Subtier 3–4)

Chops prefers to fight in melee. The others switch between melee and ranged attacks, whichever is more optimal. If only rebel remains, they attempt to flee.

CHOPS

CREATURE 2

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +6

Languages Common

Skills Acrobatics +5, Athletics +8

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Items chain mail, falchion, heavy crossbow (20 bolts), torch

AC 18; **Fort** +9, **Ref** +5, **Will** +6

HP 32

Attack of Opportunity ⤵

Speed 25 feet

Melee ⤵ falchion +10 (forceful, sweep), **Damage** 1d10+4 slashing

Ranged ⤵ heavy crossbow +7 (range increment 120 feet, reload 2), **Damage** 1d10 piercing

Brutish Shove ⤵ (press) Chops makes a single Strike with a two-handed melee weapon. If he hits a target that is their size or smaller, that creature is flat-footed until the end of the brute's turn, and he can automatically Shove it with the same benefits as the Shove action (including the critical success effect, if the Strike was a critical hit). If Chops moves to follow the target, that movement doesn't trigger reactions. This Strike has the following failure effect.

Failure The target becomes flat-footed until the end of Chops's current turn.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one elite rebel to the encounter.

23–27 Challenge Points: Add two elite rebels to the encounter.

28–32 Challenge Points: Add another rebel to the encounter that uses the statistics of Chops.

33+ Challenge Points: As the scaling for 28–32 Challenge Points plus one additional elite rebel.

ELITE REBELS (3)

CREATURE 1

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +5

Languages Common

Skills Acrobatics +6, Athletics +5, Stealth +6

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

Items leather armor, shortbow (20 arrows), shortsword, torch

AC 17; **Fort** +5, **Ref** +9, **Will** +5

HP 21

Nimble Dodge ⤵ **Requirements** The rebel can't use this reaction while encumbered; **Trigger** The rebel is hit or critically hit by an attack made by a creature the rogue can see; **Effect** The rebel gains a +2 circumstance bonus to their Armor Class against the triggering attack.

Speed 25 feet

Melee ⤵ shortsword +6 (agile, finesse, versatile S), **Damage** 1d6+3 piercing

Ranged ⤵ shortbow +6 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Sneak Attack The rebel deals 1d6 extra precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to the rebel.

Revolution on the Riverside

Encounter C (Subtier 3–4)

If the PCs talk the rebel leader into giving up on the rebellion, Harsus instigates a fight, accusing the rebel leader of betraying the cause; other rebels converted to the faith of Razmir join the priest. Nalla won't take part in the fight, since she doesn't want to take arms against fellow rebels. If the rebel leader fights against the PCs, Harsus attempts to sneak through the secret door and close it behind him (DC 16 Perception to spot). If a PC attacks Harsus or tries to grapple him during this, he fights back but prioritizes getting away.

Nalla starts the battle by inspiring her allies and using *telekinetic projectile* with her sling bullets, targeting anyone that looks like a spell caster. She surrenders if she is alone and heavily injured. Harsus doesn't want to engage in melee, so he uses spells from a distance. Harsus tries to escape either through the secret passage or a canal tunnel, if there are only one or less allies left fighting. Rebels brutes prefer to fight in melee and they attempt to block enemies from reaching Nalla, for example by blocking the stairs. The rebel prefers to use ranged attacks from a higher ground.

ELITE WATERWORKS REBEL

CREATURE 1

N	MEDIUM	HUMAN	HUMANOID
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Perception +5

Languages Common

Skills Acrobatics +6, Athletics +5, Stealth +6

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

Items leather armor, shortbow (20 arrows), shortsword, torch

AC 17; **Fort** +5, **Ref** +9, **Will** +5

HP 21

Nimble Dodge **Requirements** The rebel can't use this reaction while encumbered; **Trigger** The rebel is hit or critically hit by an attack made by a creature the rogue can see; **Effect** The rebel gains a +2 circumstance bonus to their Armor Class against the triggering attack.

