



Year of the Open Road



**PATHFINDER
SOCIETY**

STAR-CROSSED COURT

By Alex Riggs

PATHFINDER SOCIETY

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TABLE OF CONTENTS

Star-Crossed Court.	3
Appendix 1: Subtier 3–4 Encounters.	18
Appendix 2: Subtier 5–6 Encounters	21
Appendix 3: Art.	24
GM References and Reporting Sheet	26
Chronicle Sheet.	29

How to Play

Pathfinder Society Scenario #1-23: Star-Crossed Court is a Pathfinder Society Scenario designed for 3th- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). 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

Star-Crossed Court makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Gamemastery Guide*, as well as the map *Starfinder Flip-Mat: Urban Sprawl*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

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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GM SYNOPSIS

Star-Crossed Court is a repeatable adventure that includes a variety of social interactions and skill-based challenges, as well as some combat.

ADVENTURE BACKGROUND

In 4138 AR, Cheliox colonized the Mwangi Expanse, imposing their rule on the native populations. They ruled the colonial barony of Sargava for hundreds of years, until the death of Aroden in 4606 AR. Since that time, the colony has undergone a slow transition back into the possession of the native peoples of the region. Renamed Vidrian in 4717 AR, the new nation is a coalition of disparate Mwangi peoples, united under a common history, cause, and banner.

Vidrian, despite its youth, already finds itself beset with issues. To the east, their immediate neighbor Mzali is ruled by an increasingly aggressive undead child-god more likely to see them as threat than ally. To the north and west, the Free Captains, leaders of the pirates of the Shackles, have engaged in ever-more aggressive acts of piracy against Vidric ships now that the people of Vidrian are no longer paying tribute to the Pirate Council.

Nearly 600 years ago, the ancestors of many of the peoples occupying what is now Vidrian traded with the civilizations to the south, using coastal shipping routes and overland shortcuts to facilitate commerce. The incursion of a Chelaxian colony disrupted many of these relationships, and Cheliox was aggressive in moving the flow of goods and trade north towards their own empire. As communication and trade with the countries south of the Jungle of Hungry Trees dwindled, many of the shipping routes fell into disuse or were lost entirely.

Recently, the Pathfinder Society charted a new course to one of Vidrian's lost trading partners, the iruxi island city of Ekkeshikaar, though simply reaching the iruxi civilization is only the first step in a long process of reestablishing relations (see *Pathfinder Society Scenario #1-09: Star-Crossed Voyages* for more information about this previous expedition). Faction leader Calisro Benarry and Venture-Captain Eras the Needle have found themselves stymied several times in their negotiations by various factors, including iruxi isolationists and an inscrutable bureaucracy whose processes are dictated by complex astrological equations. The time seems to be ripe for action, however. The astrologers announced an auspicious convergence that bodes well for trade negotiations, and the Pathfinder Society has received an invitation to join the iruxi leaders in hopes of crafting a trade proposal to bring back to Vidrian.

WHERE ON GOLARION?

The *Star-Crossed Court* takes place on the iruxi island-city of Ekkeshikaar, which is off the coast of western Garund, south of the Mwangi Expanse and the nation of Vidrian. For more information on Garund and the Mwangi Expanse, see page 84 of the *Pathfinder Lost Omens World Guide*, which is available in bookstores and hobby stores everywhere, and online at paizo.com.



ADVENTURE SUMMARY

Having made their way to the iruxi city-state of Ekkeshikaar, the PCs must now assist Calisro Benarry and Eras the Needle with negotiations to establish trade routes with the fledgling nation of Vidrian. With only a day before their scheduled audience with Ekkeshikaar's ruling body, the Council of Stars, the PCs must gather tools and allies to help them make their case. First, they're sent to procure documents relating to the ancient trade agreements between Ekkeshikaar and the ancestors of the people of Vidrian, which are currently being held up by bureaucratic red tape in the hands of an iruxi clerk with isolationist leanings. The party can either attempt to bribe the iruxi or attempt to win her over by working alongside her. Once the papers are secure, they're sent to meet with a famed iruxi diplomat, Kesstraka, only to find their interview interrupted by an assassination attempt. After saving the diplomat, they must still convince the shrewd and experienced negotiator to lend her support to their cause. The PCs are next sent to check on Lashweather, an iruxi astrologer and member of the Council of Stars who is likely to be amenable to trade, but who hasn't been heard from in days. A trip to his observatory finds him deep in the middle of an astrological undertaking. He's reluctant to step away,

Star-Crossed Court

even for council business, but offers to do so if the PCs protect him while he performs a curious local divination that involves conjuring elementals. Given time, the PCs may be able to participate in an exhibition dinosaur rodeo before turning in for the night.

The following day, the PCs attend the council meeting, and must help argue their case to the Council of Stars, overcoming a number of challenges, complaints, and other obstacles raised by opponents of the trade deal. The more success the PCs have had in their previous missions, the easier it is to complete their mission and secure a trade deal.

GETTING STARTED

The PCs arrive at the iruxi island-city of Ekkeshikaar with **Calisro Benarry** (CN female half-orc sailor) and **Venture-Captain Eras the Needle** (LG half-elf shipwright), as part of an expedition put together by **Mirian Raas** (NG female human Pathfinder). Their mission: to re-establish ancient trade routes between the nation of Vidrian (formerly Sargava) and the iruxi of Ekkeshikaar. Although the expedition got off to a rocky start (as described in *Pathfinder Society Scenario #1-09: Star-Crossed Voyages*), they have now arrived at their destination, and negotiations have begun.

Mirian's taste is more for adventure and exploration than for negotiating trade deals, and so her attention has mostly been focused elsewhere since arriving in Ekkeshikaar, leaving Calisro and Eras to lead the diplomatic efforts. These two leaders summon the PCs to a small conference room located in the embassy suite that their iruxi hosts have graciously granted to the expedition during their stay.

"As you know," Venture-Captain Eras begins, idly fidgeting with some paperwork in front of him as he talks, "our audience with the city's ruling council to discuss the possibility of reopening trade is tomorrow, and it's important that we make a good impression. It seems that there are some here who feel that Ekkeshikaar has nothing to gain by trading with us—"

"Backwards isolationists! Everywhere has at least a few," interjects Calisro with a snort, taking a swig of a colorful drink that nonetheless smells strongly of liquor.

"Yes, well." Eras clears his throat. "In any case, this... reclusive sentiment is certainly not shared by all of Ekkeshikaar's citizens, but it has a grip on enough of them that we feel some additional preparation is in order. To that end, we'd like you to take on a few tasks that will help give us an edge when the time comes tomorrow.

First and foremost, we need you to recover some documents from the city's Hall of Records. We've already identified the documents we need, which outline some of the

finer points of local law, as well as the details of the original trade agreement with the people of Vidrian. We put in a request for the documents days ago, but we have continued to be met with red tape and bureaucratic delays."

"He means they're stalling, and don't want to give them to us." Calisro chimes in cheerfully, with a wry smirk.

"A tactic my colleague here is very familiar with," Eras retorts good-naturedly. "Sadly, I'm beginning to think she's correct. And without these documents, we're essentially going into the negotiations blind. So, we'd like you to head down in person and sort these 'irregularities' out yourselves. How you do this is ultimately up to you, but by happenstance, we've already agreed to send a stack of Pathfinder Chronicles to the Hall of Records to be transcribed. These particular chronicles come with a rather complex index written in Hallit, which is not a language known here. Someone will be spending a fair deal of time assisting the clerks in translating, organizing, and otherwise sorting through the chronicles. If it's you, you'll have plenty of time to get to know these bureaucrats—and perhaps learn a bit about the iruxi yourselves."

"Or," interjects the half-orc captain, producing a small wooden box, stamped with a Taldan coat of arms and labeled 'Voinarum Glade Winery: 4700 AR' "I've never known a bureaucrat who would say no to a good bottle of wine. Just offer it as a thank you gift for 'expediting our request,' and try not to wink or nudge them with your elbow as you do it. That way, you don't have to spend the whole afternoon sorting papers."

Eras sighs. "As much as I'd prefer we not start our relationship with Ekkeshikaar with bribery, it's true that time is at a premium here. We do have other tasks we'd like you to attend to after this is done. I'll leave how to handle the situation to your discretion, but please hurry back either way: Calisro and I will need as much time as possible to look over those documents, and you'll need as much time as possible to complete the other things that need doing."

Calisro and Eras are eager to see the PCs get going, but answer any questions they might have.

Which tactic should we use? "Both avenues have strengths and pitfalls," Eras says, "we trust you to make the right choice." Calisro quickly chimes in "Right, they're both viable. But take the bottle."

What other tasks do we need to do? "I'm sure you're used to venture-captains laying everything down at once and letting you choose how you go about it," says Eras. "Normally, that's what we like to do as well. In this case, though, we really need those documents first and foremost, so we can start going over them while you attend to other things. We don't need you getting distracted in the meantime. Get the documents, bring them here, and we'll tell you what's next."

Star-Crossed Court

Society or Iruxi Lore (Recall Knowledge)

Based on the result of a DC 15 Society check to Recall Knowledge, the PCs might know more information about iruxi culture and society.

