

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-16

Levels 3-6

ESCAPE FROM OPPARA

By Brent Bowser

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ESCAPE FROM OPPARA

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GM RESOURCES

Campaign Home Page: pathfindersociety.club**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary 3*, and *Pathfinder Gamemastery Guide***Maps:** *Pathfinder Flip-Mat Classics: Prison* and *Pathfinder Flip-Mat Classics: Red Light District***Online Resource:** 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 *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.



METAPLOT (YEAR OF SHATTERED SANCTUARIES)

SUMMARY

Lady Gloriana Morilla summons the Pathfinders to aid her in proving Venture-Captain Muesello's innocence in a recent crime spree across Oppara. She sends the party to a tavern known to be a gathering place for the secretive group responsible for the crimes. The party lures the criminals into chasing them through the streets as a part of Gloriana and Muesello's plan to observe the gang's movements and discover their hideout. While dealing with the criminals in their base, the Pathfinders learn the group is being supported by a mysterious individual called "The Peddler" and finds clues pointing to the location of a meeting between the group and their benefactor. By the time the Pathfinders reach the meeting point, however, the Peddler has already departed, leaving behind a strange monster for the party to deal with as well as an ominous message.

HOW TO PLAY

**PLAY TIME: 4-5 HOURS****LEVELS: 3-6****PLAYERS: 3-6**

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ADVENTURE BACKGROUND

The Pathfinder Society recently dealt a blow to the hidden Ninth Army, a secretive group within Taldor's military that opposes to the rule of Taldor's Grand Princess Eutropia Stavian. The Society had learned of illicit recruitment efforts in Taldor's capital, Oppara, disguised as street fighting tournaments. They sent agents to disrupt these events and discovered a ledger hinting at a web of mysterious connections, but it wasn't immediately apparent that these criminal activities were related to the Ninth Army. The Society gave the ledger to Lady Gloriana Morilla, a long-time ally of the Society and close confidante of the Grand Princess, and she has been investigating ever since.

Meanwhile, a mysterious international backer known as "The Peddler" approached the Ninth Army. With this backer's help, the Ninth Army began sending false "Pathfinder agents" to commit crimes across the city, always targeting the grand princess's assets, allies, and supporters. They equipped these agents with *wayfinders* bearing unique modifications—the hallmark of none other than Venture-Captain Muesello, one of the Society's most renowned *wayfinder* experts. Suddenly, the venture-captain found himself under increased scrutiny by enigmatic spies, and the Ninth Army leaked information to him that made him (falsely) believe that Gloriana Morilla was spying on him. Muesello suspected a plot against Oppara's lodge and went to ground, unsure of who to trust.

While Gloriana worked to learn the extent of Muesello's involvement in the recent crimes, Muesello conducted investigations of his own. Gloriana's suspicion increased as she learned that Muesello was turning up at crime scenes and avoiding the agents she sent to contact him. Nonetheless, she remained convinced that there was some other explanation, rather than believe her old friend a traitor. She finally apprehended Muesello thanks to the efforts of a group of Pathfinder agents during the events of *Pathfinder Society Scenario #3-11: No Time for Treason*. They followed a trail of clues and prevented a deadly Ninth Army attack, allowing Morilla's agents to intercept Muesello during the chaos.

WHERE ON GOLARION?

This adventure takes place in Oppara, the capital city of once-opulent Taldor. For more information about Oppara and Taldor, see pages 128–129 of *Pathfinder Lost Omens World Guide* and pages 42–43 of *Pathfinder Lost Omens Legends*.



Gloriana's instincts were correct—the circumstances pointed to Muesello's innocence—but the venture-captain confessed to treason nonetheless! To keep from drawing suspicion from the true traitors hidden in Taldor's army, Gloriana Morilla had Muesello arrested, trusting in her political influence to keep him safe while she investigated further.

Gloriana has spent the past few months delaying Muesello's trial and looking into the Ninth Army. She has intercepted communications from the Ninth Army suggesting that they intend to circumvent royal authority and quietly make the venture-captain "disappear." After calling in several political favors, Gloriana secretly had Muesello transferred into her custody. He finally admitted that his false confession was intended to buy time—he had learned that the Ninth Army was in possession of falsified evidence which would prove his guilt, and rather than allowing it to come into the open as the violent attacks escalated, he had trusted in Taldor's legal system and Gloriana's cunning to help him out.

Together, they concocted a plan: with the help of some capable agents, they would draw out the Ninth

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Army, learn where the faction is manufacturing its false evidence, and recover it so they could prove that Muesello wasn't involved in the crimes.

The Ninth Army, meanwhile, has failed to uphold their bargain with The Peddler, who has decided to step in and take care of the incompetent criminals and Pathfinders alike.

GETTING STARTED

The adventure begins a few months after the events of *Pathfinder Society Scenario #3-11: No Time for Treason*, in Taldor's capital city of Oppara. The PCs receive a hand-delivered missive instructing them to meet with Lady **Gloriana Morilla** (CN female human aristocrat) at the Porthmos Club, a tea house and former temple to Shelyn that offers discreet meeting spaces. Give the players **Handout #1: A Cordial Invitation** (page 30).

When the PCs order moon grape wine per the instructions in their invitation, the server ushers them to a wine rack in the basement, sliding it aside to reveal a meeting room outfitted with a table and threadbare velvet chairs. To the left sits Lady Gloriana Morilla, a light-skinned, dark-haired Taldan woman wearing a fashionable dress. On the right sits Venture-Captain **Muesello** (N male human mage-machinist), a light-skinned, grey-haired man with a ruddy and pock-marked complexion. He wears a simple white shirt and a pair of brown utility trousers. Gloriana offers the Pathfinders seats and invites them to partake in the tea and charcuterie on the table.

Read or paraphrase the following to begin the adventure.

"Thank you all for coming," says Lady Gloriana Morilla, longtime ally of the Pathfinder Society. "I hope the refreshments are to your liking." She pinches a bit of cheese between her fingers and drops it near a grey stone cube on the table. The rock rolls over to the cheese, opens a crystalline toothy maw, and engulfs the crumb. "A few months back, a group within the Taldan military calling themselves the Ninth Army perpetrated a crime spree against supporters of Grand Princess Eutopia. They intended to implicate Venture-Captain Muesello here, and for a while, I nearly believed their ruse. Thanks to the efforts of a group of agents, we were able to determine that the Ninth Army was responsible, yet

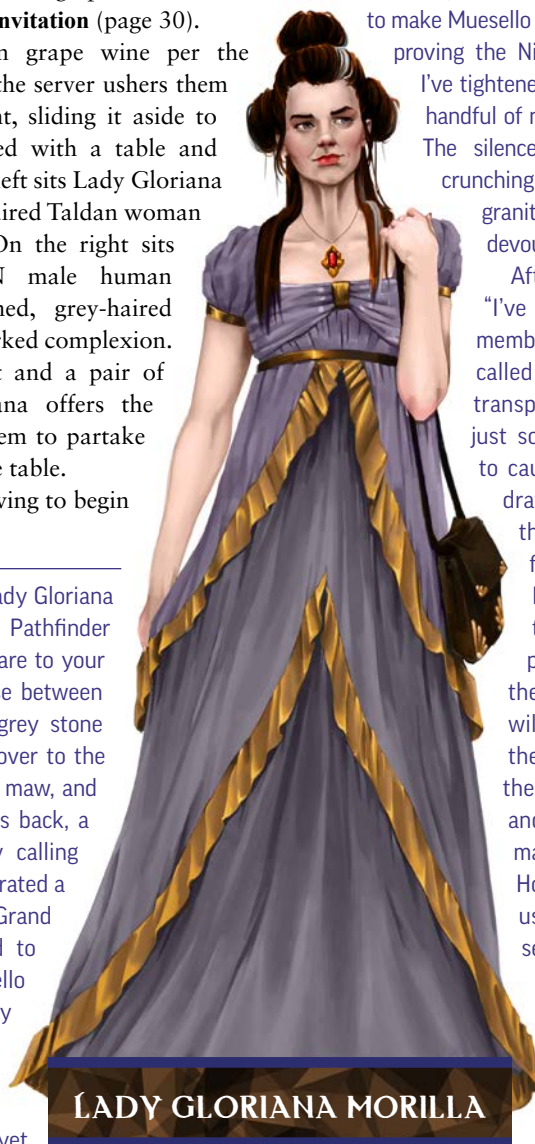
Muesello still insisted on taking the blame, for... well, I'm sure he has his reasons.

If any PCs played *Pathfinder Society Scenario #3-11: No Time for Treason*, they were part of this group of agents, and Gloriana and Muesello both thank them for their efforts. Groups that played that scenario are also particularly likely to be curious about why Muesello insisted on taking the blame after all the effort they took to prove his innocence; give the players a chance to ask questions about that here, using the answers provided on page 5. After finishing this interlude, Gloriana continues with the mission briefing.

"And that brings us to our current situation. The Ninth Army means to pull some strings of their own and find a way to make Muesello disappear. We must uncover evidence proving the Ninth Army's plot to frame Muesello. I've tightened my circle of trust to just you and a handful of my most loyal spies." Gloriana pauses. The silence is broken by Muesello's cracker crunching. A few crumbs hit the table, and the granite cube tumbles across the table to devour them.

After sipping tea, Gloriana resumes. "I've learned that off-duty Ninth Army members gather at a tavern in Eastport called the Fox and Lion. I've arranged transportation to an old candle warehouse just south of the tavern. Your mission is to cause a commotion at the tavern and draw the Ninth Army into pursuing you through the streets. We've planted false information suggesting that Muesello plans to flee the city, so the Ninth Army is on edge; the mere presence of Pathfinders may provoke them. While they chase you, Muesello will coordinate my agents in observing the Ninth Army's every move. He'll be in the candle warehouse—it's a safehouse, and it's close enough for him to use magic to communicate with my spies. Hopefully one of the criminals leads us to their true hideout. Then, we can send you in to search for evidence.

Avoid direct violence if you can. Muesello will signal you with magic when we have the information we need, then you can lose anyone still tailing you and rendezvous at the safehouse. Any questions?"



LADY GLORIANA MORILLA

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Gloriana and Muesello answer any questions the PCs ask as best they can. Answers to some likely questions are provided below.

Who is the Ninth Army? Gloriana responds, “They’re a secretive insurgent group embedded within the Taldan military that want to see Eutropia off the throne. They’ve been impersonating Pathfinder Society agents and committing crimes in their name against individuals that supported Eutropia’s ascension.”

Why did Muesello insist on taking the blame? Muesello responds, “I learned the Ninth Army planned to present false evidence incriminating me for treason, so I’d gone into hiding while I investigated their schemes. I turned myself in when their actions became more violent, hoping a false confession would tie things up in legal proceedings for a while.”

Why didn’t Muesello tell the Pathfinder Society what he was up to/Didn’t the Pathfinder Society already gather enough evidence of Muesello’s innocence? Muesello looks sheepish, “The Ninth Army wasn’t just out there preparing false evidence to make me look like a traitor. They were also planting false evidence to trick me into doubting Gloriana, to put me in a place where I couldn’t know who to trust. And I bought it, hook, line, and sinker.” Gloriana replies, “It’s understandable, Muesello. They had me doubting you as well. Their skill at forgery and trickery is formidable. We’ll need more direct evidence of their involvement to be certain to defeat their lies in court.”