Speed 25 feet

Melee shortsword +6 (agile, finesse, versatile S), **Damage** 1d6+3 piercing

Ranged shortbow +6 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Sneak Attack The rebel deals 1d6 extra precision damage to flat-footed creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to the rebel.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one rebel brute to the encounter.

23–27 Challenge Points: Add one elite waterworks rebel and one rebel brute to the encounter.

28–32 Challenge Points: Add two elite waterworks rebels and one rebel brute to the encounter.

33+ Challenge Points: Add two elite waterworks rebels and two rebel brutes to the encounter.

HARSUS

CREATURE 3

N	MEDIUM	HUMAN	HUMANOID
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Perception +6

Languages Common

Skills Acrobatics +7, Deception +9, Diplomacy +9, Stealth +7

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +2

Items dagger, gray robes, iron mark

AC 17 (18 with *mage armor*); **Fort** +6, **Ref** +7, **Will** +8

HP 48

Speed 25 feet

Melee dagger +7 (agile, finesse, versatile S), **Damage** 1d4 piercing

Ranged dagger +7 (agile, range increment 10 feet, versatile S), **Damage** 1d4 piercing

Prepared Arcane Spells DC 19, attack +9; **2nd** *illusory disguise*, *invisibility*; **1st** *fear*, *grim tendrils*, *mage armor*, *magic missile*; **Cantrips (1st)** *light*, *ray of frost*, *shield*

Revolution on the Riverside

NALLA, REBEL LEADER

CREATURE 3

UNIQUE N MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Acrobatics +7, Athletics +9, Diplomacy +7, Stealth +7

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2

Items bastard sword, chain mail, 20 sling bullets

AC 19; **Fort** +6, **Ref** +7, **Will** +8

HP 48

Speed 25 feet

Melee ♦ bastard sword +11 (two-hand d12), **Damage** 1d8+4 slashing

Melee ♦ fist +11 (agile, finesse, nonlethal), **Damage** 1d4+4 bludgeoning

Occult Spontaneous Spells DC 17, attack +7; **2nd** (2 slots) *faerie fire*, *mirror image*; **1st** (3 slots) *color spray*, *magic missile*, *magic weapon*; **Cantrips (2nd)** *light*, *shield*, *telekinetic projectile*

Bard Composition Spells 1 Focus Point, DC 17; **1st** *lingering composition*; **Cantrips (1st)** *inspire courage*, *triple time*

REBEL BRUTES (2)

CREATURE 2

N MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +5, Athletics +8

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Items chain mail, falchion, heavy crossbow (20 bolts), torch

AC 18; **Fort** +9, **Ref** +5, **Will** +6

HP 32

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ falchion +10 (forceful, sweep), **Damage** 1d10+4 slashing

Ranged ♦ heavy crossbow +7 (range increment 120 feet, reload 2), **Damage** 1d10 piercing

Brutish Shove ♦ (press) The rebel brute makes a single Strike with a two-handed melee weapon. If the rebel brute hits a target that is their size or smaller, that creature is flat-footed until the end of the brute's turn, and the brute can automatically Shove it with the same benefits as the Shove action (including the critical success effect, if the Strike was a critical hit). If the brute moves to follow the target, that movement doesn't trigger reactions. This Strike has the following failure effect.

Failure The target becomes flat-footed until the end of the elite rebel brute's current turn.

Revolution on the Riverside

Encounter D (Subtier 3–4)

The guards attempt to keep enemies away from the king and they risk their own safety to do so. They seek to trap the PCs into a single corner as far away from the king and his advisors as possible. If the PCs take the king hostage, the guards surrender. Otherwise they listen to the king's orders.

VIGILANT GUARDS (2)

CREATURE 2

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +6

Languages Common

Skills Acrobatics +5, Athletics +8

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Items longspear, longsword, scale mail

AC 18; **Fort** +9, **Ref** +4, **Will** +5

HP 32

Attack of Opportunity ⤴

Speed 25 feet

Melee ⤴ longspear +10 (reach), **Damage** 1d8+5 piercing

Ranged ⤴ longsword +10 (versatile P), **Damage** 1d8+5 slashing

Lunge ⤴ The guard makes a Strike with a melee weapon, extending their reach by 5 feet for that Strike. If the weapon has the disarm, shove, or trip trait, the guard can use the corresponding action instead of a Strike.

