

PATHFINDER[®]



CLEANUP DUTY

By Elizabeth V Nold

Bounty: **7**

Level: **1**

Sanctioned for use with:



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HOW TO PLAY



PLAY TIME: 1-1.5 HOURS



LEVEL: 1



PLAYERS: 3-6

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*

Maps: *Pathfinder Flip-Mat: Asylum*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SUMMARY

The apprentice of an ancient Thassilonian wizard—having recently arrived in Magnimar after being displaced in time for millennia—hires the PCs to secure his old master's former home. He warns them that he sent a mephit to subdue the hungry oozes infesting the place, but the mephit never returned. The PCs confront the oozes in battle and find that negotiating with the unruly mephit is no simple task.



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ADVENTURE BACKGROUND

New Thassilon is at once one of the world's oldest and newest civilizations, home to people from the ancient empire of Thassilon that were recently brought forward in time. Most of those who made this incredible journey have focused their efforts on finding their place in a new world. Some, however, are obsessed with learning about everything that happened while they were displaced in time. One such individual is **Zarzan Quilit** (N male human apprentice wizard). He recently traveled south to learn what had happened to his teacher's old domain. Zarzan was shocked to learn it had survived the millennia mostly untouched and now rests on an island northeast of the city of Magnimar. Unfortunately for him, a pack of aggressive oozes has made the building their home. Zarzan hired an entrepreneurial conjurer to summon an ooze mephit after the conjurer duped him into believing mephits could control oozes.

The mephit has taken to calling himself Nazraz and is hiding in the old building. He is totally outmatched by the resident oozes but would like to continue serving Zarzan. After several weeks with no word, Zarzan is eager to find someone else to do the job.

GETTING STARTED

The adventure begins as the PCs explore the Bazaar of Sails, a bustling marketplace in the Dockway District of Magnimar. It assumes the PCs are looking for paid adventuring work. The PCs notice Zarzan hanging a poster on the job board with weary determination. His clothes, while clean and well-kept, seem to be from another era.

Zarzan's poster reads as follows.

Immediate Assistance Needed!

Hello intrepid adventurers. I require a competent crew to check out an abandoned building, track down a wayward servant, and clean out some disgusting pests. Please inquire at the Rusty Anchor.

—Zarzan

WHERE ON GOLARION?

This adventure takes place in the lair of an ancient Thassilonian wizard on a small island near the city of Magnimar. For more information about Magnimar and New Thassilon, see pages 113–117 of the *Pathfinder Lost Omens World Guide*.



Whether the PCs approach Zarzan directly or read the sign after he leaves, they soon find themselves sitting around a table at the Rusty Anchor.

THE JOB OFFER

After some quick introductions at the Rusty Anchor, Zarzan explains his situation. He speaks in heavily accented Common, sharing that he was once an apprentice to the great wizard Meave the Enchantress in the Thassilonian realm of Bakrakhan. While he was on an errand to retrieve rare supplies in the capitol, Xin-Edasseril, Earthfall stranded him outside of time, a fate shared by many other Thassilonians. When he found himself in a new time and place, he traveled south to see if his teacher's home and study were still standing. Zarzan explains that he found Meave's home on a nearby island the locals call Gull Island, but putrid oozes infest the place. Unable to eliminate the creatures himself, he hired a local mage to conjure an ooze mephit for him. He sent the mephit to handle the oozes, but the slimy servant is overdue. Zarzan has two tasks for the PCs: clean out

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any remaining oozes, and the ooze mephit as well. As a reward, he offers the PCs four gp each, to be paid at the conclusion of their mission.

Before they set out, Zarzan answers the PCs' questions as best he can.

What do you want us to do with the mephit? "If he causes trouble or won't leave, do what you must to get him out of the way. He has his uses, but he is tiresome. I can't have him interfering while I am investigating the ruins. I do not wish to squander the money I spent to conjure him, so if he is alive and willing, I would have him continue to serve me rather than be slain."

What sort of oozes are these? "The sort that resemble a heaping mess of sewage. The smell alone was almost enough to make me give up on ever reclaiming my master's home."

How do you know this place? "I used to work there as a student of magic and alchemy. My master is long gone, and I was shocked to find the place still standing. I hope to see what remains of my master's work and perhaps take up residence."