Should we be picking fights with the Taldan military? Muesello responds, “Of course not. You’ll be engaging with off-duty officers, and conspirators to treason, in a sparsely patrolled district of Oppara. Don’t pick a fight unless it’s an emergency. You’ll not help the Society’s case if you’re acting as the Ninth Army claims!”

Can we get supplies at the Oppara Lodge? Muesello responds, “Best not, at least right now. I’m certain the lodge is being watched. I don’t want to risk my agents’ safety in the event that you get followed. If you need supplies, there’s the Gray Market near the Grand Bridge.”

How is Lolly Adafish? PCs who played *No Time for Treason* might think to ask about Lolly Adafish, Muesello’s assistant at the Oppara Lodge. Muesello responds, “Stressed. She’s been burning the midnight oil with me gone, even though I urged her to take time off. She’ll be glad when the danger has passed so we can get back to *wayfinder* tinkering.”

What happened to Cole Farsen?/Do we have any witnesses to testify in favor of Muesello? PCs who played *No Time for Treason* might think to ask about Cole Farsen, the leader of the Ninth Army contingent that they fought against at the end of the adventure. Gloriana responds,

“He didn’t make it to trial, regrettably. His testimony could have been useful in proving Muesello’s innocence.” If the PCs inquire about other potential witnesses from *No Time for Treason*, Morilla informs them that nobody outside of Pathfinder Society membership has proven willing to testify in Muesello’s favor.

What is that cheese-eating rock? Gloriana responds, “This pet rock is a cobble mite. They’ve become chic among Oppara’s nobility, so of course, I had to have one.”

Shouldn’t Muesello stay here? Gloriana responds, “His magic is an essential part of our plan. Don’t worry, we’ll have spies securing the area, and if the safehouse is somehow compromised, we’ll get him out.”

Rewards: If any players at the table have a Chronicle Sheet for *No Time for Treason* with any of their characters, Muesello mentions that his assistant at the Oppara Lodge, Lolly Adafish, is grateful for the Society’s continual efforts to resolve the dilemma in Oppara, even in the face of growing threats across the Inner Sea. He hands the PCs a gift from Lolly: a *bag of holding type I* (or a *bag of holding type II* for levels 5–6). If none of the players possess such a Chronicle Sheet, the PCs don’t receive this item.

Development: Before the PCs leave, Muesello hands them a compass needle. He asks them to keep the needle with them, explaining that it’s ritually linked to the *wayfinder* it came from. He informs them that if something urgent comes up, he can use it to send them a short message and receive a short reply from them in return, as usual for the *sending* spell. It’s possible that Muesello won’t activate this ability during the adventure, but if the PCs wander off track, miss clues, or otherwise run into trouble, he can use the compass needle to communicate with them once per day.

Should the PCs be defeated in battle during the scenario, any survivors are captured by the Ninth Army, and Muesello is ultimately able to use the needle’s connection back to its component *wayfinder* to coordinate a rescue.

TO THE FOX AND LION

Gloriana instructs the PCs to accompany Muesello to her manor in West Park, where a small flat-bottomed boat awaits to deliver them to a candle warehouse in Eastport. They can purchase supplies in Oppara on their way if they wish. Their 45-minute journey through Oppara highlights the city’s gradual decline. The opulent manors of West Park with their high stone walls overlook the fashionably distressed apartments and markets of Imperial Square. The homes lining Canal Row grow shorter and more condensed the further south the party travels. Turning into Eastport, wooden buildings and construction co-mingle

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with dilapidated structures. The party disembarks near a gated warehouse along the shore. Before the ferryman departs, he informs the party the Fox and Lion is a quarter mile north through the city. Muesello discreetly enters the candle warehouse and signals the “all clear” to the PCs to proceed with their mission.

The bustle of the district winds down as evening approaches. Shops begin closing, and tired people walk home. There is a distinct lack of guards patrolling. One building stands out from the rest; raucous laughter pours from a downtrodden tavern with a recently crafted sign bearing a fox and a gold lion with a white mane. A PC who succeeds at a DC 18 Society or DC 16 Oppara Lore check to Recall Knowledge believes the lion may be an homage to Maxillar Pythareus, a former general in the Taldan military and defeated challenger for the throne.

FLUSHING OUT THE NINTH ARMY

Inside the tavern, the dozens of patrons are in various states of relaxation and revelry. **Parvilla** (CN female human baker), a light-skinned, brown-haired Taldan woman with a perpetual scowl, tends the bar and serves day-old bread. PCs who played *No Time for Treason* might recognize Parvilla as the woman who was spying on them at the Queen’s Tears Fountain. **Thomil Bolyrius** (NE male human provocateur), a light-skinned, balding Taldan man with an overbearing smile, plays a lute and sings songs in the corner of the bar, ceding the makeshift stage to other amateur performers who want to work on their craft. Statistics for Thomil, a member of the Ninth Army, appear on page 20 (page 24 for levels 5–6), though the PCs shouldn’t be initiating combat here, and Thomil has no reason to attack at this time.

A PC who succeeds at a DC 16 Society check or DC 18 Performance check to Recall Knowledge recognizes these songs as popular tunes in Taldor; however, the lyrics have been changed to bawdy parodies. A few patrons are tossing knives at a target at the opposite side of the bar. The rest of the room is a cacophony of mugs thumping, belching, and workers bemoaning their day jobs—or lack thereof.

The Pathfinders’ mission is to cause a commotion that will get them kicked out of the bar, then lead the Ninth Army on a chase through the streets and alleys of the Eastport district so Gloriana’s agents can observe the insurgents’ movements. Completing this task requires the PCs to work together over multiple “rounds” to draw out the Ninth Army and stay ahead of them in the streets. The party begins this encounter with zero Pursuit Points (as described below). The results of the PCs’ checks each round determine whether they gain any Pursuit Points. Gaining points represents the PCs’ efforts helping Gloriana’s agents to track the Ninth Army’s movements,

while losing points represents the plan faltering in some way. Thus, the PCs’ goal is to gain as many Pursuit Points as possible over the course of these rounds.

Setting the Scene: This skill-based encounter should offer opportunities for players to roleplay and narrate their efforts, rather than just playing out a series of dice rolls. Your goal as the GM is to respond to the PCs’ successes and failures by narrating the results of their efforts as they provoke the Ninth Army insurgents and lead them on a chase through the streets.

All of the bar’s patrons are human, most of them male, and some of them have threadbare Taldan military uniforms. With a successful DC 13 Perception check to Sense Motive, a PC gets the sense that the bar is unfriendly toward anyone who isn’t a human from Taldor. They openly sneer at anyone openly brandishing a *wayfinder*. The patrons don’t engage with the PCs initially, as they don’t have orders to openly confront Pathfinders. They’re hoping the PCs recognize that they aren’t welcome and leave.

Pursuit Points: The PCs begin with 0 Pursuit Points. Keep track of these points for the party as a whole, rather than individually, as they represent the group’s collective efforts.

Each round, the GM presents a description of the PCs’ task, along with the checks associated with that task (and their DCs). Each PC can attempt one check, and the result determines how many Pursuit Points they gain (or lose) for the group. A PC can also choose not to act in a round, though they automatically fail (gaining 0 Pursuit Points) if they don’t act.

Critical Success The PCs gain 2 Pursuit Points.

Success The PCs gain 1 Pursuit Point.

Critical Failure The PCs lose 1 Pursuit Point.

If the PCs have creative solutions for a task, consider allowing them to use other skills instead, using the listed DCs and granting up to a +2 circumstance bonus for especially clever descriptions or roleplaying.

Check DCs: For levels 3–4, Lore skill checks are DC 13, all other skill checks are DC 16, and Perception checks are DC 18. For levels 5–6, Lore skill checks are DC 15, all other skill checks are DC 18, and Perception checks are DC 20.

Round 1—Get Noticed: The PCs must draw the attention of the tavern’s patrons. Each PC can attempt a Diplomacy or Performance check to make their presence known, such as by speaking loudly or putting on a performance; a Perception check to notice and approach the patrons who seem most susceptible to provocation; or an Underworld Lore or Warfare Lore check to draw attention with relevant conversation.

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After the first round, table conversations become noticeably louder and peppered with Pathfinder Society misquotes. “Explore, Extort, Corroborate.” “Something stinks in here. Must be the Bathfinders.”

Round 2—Provoke Pursuit: The PCs must provoke the Ninth Army insurgents into pursuing them outside. Each PC can attempt an Intimidation or Performance check to boast or to insult the patrons; a Society, Genealogy Lore, Oppara Lore, or Pathfinder Society Lore check to brag about Grand Princess Eutropia or the Pathfinder Society’s accomplishments; or an Acrobatics or Athletics check to physically shove, trip, or “accidentally” stumble into someone.

After the second round, tensions quickly escalate between the Pathfinders and the 30 or so people in the bar. A thrown tankard misses one of the PCs, followed by a shout of, “Take it outside!” The room then erupts into a chaotic brawl, though several patrons noticeably ignore everyone else and make their way straight to the PCs. The PCs should realize that this isn’t a fight they would be likely to win; fortunately, their mission requires them to flee rather than battle here.

Round 3—Sprint through the Streets: The PCs must keep ahead of their pursuers—but not so far ahead that they immediately shake them off. Each PC can attempt an Athletics check to keep the correct pace; a Perception, Oppara Lore, or Society check to remember or notice clear streets; or an Intimidation or Performance check to taunt the insurgents into further pursuit.

After the third round, it becomes clear that there are too many insurgents on the PCs’ trail, and they’ll need to block the progress of a few of their pursuers.

Round 4—Block Pursuers: The PCs must throw off or block a few of their pursuers. Each PC can attempt a Cooking Lore, Diplomacy, Farming Lore, or Labor Lore check to hastily persuade some farmers’ market vendors to reposition their food carts; a Nature check to lure livestock onto the road; a Deception or Thievery check to compel marketgoers to mob up and get in the way while they look for troublemakers; or an Athletics or Crafting check to erect a barricade. A PC who creates a magical barrier or distraction, such as with an *obscuring mist* or *hypnotic pattern* spell, automatically succeeds at their check and gains 1 Pursuit Point.

After the fourth round, the PCs throw off some of their pursuers, but a group of Ninth Army soldiers suddenly outflank them! Something is wrong!

Round 5—Narrow Escape: The PCs find themselves surrounded—somehow the Ninth Army anticipated their movements, and the PCs must find a way through. Each PC can attempt an Acrobatics or Stealth check to Squeeze or Sneak through a narrow alley; an Athletics or

Intimidation check to bully or force their way through; a Deception check to Create a Diversion; or a Diplomacy, Oppara Lore, or Underworld Lore check to get someone on the streets to show them another path.

After the fifth round, as the PCs traverse a main street, they face a locked gate. When they came through here on their way to the Fox and Lion, it was wide open.