SCALING ENCOUNTER D

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one vigilant guard to the encounter.

23–27 Challenge Points: Add two vigilant guards to the encounter.

28–32 Challenge Points: Add one vigilant guard and one veteran guard captain to the encounter.

33+ Challenge Points: Add two vigilant guards and one veteran guard captain to the encounter.

VETERAN GUARD CAPTAIN

CREATURE 4

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +9

Languages Common

Skills Acrobatics +7, Athletics +11

Str +5, **Dex** +1, **Con** +2, **Int** +1, **Wis** +1, **Cha** +1

Items greataxe, half plate

AC 19; **Fort** +10, **Ref** +7, **Will** +7

HP 63

Attack of Opportunity ⤴

Speed 25 feet

Melee ⤴ greataxe +13 (sweep), **Damage** 1d12+5 slashing

Power Attack ⤴⤴ The guard captain makes a melee Strike.

This counts as two attacks when calculating the multiple attack penalty. If this Strike hits, it deals an extra a die of weapon damage.

Swipe ⤴⤴ The guard captain makes a single melee Strike and compares the attack roll result to the ACs of up to two foes, each of whom must be within the guard captain's melee reach and adjacent to the other. Roll damage only once and apply it to each creature the guard captain hits. A swipe counts as two attacks for the multiple attack penalty. The modifier of a weapon with a sweep trait applies to all Swipe attacks.

Sudden Charge ⤴⤴ The guard captain Strides twice. If the guard captain ends their movement within a melee reach of at least one enemy, they can make a melee Strike against that enemy.