Critical Success Various forms of divination, but especially astrology, are of vital importance in iruxi culture. However, while they often have one eye on the future, they are patient and cautious, with strong ties to tradition that occasionally make them seem slow to act.

Success Although they are referred to as “lizardfolk” by most other humanoids, the name they use for themselves is iruxi. The simple villages that most outsiders associate with iruxi are the homes of migrants in outlying regions. In true centers of iruxi civilization, such as Ekkeshikaar, they build impressive complexes of glass and stone. It is rumored that a vast empire of dinosaur-riding iruxi, known as Droon, dominates southern Garund, in territory beyond any maps common to the Inner Sea region.

Failure The PC learns no information.

Iruxi or Mercantile Lore (Recall Knowledge)

Based on the result of a DC 15 Society check to Recall Knowledge, the PCs might know more information about Vidrian’s trade history and the iruxi nations to the south.

Critical Success Prior to Chelaxian colonization, the peoples living in the area near what is now Vidrian had a robust trade relationship with their southern neighbors, and many traveled to study at the iruxi observatory known as Oldstar.

Success When Chelax established its colony of Sargava, now overthrown and replaced by the nation of Vidrian, it redirected all trade in the region northward. Chelaxian troops drove off iruxi traders during the early years of colonization, seeing the iruxi as monsters, and the iruxi ceased sending trade vessels into Sargavan waters.

Failure The PC learns no information.

Boons and Hero Points

Give the PCs a few moments to slot their boons for the adventure and remind each PC that they have 1 Hero Point available for use during the adventure. Check to see if players have Chronicle Sheets for *Pathfinder Society Scenario #1-09: Star-Crossed Voyages*, and, if so, how many earned the boons Ally of the Iruxi and Iruxi Bane. These boons will play a role in encounter E. **The Negotiations** (page 16).

A. HALL OF RECORDS

The Ekkeshikaar Hall of Records is an imposing stone building with a massive central dome made of blue-green glass. Surrounding the main building are a number of tall, spiraling minarets that transition at the highest levels from smooth

stone to gleaming glass. The interior is no less impressive, with the glass-filtered sunlight creating beautiful patterns on the stone floors, themselves engraved with different patterns, that complement and seem to change with the light as it moves across the floor with the time of day.

It doesn’t take long for the PCs to find the particular bureaucrat they need, either by following signs to the right office, or by asking other clerks. **Narsha** (N female iruxi bureaucrat) is in charge of the records they’re after. Unknown to any of the Pathfinder contingent, Narsha is among those iruxi in Ekkeshikaar with strong isolationist tendencies, and she actively wants the PCs to fail. Though her starting attitude toward them is unfriendly, she does her best to hide that fact, remaining pleasant and courteous in the way that only those who deal with the public for a living can. If asked about the delay in processing the papers, she explains that they’ve been entered into a queue and will be processed in the order received. A PCs who succeeds at a DC 22 Perception check to Sense Motive (DC 24 in Subtier 5–6) realizes that this is untruthful. On a critical success, the PCs notices Narsha’s underlying dislike of the PCs and outsiders in general, despite her polite demeanor.

Treasure: If the PCs obtain the documents from Narsha, they earn 2 Treasure Bundles at the end of the adventure.

Option 1: A Treacherous Vintage

Despite Narsha’s political leanings, Calisro’s plan to bribe the iruxi can work, after a fashion. Convincing the iruxi to take the wine, let alone do them any favors as a result, requires a DC 20 Deception or Diplomacy check. If the check is successful, Narsha realizes that she can’t continue to stall and delay indefinitely. She worries that if she continues to stonewall the PCs they may go above her head, and she might be forced to answer some uncomfortable questions about why she didn’t provide the documents. So, on a success, she agrees to take the wine in exchange for “expediting” their request, but she seizes on the opportunity to try to sabotage the PCs: she insists that they must agree to share the bottle of wine with her, and all drink from it themselves, as well. She takes the wine with her to the back as she gathers up the documents, and when she returns, she’s already poured out glasses for everyone, and added a secret ingredient to each of the PCs’ cups: a dose of a local poison known as mindmurk oil. Her hope is that even though the PCs have the documents, the poison will cause them to do something foolish enough to cause a scandal and get them thrown out, or at least put an end to the trade negotiations. In Subtier 5–6, she uses a more concentrated dosage, increasing the saving throw DC to 24.

Star-Crossed Court

MINDMURK OIL

ITEM 4

UNCOMMON

ALCHEMICAL

CONSUMABLE

INGESTED

POISON

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Often taken recreationally, mindmurk oil dulls the mind, creating a pleasant and euphoric stupor that inhibits the imbiber's decision-making skills and mental capacity.

Saving Throw DC 20 Fortitude; **Onset** 30 minutes; **Maximum Duration** 1 hour; **Stage 1** stupefied 1 (5 minutes); **Stage 2** stupefied 2 (5 minutes); **Stage 3** stupefied 3 (5 minutes).

Option 2: Pushing Papers

Eras's strategy to win over the iruxi can also work, whether the PCs truly win over the iruxi bureaucrat or not. If the PCs explain that they're there to help Narsha with her work and assist in the sorting and chronicling of the documents provided by the Pathfinder Society, she reluctantly accepts their help, while pretending to be very grateful for it. If none of the PCs speak Hallit, a messenger is dispatched to summon Mirian Raas and her adopted brother **Jekka** (male iruxi explorer) to assist with the translations. Either way, it takes the group several hours to complete the task, during which each PC may attempt a single DC 18 Deception, Diplomacy, or Society check (DC 22 for Subtier 5–6) to attempt to win over Narsha. At the GM's discretion, an appropriate Lore skill check (such as Academia, Accounting, or Library) can be used instead. A success earns the PCs 1 Influence Point and a critical success earns them 2 Influence Points, while a critical failure removes 1 Influence Point. As long as the PCs earn more Influence Points than half the number of PCs, Narsha is won over, and genuinely warms to the group, outgrowing her isolationist attitude. Even if the PCs don't win her over, she sees that they are determined to get those documents and decides to give them up now rather than risk the PCs taking the matter to her superiors where she would have to give up the documents anyway.

As long as the PCs successfully win over Narsha, they also learn a few things about iruxi society that they otherwise wouldn't have, granting them a +1 circumstance bonus on further checks to interact with iruxi bureaucrats and politicians. However, whether they win her over or not, the delay leaves them at a disadvantage when it comes to their next undertaking (see area **B**).

Option 3: By Hook or Crook

Calisro and Eras's suggestions aren't the only ways that the PCs can attempt to get the documents they need. Openly threatening to go over Narsha's head and demanding to speak to her supervisor is an effective tactic, and in this case the DC of the Intimidation check is 20 (or 24 for Subtier 5–6). Intimidating her in other ways is

more difficult, requiring a DC 24 Intimidation check (or DC 28 for Subtier 5–6). For attempts to manipulate her with magic, or outright use of force, she uses the statistics for astronomer (*Pathfinder Gamemastery Guide* 241) for Subtier 3–4, or a sage (*Gamemastery Guide* 241) for Subtier 5–6. Alternatively, a DC 20 Deception check (DC 24 for Subtier 5–6) to distract Narsha, paired with a Stealth check at the same DC, allows the PCs to steal the documents unnoticed.

If the PCs threaten Narsha with violence, word quickly spreads of the brutish behavior. For the rest of this adventure, when counting how many PCs have the Iruxi Bane boon to determine an iruxi's reaction, treat the party as though there were one additional member with that boon. If the PCs are actually caught using violence or magic against Narsha, or attempting to steal the documents, the documents are confiscated, each PC involved in the scheme gains 1 point of Infamy, and the starting attitude of each iruxi they interact with for the remainder of the adventure is reduced by 1 step.

Encounter **B** varies depending on how long it takes the PCs to complete this encounter. If the PCs neither bribe Narsha nor attempt to win her over by working with her, use your best judgment to determine which timeline fits best for the actions they took.

B. KESSTRAKA'S QUARTERS MODERATE OR SEVERE

When the PCs return to the Embassy with the documents, Eras and Calisro gratefully take the papers off their hands. Neither of them asks the PCs what tactic they employed to get the documents, instead focusing on the next item of business.

"Wonderful," exclaims Eras as he sets the papers aside after a quick glance through them. "I'm sure these will be invaluable tomorrow. But our work is far from over. There is a visiting diplomat of some renown, known as Kesstraka, who is visiting on business from further south. If we could convince her to help represent Vidrian's interests, or at least argue in favor of the trade deal, her words would certainly carry a great deal of weight during the negotiations.

As luck would have it, she's staying here in the same embassy building we are. She's asked to meet with you in her garden quarters just outside."

Calisro speaks up, waving a drink in the air as she speaks to underscore her point. "If you ask me, your best bet is the old 'stick and carrot' approach: talk some big talk about the last guys who didn't want to trade, maybe drop a few hints that Vidrian's navy is a bit bigger than it really is, and get her to agree to help out. You can always smooth things over later by holding a couple minor trade concessions up your sleeve."

Star-Crossed Court



Star-Crossed Court

"Alternatively," Eras interjects, mildly frustrated, "if you don't want to risk starting an international incident, you could simply tell her a few tales of derring-do and adventure, and once she's warmed up to you a bit, broach the topic of her aid then."