Round 6—Locked Gate: The PCs must find a way through or around the gate. Each PC can attempt a Crafting or Engineering Lore check to find a weak spot; a Thievery check to Pick a Lock; an Athletics check to Force Open the gate; or an Architecture Lore, Perception, or Scouting Lore check to find a way around through nearby alleys and buildings.

Development: Regardless of the number of Pursuit Points the PCs gained, they eventually find themselves a few blocks from the rendezvous site. In area A (see below), a group of Ninth Army soldiers is waiting to ambush them, and Muesello is hiding in the nearby candle warehouse.

If the group earned at least 4 Pursuit Points per PC, Muesello signals one of the PCs with a *sending* spell to indicate that “The plan seems to have worked, but look out for an ambush! Now is the time for a fight. Try to take them alive.” The PCs gain a +1 circumstance bonus to their initiative rolls in area A.

If the group earned fewer than 4 Pursuit Points per PC, Muesello instead uses *sending* to say to a PC: “I can’t tell if the plan worked! They’re all over the place. North—no, south? They anticipated our moves. Look out, fight them off!” The PCs gain a –1 circumstance penalty to their initiative rolls in area A.

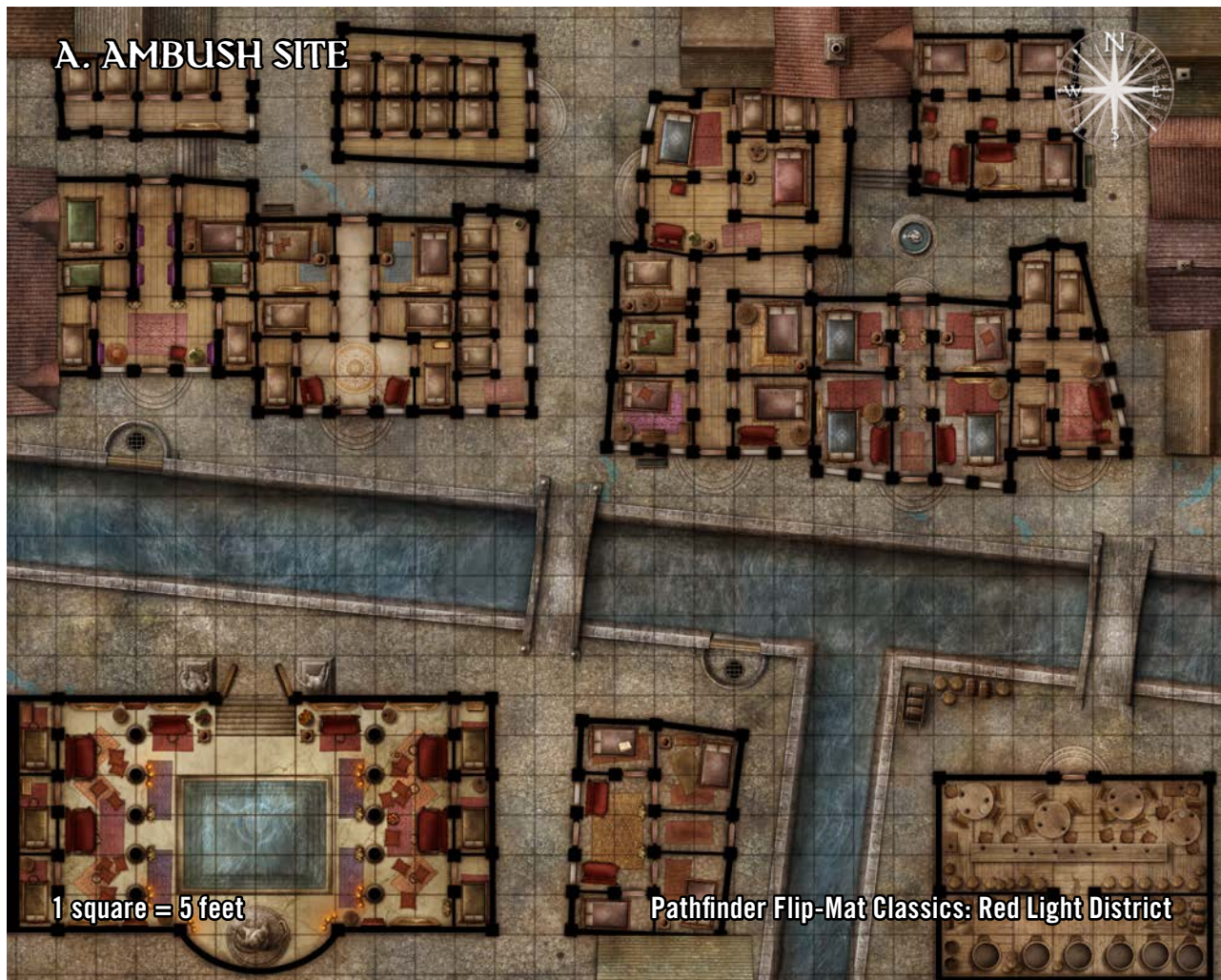
The number of Pursuit Points the party earned also determines whether they face an additional opponent in area A; see the “Creatures” entry of the encounter for details.

A. AMBUSH SITE MODERATE TO SEVERE

As the PCs rush past the gated street and through narrow alleys leading to the rendezvous site, an ambush awaits. It is early evening when this encounter takes place, and the area is in dim light from the setting sun and sputtering street lamps.

Use the map on page 8 for this encounter. The PCs begin about 20 feet north of the bridge in the center of the map. Their foes are split as evenly as possible in each direction. If there are two groups, one is on the other side (south) of the bridge, and the other approaches the PCs from behind (north). Foes added due to Challenge Point adjustments approach from the east and west.

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Creatures: The attackers are Ninth Army members looking to take out the Pathfinders and then capture Muesello and bring him back to their hideout. They were tipped off by their mysterious benefactor, The Peddler, that a group of Pathfinders were coming to this corner of Eastport to cause trouble.

The Ninth Army guards, operatives, and soldiers use their crossbows to soften up the PCs on the first round, then swap to melee weapons and close in, attempting to flank enemies and coordinate their attacks whenever possible.

If the PCs gained fewer than 4 Pursuit Points per PC during the prior encounter, a Ninth Army provocateur successfully tailed the PCs and joins the fight on the second round, approaching from the north. This is none other than Thomil Bolyrius, who was performing at the Fox and Lion when the PCs arrived. If present, Thomil uses *inspire courage* with *lingering composition* to bolster his allies, then relies on offensive spells to make foes more vulnerable to his allies' attacks. He attempts

to flee when reduced below one-quarter of his maximum Hit Points. If he successfully escapes, he goes into hiding for a full month, and the PCs don't encounter him again during the adventure.

If the PCs gained at least 4 Pursuit Points per PC, Thomil broke off his pursuit and returned to a Ninth Army hideout; the PCs encounter Thomil later, but not in this fight.

LEVELS 3-4

NINTH ARMY GUARDS (2)	CREATURE 1
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NINTH ARMY OPERATIVE	CREATURE 3
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THOMIL BOLYRIUS	CREATURE 3
Page 20	

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LEVELS 5–6

NINTH ARMY OPERATIVES (2)

CREATURE 3

Page 23

NINTH ARMY SOLDIER

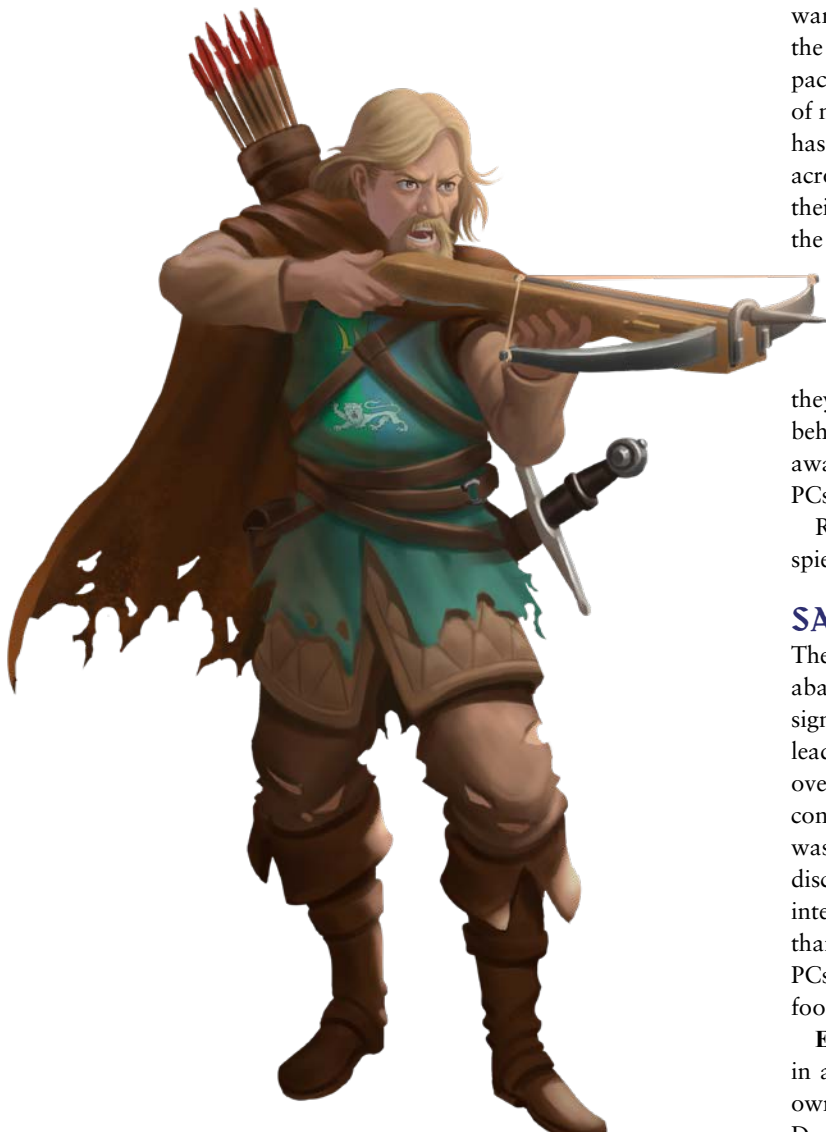
CREATURE 5

Page 23, art on page 27

THOMIL BOLYRIUS

CREATURE 5

Page 24



NINTH ARMY OPERATIVE

Rewards: After the PCs defeat their attackers, they have a few minutes to search for clues and items before the distant shouts of hostility grow too close for comfort. In addition to the equipment listed in NPCs' stat blocks, the PCs find a few pouches of various gemstones on the operatives, worth a total of 15 gp (or 60 gp for levels 5–6). A PC who succeeds at a DC 20 Perception check to Seek finds an encrypted letter tucked into a secret pocket in one of the operatives' jackets (see below).

If Thomil Bolyrius is present, he carries a key that opens the front door of the Ninth Army's prison hideout (area B1).

Development: The party can head to the candle warehouse safehouse to meet up with Muesello. When the PCs arrive, the safehouse's contents have been packed away into a large backpack, save for a small tray of modified and ritually linked *wayfinders* that Muesello has been using to communicate with Gloriana's spies across the district. All of these *wayfinders* are missing their compass needles. Muesello lets the PCs know that the coast is clear for now; however, he believes that the movements of Ninth Army agents suggest that they had somehow known to expect Pathfinders. He then guides the PCs to a different safehouse.