What is Earthfall? Zarzan looks incredulous. "You know not of the cataclysm that destroyed Thassilon, and most of the rest of civilization besides? The meteorites whose impact shrouded the sky with dust and brought about the Age of Darkness? The greatest of which, the Starstone, has the power to grant divinity itself?" He shakes his head. "Well, I suppose I don't need scholars for this task."

SOCIETY, MAGNIMAR LORE, OR THASSILON LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society, Magnimar Lore, or Thassilon Lore check to Recall Knowledge is familiar with the islands northeast of Magnimar. Remember that this check should be rolled secretly.

Critical Success Some smaller Thassilonian structures were enchanted just like the grand monuments and can be found standing today. These buildings were usually the domain of powerful wizards though, and well protected. The PC gains a +1 circumstance bonus to their Perception check to notice the hazard in area A1.

Success Many of the islands near Magnimar still hide ruins from ages past, some as old as ancient Thassilon. Pirates

and smugglers sometimes use them as safe havens and hidden caches.

Critical Failure The islands to the northeast of Magnimar are haunted by strange ghosts. Those who dare set foot on them are cursed to dwell in darkness.

OCCULTISM (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Occultism check to Recall Knowledge is familiar with some basic facts about oozes. Remember that this check should be rolled secretly.

Critical Success Many oozes have acidic attacks that can degrade flesh and even stronger materials. The putrid oozes Zarzan describes are most likely sewer oozes, which commonly plague the tunnels beneath cities and spray filth to hinder their prey.

Success Most oozes are mindless creatures driven only by hunger. They can survive lengthy periods on

minimal food. Oozes have no discernible anatomy and lack vital spots to attack.

Critical Failure Oozes are harmless dungeon cleaners. They are more an annoyance than a threat, and they ignore intruders unless they come under attack.

ARCANA (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Arcana check to Recall Knowledge is familiar with some basic information about ooze mephits. Remember that this check should be rolled secretly.

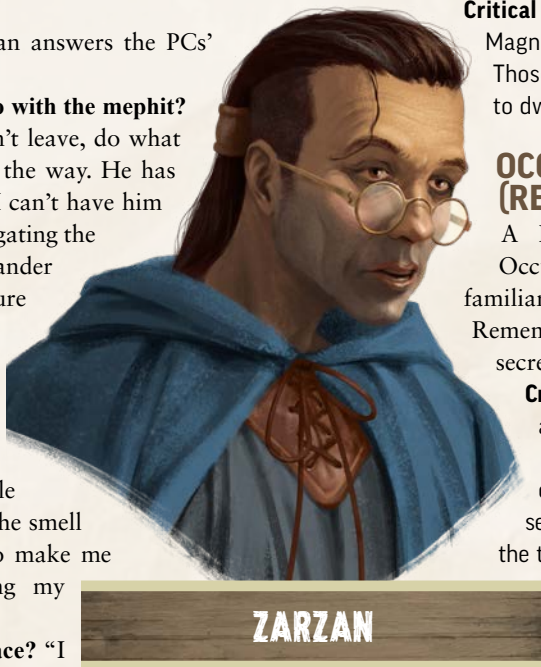
Critical Success The PC knows that ooze mephits are sycophantic creatures, lacking in both intelligence and subtlety. To help counter their feelings of inadequacy, mephits often give themselves important sounding titles. The PC gains a +1 circumstance bonus on their first skill check to negotiate with Nazraz.

Success Ooze mephits are a type of elemental creature. Weaker than their elemental kin, they usually serve the whims of more powerful beings. They can fly and their bodies are made of slime, but they have no special power over oozes, or any other creature, for that matter.

Critical Failure Ooze mephits are powerful, treacherous fiends with an innate ability to control oozes.

HERO POINTS

As the PCs set out for Gull Island, remind them that they each have 1 Hero Point available.



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A. GULL ISLAND RUINS

Zarzan arranges for the PCs to travel to Gull Island on a small rowboat. A fisher owes him for an elixir to help his ailing mother, and in exchange for ferrying the PCs and waiting for them to complete their task, Zarzan agrees that the man's debt is paid. The trip takes about one hour.

Gull Island is one of many similar islands in the waters near Magnimar, some of which boast dilapidated ruins. A building of wood and plaster stands at the peak of the hill-shaped island. Despite its supposed age, it looks to have withstood the passage of time.