"The important thing," says Calisro, lounging back and taking a long sip of her drink, "is to get her on our side and come right back here, because there's still one more job we have for you today."

The pair are willing to answer a few questions, if needed, but urge the PCs to hurry, especially as both Eras and Calisro are eager to take a more detailed look at the documents they brought back.

Can you give us another bribe, like the one we took to the bureaucrat? Calisro laughs uproariously at this, "Oh, you're straight after my own heart, aren't you? One major difference between a bureaucrat and a diplomat is bribes: an honest diplomat knows that no bribe she gets will be worth the concessions to her people, and a corrupt diplomat knows how much their help is worth, and just plain costs too much, or too much for this little expedition, at least. Feel free to give her the wine, if you still have it, but don't expect it to do your work for you. And you can rest assured we already sent her a few gifts when we arranged the meeting."

Tell us more about Kesstraka's lineage? "You *could* say that Kesstraka is the daughter of a famous diplomat, but that wouldn't quite do the matter justice. You see, some iruxi are apparently born parthenogenically—she is, essentially, a clone of her late mother. Apparently, they both served as ambassadors from Ekkeshikaar to Droon, a large iruxi empire even further South."

In the Nick of Time

Unbeknownst to the Pathfinders, opponents of the trade deal have set in motion a plot to ensure that Kesstraka does not get involved in the negotiations. If the PCs bribed Narsha in encounter A, they arrive before the assassination attempt occurs. In this case, they are better situated to defend Kesstraka—and win her favor for doing so (skip to Making Introductions, below). Use start area A for the PCs' initial positions. If they instead spent the time to win over the clerk, they arrive in the middle of the assassination attempt (skip to Assassination! below and use start area B for the PCs' positions).

Making Introductions

If the PCs bribed Narsha in encounter A, they arrive earlier, and so are able to meet with Kesstraka a bit before the assassination attempt. Finding the ambassador is not difficult. Read or paraphrase the following as they arrive.

The interior of the embassy is home to a sprawling and luxurious courtyard and garden, including several chairs and tables on a terrace overlooking a stream. It is calm and tranquil, with no one about at this time of day, and only the sound of birdsong and the flowing of the stream. Kesstraka, a matronly-looking iruxi with faded green scales but sharp, piercing yellow eyes, sits at one of the tables that has been laid out with tea and snacks, and motions to join her.

Kesstraka takes her time conversing with the PCs, drawing out small talk and asking polite but probing questions about the PCs and where they are from. She asks each of the PCs one of the following questions, or, if the players seem amenable to some additional roleplaying, consider having her choose two to four questions and directing them to each member of the party separately.

- "Tell me of the lands that you come from. What is your peoples' greatest achievement, the thing you are most proud to show to the rest of the world?"
- "What is it that you do when you are not working for this society of Pathfinders I am told you represent? What do you do when your time belongs to you and you alone, I wonder?"
- "We have those here who range and explore in the wilds and go on grand adventures. I am told it is a business that keeps your mind on the present. But what about your future? Do you ever think about your plans five years from now? Ten?"
- "Explorers and adventurers like to talk about their great achievements, I find. But not so often do they tell tales of their mistakes. Will you share with me a time you failed?"
- "You have come a long way to negotiate a trade agreement—and from what I am told, you do not belong to this Vidrian you represent. Why come all this way to speak for another?"
- Kesstraka points out a possession, familiar, animal companion, etc., belonging to one of the PCs, and compliments it. "How did you come across such a thing? I'm sure there is a tale to be told there."

Whenever business talk begins to arise, she deftly nudges the conversation towards a seemingly frivolous topic. At heart, Kesstraka is a firm believer that deals, even those made between nations or large organizations, are ultimately still agreements between people, and when brokering such agreements, she prefers to understand as much as she can about those she'll be dealing with. While she values the information gained from her questions directly, she is also looking to gauge whether the PCs will be respectful and patient or attempt to hurry her along. As long as the PCs answer her questions earnestly, and their answers aren't wildly disturbing or

Star-Crossed Court

insulting, they gain a +2 circumstance bonus on checks made to Coerce or Make an Impression on Kesstraka. However, attempting to brush off the questions or rush to business imposes a –2 circumstance penalty, instead (if the PCs do both, such as by complaining about the questions but answering them anyway, both the bonus and penalty apply).

Just as the conversation is finally about to turn to business, the assassination attempt occurs, if it hadn't already.

Assassination!

If the PCs bribed Narsha in area A, read or paraphrase the following.

A faint hissing sound is the only warning as a terrible lizard-like creature with eight legs and an unsettling gaze wends its way through the garden and toward the terrace, suddenly snapping its jaws menacingly.

Alternatively, if the PCs opted to work with Narsha to slowly win her over, read or paraphrase the following.

The interior of the embassy is home to a sprawling and luxurious courtyard and garden, including several chairs and tables on a terrace overlooking a stream. Although at first glance the area seems peaceful and idyllic, with no sign of anyone else in the garden, a loud hiss draws attention to a hideous lizard-like creature with eight legs and an unsettling gaze. Standing in front of the creature, slowly backing away from it, is an iruxi woman, whose faded green scales quickly turn to grey, and then her body completely transforms to stone.

Creatures: The iruxi isolationists are behind the basilisk attack. They have no desire to kill a famous and respected diplomat. Still, they need to ensure she won't attend the conference tomorrow, so they arranged to slip a trained basilisk into her room to petrify her, doing no lasting harm but keeping her unavailable until fresh basilisk blood can be located to cure her.

SUBTIER 3–4

BASILISK

Page 18, art on page 25

CREATURE 5

SUBTIER 5–6

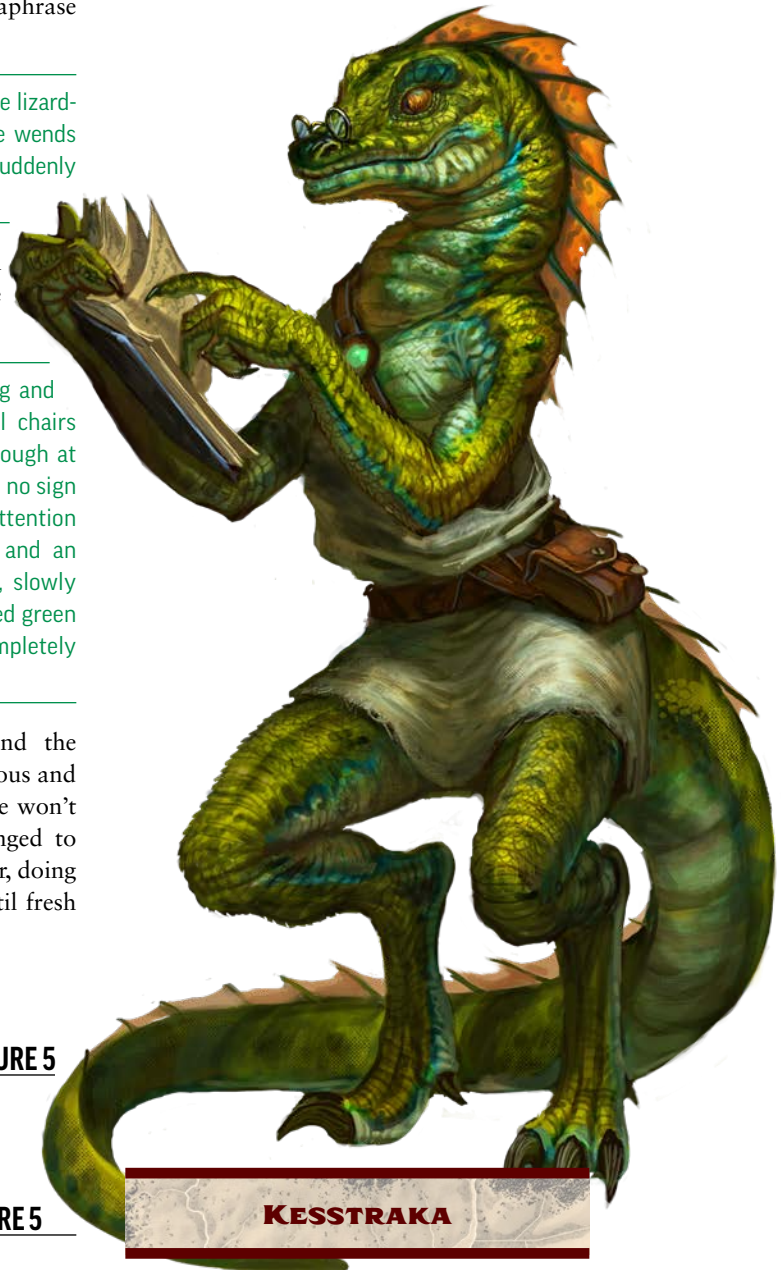
BASILISKS (3)

Page 21, art on page 25

CREATURE 5

Development: If Kesstraka is petrified, the PCs can undo the petrification by applying the basilisk blood to her. A PC who succeeds at a DC 20 Arcana or Nature check to Recall Knowledge knows about this solution, which also works for any PCs who may have been petrified during the battle.