If the PCs left any Ninth Army members alive, they can bring them along for interrogation or leave them behind. Gloriana's agents lure any remaining pursuers away and discreetly arrest any Ninth Army members the PCs leave behind.

Regardless of who the PCs bring along, Gloriana's spies ensure that the PCs aren't followed.

SAFEHOUSE INTERLUDE

The new safehouse entrance is in the cellar of an abandoned home. The locked front door features a large sign reading "Condemned—Pest Infestation". Muesello leads the PCs to a cellar entrance in the back hidden by overgrown bushes. If the PCs ask about the building's condemnation, Muesello informs them that this building was simply abandoned; he made that fake sign to discourage people from coming too close. The building's interior is old but structurally sound and much cleaner than its exterior. It has enough beds for Muesello and the PCs to rest comfortably, and the cellar is stocked with food, water, and other basic provisions.

Encrypted Letter: If the PCs found the encrypted letter in area A, they can attempt to crack the code on their own. A PC who succeeds at a DC 20 Society check to Decipher Writing (DC 22 for levels 5–6) determines the simple cipher shifts each letter to the right by nine, and can unscramble the message. It reads, "Muesello and the Pathfinders have a safehouse in an old candle warehouse

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in Eastport. The Pathfinders will lead you to it. Take them out, then apprehend Muesello. Bring him alive to the old jail southwest of the arena. Knock nine times and someone will let you in. Try not to mess this up like Cole did. My patience is finite—The Peddler.” PCs who played *No Time for Treason* recognize the name Cole; it likely refers to Cole Farsen, the Ninth Army member who led the efforts of vandalism, kidnapping, and slander that they and their fellow Pathfinders counteracted in that adventure.

Interrogation: If the PCs brought a captive with them, they can attempt to interrogate them. The Ninth Army members are hostile toward the PCs, and due to their fear of The Peddler, they aren’t willing to negotiate unless the PCs can scare them into talking. A PC who succeeds at an Intimidation check to Coerce their captive (using any given NPC’s Will DC) gets him to reveal that this group was to return to an abandoned jail southwest of the arena in Eastport, and that someone called The Peddler has threatened to punish the Ninth Army for its lack of progress in ruining the Pathfinder Society’s operations in Oppara.

If the PCs successfully interrogate Thomil Bolyrius, the provocateur knows a bit more than his companions. He additionally reveals that no one has ever met the so-called Peddler, but this Ninth Army cell has orders from their superiors to do whatever The Peddler demands of them. Thomil requested reinforcements due to multiple setbacks in recent months, but received no response from his superiors. After today’s events, he fears that The Peddler’s patience may have finally worn out and that the entire cell is in danger.

Development: If the PCs fail to glean information leading them to the Ninth Army’s hideout on their own, Gloriana’s spies return with information. They compliment the PCs on the diversion they created and tell them they were able to shadow the Ninth Army members from the bar to their hideout at an old jail southwest of an arena in Eastport. If the PCs succeeded at learning this information on their own, whether from the encrypted letter or through interrogation, Muesello commends them for their efficiency. He sends a message to the spies, telling them to pick up supplies instead of continuing their investigation.

With information in hand, Muesello invites the PCs to rest for the night. Tomorrow morning, he explains, they’ll confront the Ninth Army in their hideout and search for evidence. If necessary, Muesello sends for a physician to restore the PCs to full health before they rest.

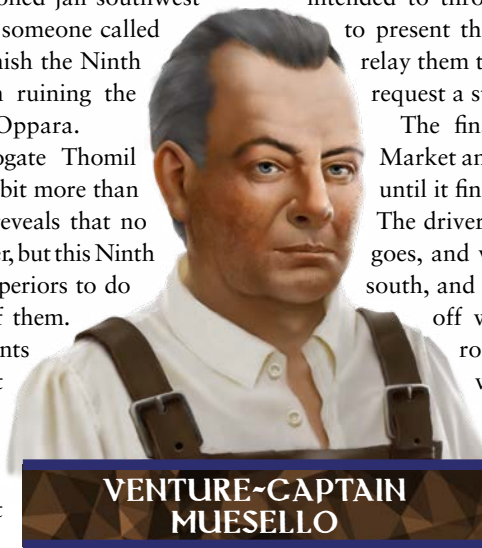
Rewards: If Gloriana’s spies have time to pick up supplies, they return within an hour and give the PCs 2 *lesser healing potions* and 2 moderate bottled lightnings (or 5 *lesser healing potions* and 4 moderate bottled lightnings for levels 5–6).

PREPARATIONS

The party awakens refreshed from a comfortable sleep. Gloriana’s staff—disguised as ratcatchers—discreetly delivered a buffet-style breakfast of eggs, potatoes, breads, fresh fruit, coffee, and juices. Before breakfast, Muesello gives the PCs a note from Gloriana Morilla. Give the players **Handout #2: Gloriana’s Note** (page 30).

When the party is ready to leave, Muesello gives them an envelope containing Gloriana’s signet ring and tells them that Gloriana has arranged a series of carriages to take them on a roundabout journey through Eastport intended to throw off would-be pursuers. They are to present the ring to the drivers, who will then relay them to their next destination. The PCs can request a stop to resupply if they need to.

The final carriage veers east at the Gray Market and begins zig-zagging down side roads until it finally stops in a rickety industrial area. The driver informs the party this is as far as he goes, and where they’re headed is three blocks south, and two blocks east. The carriage speeds off when the party exits. The indicated route leads past scorched homes and workshops, empty save for perhaps an occasional squatter or family of raccoons. A stone structure stands among the surrounding neighborhoods. It’s mid-morning, and it appears no one else is around.



B. PRISON HIDEOUT

The single-story prison has only one entry and four windows on the east side, plus a few windows looking into empty cells on the north side. The windows are all heavily barred and only a few inches wide on the outside. A tower in the southwest overlooks an open prison yard. The walls surrounding the yard are 20-foot-high stone walls with no handholds (Climb DC 25).

Use the map on page 12 for the encounters in this area. Lanterns provide bright light throughout interior rooms, and the open yard is in daylight.

A PC who spends 10 minutes scouting the area around the prison can attempt a DC 18 Perception check, a DC 18 Stealth check to Sneak, or a DC 16 Scouting Lore check, with the following results.

ESCAPE FROM OPPARA

Critical Success The PC overhears people in the yard (area **B2**) talking about an alarm on the front door and sharing fears about their fate at the hands of “The Peddler”. If the party uses this information when attempting a Charisma-based skill check while interacting with a Ninth Army member in the prison, such as by mentioning The Peddler, they gain a +2 circumstance bonus to their check.

Success The PC hears people talking in the yard (area **B2**), but they can’t make details of the conversation.

Critical Failure The Ninth Army members take notice of interlopers and alert the entire compound. All Ninth Army members in the prison gain a +1 circumstance bonus to initiative rolls during encounters with the PCs.

B1. ENTRY

The prison’s thick, mahogany front door bears a lion’s face door-knocker. The door appears to be a recent addition, as it lacks the char that mars the surrounding stone walls.

The front door is secured with a simple lock. A PC can Force it Open with a successful DC 18 Athletics check, or Pick the Lock with three successful DC 20 Thievery checks. If the PCs have the key from Thomil Bolyrius (who they may have encountered in area **A**) it unlocks this door; however, it doesn’t disarm the alarm snare. If the PCs use the door-knocker precisely nine times, a Ninth Army guard (or Ninth Army soldier for levels 5–6) arrives 30 seconds later from area **B2**. After a few seconds of unlatching and unlocking, he opens the door. Unless the PCs are attempting to hide or disguise themselves, the guard quickly realizes the PCs aren’t Ninth Army recruits and shouts to warn the rest of the prison of an impending attack. The guard flees to join his allies in area **B2**, ignoring any attempts to parley.

It’s possible that the PCs approach the prison without the key and without knowing the secret knock. They can employ other methods to lure a Ninth Army guard (or soldier) to the door, such as Deception to Lie, Intimidation to Coerce, or Performance to Perform a treasonous song. Allow creative solutions; whatever alternative method the PCs use should require at least one PC to succeed at a DC 20 skill check (DC 22 for levels 5–6).

Hazards: The front door is trapped with a basic alarm snare that alerts the entire prison when the front door is opened. If the PCs successfully trick a Ninth Army member into greeting them, he deactivates the alarm before opening the door. A PC who succeeds at a DC 20 Perception check to Seek finds the snare. Disarming the snare requires a successful DC 17 Thievery check to Disable a Device.

On Alert: If the PCs trigger the alarm snare, fail an attempt to Force Open the door, or need to rely on skill checks to lure a guard to the door, the Ninth Army foes throughout area **B** are on alert, so they have more time to prepare for a potential fight. Each foe gains a +2 circumstance bonus to initiative rolls, and Thomil Bolyrius (if he is present) has already joined his companions in area **B2**, rather than waiting until the second round of combat to arrive.

B2. YARD

MODERATE TO SEVERE

A pair of training dummies stand in an open-air courtyard. One is adorned in a tattered blue dress and a mop head for hair, while the other has exaggerated, bristly mutton chops. Broken ladders lead up to an empty lookout tower to the southwest. Wooden double doors exit to the north and east.



NINTH ARMY MAGE

ESCAPE FROM OPPARA



ESCAPE FROM OPPARA

The training dummies are clearly effigies of Grand Princess Eutropia and Venture-Captain Ambrus Valsin of the Grand Lodge in Absalom. A PC who examines the effigies and succeeds at a DC 22 Arcana or Occultism check to Identify Magic discerns that they were once under some sort of divination magic, but it has worn off. The precise effect is no longer apparent, but it was likely intended to allow someone to secretly observe the actions of those who trained with the effigies, and perhaps even to read their surface thoughts and emotions.



TRAINING DUMMY

Creatures: A few Ninth Army members gather here, conversing worriedly about what may happen to Jankeli and Ashil, two recruits on their way to meet with The Peddler. One of the soldiers quips, “They’ll be joining Cole soon,” and is promptly scolded by the other members for his insensitivity. When alerted to combat, the Ninth Army members fight intelligently. If the PCs manage to get the drop on them, they’re arrayed randomly around the yard. If the Ninth Army is aware of intruders, they’re in a defensive position, with melee combatants protecting the mages. The guards and soldiers coordinate attacks and target the lightest-armored foes first. The mages use their most powerful damaging spells to bring down foes as efficiently as possible, suspecting they don’t stand a chance in a prolonged fight.

If the PCs have yet to face the Ninth Army provocateur Thomil Bolyrius, he’s in the watchtower in the southwest corner of the yard. He joins the battle on the second round of combat, climbing down the ladder with his first action. Thomil uses *inspire courage* with *lingering composition* to bolster his allies, then relies on offensive spells to make foes more vulnerable to his allies’ attacks. He attempts to flee when reduced below one-quarter of his maximum Hit Points. If he successfully escapes, he goes into hiding for a full month, and the PCs don’t encounter him again during the adventure.