At first, there is no sign of the oozes as the PCs clamber atop the weather-beaten rocks to the old building. PCs who succeed at a DC 15 Nature or Survival check notice that the sea birds seem to avoid landing on the island and gain a +1 circumstance bonus to their next initiative roll thanks to their increased awareness of potential danger.

Ruins Features: There is a single entrance at the front of the building. The walls of the building are made of specially reinforced wood (*Pathfinder Core Rulebook* 515). The ceilings are 10 feet high. All of the rooms are entirely windowless and lack illumination. The courtyards are an exception: they have no ceilings and are exposed to the natural light of the sky. The damp, putrid environment counts as a sewer for purposes of the sewer ooze's Stealth checks. The furniture throughout the ruins is preserved in much the same way as the building itself, but most small items have long since been removed. Despite the wet environment and horrible smell, no rot or mold infests the magically reinforced building or furniture.

A1. FOYER

A lone table faces the entryway in this windowless chamber. The floors are slick with moisture, and a putrid smell hangs in the damp air. A trail of filth leads to an open door opposite the building's entrance.

Meave the Enchantress had many apprentices and kept their work strictly secret. She posted a guard here to search her students as they came and went.

Hazard: Out of fear that rival wizards or deceitful students would steal her secrets, Meave devised a trap that would drop its victim into the acidic embrace of a gelatinous cube with the utterance of a single magic word. Over the millennia, the trap lost its magic and the ooze deteriorated, but the unstable trapdoor collapses under the slightest weight, potentially dropping a PC into the remains of the gelatinous cube.

SCALING ENCOUNTER A1

To adjust for larger parties, use the following adjustments.

5 PCs: Apply the elite adjustment (*Bestiary* 6) to the sewer ooze.

6 PCs: Apply the elite adjustment (*Bestiary* 6) to the sewer ooze and increase the DCs to detect and disable the ancient ooze pit by 1.

ANCIENT OOZE PIT

HAZARD 0

MECHANICAL TRAP

Stealth DC 18

Description A trap door covers a pit that is 10 feet square and 10 feet deep (as indicated on the map on page 6). An acidic mass that was once a gelatinous cube lies at the bottom.

Disable DC 12 Thievery to remove the trapdoor

AC 10; **Fort** +1, **Ref** +1

Trapdoor Hardness 3, **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes 5 bludgeoning damage as the acidic mass breaks their fall, then 1d6 acid damage as the ooze bursts from the impact. That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again. The remains of the burst ooze seep into the ground, and the trap functions as a normal hidden pit (*Core Rulebook* 522).

Creature: Whether they avoided the trap, when a PC crosses the threshold, a sewer ooze senses their arrival and attacks from the north. This creature is mindless and driven by hunger. The sewer ooze uses its Filth Wave as soon as it is within range of three or more PCs, then attacks the nearest creatures and fights to the death. After five rounds, the weakened oozes in area A2 grow impatient and move into area A1 to attack the PCs. The oozes do not pursue PCs who move out of the building.

SEWER OOZE

CREATURE 1

N MEDIUM MINDLESS OOZE

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+4 in sewers)

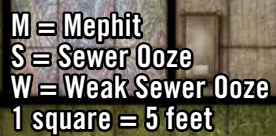
Str +2, **Dex** -5, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A sewer ooze can sense nearby motion through vibration and air movement.

AC 8; **Fort** +9, **Ref** +1, **Will** +3

HP 40; **Immunities** acid, critical hits, mental, precision, unconscious, visual

A. GULL ISLAND RUINS



Pathfinder Flip-Mat: Asylum

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Speed 10 feet

Melee ♦ pseudopod +9; **Damage** 1d6+1 bludgeoning plus 1d4 acid

Filth Wave ♦ **Frequency** once per minute; **Effect** The sewer ooze unleashes a wave of filth, covering all creatures within a 20-foot emanation. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 acid damage and take a -10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

Treasure: A discarded satchel hangs over the chair at the table. Inside are two *minor elixirs of life*.

A2. DINING HALL

A massive table and eight chairs fill the center of this room. Empty shelves line the walls, and soggy carpets cover much of the floor.