By the time combat has finished and the PCs have had a chance to undo any petrification that may have occurred, a half dozen iruxi wearing gleaming brass breastplates over dark blue robes arrive, announcing that they heard a disturbance and came as quickly as they could. These are members of the Ekkeshikaar city guard,



KESSTRAKA

Star-Crossed Court

AVOIDING FURTHER INVESTIGATION

It's possible that the PCs may have difficulty letting go of a potential assassination attempt that occurred right under their noses. Even pointing out that the local authorities are handling it may only serve to play into the sorts of heroic action tropes that will lead them to think that they need to take the investigation into their own hands. Do your best to portray the iruxi authorities as both competent and concerned by the assassination attempt. Allow Captain Hazar to entertain a couple of questions or investigative attempts by the PCs in a good-natured fashion, and when he does finally suggest that perhaps the PCs have something more important to be doing, he should come off as someone who's seen this sort of thing dozens of times and knows it will be better if the PCs let him work, rather than as another isolationist who just wants the PCs out of his business.

Allow the PCs a few Perception checks or Sense Motive checks, as needed; the iruxi police all genuinely want to solve the case, and there are no signs of forced entry into the embassy garden, which is sealed off from the outside, making it unlikely the basilisks just wandered in. However, three unlocked animal cages are found hidden in various locations throughout the garden, and canvassing witnesses in the embassy turns up reports of a suspicious-looking porter wheeling in some boxes under a cloth, and then hurrying out later. Whichever of these clues the PCs find first, they should find that Captain Hazar's men have already found the other and were just about to do what the PCs did. Hazar thanks the PCs for their help and sends them on their way. If necessary, Eras and Calisro can send a messenger to look for the PCs and remind them that they still have important business to attend to. If all else fails, Eras suddenly grows concerned that the assassin may attempt to strike Lashweather next and insists the PCs hurry to his observatory.

led by **Captain Hazar** (LG male iruxi soldier). Even if Kesstraka is petrified, a brief glance at the scene makes it clear that the PCs more likely rescued than attacked her, and the captain is quick to suggest using basilisk blood to restore anyone still petrified, if the idea doesn't occur to the PCs on their own. Unless the PCs have gone out of their way to look suspicious, the iruxi are quick to conclude that they aren't the guilty party, and after taking statements from the PCs and Kesstraka, they advise that there's nothing to worry about, and that they'll take over the investigation from there.

If the PCs have not already made small talk with Kesstraka, she proceeds to do so now (see Making Introductions, above). Once those are taken care of, they can finally get to business.

Treasure: Whether the PCs managed to prevent Kesstraka from becoming petrified or not, she offers them an opal statuette of a tyrannosaurus worth 12 gp (in Subtier 5–6, it also has tiny emeralds for eyes, increasing its value to 20 gp), as a reward for saving her. This represents 3 Treasure Bundles.

Down to Business

With the assassination attempt out of the way, the PCs can finally attempt to win the diplomat over. Kesstraka's starting attitude is indifferent. If the PCs managed to fend off the basilisks without Kesstraka becoming petrified, her attitude towards all of the PCs increases friendly. If they do not, each PCs can attempt a single Diplomacy check to Make an Impression on her to improve her attitude toward them. Her Will DC for this purpose is 18 (20 in Subtier 5–6). Have each PC attempt either a Diplomacy or Intimidation check. The bonuses outlined in Making Introductions apply. Additionally, PCs with the Ally of the Iruxi boon gain a +2 circumstance bonus on Diplomacy checks made in this way, while those with the Bane of the Iruxi boon gain a +2 circumstance bonus on Intimidation checks, instead. The DC of the Diplomacy or Intimidation check is 18 (20 in Subtier 5–6) for PCs toward whom her attitude is friendly, or 20 (22 in Subtier 5–6) for PCs toward whom she is indifferent. A success earns the PCs 1 Influence Point and a critical success earns them 2 Influence Points, while a critical failure removes 1 Influence Point. As long as the PCs earn more Influence Points than half the number of PCs, Kesstraka agrees to accompany them to the negotiations tomorrow and lend her support.

HERO POINTS

If you have not awarded a Hero Point to a player since encounter A, award one to a player now. This could be the player who contributed the most to winning over either Narsha or Kesstraka. If no player stands out for either of these conditions, award the Hero Point at random to a character who has not received one this session.

C. LASHWEATHER'S OBSERVATORY MODERATE

When the PCs return from their meeting with Kesstraka, they find Eras and Calisro hunched over a table, reviewing the documents the PCs procured earlier, and discussing their strategies and options for tomorrow's audience with the council. Their attention turns immediately to the

Star-Crossed Court

PCs, however, and they eagerly ask if the party was able to secure Kesstraka's support.

"Well, seems you're pretty fair diplomats yourselves," Calisro remarks by way of congratulations, raising her glass as though in salute. "Having Kesstraka's support will go a long way towards getting this trade deal in the bag. But the day's not done just yet. We have one more lizardfolk for you to wrangle."

Eras rolls his eyes and sighs slightly at Calisro's comment, before resuming his previous pleasant demeanor. "Other than the fact that they prefer the term 'iruxi,' and that we wouldn't want to imply any disrespect by comparing them to farm animals, my colleague here is correct: there is one more local whose support we hope you can secure. It's one of the members of the Council of Stars, the ruling body of Ekkeshikaar that we'll be arguing our case to tomorrow. His name is Lashweather—apparently he gained it in his youth, when he served as a weather mage aboard an iruxi..." he coughs meaningfully "...shall we say, 'privateering vessel?'"

This time it's Calisro who rolls her eyes, jabbing Eras playfully in the ribs. "The word you want is 'pirate,' Eras. No need to dance around it here."

Eras frowns uncomfortably. "If we're too loose with our words in private, it becomes all the easier to slip up and say it in person. And the last thing we need is to offend the man."

Calisro snorts. "I've never known a pirate who couldn't handle being called a pirate. Hells, it'd probably be a good way to win him over."

"With any luck," Eras retorts, "we won't need to win him over. Our sources indicate he's predisposed towards our cause, the problem is that he apparently hasn't been seen in days and isn't responding to messengers. We're worried he may not show. Apparently, it wouldn't be the first time. So, we want you to head to his observatory—it's a tower on the edge of the city, you can't miss it—and make sure he'll be there tomorrow."

"And try not to do anything that'll make him change his mind about voting our way, yeah?" Calisro adds playfully.

The pair are willing to answer a few questions, if needed, but urge the PCs to hurry, as the hour is growing late, and they'd prefer if the PCs made it to Lashweather before the time when social calls would be rude.

About the Assassination Attempt. Both Calisro and Eras are gravely concerned if the PCs bring up the basilisk attack during their meeting with Kesstraka, and eagerly press the PCs for any details they have. Once they've learned all they can from the PCs, though, they return to the matter at hand, and suggest that the PCs let the iruxi authorities handle the situation, at least for now. They promise to reach out to the iruxi and keep tabs on the investigation themselves, and, if needed, promise that the

PCs can join the investigation after tomorrow's meeting, when the deal is made. However, they point out that they still need the PCs to secure Lashweather's support, and time is of the essence. If the PCs are particularly stubborn, Calisro eventually points out that any assassin that went after Kesstraka could very well go after Lashweather as well. She implores the PCs to hurry over and make sure he's all right.

Can you give us another bribe, like the one we took to the bureaucrat? Calisro shrugs and snickers. "Why not? It can't hurt, can it?" Eras shoots a scowl that indicates he, at least, thinks it might, but Calisro digs through her things and produces a jug of quality Vidrian rum, handing it over to the PCs. "He's an ex-pirate, after all. What kind of pirate turns down good rum?"

Entering the Observatory

The trek to Lashweather's observatory takes about 15 minutes and is largely uneventful.

The observatory takes the form of a spiraling white stone tower, worn smooth by age or craftsmanship, that rises some forty feet into the air before widening rapidly to create a circular platform, covered by a glass dome, creating the overall impression of a giant egg in a stone nest. A set of chimes made from hollowed bones hangs next to the only visible entrance, a round stone door at ground level.

If the PCs arrive after dark (whether because they took the more time-consuming option in encounter A, or because they chose to wait until dark, or otherwise used up a large amount of time, at the GM's discretion), a DC 20 Perception check confirms that there is at least one light source on at the top of the tower. The door is locked (Thievery DC 15, Hardness 14, 56 HP, 28 BT), but knocking, ringing the chime, or even yelling from outside is enough to alert all within the observatory.

If at least one of the PCs has the Ally of the Iruxi boon and no one has the Bane of the Iruxi boon, Lashweather has recently taken the young iruxi **Lumki** (NG female iruxi astrologer; see *Pathfinder Society Scenario #1-09: Star-Crossed Voyages*) on as an apprentice. Lumki has several Pathfinder friends and is friendly towards the PCs. She answers the door when the PCs make their presence known, and she is happy to bring the PCs to meet her employer.

On the other hand, if none of the PCs has the Ally of the Iruxi boon, or if any of them has the Bane of the Iruxi boon, **Lashweather** (N male iruxi astrologist) is alone in his observatory and has no apprentice to assist him. He ignores the PCs' attempts to get his attention at first, only making the trip down the stairs after 10 minutes of

Star-Crossed Court

C. LASHWEATHER'S OBSERVATORY



persistent knocking, ringing, yelling, etc. He also responds if he hears attempts to break down the door, and, at the GM's discretion, may also be lured down sooner by appropriately alarming or exciting shouts from the PCs, such as that the city is under attack (accompanied by a DC 20 Deception or Intimidation check).