LEVELS 3–4

NINTH ARMY MAGES (2) CREATURE 1

Page 21, art on page 27

NINTH ARMY OPERATIVE CREATURE 3

Page 21, art on page 27

THOMIL BOLYRIUS CREATURE 3

Page 21

LEVELS 5–6

NINTH ARMY WAR MAGES (2) CREATURE 3

Page 25, art on page 27

NINTH ARMY SOLDIER CREATURE 5

Page 25, art on page 27

THOMIL BOLYRIUS CREATURE 5

Page 25

Interrogation: If the party subdues any combatants for interrogation and succeeds at an Intimidation check to Coerce them (using the NPC’s Will DC), the captive

ESCAPE FROM OPPARA

conveys that two Ninth Army members left to meet with The Peddler. They hoped to buy some time for the rest of the group to pack up and leave, knowing that a harsh punishment from their “benefactor” was drawing near. They don’t know much about The Peddler, and they’ve never met the mysterious benefactor, but they’re genuinely fearful of what might happen if the Ninth Army fails The Peddler again. They remain defiant, even in defeat, and swear they won’t cooperate if brought to trial—the PCs must find evidence to exonerate the Society elsewhere.

If the PCs successfully Coerce an NPC and ask about the effigies, they reveal that they were a gift from The Peddler, given just over a year ago. The Peddler instructed them to force new recruits to train with each effigy for precisely 13 hours. This training helped to instill in recruits the proper hatred of their enemies: the “farce” of Taldor’s current ruling structure and the Pathfinder Society.

B3. ARMORY

Three mannequins posted around this room are outfitted with Taldan military issued breastplates. The white lions of the empire’s sigil are painted gold. Weapon racks along the north and south walls hold longswords and falcatas. In the center of the room, an oak table serves as a makeshift workstation. Springs and sprockets pepper the tabletop, while a toolbox overflows with pliers and ratchets.

On this table are three *wayfinders*, all bearing Muesello’s signature mark, and a number of other *wayfinders* in various states of disassembly. A PC who succeeds at a DC 18 Crafting check notices these *wayfinders* are at least four years old, while a PC who succeeds as a DC 15 Pathfinder Society Lore check recognizes the names of the agents these



WAYFINDER WORKBENCH

wayfinders were issued to, all of whom have been reported missing or deceased. If no one succeeds in recognizing the names of the past Pathfinders, Muesello can provide this information if he’s later presented with the *wayfinders*.

Rewards: The armor and weapons in the room are well crafted. The nondescript collection of common items is worth a total of 15 gp (or 60 gp for levels 5–6). The three *wayfinders* are still functional, and they also serve as evidence of Muesello’s innocence.

B4. OFFICE

Stacks of documents are strewn across the large, mahogany desk in the center of the room. Curios holding toy soldiers, flags, bottles, and a decorative falcata flank the room.

This room was once the warden’s office. The folded flags in the curios resemble Taldan flags, except the lion is yellow instead of white. On the corner of the desk, a glass terrarium houses a single cobble mite.

Among the papers on the desk, the PCs find a letter from “The Peddler” to Cole Farsen—the person who was coordinating the crime spree in Oppara months ago—listing targets that include Lioness Jewelers, a residence in Aroden’s View, an art showing in Grandbridge, and The Queen’s Tears Fountain. (Incidents at these sites were the subject of *Scenario #3-11: No Time for Treason*). It contains instructions on framing the Pathfinder Society, a list of notable names and phrases, the Glyph of the Open Road, and a reference to a crate of *wayfinders* that The Peddler provided to Cole. PCs who sift through the rest of the documents discover evidence of other coordinated harassments of Grand Princess Eutropia’s supporters.

A letter tucked into an opened envelope appears to be the most recent correspondence. It expresses disappointment in Cole’s ability to follow directions. The letter instructs the Ninth Army to apprehend Muesello at a candle warehouse in Eastport and bring him to The Peddler at an isolated dock southeast of the prison—the meeting is to take place this very day. A crude map is drawn at the bottom of the letter, with the specific location marked. All of this should provide ample evidence to exonerate Muesello, while also clueing the PCs in to a chance to intercept the Ninth Army’s mysterious benefactor.

Rewards: The toy soldiers are all wooden and fashioned to resemble a cavalier riding a horse. The falcata is purely decorative and unwieldy. The bottles, however, are clearly labeled. The PCs find an alchemist’s fire and an acid flask (each labeled “Do Not Drink!”). These are lesser items for levels 3–4 or moderate items for levels 5–6. They also find 2 *lesser healing potions* (1 *moderate healing potion* for levels 5–6), labeled “Do Not

ESCAPE FROM OPPARA

Throw!” Finally, they find a strange pendant with a symbol of three eyes hovering over a sinister, upraised hand. For levels 3–4 this is mundane jewelry worth 10 gp. For levels 5–6, it is a *pendant of the occult*.

B5. MESS HALL

Six wooden tables with bench seating fill up this room. Taldan banners hang on the north and west walls. The rest of the stone walls are decorated with crude paintings and small, hand-stitched flags praising Taldor and Aroden while denigrating Grand Princess Eutropia. A map of Oppara on the south wall has nails driven into several sites. A single wooden door to the west leads to a kitchen and pantry primarily stocked with beef, bread, and potatoes. Doors exit to the south and east.

This room serves as the common room for the Ninth Army members stationed here. Dirty dishes pile up at the end of a table, and flies buzz around crisp potatoes and puddles of thin ale on the floor. The décor of this room does nothing to exonerate the Pathfinder Society, but it does prove evidence of the Ninth Army’s malfeasance. A PC who succeeds at a DC 15 Religion, Society, or Oppara Lore check to Recall Knowledge recognizes the sites with nails driven into them include the Imperial Palace and the House of Dawn’s Redemption, the most prominent temple to Sarenrae in Taldor and a likely target for fanatical Taldan traditionalists.

C. DOCKSIDE MEETING MODERATE

Whether the PCs learn about the upcoming meeting with The Peddler by interrogating captives or by discovering the letter in area **B4**, they should be motivated to go to the meeting site at the nearby rundown docks, which are about a 10-minute walk from the prison.

The two Ninth Army members, Jankeli and Ashil, left for the meeting long before the party arrived at the prison, not wanting to keep The Peddler waiting. The Peddler didn’t wait long, and the two members did not survive the encounter with their “benefactor.”

When the party is ready, read or paraphrase the following to continue the adventure.

The path to the meeting site on River Porthmos weaves through ramshackle homes and rundown businesses. The buildings’ long shadows hide intermittent potholes in the cobblestone streets. After a ten-minute trek, a short flight of stairs leads to a muddy, abandoned dockside neighborhood with several rickety piers. Gentle waves ripple across a pair of bodies lying near the shore.

The bodies are those of Jankeli and Ashil, two members of the Ninth Army, and they are quite dead when the PCs arrive. One of the men’s faces is contorted in terror, and he is clutching his chest. The other man is covered in hundreds of puncture marks and bruises, his clothes thoroughly shredded. A PC who succeeds at a DC 16 Medicine check identifies that one man died of fright, while the other man was simultaneously beaten and bitten to death. A PC who succeeds at a DC 23 Occultism check to Identify Magic realizes that the first man was killed by a *phantasmal killer* spell.

As the PCs are examining the bodies, a PC who succeeds at a DC 18 Perception check to Seek (DC 20 for levels 5–6) notices several small stones in the foundation wiggling free and rolling uphill, away from the party. This observation grants the PC a +1 bonus to their initiative roll. A PC who critically succeeds also imparts this bonus to the rest of their party.

Use the map on page 16 for this encounter. The PCs begin within 10 feet of the shore, and their foes erupt from the ground about 30 feet away from the PCs, each in close proximity to the others.

Creatures: Hundreds of cobble mites lurk here, called by The Peddler to deal with the Pathfinders and the Ninth Army. They dislodge themselves from the cobblestone road and gestalt themselves into a swarms or humanoid-shaped forms, compelled by The Peddler’s magic to exact hateful vengeance on the Pathfinders. The swarms emit gravelly rumbling as they surge toward the PCs. The unnatural amalgams attack the PCs and fight to the death.

LEVELS 3–4

COBBLESWARM CREATURE 2

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COBBLED BRUISER CREATURE 4

Page 22, art on page 28

LEVELS 5–6

COBBLED BRUISER CREATURE 4

Page 26, art on page 28

COBBLED BRUTALIZER CREATURE 6

Page 26

Development: After the battle, the PCs can more closely examine the bodies. They find a sealed envelope tucked in the hand of the man with the contorted face, addressed “To the Pathfinders, should any survive...” Give the

ESCAPE FROM OPPARA



ESCAPE FROM OPPARA

players **Handout #3: Dear Pathfinders** (page 30). A PC who reads the note and succeeds at a DC 16 Occultism or Aberration Lore check to Recall Knowledge knows that while cobble mites can be kept as pets or familiars, a swarm of them living in a city is rare, and a swarm taking on a humanoid form is unnatural. A PC who critically succeeds at this check surmises that magic created these monstrosities or conjured them from another world, like some sort of variation of the *summon entity* spell.

Within a few minutes, a clockwork boat piloted by Muesello's apprentice **Lolly Adafish** (N female kobold inventor) scuttles and puffs its way to the dock. She tells the party she received a magical message from Muesello about their situation. She invites the PCs to board and ferries them back to Gloriana's manor in Westpark.

CONCLUSION

The clockwork boat speeds to Gloriana's manor. Lolly urges the party to keep their heads down and act inconspicuous. When they arrive, Muesello is waiting for them at the dock. He thanks Lolly for her help and apologizes that he hasn't been able to do more to help around the lodge. Lolly smiles sullenly. Muesello escorts Lolly and the party to a receiving room where Lady Morilla nervously pets her cobble mite.

Gloriana and Muesello are eager to learn what the PCs discovered. Gloriana accepts the evidence the PCs turn over and provides any assistance needed retrieving any items left behind in the Ninth Army's hideout in Eastport, as well as detaining any captive Ninth Army members until she can ensure their safe imprisonment with the proper authorities. If the PCs don't mention cobble mites, Lolly chimes in that she saw hundreds of the creatures when she retrieved the party. Gloriana picks up her pet rock. She examines it closely and shrieks as she drops it to the floor. The mite's mouth is wide open, and behind its quartz teeth, an eyeball scans the room. It locks eyes with one of the PCs before Lolly throws an oily rag over the creature. It starts to roll away toward a nearby sewer grate, but a PC who succeeds at a DC 18 Acrobatics or Athletics check snatches the creature before it can escape. None of the NPCs know what's going on with the cobble mite, but Gloriana suspects it's some kind of spy. If the PCs managed to grab it, Lolly promises to study it and learn more.

Gloriana considers all the evidence recovered from the prison, and a look of relief washes over her. "Thank you, Pathfinders. What you've learned should exonerate Venture-Captain Muesello. I knew I could count on you. I don't know who this "Peddler" is, but their withdrawn support for the Ninth Army is a good omen. We'll continue our investigation into this insurgent group..."

"Not me," interrupts Muesello. "I think it's best for me to lay low for a while longer. I'm an inventor. I'm not cut out for all this subterfuge. Not anymore."