The carpets squelch as the PCs step on them, but like the rest of the place, they lack any sign of mold or rot. There are five doors out of this room. Constant whimpering and gurgling penetrate the middle door on the north wall—the sound of Nazraz bemoaning his fate in the courtyard beyond.

Creatures: Two sewer oozes lie in wait here, sensing Nazraz quivering in the room to the north. Their motion sense has alerted them to the approach of a fresh meal, and they converge on whichever direction the PCs approach from. They are mindless and fight to the death. If the PCs linger in area **A1** for 5 rounds, these oozes move to that area to attack.

WEAK SEWER OOZES (2)

CREATURE 1

N **MEDIUM** **MINDLESS** **OOZE**

Perception +1; motion sense 60 feet, no vision

Skills Stealth -1 (+2 in sewers)

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

AC 6; **Fort** +7, **Ref** -1, **Will** +1

HP 30; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Speed 10 feet

Melee ♦ pseudopod +7; **Damage** 1d6-1 bludgeoning

A3. NORTHERN COURTYARD

Overgrown trees and bushes stand in this roofless, muddy courtyard. Mud and slime cake the walls and drip from the eaves onto the soaked ground.

SCALING ENCOUNTER A2

To accommodate a group of more than four PCs, make the following adjustments. The adjustments are not cumulative.

5 PCs: Increase each ooze's hit points by 5.

6 PCs: Increase each ooze's hit points by 10. The oozes' pseudopod attacks deal an additional 1d4 acid damage.

This small courtyard served as a place for Meave's students, who were often confined to the grounds, to get some fresh air.

Creature: Zarzan's servant, **Nazraz** (N male ooze mephit), hasn't left this courtyard in days. Having utterly failed to complete his first assignment from his new master, he passes the time by sitting in a pool of mud, wallowing in misery. The PCs terrify him, and he stammers and sputters as he speaks with them. He introduces himself as Nazraz, Prime Assistant to the Egregiously Generous Zarzan, and explains that he is slowly working on his marvelous plan to starve the oozes out. He admits that it is likely to take years, even decades, but he insists that he has what it takes to get the job done.

Unless the PCs can convince him to do otherwise, Nazraz fully intends to wait here for as long as it takes the oozes to die or move on. Even if the PCs explain their purpose in being on Gull Island, Nazraz is unfriendly to them. If the PCs inform him that they have taken care of the oozes, he thanks them curtly and expresses a desire to wait around for a few more months, or perhaps a year, to make sure no more oozes show up. He deeply resents the PCs and sees them as rivals for his master's attention. This unfriendliness comes across as stubbornness rather than outright hostility—Nazraz knows he doesn't stand a chance in a fight.

While it is the ooze mephit's nature to appease and obey, his primary concern is to please his master. To convince Nazraz to abandon his plan and clear out, the PCs must succeed at a DC 15 Diplomacy check to Request, a DC 15 Intimidation check to Coerce, or a DC 17 Deception check to draw him out with a convincing Lie. If the PCs fail two checks, the mephit plugs his ears with his fingers and begins gargling to drown out any further conversation.

Nazraz only engages in combat if the PCs attack or threaten him first, if they continue to pester him with requests after he plugs his ears, or if a PC critically fails a skill check while negotiating with him. If he is aware the PCs dispatched the oozes, he flees the site.

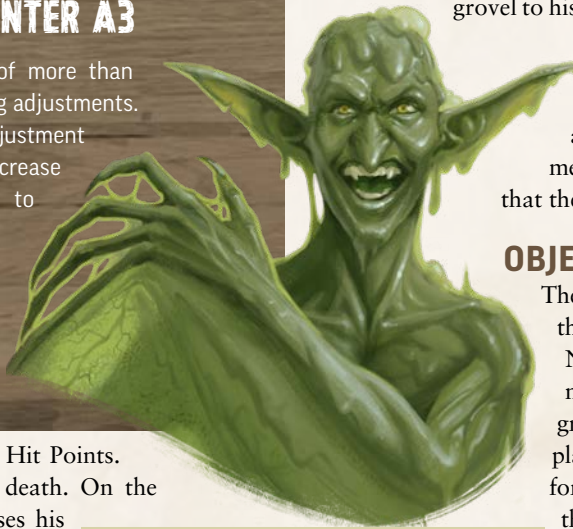
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SCALING ENCOUNTER A3

To accommodate a group of more than four PCs, make the following adjustments.