If Lumki is present and brings the PCs to Lashweather, his starting attitude is indifferent. If Lumki is not present, his starting attitude is unfriendly, or hostile if the PCs resorted to breaking down his front door, picking the lock, lying, or threatening him to get him to come down, or other forms of trespass. Once the PCs explain their business, he waves a hand dismissively, explaining that he's far too busy for such things, and attempting to shoo the PCs away. If they persist, he reluctantly invites them in so that they can talk while he continues his work.

Inside the Observatory

It seems as though every inch of space in this cluttered tower is spoken for. Rising from cramped living quarters on the

ground floor, successive floors require navigating a narrow, meandering path between pieces of furniture piled nearly to the ceiling with books and tomes on astrology, astronomy, and weather patterns, both magical and mundane, as well as star charts and the various tools used to make them. Only on the top floor is there any space to speak of, with the various desks and tables all pushed to the edge of the circular room, leaving a large circle in the middle where various constellations have been inlaid into the stone floor in silver.

Regardless of his attitude towards the PCs, Lashweather insists on consulting his telescope, as well as various charts, notes, and books while he speaks to the PCs. He explains that as Ekkeshikaar's head astrologer, it's vital that he be able to perform certain divinations to determine what lies in store for the city and help them prepare for it. He goes on to explain that he's currently observing a very rare celestial alignment that won't be concluded until after the council meeting is over, so he won't be able to attend. The PCs must increase Lashweather's attitude to at least Indifferent in order for him to consider their request.

Star-Crossed Court

His Will DC for this purpose is 15 (18 for Subtier 5–6). If the PCs offer him rum from Calisro, or another gift that aligns with his interests (such as something relating to astrology), the PCs gains a +2 circumstance bonus on checks made to influence Lashweather in this way. Similarly, PCs who bring up his history as a pirate and tell a good tale of swashbuckling adventure or two get the old iruxi feeling nostalgic, and he shares a story or two of his own, automatically increasing his attitude towards the PCs by one step.

If made at least Indifferent, Lashweather explains that there is another divination ritual that would allow him to gain the same sorts of insights as he is gaining from observing the celestial convergence. Known as the *cho'ataan*, the dangerous ritual requires bodyguards to protect him from rogue elementals that are conjured as a byproduct of the ritual. If the PCs are willing to serve in this capacity, he will attempt the ritual, and if they succeed, he will be free to attend the council meeting tomorrow.

THE CHO'ATAAN

Before Lashweather begins the ritual, he explains that he must conduct a short attunement that will cause elemental creatures to appear within the ritual space. The PCs' job is to dispatch these elementals and keep them from harming Lashweather. If they do harm him, he risks losing concentration, ruining the attunement. He also explains that the constellations on the floor will be magically charged by the ritual attunement, causing them to bestow effects in line with the constellations' meanings to those who stand on them. His willingness to detail these effects depend on his attitude towards the PCs: if he is Helpful, he explains each one in turn, and is willing to repeat himself as needed. If he is Friendly, he explains the effects of up to 3 before becoming impatient and moving on. If he's Indifferent, he is annoyed that the PCs don't understand something as basic (to an iruxi) as the meanings of constellations and refuses to go into detail. A DC 25 Fortune-Telling Lore or Occultism check (or other appropriate Lore checks, at the GM's option) allows a PC to make an educated guess about the meaning of a particular constellation.

Creatures: The ritual attunement takes 5 rounds. Each round, more appear in the ritual area. The number and type of elementals that appears varies, as described on page 19 for Subtier 3–4 or on page 22 for Subtier 5–6.

SUBTIER 3–4

AIR MEPHIT

Page 19

CREATURE 1

EARTH MEPHIT

Page 19

CREATURE 1

FIRE MEPHIT

Page 19

CREATURE 1

WATER MEPHIT

Page 19

CREATURE 1

SUBTIER 5–6

BRINE SHARK

Page 22

CREATURE 3

CINDER RAT

Page 22

CREATURE 3

SOD HOUND

Page 22

CREATURE 3

ZEPHYR HAWK

Page 22

CREATURE 3

Ritual Circle: Certain spaces in the ritual area have the designs of major iruxi constellations inlaid on the floor in silver. A creature occupying a space with a constellation is affected by the constellation, as outlined below. These effects persist only during the ritual.

1. *Cho'sath (Fire)*: Shaped like a fire with three flames, this constellation is associated with fire. A creature standing on it deals 1d6 additional fire damage with their Strikes.

2. *Shi'sath (Air)*: Shaped like three wavy vertical lines, this constellation is associated with air. A creature who begins their turn on this constellation gains a +10 foot status bonus to their Speeds for 1 round.

3. *Chal'soth (Water)*: Shaped like three waves, this constellation is associated with water. A creature standing on it deals 1d6 additional bludgeoning damage with their Strikes. The Strike gains the water trait.

4. *Shar'soth (Earth)*: Shaped like a large stone with three diagonal slash marks on it, this constellation is associated with earth. A creature standing on it gains tremorsense (imprecise) 30 feet as long as they remain on the rune, and they can strike creatures who are burrowing underground in a space within their reach.

5. *Kaiross (Strength)*: Shaped like a curved fang, this constellation is associated with military and physical strength. A creature standing on it gains a +2 status bonus to Strength-based attack and damage rolls.

6. *Shalor (Life)*: Shaped like a hatching egg, this constellation is associated with birth and fertility.

Star-Crossed Court

A creature standing on it heals 2 Hit Points at the beginning of their turn each round.

7. *Ondess (Wisdom)*: Shaped like a reptilian eye, this constellation is associated with wisdom and the knowledge of secret things. A creature standing on it increases the saving throw DCs of their spells by 2.

8. *Kartek (Trickery)*: Shaped like a serpent, this constellation is associated with stealth, trickery, and dishonorable deeds. Whenever a creature ends its movement in this space, or begins its turn there, they must attempt a DC 11 flat check. On a success, they gain concealment from all other creatures until the beginning of their turn or until they move from that space, whichever comes first. On a failure, they are flat-footed for the same duration, instead.

9. *Kurdok (Death)*: Shaped like an iruxi skull, this constellation is associated with death and decay. Whenever a creature begins its turn on this space, it takes 1d6 negative damage.

10. *Sharbosh (Vigilance)*: Shaped like a turtle's shell, this constellation is associated with protection and safety. A creature standing on it gains a +2 status bonus to AC and saving throws.

11. *Shal'mokk (Family)*: Shaped like a primitive nest, this constellation is associated with home and family. A creature standing on it gains no benefits but grants each adjacent ally a +1 status bonus to all attack rolls, damage rolls, AC, and saving throws.

12. *Korlan (Chance)*: Shaped like a skipping stone, this constellation is associated with luck and chance. A creature standing on it can spend their reaction to roll twice and take the better result on one attack roll, skill check, or save.

Development: The ritual attunement requires particularly intense concentration. Each time Lashweather takes damage during this encounter, he must succeed on a flat check or lose concentration. The DC is equal to 4 + 4 for each previous attempt. If he fails, the attunement fails, and Lashweather's attitude towards the PCs decreases one step. No further elementals appear, but all current elementals remain until defeated. The attunement also fails if Lashweather takes more than 20 total points of damage (more than 40 total points in Subtier 5–6). If his attitude is indifferent or higher, and his wounds are healed, Lashweather is willing to try again, provided the PCs are. After a successful attunement, Lashweather explains that he should have no trouble completing the rest of the ritual over the coming hours, and he agrees to attend the council meeting and speak on their behalf. If they are unable to assist him with the ritual attunement, he refuses to assist them.

Treasure: If the PCs assist Lashweather, his attitude improves one step, and he offers them a *ventriloquist's ring* (in Subtier 5–6, he instead offers a *diplomat's badge*) as thanks for their assistance. This represents 3 Treasure Bundles.

D. DINOSAUR RODEO (OPTIONAL ENCOUNTER)

If at least 1 hour remains in which to complete the scenario, a group of iruxi locals approaches the PCs, and invite them to participate in a local sport in order to demonstrate their prowess. If less than an hour remains, skip this encounter. If more PCs have the Iruxi Bane boon than those who have the Ally of the Iruxi boon, this “invitation” is more of a sneering challenge, implying that the PCs are too weak and soft-skinned to compete in iruxi sports. Otherwise, it's a genuine and friendly invitation.

The locals lead the way to a large building, built from stone at the bottom, but with an enormous glass dome covering the top. Inside is a sophisticated arena with rising stands on the outside surrounding fenced-off pens for standing crowds to watch at ground level, and in the middle a large, muddy oval set to house the main attraction. Today, the crowd is relatively small—only about a quarter of the stands are filled with cheering Iruxi who watch as a number of giant, lumbering lizards are led onto the arena floor.