Gloriana nods and replies, "I understand. This has been difficult for you. I have ample leads to pursue, and I'll coordinate with the Pathfinder Society to root out further corruption in Oppara. Take care, my friend." She turns and takes her leave.

Muesello slumps in a high back chair. "I can't begin to thank you enough for all you've done. I'll be honest with you all. I'm tired. I miss my workshop. I just want to..." he pauses and takes a long, deep breath. "I need a change, but I don't know what to do. I could travel north to study Stasian coils in Ustalav, perhaps, or across the sea to study black powder. There's also a whole world out there I've not seen yet. I don't know. What do you think?"



COBBLED BRUISER

ESCAPE FROM OPPARA

Allow the PCs to discuss Muesello's options and offer their recommendation. Ultimately, he'll pursue whatever new path the majority of players recommend.

Rewards: If Lolly didn't already give the PCs the gift of a *bag of holding type I* (or a *bag of holding type II* for levels 5–6), she gives it to them now out of gratitude for their work.

REPORTING NOTES

If the majority of PCs at the table recommend that Muesello pursue the study of Stasian coils, check box **A** on the reporting sheet. If they recommend that he study black powder, check box **B**. If Thomil Bolyrius escaped, check box **C**. If the PCs caught the cobble mite during the conclusion, check box **D**.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective and earn 2 Reputation with their chosen faction if they defeat the foes in the prison (area **B**) and the docks (area **C**).

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they succeed at any three of the following goals: they determine the location of the Ninth Army hideout without the aid of Gloriana's spies, they access the prison without setting off the alarm snare, they capture or kill Thomil Bolyrius, they capture at least one member of the Ninth Army alive, or they determine that the effigies in area **B2** were a source of sinister magic. Doing so earns each PC 2 Reputation with their chosen faction.



PEDDLER'S NOTE

ESCAPE FROM OPPARA

APPENDIX 1: LEVEL 3-6 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 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 3-4)

NINTH ARMY GUARDS (2)

CREATURE 1

Variant guard (*Gamemastery Guide* 232)

Perception +7 (+8 to find concealed objects)

Languages Common

Skills Athletics +7, Intimidation +5, Warfare Lore +3

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

Items crossbow (10 bolts), club, dagger, sap, scale mail, signal whistle

AC 18; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Attack of Opportunity ⤴

Speed 25 feet

Melee ⚔ club +9, **Damage** 1d6+4 bludgeoning

Melee ⚔ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ⚔ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ⚔ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

Special: Regardless of Challenge Point adjustments, if the PCs earned fewer than 4 Pursuit Points per PC, add Thomil Bolyrius to the encounter. He arrives on the second round of combat.

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

12-13 Challenge Points: Add one Ninth Army operative to the encounter. If Thomil is present, add one Ninth Army guard as well.

14-15 Challenge Points: Add one Ninth Army guard and one Ninth Army operative to the encounter. If Thomil is present, add two guards and one operative instead.

16-18 Challenge Points (5+ players): Add two Ninth Army operatives to the encounter. If Thomil is present, add three operatives instead.

NINTH ARMY OPERATIVE

CREATURE 3

Variant watch officer (*Gamemastery Guide* 234)

Perception +8 (+9 to Sense Motive)

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Society +5, Underworld Lore +7

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, 20 HP, BT 10), warhammer

AC 20 (22 with shield raised); **Fort** +10, **Ref** +6, **Will** +8

HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the emanation who are the same or lower level than the operative take a -2 status penalty to their Will DC against the operative’s attempts to Coerce or Demoralize them.

Bravery When the operative rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Attack of Opportunity ⤴

Shield Block ⤴

Speed 25 feet

Melee ⚔ warhammer +13 (shove), **Damage** 1d8+7 bludgeoning

Ranged ⚔ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Sudden Charge ⚡ **Frequency** once per round; **Effect** The operative Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

ESCAPE FROM OPPARA

THOMIL BOLYRIUS (0)

CREATURE 3

UNIQUE NE MEDIUM HUMAN HUMANOID

Variant troubadour (*Gamemastery Guide* 237)

Perception +8

Languages Common

Skills Acrobatics +8, Deception +9, Diplomacy +9, Occultism +7, Performance +13 (+14 when playing the lute), Society +7, Stealth +8, Underworld Lore +9

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

Items crossbow (10 bolts), leather armor, journal, key to prison hideout, lute (virtuoso handheld musical instrument), rapier

Bardic Lore Thomil Bolyrius can Recall Knowledge on any subject with a +7 modifier.

AC 19; **Fort** +5, **Ref** +10, **Will** +8

HP 38

Speed 25 feet

Melee ♦ rapier +12 (deadly d8, disarm, finesse), **Damage** 1d6+3 piercing

Ranged ♦ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Occult Spontaneous Spells DC 21; **2nd** (2 slots) *hideous laughter*, *magic mouth*, *soothe*; **1st** (3 slots) *charm*, *illusory disguise*, *soothe*, *ventriloquism*; **Cantrips (2nd)** *detect magic*, *ghost sound*, *message*, *prestidigitation*, *shield*

Bard Composition Spells 2 Focus Points, DC 21; **2nd** *counter performance* (*Core Rulebook* 386), *lingering composition* (*Core Rulebook* 387); **Cantrips (2nd)** *inspire courage* (*Core Rulebook* 386)

ESCAPE FROM OPPARA

ENCOUNTER B2 (LEVELS 3–4)

NINTH ARMY MAGES (2)

CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

Variant mage for hire (*Gamemastery Guide* 226)

Perception +5

Languages Common

Skills Arcana +8, Crafting +7, Stealth +5, Thievery +7

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

Items spellbook, staff, thieves' tools

AC 14; **Fort** +6, **Ref** +7, **Will** +8

HP 14

Speed 25 feet

Melee ✦ staff +3 (two-handed d8), **Damage** 1d4 bludgeoning

Arcane Prepared Spells DC 17, attack +9; **1st** *burning hands*, *magic missile* (×2); **Cantrips** (1st) *daze*, *detect magic*, *electric arc*, *message*, *shield*

Wizard School Spell 1 Focus Point, DC 17; **1st** *force bolt* (*Core Rulebook* 407)

NINTH ARMY OPERATIVE

CREATURE 3

UNCOMMON LE MEDIUM HUMAN HUMANOID

Perception +8 (+9 to Sense Motive)

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Society +5, Underworld Lore +7

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, 20 HP, BT 10), warhammer

AC 20 (22 with shield raised); **Fort** +10, **Ref** +6, **Will** +8

HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the emanation who are the same or lower level than the operative take a –2 status penalty to their Will DC against the operative's attempts to Coerce or Demoralize them.

Bravery When the operative rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Attack of Opportunity ✨

Shield Block ✨

Speed 25 feet

Melee ✦ warhammer +13 (shove), **Damage** 1d8+7 bludgeoning

Ranged ✦ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Sudden Charge ✨✨ **Frequency** once per round; **Effect** The operative Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

SCALING ENCOUNTER B2

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

Special: Regardless of Challenge Point adjustments, if the PCs have yet to encounter Thomil Bolyrius, add him to the encounter. He arrives on the second round of combat.

10–11 Challenge Points: Add one Ninth Army mage to the encounter.

12–13 Challenge Points: Add one Ninth Army operative to the encounter. If Thomil is present, add one Ninth Army mage as well.

14–15 Challenge Points: Add one Ninth Army mage and one Ninth Army operative to the encounter. If Thomil is present, add two mages and one operative instead.

16–18 Challenge Points (5+ players): Add two Ninth Army operatives to the encounter. If Thomil is present, add three operatives instead.

THOMIL BOLYRIUS (0)

CREATURE 3

UNIQUE NE MEDIUM HUMAN HUMANOID

Variant troubadour (*Gamemastery Guide* 237)

Perception +8

Languages Common

Skills Acrobatics +8, Deception +9, Diplomacy +9, Occultism +7, Performance +13 (+14 when playing the lute), Society +7, Stealth +8, Underworld Lore +9

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

Items crossbow (10 bolts), leather armor, journal, key to prison hideout, lute (virtuoso handheld musical instrument), rapier

Bardic Lore Thomil Bolyrius can Recall Knowledge on any subject with a +7 modifier.

AC 19; **Fort** +5, **Ref** +10, **Will** +8

HP 38

Speed 25 feet

Melee ✦ rapier +12 (deadly d8, disarm, finesse), **Damage** 1d6+3 piercing

Ranged ✦ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Occult Spontaneous Spells DC 21; **2nd** (2 slots) *hideous laughter*, *magic mouth*, *soothe*; **1st** (3 slots) *charm*, *illusory disguise*, *soothe*, *ventriloquism*; **Cantrips** (2nd) *detect magic*, *ghost sound*, *message*, *prestidigitation*, *shield*

Bard Composition Spells 2 Focus Points, DC 21; **2nd** *counter performance* (*Core Rulebook* 386), *lingering composition* (*Core Rulebook* 387); **Cantrips** (2nd) *inspire courage* (*Core Rulebook* 386)

ESCAPE FROM OPPARA

ENCOUNTER C (LEVELS 3–4)

COBBLESWARM

CREATURE 2

N **LARGE** **ABERRATION** **EARTH** **SWARM**

Pathfinder Bestiary 3 52

Perception +9, no vision, tremorsense (precise) 40 feet

Skills Athletics +8, Stealth +10

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

Clutching Cobbles The cobbleswarm's space is difficult terrain.

Tremorsense An cobbleswarm's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet.

A cobbleswarm can't sense anything beyond the range of its tremorsense.

AC 16; **Fort** +8, **Ref** +10, **Will** +7

HP 20; **Immunities** precision, swarm mind, visual; **Weaknesses** area damage 3, splash 3; **Resistances** piercing 5, slashing 5

Speed 20 feet; burrow 10 feet

Grasping Bites **◆◆** (attack) The cobbleswarm attempts an Athletics check and compares the result to the Fortitude DC of each creature in its space. This counts as two attacks for the cobbleswarm's multiple attack penalty.

Critical Success The creature falls prone, takes 1d6 bludgeoning damage, and is grabbed by the cobbleswarm until the end of the cobbleswarm's next turn.

Success The creature falls prone.

Pummeling Assault **◆** Each foe in the cobbleswarm's space takes 2d4 bludgeoning damage (DC 17 basic Reflex save).

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 15 Hit Points to the cobbleswarm and 7 Hit Points to the cobbleswarm created from the destruction of the cobbled bruiser.

12–13 Challenge Points: Add one cobbleswarm to the encounter.

14–15 Challenge Points: Add one cobbleswarm to the encounter. Add 15 Hit Points to both cobbleswarms that appear at the beginning of the encounter and 7 Hit Points to the cobbleswarm created from the destruction of the cobbled bruiser.

16–18 Challenge Points (5+ players): Add one cobbled bruiser to the encounter. Add 15 Hit Points to the cobbleswarm and 7 Hit Points to the cobbleswarm created from the destruction of the cobbled bruisers.