5 PCs: Apply the elite adjustment (*Bestiary* 6) to Nazraz and increase the DCs of skill checks to negotiate with him by 1.

6 PCs: Apply the elite adjustment (*Bestiary* 6) to Nazraz and increase the DCs of skill checks to negotiate with him by 2.



NAZRAZ

when reduced to 6 or fewer Hit Points. Otherwise, he fights to the death. On the first round of combat, he uses his breath weapon on as many PCs as possible. He attempts to stay out of reach by flying, uses *grease* to create difficult terrain, and uses hit and run tactics to take out the foes best able to fight back from range. He has smeared patches of mud and slime on the roof overlooking the courtyard out of habit. They are sufficient to activate his fast healing when he is in contact with them, as is the mud on the ground.

NAZRAZ

CREATURE 1

UNCOMMON N SMALL AMPHIBIOUS EARTH ELEMENTAL WATER

Perception +3; darkvision

Languages Aquan, Common, Terran

Skills Athletics +6, Diplomacy +7

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

AC 14; **Fort** +7, **Ref** +4, **Will** +3

HP 24, fast healing 2 (while touching mud or slime);

Immunities bleed, paralyzed, poison, sleep

Speed 20 feet, fly 20 feet

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

Arcane Innate Spells DC 17; 1st *grease*

Breath Weapon ♦♦ (arcane, poison) Nazraz spits toxic slime in a 15-foot cone that deals 2d6 poison damage to each creature within the area (DC 17 basic Reflex save). Nazraz can't use Breath Weapon again for 1d4 rounds.

CONCLUSION

The PCs find Zarzan waiting at the Rusty Anchor. He thanks the PCs for dispatching the oozes so promptly and asks about the state of the building, expressing keen interest in their description. If the PCs successfully negotiated with Nazraz, he returns with them. If the mephit fled from combat, he returns to Zarzan on his

own, arriving about the same time as the PCs to grovel to his master. Zarzan is grateful to have more opportunities to put the servant to good use, though the mephit's behavior clearly annoys him. If the PCs slew the mephit, Zarzan shrugs, accepting that they did what they had to do.

OBJECTIVE

The PCs fulfill their objective if they defeat the oozes and remove Nazraz from the ruins by negotiation or force. For home groups, award 100 XP to your players; this includes their awards for defeating the hazards and foes in the ruins. Pathfinder Society GMs, see Organized Play (page 10) for determining appropriate rewards.

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APPENDIX: GAME AIDS



Mephit Bounty Poster

Nazraz



Zarzan



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ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs return to Zarzan having successfully cleared the ruins of oozes and the mephit, they earn 4 gp each. Bounties do not grant Downtime.

The organized play program uses a version of the slow advancement speed presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.

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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)			☐ A ☐ B ☐ C ☐ D
Bonus Faction Goal Achieved:	☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned?	☐ Yes ☐ No ☐ N/A
Fame Earned:			

Character Name:		Faction:		
Org Play #:	-2	Level	☐ Grand Archive	☐ Envoy's Alliance
			☐ Radiant Oath	☐ Horizon Hunters
			☐ Vigilant Seal	☐ Verdant Wheel
			☐	
			☐ Slow Track	
			☐ Dead	
			☐ Infamy	

Character Name:		Faction:		
Org Play #:	-2	Level	☐ Grand Archive	☐ Envoy's Alliance
			☐ Radiant Oath	☐ Horizon Hunters
			☐ Vigilant Seal	☐ Verdant Wheel
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Character Name:		Faction:		
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			☐ Infamy	

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Bounty #7: Cleanup Duty

Character Chronicle #

Chronicle Code

L8IK

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

Adventure Summary

You accepted a bounty to clear an ancient Thassilonian ruin of oozes so a former resident from a past era could investigate the site. You were also tasked with convincing a stubborn mephit to vacate the premises after it failed to take on the oozes itself. After avoiding an ancient trap and dispatching the oozes, you defeated or negotiated with the mephit, then returned to Magnimar to collect the bounty.

Items		Purchases		REWARDS
	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				

FOR GM ONLY				
EVENT _____	EVENT CODE _____	DATE _____	Game Master's Signature _____	GM Organized Play # _____