The PCs have been asked to participate in a dinosaur rodeo, helping to break in some of the enormous lizards that the iruxi in Ekkeshikaar use for transportation, as beasts of burden, and, of course, for sport. The more popular events held at the stadium revolve around Exuto, an iruxi sport where two teams of nine dinosaur-mounted players compete to score goals by driving a ball from one end of the arena to the other. Each of the PCs is shown to an ankylosaurus that has already been saddled and harnessed and are directed to stay on for as long as they can. In Subtier 3–4, the PCs are given smaller, weaker ankylosauruses that put up less resistance. Each round, each PC attempting to ride one of the ankylosauruses must attempt a DC 18 Acrobatics or Athletics check to remain on the dinosaur (DC 23 for Subtier 5–6).

Critical Success As success, but the PC also gains a cumulative +2 circumstance bonus on all future checks to remain on the dinosaur.

Success The PC remains on the dinosaur.

Failure The PC's grip begins to slip, imposing a cumulative –2 circumstance penalty on all future checks made to remain on the dinosaur.

Star-Crossed Court

Critical Failure The PC falls from the ankylosaurus to the ground, suffering 1d6 points of bludgeoning damage, and the ankylosaurus also makes a single foot Strike against them (+17 to hit, 2d6+7 bludgeoning damage).

A PC can signal the dinosaur handlers at the beginning of their turn on any round (before making the roll to stay on), to indicate that they want to quit, in which case the handlers will calm the dinosaur and allow the PC down without completing that round. Otherwise, the PCs remain in the saddle until they fail a check, or until 5 rounds have passed, at which point the ankylosaurus stops trying to throw them. Any PC who manages to last at least 3 rounds performs well enough to earn the iruxi's respect, granting a +2 circumstance bonus that PC can apply to any single Deception, Diplomacy, or Intimidation check made against an Iruxi for the remainder of the adventure. A PC who manages to stay seated on their dinosaur for at least 5 rounds truly impresses the lizardfolk and can instead gain a +4 circumstance bonus on a single Deception, Diplomacy, or Intimidation check made against an iruxi for the remainder of the adventure.

Alternatively, PCs with the ability to influence or control animals (such as with the Wild Empathy class feature, or a *charm* spell) can attempt to calm the dinosaurs to prevent them from bucking in the first place. Increasing the dinosaur's attitude to Friendly reduces the DC of checks made to stay on it by 5, while improving its attitude to Helpful negates the need for such checks altogether. The iruxi are equally impressed by a PC's ability to influence the dinosaurs as they are with their ability to ride them, so using these abilities openly does not negate the benefits granted by staying on. However, the iruxi allow no more than 2 minutes for the PCs to influence the animals in this way before insisting that they either mount them or forfeit the challenge.

Sabotage: Depending on the iruxi attitude towards the PCs, one or more iruxi isolationists may attempt to use treachery to force the PCs to a humiliating and painful defeat. For each PC with the Iruxi Bane boon, apply one of the sabotages listed below to a random PC.

- *Itching Powder:* The PCs' dinosaur has had irritating powder sprinkled over its scales, causing it to occasionally bat at its rider with its tail in an attempt to solve the issue. Treat this as a tail Strike made on the first and third rounds, except that because it's not intended as a real attack, the attack roll is only made at a +12 bonus (+17 for Subtier 5–6). The tail deals 2d8+7 bludgeoning damage on a successful hit and forces the struck creature to attempt a DC 20 Fortitude save (DC 24 for Subtier 5–6). The penalties for failure and

critical failure are the same as failing or critically failing a check made to stay on the dinosaur.

- *Tampered Equipment:* One of the PCs' saddle, reins, or similar equipment has been weakened, so that it will break at the wrong moment. A PC who succeeds at a DC 22 Perception check to Seek (DC 26 for Subtier 5–6) notices the frayed leather in time to swap the equipment out before starting. Otherwise, the equipment breaks at the beginning of the round 2 of the competition, imposing a –2 item penalty on all future checks made to remain on the dinosaur.
- *Wild Serpent:* On round 3, a figure obscured by the crowd tosses a live viper onto the field. While the viper poses no harm to the dinosaurs (and is either trampled or quickly slithers away), it does cause them to rear up and become frightened. An animal's rider can attempt to calm that animal with a DC 15 Nature check to Command an Animal (DC 20 for Subtier 5–6). Otherwise, the animal's fear increases the DC of checks made to remain on it by 4 for that round.

Treasure: As long as at least one PC lasts for 3 or more rounds, the PC who lasts the longest is awarded a *lifting belt* (a *ring of the ram* in Subtier 5–6), while the PC who lasted second-longest is awarded 10 gp (30 gp in Subtier 5–6). The rewards represent 2 Treasure Bundles. If this encounter is skipped for time, the PCs still earn the Treasure Bundles as long as they succeed at the adventure's primary objective, but they do not gain access to the items.

Hero Points: If you have not awarded a Hero Point to a player since encounter B, award one to a player now. This should be the player whose PC performed best during the dinosaur rodeo, or the PC who most contributed to protecting Lashweather during his ritual. If no player stands out for either of these conditions, award the Hero Point at random to one of the players who has not received a Hero Point yet this session.

E. THE NEGOTIATIONS

The next day, Calisro and Eras, along with the rest of the Vidrian delegation, lead the PCs to the Chamber of Stars, the meeting space of Ekkeshikaar's ruling council, where the possibility of a trade agreement will be discussed.

The heart of a sprawling and partially-submerged government building made of glass and stone, this large circular chamber is one of the few parts of the building that extends up above the waterline, giving an only slightly-obscured view of the sky above through the midnight-blue-tinted glass dome that covers the room's ceiling.

Star-Crossed Court

A group of seven iruxi dressed in long blue-black robes trimmed with gold sit at raised pulpits along one side of the room. A long table has been set aside for a handful of representatives from the Vidrian delegation, and additional seating holds crowds of native iruxi, some eager to see the trade deal pass, others to see it halted, and the rest simply excited to watch events unfold. Already, a queue of Ekkeshikaar's citizens is forming behind a stone lectern set aside for citizens to speak their minds and ask questions on the proceedings.

The PCs are led up to the table, seated alongside Calisro, Eras, Mirian Raas, and Jekka. Mirian explains that the PCs will be among the delegation members answering questions and arguing their case before the council and the people of Ekkeshikaar. In truth, the four NPCs will do most of the talking as the meeting goes on throughout the entire day. However, at various points during the meeting, the PCs will be called upon to address specific points that get raised, whether because Calisro, Eras, and the others have stepped away for a few moments, or because they're unable to find a good answer themselves. In either case, the negotiation challenges presented below represent only a small fraction of the discussion that occurs during the long, drawn-out meeting.

Treasure: Before the negotiations begin, Calisro hands the PCs four vials, containing a total of two doses of *moderate cognitive mutagen* and two doses of *moderate silvertongue mutagen*, explaining that they may come in handy, and that the PCs should use them amongst themselves as they see fit. A PC can wait until hearing a challenge, then decide to drink a mutagen before answering and apply it to their check for that challenge (the iruxi are not bothered by this, whether the PCs hide their use of mutagens or not). The mutagens last for 10 minutes each, and because the challenges are scattered throughout the day, this means that whenever a mutagen is consumed, it applies to 1 challenge.

Negotiation Challenges

The Council of Stars, as well as those in opposition to the proposed trade deal, raise several challenges to the deal over the course of the negotiations, which must be answered or addressed. Of the seven challenges presented below, choose or randomly determine 5 in advance, which will come up during the course of the negotiations. Ignore the other two. For each challenge that arises, each PC must attempt a DC 20 check (DC 22 for Subtier 5–6) using one of the listed skills. A success earns the PCs 1 Influence Point and a critical success earns them 2 Influence Points, while a critical failure removes 1 Influence Point. As long as the PCs earn more Influence

Points than half the number of PCs on a given challenge, they succeed at that challenge. The PCs may also receive additional Influence Points based on whether or not they completed one of the previous tasks, as outlined in the individual challenge's description. The following bonuses, penalties, and adjustments apply based upon the PCs' actions.

- Characters with the Ally of the Iruxi boon gain a +2 circumstance bonus on all checks made as part of a negotiation challenge.
- Characters with the Iruxi Bane boon gain a +2 circumstance bonus on Intimidation checks made as part of a negotiation challenge but take a –2 circumstance penalty on all other checks made as part of a negotiation challenge.
- When a PC attempts the same type of skill check that they have already attempted on a previous challenge, increase the check's DC by 1 for each prior use. For example, if a PC decides to attempt Deception checks for every challenge, the DC is 20 for Breach of Contract, 21 for Colonial History, 22 for Ill Omens, and so forth.

BREACH OF CONTRACT

Opposing iruxi make the argument that because the original contract with the people of Vidrian (formerly Sargava) was broken, that Ekkeshikaar would be foolish to open into another agreement, or at the very least, should not do so until appropriate fees have been paid for the time during which they were in breach of contract—well over a thousand years' worth!

Usable Skills: Deception, Legal Lore, Mercantile Lore, or Society.

Special: If the PCs successfully recovered the documents from encounter A, they receive 1 additional Influence Point.

COLONIAL HISTORY

Doubts are raised about how long Vidrian will remain free.

The iruxi voice concerns that those who ruled there previously may return and try to subjugate them again. They wonder if Vidrian can maintain its independence, or if this trade agreement will lead to Ekkeshikaar being dragged into a war it neither wants nor needs.

Usable Skills: Deception, Intimidation, Occultism, Society, or Warfare Lore.