COBBLED BRUISER

CREATURE 4

UNCOMMON **N** **LARGE** **ABERRATION** **EARTH**

Perception +11; no vision, tremorsense (precise) 40 feet

Skills Acrobatics +8, Athletics +13, Stealth +8

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

Cobbleswarm Bond The cobbled bruiser is immune to damage dealt by allied cobbleswarms.

Tremorsense A cobbled bruiser's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet. A cobbled bruiser can't sense anything beyond the range of its tremorsense.

AC 20; **Fort** +14, **Ref** +8, **Will** +11

HP 60; **Immunities** precision, cobbleswarm bond, swarm mind, visual; **Weaknesses** bludgeoning 5; **Resistances** piercing 5, slashing 5

Relentless Cobblestones **↻ Trigger** The cobbled bruiser is reduced to 0 Hit Points; **Effect** A cobbleswarm (see above) spawns in the space the cobbled bruiser previously occupied, or the nearest adjacent space if there is already a cobbleswarm occupying that space. It is slightly damaged; its AC is 14 instead of 16, and it has one-half of its usual maximum Hit Points (10 instead of 20).

Speed 25 feet, burrow 5 feet

Melee **◆** fist +13 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus Grab

Constrict **◆** 1d8+7 bludgeoning, DC 20

ESCAPE FROM OPPARA

APPENDIX 2: LEVEL 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 GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 5-6)

NINTH ARMY OPERATIVES (2)

CREATURE 3

UNCOMMON LE MEDIUM HUMAN HUMANOID

Variant watch officer (*Gamemastery Guide* 234)

Perception +8 (+9 to Sense Motive)

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Society +5, Underworld Lore +7

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, 20 HP, BT 10), warhammer

AC 20 (22 with shield raised); **Fort** +10, **Ref** +6, **Will** +8
HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the emanation who are the same or lower level than the operative take a –2 status penalty to their Will DC against the operative’s attempts to Coerce or Demoralize them.

Bravery When the operative rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Attack of Opportunity ⤴

Shield Block ⤴

Speed 25 feet

Melee ⬠ warhammer +13 (shove), **Damage** 1d8+7 bludgeoning

Ranged ⬠ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Sudden Charge ⬠⬠ **Frequency** once per round; **Effect** The operative Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

Special: Regardless of Challenge Point adjustments, if the PCs earned fewer than 4 Pursuit Points per PC, add Thomil Bolyrius to the encounter. He arrives on the second round of combat.

19–22 Challenge Points: Add one Ninth Army operative to the encounter.

23–27 Challenge Points: Add one Ninth Army soldier to the encounter. If Thomil is present, add one Ninth Army operative as well.

28–32 Challenge Points: Add one Ninth Army operative and one Ninth Army soldier to the encounter. If Thomil is present, add two operatives and one soldier instead.

33+ Challenge Points (5+ players): Add two Ninth Army soldiers to the encounter. If Thomil is present, add three soldiers instead.

NINTH ARMY SOLDIER

CREATURE 5

UNCOMMON NE MEDIUM HUMAN HUMANOID

Variant bounty hunter (*Gamemastery Guide* 227)

Perception +15

Languages Common

Skills Athletics +11, Deception +12, Diplomacy +10, Intimidation +10, Stealth +13, Survival +13, Warfare Lore +9

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

Items crossbow (10 bolts), falchion, simple manacles, studded leather

AC 22; **Fort** +10, **Ref** +13, **Will** +13

HP 75

Speed 25 feet

Melee ⬠ falchion +14 (forceful, sweep), **Damage** 1d10+8 slashing

Ranged ⬠ crossbow +15 (range increment 120 feet, reload 1), **Damage** 1d10+7 piercing

Hunt Prey ⬠ (concentrate) The Ninth Army soldier designates a single creature they can see and hear, or one they’re Tracking, as their prey. The Ninth Army soldier gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the Ninth Army soldier uses Hunt Prey again.

Precision Edge The first time the Ninth Army soldier hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Running Reload ⬠ The Ninth Army soldier Strides, Steps, or Sneaks, and then Interacts to reload.

ESCAPE FROM OPPARA

THOMIL BOLYRIUS (0)

CREATURE 5

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Acrobatics +13, Deception +13, Diplomacy +11, Occultism +9, Performance +15 (+16 when playing the lute), Society +11, Stealth +11, Underworld Lore +13

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

Items crossbow (10 bolts), journal, key to prison hideout, leather armor, lute (virtuoso handheld musical instrument), rapier

Bardic Lore Thomil Bolyrius can Recall Knowledge on any subject with a +10 modifier.

AC 22; **Fort** +9, **Ref** +13, **Will** +11

HP 65

Speed 25 feet

Melee ♦ rapier +15 (deadly d8, disarm, finesse), **Damage** 1d6+6 piercing

Ranged ♦ crossbow +15 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *blindness*, *secret page*, *soothe*; **2nd** (3 slots) *hideous laughter*, *magic mouth*, *soothe*, *touch of idiocy*; **1st** (3 slots) *charm*, *illusory disguise*, *soothe*, *ventriloquism*; **Cantrips (3rd)** *detect magic*, *ghost sound*, *message*, *prestidigitation*, *shield*

Bard Composition Spells 2 Focus Points, DC 22; **3rd** *counter performance* (Core Rulebook 386), *lingering composition* (Core Rulebook 387); **Cantrips (3rd)** *inspire competence*, *inspire courage*, *inspire defense* (Core Rulebook 386)

ESCAPE FROM OPPARA

ENCOUNTER B2 (LEVELS 5–6)

NINTH ARMY WAR MAGES (2)

CREATURE 3

UNCOMMON NE MEDIUM HUMAN HUMANOID

Variant mage for hire (*Gamemastery Guide* 226)

Perception +7

Languages Common

Skills Arcana +11, Crafting +11, Stealth +7, Thievery +9

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

Items spellbook, staff, thieves' tools

AC 17; **Fort** +8, **Ref** +9, **Will** +10

HP 31

Speed 25 feet

Melee ♦ staff +7 (two-handed d8), **Damage** 1d4 bludgeoning

Arcane Prepared Spells DC 20, attack +12; **2nd** *acid arrow*, *glitterdust*, see *invisibility*; **1st** *burning hands*, *magic missile* (×3) **Cantrips** (2nd) *dancing lights*, *daze*, *detect magic*, *electric arc*, *mage hand*, *message*, *shield*

Wizard School Spell 1 Focus Point, DC 20; **2nd** *force bolt* (*Core Rulebook* 407)

NINTH ARMY SOLDIER

CREATURE 5

UNCOMMON NE MEDIUM HUMAN HUMANOID

Variant bounty hunter (*Gamemastery Guide* 227)

Perception +15

Languages Common

Skills Athletics +11, Deception +12, Diplomacy +10, Intimidation +10, Stealth +13, Survival +13, Warfare Lore +9

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

Items crossbow (10 bolts), falchion, simple manacles, studded leather

AC 22; **Fort** +10, **Ref** +13, **Will** +13

HP 75

Speed 25 feet

Melee ♦ falchion +14 (forceful, sweep), **Damage** 1d10+8 slashing

Ranged ♦ crossbow +15 (range increment 120 feet, reload 1), **Damage** 1d10+7 piercing

Hunt Prey ♦ (concentrate) The Ninth Army soldier designates a single creature they can see and hear, or one they're Tracking, as their prey. The Ninth Army soldier gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the Ninth Army soldier uses Hunt Prey again.

Precision Edge The first time the Ninth Army soldier hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Running Reload ♦ The Ninth Army soldier Strides, Steps, or Sneaks, and then Interacts to reload.

SCALING ENCOUNTER B2

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

Special: Regardless of Challenge Point adjustments, if the PCs have yet to encounter Thomil Bolyrius, add him to the encounter. He arrives on the second round of combat.

19–22 Challenge Points: Add one Ninth Army war mage to the encounter.

23–27 Challenge Points: Add one Ninth Army soldier to the encounter. If Thomil is present, add one Ninth Army war mage as well.

28–32 Challenge Points: Add one Ninth Army war mage and one Ninth Army soldier to the encounter. If Thomil is present, add two war mages and one soldier instead.

33+ Challenge Points (5+ players): Add two Ninth Army soldiers to the encounter. If Thomil is present, add three soldiers instead.

THOMIL BOLYRIUS (0)

CREATURE 5

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Acrobatics +13, Deception +13, Diplomacy +11, Occultism +9, Performance +15 (+16 when playing the lute), Society +11, Stealth +11, Underworld Lore +13

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

Items crossbow (10 bolts), journal, key to prison hideout, leather armor, lute (virtuoso handheld musical instrument), rapier

Bardic Lore Thomil Bolyrius can Recall Knowledge on any subject with a +10 modifier.

AC 22; **Fort** +9, **Ref** +13, **Will** +11

HP 65

Speed 25 feet

Melee ♦ rapier +15 (deadly d8, disarm, finesse), **Damage** 1d6+6 piercing

Ranged ♦ crossbow +15 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *blindness*, *secret page*, *soothe*; **2nd** (3 slots) *hideous laughter*, *magic mouth*, *soothe*, *touch of idiocy*; **1st** (3 slots) *charm*, *illusory disguise*, *soothe*, *ventriloquism*; **Cantrips** (3rd) *detect magic*, *ghost sound*, *message*, *prestidigitation*, *shield*

Bard Composition Spells 2 Focus Points, DC 22; **3rd** *counter performance* (*Core Rulebook* 386), *lingering composition* (*Core Rulebook* 387); **Cantrips** (3rd) *inspire competence*, *inspire courage*, *inspire defense* (*Core Rulebook* 386)

ESCAPE FROM OPPARA

ENCOUNTER C (LEVELS 5–6)

COBBLED BRUISER

CREATURE 4

UNCOMMON N LARGE ABERRATION EARTH

Perception +11; no vision, tremorsense (precise) 40 feet

Skills Acrobatics +8, Athletics +13, Stealth +8

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

Cobbleswarm Bond The cobbled bruiser is immune to damage dealt by allied cobbleswarms.

Tremorsense A cobbled bruiser's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet. A cobbled bruiser can't sense anything beyond the range of its tremorsense.

AC 20; **Fort** +14, **Ref** +8, **Will** +11

HP 60; **Immunities** precision, cobbleswarm bond, swarm mind, visual; **Weaknesses** bludgeoning 5; **Resistances** piercing 5, slashing 5

Relentless Cobblestones ➤ **Trigger** The cobbled bruiser is reduced to 0 Hit Points; **Effect** A cobbleswarm (see below) spawns in the space the cobbled bruiser previously occupied, or the nearest adjacent space if there is already a cobbleswarm occupying that space. It is slightly damaged; its AC is 14 instead of 16, and it has one-half of its usual maximum Hit Points (10 instead of 20).

Speed 25 feet, burrow 5 feet

Melee ➤ fist +13 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus Grab

Constrict ➤ 1d8+7 bludgeoning, DC 20

COBBLED BRUTALIZER

CREATURE 6

RARE N HUGE ABERRATION EARTH

Perception +15; no vision, tremorsense (precise) 40 feet

Skills Acrobatics +11, Athletics +15, Stealth +11

Str +5, **Dex** +3, **Con** +5, **Int** –3, **Wis** +3, **Cha** +0

Cobbleswarm Bond The cobbled brutalizer is immune to damage dealt by allied cobbleswarms.