Revolution on the Riverside

APPENDIX 3: ART



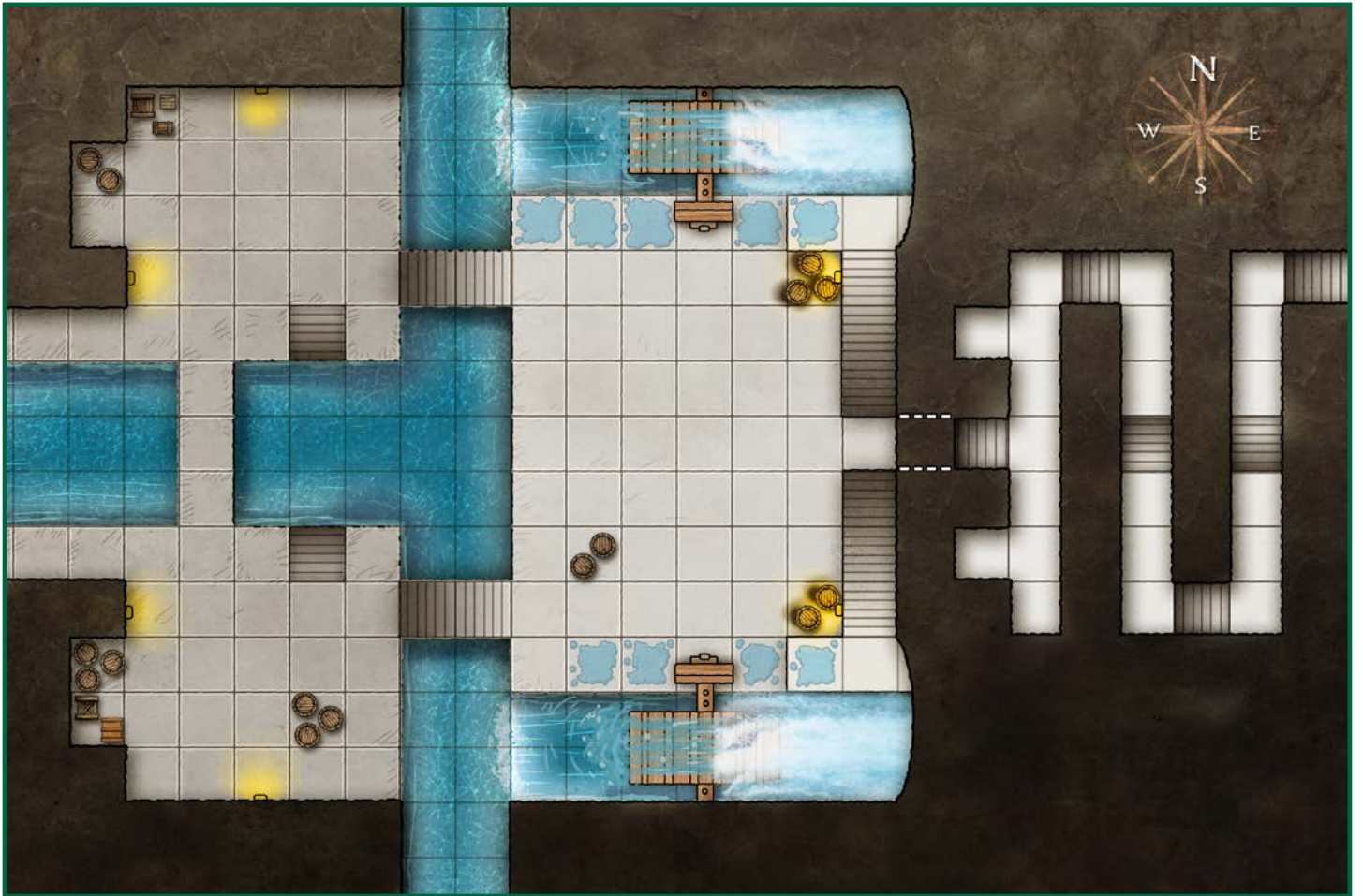
KING EDRYD

Revolution on the Riverside



NALLA

Revolution on the Riverside



Revolution on the Riverside

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

CHRONICLE SHEET

PCs who successfully complete this adventure gain the River Kingdoms Politician boon on their Chronicle sheet.

Treasure Bundles:

- ☐ ☐ Area A1, Page 7: 2 Treasure Bundles
- ☐ Area A2, Page 7: 1 Treasure Bundle
- ☐ ☐ Area A2, Page 9: 2 Treasure Bundles
- ☐ ☐ Area B1, Page 12: 2 Treasure Bundles
- ☐ ☐ Area B2, Page 16: 2 Treasure Bundles
- ☐ Area C, Page 16: 1 Treasure Bundle



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

Revolution on the Riverside

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Pathfinder Society Scenario #1-08: Revolution on the Riverside

Character Chronicle #

Herolab Code

A2G7

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

Adventure Summary

It seems the River Kingdoms have always been a land where kings can rise and fall in the span of a day, and the events you experienced in Artume proved how fragile peace really is in this region. For good or ill, your actions have shaped Artume in a way that will impact the region for years to come. Or at least until the next time the throne changes hands.

Boons

☐☐☐ **River Kingdoms Politician (General):** You have made yourself, one way or another, a known quantity in the realm of River Kingdoms politics. Upon completing an adventure set in the River Kingdoms or Razmiran, you may check a box next to this boon when using your downtime to Earn Income to participate in the political intrigues of the region, allowing you find an Earn Income task of up to your level +1. Once all three boxes next to this boon are checked, this boon has a special effect in a future adventure.

Items

Purchases

Items Sold / Conditions Gained

+1 shortsword (level 2; 35 gp)
hat of the magi (level 3; 50 gp)
scroll of darkness (level 3; discounted price 6 gp; limit 1)

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

Items Bought / Conditions Cleared

+1 striking shortsword (level 4; 100 gp)
goggles of night (level 5; 150 gp)
scroll of haste (level 5; discounted price 15 gp; limit 1)

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

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 #