Special: If the PCs successfully convinced Kesstraka to attend the hearing, they receive 1 additional Influence Point.

ILL OMENS

The iruxi argue that they have performed auguries and omens, and that now is not an auspicious time for Ekkeshikaar to begin making new trade deals. The iruxi

Star-Crossed Court

take these omens very seriously, but perhaps you can offer an alternate interpretation?

Usable Skills: Fortune-Telling Lore, Deception, Nature, or Occultism.

Special: If the PCs successfully convinced Lashweather to attend the hearing, they receive 1 additional Influence Point.

TARIFFS AND TAXES

The iruxi point out that should trade be resumed, there would be certain tariffs and taxes they would need to put in place, which have arisen since the days of the prior agreement. These fees are steep, and they would certainly reduce the profitability of trade for both sides, if you can't find a way around them.

Usable Skills: Account Lore, Deception, Diplomacy, or Legal Lore.

Special: If the PCs successfully recovered the documents from encounter **A**, they receive one additional Influence Point.

WE TRADE WITH DROON

Opponents of the trade deal argue that Ekkeshikaar is dependent upon Droon, a much larger empire to the South, for many resources. They worry that this trade deal might upset Droon and worsen relations with them, resulting in worse overall economic conditions for Ekkeshikaar.

Usable Skills: Diplomacy, Intimidation, Mercantile Lore, Society, or Warfare Lore.

Special: If the PCs successfully convinced Kesstraka to attend the hearing, they receive one additional Influence Point.

WHAT DO YOU HAVE THAT WE WANT?

The iruxi point out that much of what they used to receive from the people of Vidrian years ago is of little value to the iruxi now. They point out that Ekkeshikaar wants for little and has thrived without any assistance from up north. They ask what exactly Vidrian has to offer them that they would want.

Usable Skills: Deception, Diplomacy, Nature, Society, or any Lore skill related to a potential export (including but not limited to Fishing Lore, Herbalism Lore, Mercantile Lore, or Mining Lore).

YOU DON'T KNOW THE STARS

Opponents argue that the humans and other northerners do not understand the signs and portents of astrology and other divinations, and that if they lack that basic understanding, how can they possibly be a mature or advanced enough civilization to be worth trading with? Perhaps a demonstration of how well the PCs know the heavens could prove them wrong.

Usable Skills: Academia Lore, Deception, Diplomacy, Fortune-Telling Lore, Nature, Occultism, or Sailing Lore.

Special: If the PCs successfully convinced Lashweather to attend the hearing, they receive one additional Influence Point.

CONCLUSION

Eventually, the negotiations come to a close, and the Council of Stars takes a vote as to whether or not to enact the trade agreement as it has been presented. If the PCs succeeded on at least 3 of the challenges during the negotiation, the Council ratifies the agreement. If the PCs succeeded on all 5 of the challenges, the version of the deal that they agree to is particularly generous to Vidrian. If the PCs succeeded on fewer than 3 of the challenges, the iruxi respectfully decline the offer at this time. Although, as long as the PCs have not done anything to invoke public outcry, the iruxi suggest that perhaps Vidrian would like to reconsider the terms on offer, and try again at a later, more auspicious date.

Primary Objectives

The PCs succeed at their primary objective as long as they succeed on at least 3 out of the 5 negotiation challenges. PCs who succeed each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

The PCs fulfill their secondary objective if they either succeed on all 5 of the negotiation challenges or succeed on at least 3 of the negotiation challenges while also successfully recovering the requested documents and convincing both Kesstraka and Lashweather to attend the negotiations. If they do, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Star-Crossed Court

APPENDIX 1: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 26) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter B (Subtier 3-4)

The basilisk uses petrifying gaze on the first round. It attacks with its jaws until a PC is slowed from either petrifying glance or petrifying gaze, at which point it attempts to use petrifying gaze again on the slowed target.

BASILISK

CREATURE 5

N **MEDIUM** **BEAST**

Perception +11; darkvision

Skills Athletics +13, Stealth +8

Str +4, **Dex** -1, **Con** +5, **Int** -3, **Wis** +2, **Cha** +1

AC 22; **Fort** +14, **Ref** +8, **Will** +11

HP 75

Petrifying Glance ⤵ (arcane, aura, transmutation, visual);

Trigger A creature within 30 feet that the basilisk can see starts its turn. **Effect** The target must attempt a DC 20 Fortitude save. If it fails, it's slow 1 for 1 minute as its body slowly stiffens.

Speed 20 feet

Melee ⬮ jaws +15, **Damage** 2d8+4 piercing

Petrifying Gaze ⬮⬮ (arcane, concentrate, incapacitation, transmutation, visual); The basilisk stares at a creature it can see within 30 feet. That creature must attempt a DC 22 Fortitude save. If it fails and has not already been slowed by Petrifying Glance or this ability, it becomes slowed 1. If the creature was already slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently. A creature petrified in this manner that is coated (not just splashed) with fresh basilisk blood (taken from a basilisk that has been dead no longer than 1 hour) is instantly restored to flesh. A single basilisk contains enough blood to coat 3 Medium creatures in this manner.

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: Increase the basilisk's HP by 15 and the damage of its jaws attack by 2.

12-13 Challenge Points: Increase the basilisk's HP by 30 and the damage of its jaws attack by 2. Increase its AC, attack modifiers, saving throws, Perception, and skill modifiers by 2.

14-15 Challenge Points: Add a weak basilisk to the encounter. To create a weak basilisk, from the standard basilisk statistics, decrease its HP by 15 and the damage of its jaws attack by 2. Additionally, decrease its AC, attack modifiers, saving throws, Perception, and skill modifiers by 2.

16-18 Challenge Points (5+ players): Add a second basilisk to the encounter.

Star-Crossed Court

Encounter C (Subtier 3–4)

Each round for 5 rounds, elementals appear in the ritual space. A total of 8 elementals appear over the course of these rounds, following the elementals per round table below. If the PCs struggled in the combat with the basilisk, use option 1; otherwise, select or randomly determine the structure of the encounter from the table. At least one elemental of each type appears over the course of the encounter, but the GM can choose or randomly determine which types of elementals appear when. New elementals always appear on the space with their elemental constellation, or the nearest unoccupied space, if that space is occupied. At the beginning of each round, roll any new elementals into initiative. At the end of the 5th round, after which all remaining elementals vanish and the fight ends.

Each elemental attacks the nearest creature, choosing PCs over Lashweather if the PCs and Lashweather are equally close.

TABLE: ELEMENTALS PER ROUND

D4	Number of Elementals Summoned Each Round
1	2, 1, 1, 2, 2
2	2, 1, 2, 1, 2
3	3, 0, 2, 1, 2
4	2, 1, 2, 2, 1
*	3, 2, 2, 1, 0

* This result cannot be rolled randomly. If the group unanimously agrees to a greater challenge, use this appearance rate instead.

AIR MEPHIT

CREATURE 1

N **SMALL** **AIR** **ELEMENTAL**

Perception +3; darkvision

Languages Auran

Skills Acrobatics +7, Stealth +7

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

AC 16; **Fort** +3, **Ref** +19, **Will** +7

HP 12, fast healing 2 (in open air); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 40 feet

Melee ♦ claw +9 (agile, finesse), **Damage** 1d6+1 slashing

Arcane Innate Spells DC 17; **2nd** *blur*; **1st** *gust of wind*

Breath Weapon ♦♦ (air, arcane) The air mephit breathes sand and grit in a 15-foot cone that deals 2d6 slashing damage to each creature within the area (DC 17 basic Reflex save). The air mephit can't use Breath Weapon again for 1d4 rounds.

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: Increase the number of elementals conjured on the first round by 1.

12–13 Challenge Points: Increase the number of elementals conjured on both the first and second rounds by 1.

14–15 Challenge Points: Increase the number of elementals conjured on each of the first three rounds by 1.

16–18 Challenge Points (5+ players): Increase the number of elementals conjured on each of the first four rounds by 1.

EARTH MEPHIT

CREATURE 1

N **SMALL** **EARTH** **ELEMENTAL**

Perception +3; darkvision, tremorsense (imprecise) 30 feet

Languages Terran

Skills Athletics +6, Stealth +2

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

AC 15; **Fort** +8, **Ref** +4, **Will** +3

HP 20, fast healing 2 (while underground); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet

Melee ♦ fist +8, **Damage** 1d6+3 bludgeoning

Arcane Innate Spells DC 17; **3rd** *meld into stone*; **2nd** *enlarge* (self only)

Breath Weapon ♦♦ (arcane, earth) The earth mephit breathes rocks in a 15-foot cone that deals 2d6 bludgeoning damage to each creature within the area (DC 17 basic Reflex save). The earth mephit can't use Breath Weapon again for 1d4 rounds.

FIRE MEPHIT

CREATURE 1

N **SMALL** **ELEMENTAL** **FIRE**

Perception +3; darkvision, smoke vision

Languages Ignan

Skills Acrobatics +7, Deception +7

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

Smoke Vision The fire mephit ignores the concealed condition from smoke.