Tremorsense A cobbled brutalizer's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet. A cobbled brutalizer can't sense anything beyond the range of its tremorsense.

AC 23; **Fort** +17, **Ref** +11, **Will** +13

HP 95; **Immunities** precision, cobbleswarm bond, swarm mind, visual; **Weaknesses** bludgeoning 5; **Resistances** piercing 5, slashing 5

Brutal Cobblestones ➤ **Trigger** The cobbled bruiser is reduced to 0 Hit Points; **Effect** A cobbleswarm spawns in the space the cobbled bruiser previously occupied, or the nearest adjacent space if there is already a cobbleswarm occupying that space.

Speed 25 feet, burrow 5 feet

Melee ➤ fist +16 (reach 15 feet), **Damage** 2d8+10 bludgeoning plus Grab

Constrict ➤ 1d8+10 bludgeoning, DC 23

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 15 Hit Points to the cobbled bruiser and 7 Hit Points to the cobbleswarm created from the destruction of the cobbled bruiser.

23–27 Challenge Points: Add one cobbled bruiser to the encounter.

28–32 Challenge Points: Add one cobbled bruiser to the encounter. Add 15 Hit Points to both cobbled bruisers and 7 Hit Points to the cobbleswarm created from the destruction of the cobbled bruisers.

33+ Challenge Points (5+ players): Add one cobbled brutalizer to the encounter. Add 15 Hit Points to the cobbled bruiser and 7 Hit Points to the cobbleswarm created from the destruction of the cobbled bruiser.

COBBLESWARMS (0)

CREATURE 2

N LARGE ABERRATION EARTH SWARM

Pathfinder Bestiary 3 52

Perception +9, no vision, tremorsense (precise) 40 feet

Skills Athletics +8, Stealth +10

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

Clutching Cobbles The cobbleswarm's space is difficult terrain.

Tremorsense An cobbleswarm's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet. A cobbleswarm can't sense anything beyond the range of its tremorsense.

AC 16; **Fort** +8, **Ref** +10, **Will** +7

HP 20; **Immunities** precision, swarm mind, visual; **Weaknesses** area damage 3, splash 3; **Resistances** piercing 5, slashing 5

Speed 20 feet; burrow 10 feet

Grasping Bites ➤➤ (attack) The cobbleswarm attempts an Athletics check and compares the result to the Fortitude DC of each creature in its space. This counts as two attacks for the cobbleswarm's multiple attack penalty.

Critical Success The creature falls prone, takes 1d6 bludgeoning damage, and is grabbed by the cobbleswarm until the end of the cobbleswarm's next turn.

Success The creature falls prone.

Pummeling Assault ➤ Each foe in the cobbleswarm's space takes 2d4 bludgeoning damage (DC 17 basic Reflex save).

ESCAPE FROM OPPARA

APPENDIX 3: GAME AIDS



LADY GLORIANA MORILLA

NINTH ARMY OPERATIVE



VENTURE-CAPTAIN MUESELLO

NINTH ARMY MAGE



ESCAPE FROM OPPARA

APPENDIX 3: GAME AIDS



WAYFINDER WORKBENCH

COBBLED BRUISER



TRAINING DUMMY

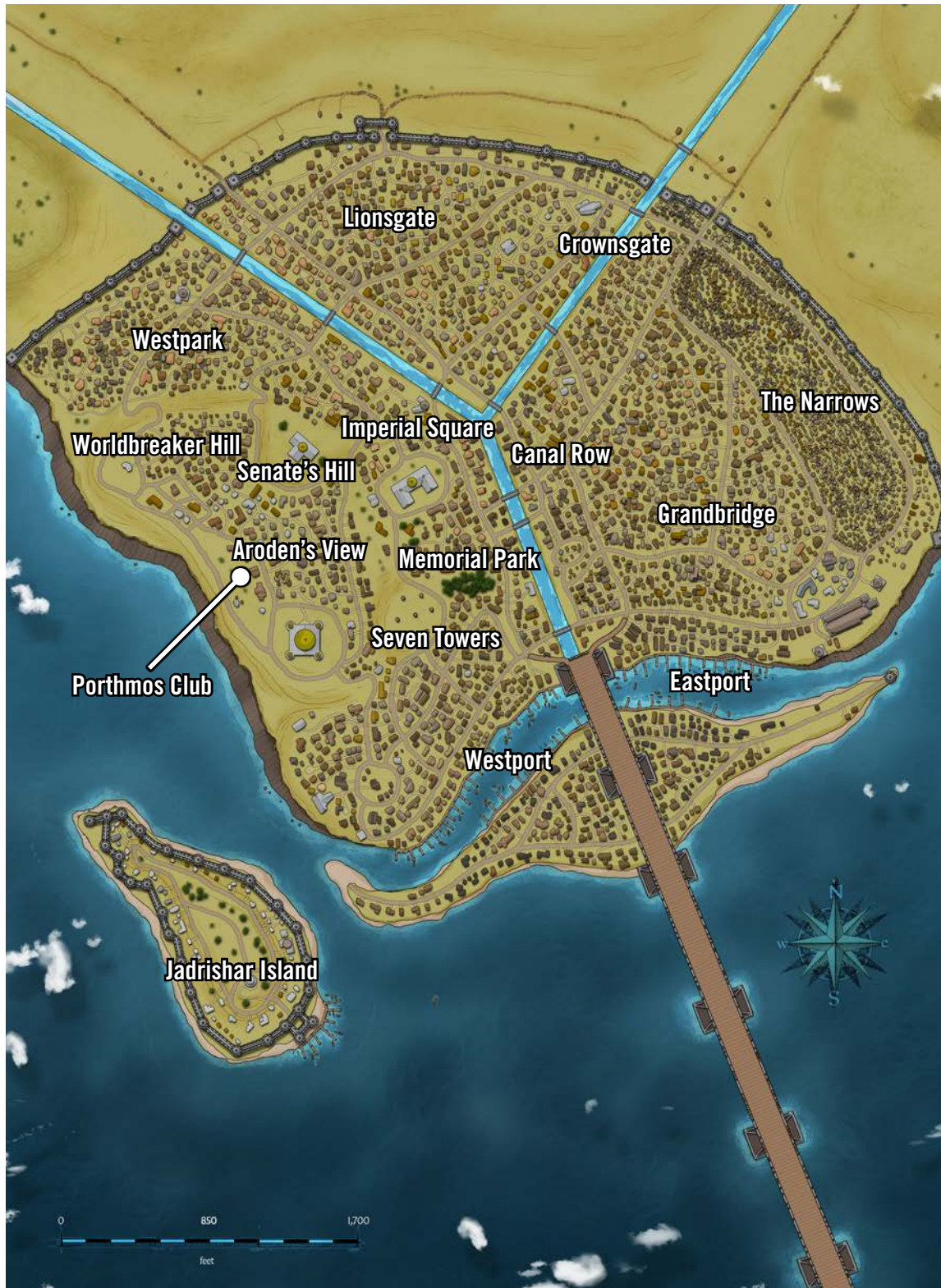
PEDDLER'S NOTE



ESCAPE FROM OPPARA

APPENDIX 3: GAME AIDS

OPPARA CITY MAP



ESCAPE FROM OPPARA

HANDOUT #1: A CORDIAL INVITATION

Your presence is humbly requested at the Porthmos Club this afternoon. Plan on leaving early, as you will need to chart a longer, less direct route. Do not advertise yourself as a Pathfinder Agent. When you arrive, ask for a bottle of moon grape wine.

HANDOUT #2: GLORIANA'S NOTE

Thanks to your efforts, we know of a Ninth Army hideout in Eastport. You are to go to the hideout, confront any foes who remain, and search for evidence to exonerate the Society and expose the Ninth Army's duplicitous plots. My scouts report that the hideout is a former prison. The front entrance is possibly the easiest way in. Thankfully, only a few Ninth Army members remain; the scouts report that most of them fled the site, apparently in great haste. We'll round them up while you investigate the hideout. Be careful—we don't know what's in there, and somehow, someone seems to be watching us.

Explore. Report. Cooperate. Most importantly, stay alive.

—GM

HANDOUT #3: DEAR PATHFINDERS

Revel in your perceived victory. You have survived, but you still have burgeoning unrest in Taldor. I'll be moving on; my work here is done. I skulked into this land, I extracted what I needed, and I left chaos in my wake. What happens with the Ninth Army isn't my concern, and you've made lasting enemies. You're welcome.

My mother sends her regards.

ESCAPE FROM OPPARA

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

- ☐ Flushing out the Ninth Army, page 6: 1 Treasure bundle for earning at least 4 Pursuit Points per PC when fleeing the Ninth Army.
- ☐ Area A, page 7: 1 Treasure Bundle for overcoming the Ninth Army ambush.
- ☐ ☐ Area A or B2, page 7 or 11: 2 Treasure Bundles for defeating Thomil Bolyrius.
- ☐ Safehouse Interlude, page 9: 1 Treasure Bundle for discovering the hideout's location without the aid of Gloriana's spies.
- ☐ Area B2, page 11: 1 Treasure Bundle for defeating the Ninth Army forces.
- ☐ Area B3, page 14: 1 Treasure Bundle for examining the *wayfinders* in this room.
- ☐ Area B4, page 14: 1 Treasure Bundle for examining the papers in this room.
- ☐ ☐ Area C, page 15: 2 Treasure Bundles for defeating the cobble creatures.

ESCAPE FROM OPPARA



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	Reputation Earned:

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

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

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

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

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

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

ESCAPE FROM OPPARA

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Scenario #3-16: Escape From Oppara

	2	
Character Name	Organized Play #	Character #
Adventure Summary		
<p>Lady Gloriana Morilla called on you to aid her in proving Venture-Captain Muesello's innocence in a recent crime spree across Oppara. She sent you to a tavern, a gathering place for the secretive group responsible for the crimes. You lured the criminals into chasing you through the streets—as was all part of Gloriana and Muesello's plan to observe their movements and discover the gang's hideout! While dealing with the insurgents in their base, you learned the group is being supported by a mysterious individual called "The Peddler" and found clues pointing to the location of a meeting between the insurgents and their benefactor. You arrived at the meeting place too late. The Peddler left behind a strange monster for you to deal with, and an ominous message. You reported your findings and learned that Muesello intended to leave the city. You recommended that Muesello <input type="checkbox"/> pursue the study of Stasian coils <input type="checkbox"/> pursue the study of black powder.</p>		
Boons		Rewards
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>This scenario qualifies you for the following unique Achievement Point boon: Muesello's Magnificent Message Mark.</p>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
Reputation Gained		Total GP
Items		Purchases
<p>Bag of holding type I (item 4, discounted to 68 gp, limit 1)</p> <p>Bag of holding type II (item 7, 300 gp)</p>	Items Sold / Conditions Gained	
<small>TOTAL VALUE OF ITEMS SOLD</small> <small>Add 1/2 this value to the GP Gained Box</small>		
Items Bought / Conditions Cleared		
<small>TOTAL COST OF ITEMS BOUGHT</small>		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
		GM Organized Play #

Chronicle Code: 75LT

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club