AC 17; **Fort** +3, **Ref** +9, **Will** +7

HP 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire

Arcane Innate Spells DC 15; **Cantrips** (1st) *daze*, *light*

Star-Crossed Court

Breath Weapon ♦♦ (arcane, fire) The fire mephit breathes flames in a 15-foot cone that deals 2d4 fire and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The fire mephit can't use Breath Weapon again for 1d4 rounds.

WATER MEPHIT

CREATURE 1

N	SMALL	AQUATIC	ELEMENTAL	WATER
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Perception +3; darkvision

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

Drench ♦ (abjuration, arcane, water) The water mephit puts out all fires in a 5-foot emanation. The mephit extinguishes all non-magical fires automatically and attempts to counteract magical fires (+7 counteract modifier).

Star-Crossed Court

APPENDIX 2: SUBTIER 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 26) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter B (Subtier 5-6)

The basilisks use petrifying gaze on the first round. It attacks with its jaws until a PC is slowed from either petrifying glance or petrifying gaze, at which point it attempts to use petrifying gaze again on the slowed target.

BASILISKS (3)

CREATURE 5

N **MEDIUM** **BEAST**

Perception +11; darkvision

Skills Athletics +13, Stealth +8

Str +4, **Dex** -1, **Con** +5, **Int** -3, **Wis** +2, **Cha** +1

AC 22; **Fort** +14, **Ref** +8, **Will** +11

HP 75

Petrifying Glance ⤵ (arcane, aura, transmutation, visual);

Trigger A creature within 30 feet that the basilisk can see starts its turn. Effect The target must attempt a DC 20 Fortitude save. If it fails, it's slow 1 for 1 minute as its body slowly stiffens.

Speed 20 feet

Melee ⬮ jaws +15, **Damage** 2d8+4 piercing

Petrifying Gaze ⬮⬮ (arcane, concentrate, incapacitation, transmutation, visual); The basilisk stares at a creature it can see within 30 feet. That creature must attempt a DC 22 Fortitude save. If it fails and has not already been slowed by Petrifying Glance or this ability, it becomes slowed 1. If the creature was already slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently. A creature petrified in this manner that is coated (not just splashed) with fresh basilisk blood (taken from a basilisk that has been dead no longer than 1 hour) is instantly restored to flesh. A single basilisk contains enough blood to coat 3 Medium creatures in this manner.

SCALING ENCOUNTER B

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

19-25 Challenge Points: Add one basilisk to the encounter.

26-32 Challenge Points: Add two basilisks to the encounter.

33+ Challenge Points: Add one basilisk to the encounter and apply the elite adjustments to all basilisks. To apply the elite adjustment, Increase the basilisks' HP by 20 and the damage of their jaws attack by 2. Increase their AC, attack modifiers, saving throws, Perception, and skill modifiers by 2.

Star-Crossed Court

Encounter C (Subtier 5–6)

Each round for 5 rounds, elementals appear in the ritual space. A total of 8 elementals appear over the course of these rounds, following the elementals per round table below. If the PCs struggled in the combat with the basilisk, use option 1; otherwise, select or randomly determine the structure of the encounter from the table. At least one elemental of each type appears over the course of the encounter, but the GM can choose or randomly determine which types of elementals appear when. New elementals always appear on the space with their elemental constellation, or the nearest unoccupied space, if that space is occupied. At the beginning of each round, roll any new elementals into initiative. Elementals continue to appear for 5 rounds, after which all remaining elementals vanish and the fight ends.

Each elemental attacks the nearest creature, choosing PCs over Lashweather if the PCs and Lashweather are equally close.

TABLE: ELEMENTALS PER ROUND

D4	Number of Elementals Summoned Each Round
1	2, 1, 1, 2, 2
2	2, 1, 2, 1, 2
3	3, 0, 2, 1, 2
4	2, 1, 2, 2, 1
*	3, 2, 2, 1, 0

* This result cannot be rolled randomly. If the group unanimously agrees to a greater challenge, use this appearance rate instead.

BRINE SHARK

CREATURE 3

N **MEDIUM** **AQUATIC** **ELEMENTAL** **WATER**

Perception +8; darkvision

Skills Athletics +10, Stealth +11, Survival +8

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

AC 19; **Fort** +9, **Ref** +11, **Will** +6

HP 45; Immunities bleed, paralyzed, poison, sleep; **Resistances** fire 5

Speed 15 feet, swim 50 feet

Melee ♦ jaws +11, **Damage** 1d12+7 piercing plus Grab

Deep Plunge ♦ The brine shark dives straight down into the water, moving up to twice its swim Speed in a straight vertical line. It can use this ability while grabbing a creature.

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: Increase the number of elementals conjured on the first round by 1.

23–27 Challenge Points: Increase the number of elementals conjured on both the first and second rounds by 1.

28–32 Challenge Points: Increase the number of elementals conjured on each of the first three rounds by 1.

33+ Challenge Points: Increase the number of elementals conjured on each of the first four rounds by 1.

CINDER RAT

CREATURE 3

N **SMALL** **ELEMENTAL** **FIRE**

Perception +9; darkvision, smoke vision

Skills Acrobatics +10, Stealth +10, Survival +9

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

Smoke Vision The cinder rat ignores the concealed condition from smoke.

AC 18; **Fort** +9, **Ref** +12, **Will** +6

HP 45; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 5

Fetid Fumes (aura, fire) 5 feet. A creature that enters the aura or begins its turn there must succeed at a DC 22 Fortitude save or become sickened 1. Everything within the aura, including the cinder rat, is concealed by smoke.

Speed 40 feet

Melee ♦ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

SOD HOUND

CREATURE 3

N **SMALL** **EARTH** **ELEMENTAL**

Perception +9; crystal sense (imprecise) 60 feet, darkvision

Skills Athletics +11, Survival +9 (+11 to Track)

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

Crystal Sense A sod hound can sense crystals or gems within 60 feet as if using the scent ability.

AC 19; **Fort** +12, **Ref** +6, **Will** +7

HP 44; Immunities bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide

Melee ♦ jaws +11, **Damage** 1d10+6 piercing plus Knockdown

Earth Glide The sod hound can Burrow through any earthen matter, including rock. When it does so, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Star-Crossed Court

ZEPHYR HAWK

CREATURE 3

N **SMALL** **AIR** **ELEMENTAL**

Perception +7; darkvision

Skills Acrobatics +13, Stealth +11

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

AC 21; **Fort** +6, **Ref** +13, **Will** +7

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ♦ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

Circling Attack ♦♦ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

Star-Crossed Court

APPENDIX 3: ART



KESSTRAKA

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BASILISK

Star-Crossed Court

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

Chronicle Sheet

PCs who complete the adventure's primary objective earn the Seasoned Diplomat boon on their Chronicle sheets. PCs who impress the iruxi in the dinosaur rodeo gain access to the *lifting belt* on in Subtier 3–4 or the *ring of the ram* in Subtier 5–6.

TREASURE BUNDLES:

- ☐ ☐ Area A, page 5: 2 Treasure Bundles
- ☐ ☐ ☐ Area B, page 10: 3 Treasure Bundles
- ☐ ☐ ☐ Area C, page 14: 3 Treasure Bundles
- ☐ ☐ Area D, page 15: 2 Treasure Bundles

CHALLENGE POINTS PER PC

Level	Challenge Points
3	2
4	3
5	4
6	6

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8–15	3–4
16–18 (5+ players)	3–4
16–18 (4 players)	5–6
19+	5–6

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has, using the Challenge Points per PC table above.

Then use the Challenge Points and Subtier table to determine which Subtier is appropriate for your PCs. Subtier 3–4 encounters appear in Appendix 1, and Subtier 5–6 encounters appear in Appendix 2.

Star-Crossed Court



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: _____ -2	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		Fame Earned: _____
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	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel
		<input type="checkbox"/>	
		<input type="checkbox"/> Slow Track	
		<input type="checkbox"/> Dead	
		<input type="checkbox"/> Infamy	

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Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
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Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
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		<input type="checkbox"/> Infamy	

Character Name:		Faction:	
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel
		<input type="checkbox"/>	
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Star-Crossed Court

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Pathfinder Society Scenario #1-23: Star-Crossed Court

Character Chronicle #

Herolab Code

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

Adventure Summary

Your journey to Ekkeshikaar was one of diplomacy and intrigue. You (☐ followed the advice of Eras the Needle / ☐ listened to the words of Calisro Benarry/ ☐ forged your own path through the negotiations), and as a result the iruxi of Ekkeshikaar are very likely to become essential allies to the nation of Vidrian and the Pathfinder Society in the years to come.

Boons

☐ **Seasoned Diplomat** (Advanced) You have navigated the courts of Ekkeshikaar, honing your skills as a diplomat and researcher. You may check the box next to this boon at the beginning of an adventure to become trained in Diplomacy and Society for the duration of that adventure. If you are already trained in one of these skills, you instead become an expert. If your proficiency level is higher than expert in either of these skills, you treat any critical failure rolled with that skill as a failure and any failure as a success for the duration of the adventure.

Items

lifting belt (Level 4; 80 gp)
ventriloquist's ring (Level 3; 60 gp)

Purchases

Items Sold / Conditions Gained

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

TOTAL VALUE OF ITEMS SOLD

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

Items Bought / Conditions Cleared

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

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

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

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

SUBTIER 3-4

SUBTIER 5-6

REWARDS