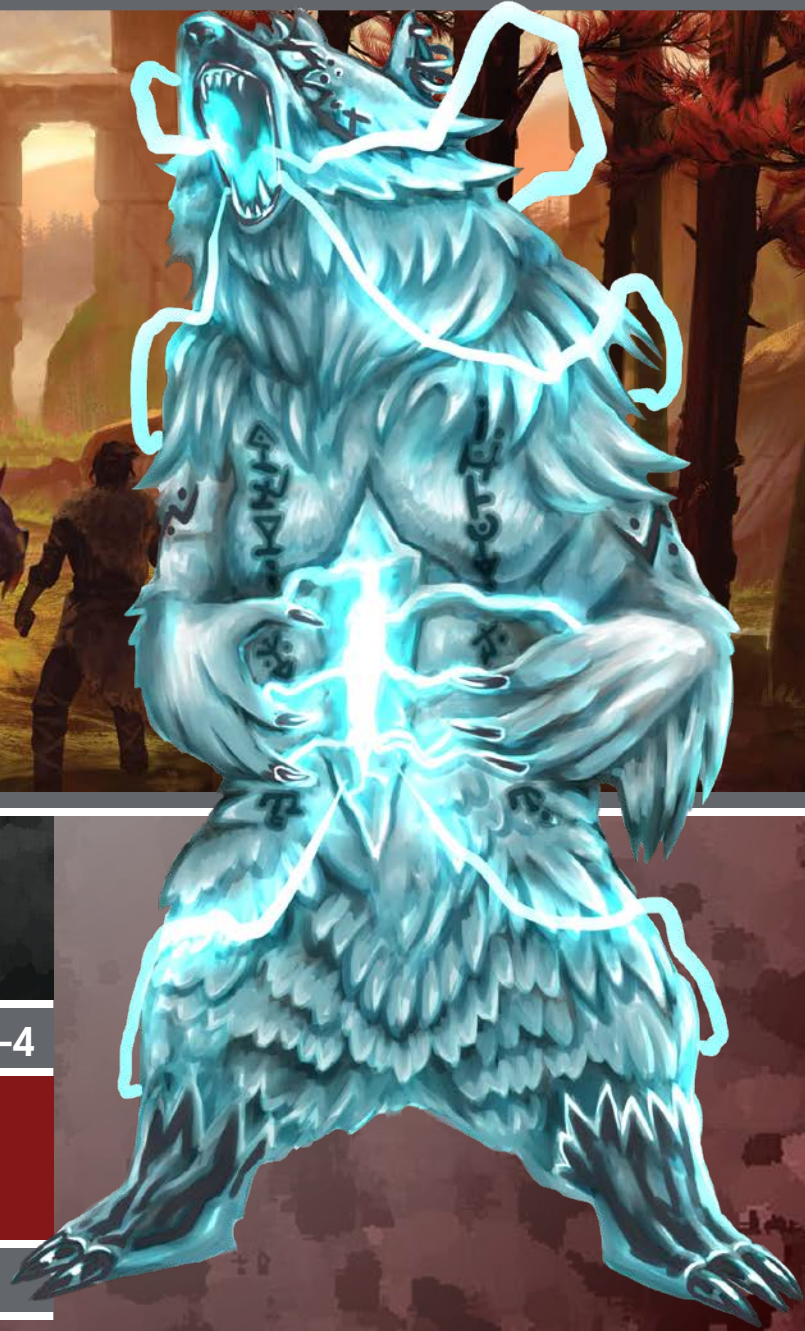
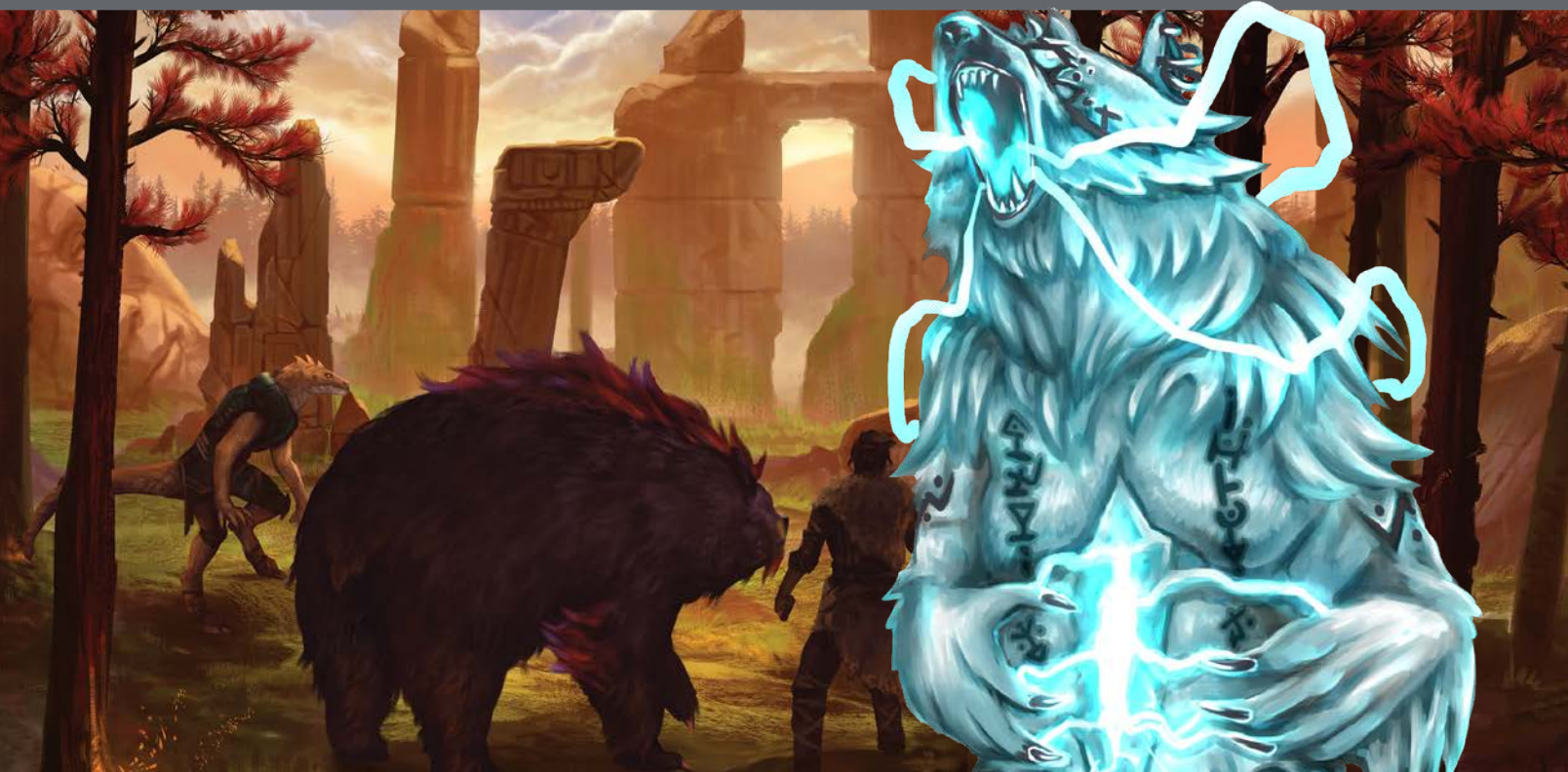


SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
CORRUPTION'S
REACH

Scenario #2-05

Levels 1-4

BALANCING THE SCALES

By Jessica Catalan



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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BALANCING THE SCALES

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook* and *Pathfinder Bestiary*

Maps: *Pathfinder Flip-Tiles: Dungeon Starter Set*

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 organizedplayfoundation.org/paizo/guides/.



METAPLOT

SUMMARY

In the Grand Lodge, Venture-Captain Ambrus Valsin tasks the PCs with investigating a battle where two powerful combatants merged into one being. Sewer Dragons kobolds witnessed the battle while they waited to meet Venture-Captain Drandle Dreng, who never arrived.

The Sewer Dragons escort the PCs to the site, where an undead ambush awaits. After the battle, the PCs uncover connections to two locations: the Foreign Quarter and the Blakros Museum.

In the Foreign Quarter, the PCs investigate an abandoned shrine devoted to a demon lord. The shrine has been ransacked, and now undead watch over the ruins. The PCs fight the undead and search for clues.

When the PCs reach Blakros Museum, the building is engulfed in a deadly storm. After navigating the magical weather, the PCs enter the museum—just as the merged being escapes via a black obelisk, leaving behind violent creatures to attack the PCs. Although the merged being escapes them, the PCs uncover seeds of a deeper mystery.

BALANCING THE SCALES

By Jessica Catalan



ADVENTURE BACKGROUND

In the tangled maze of sewers, ancient tunnels, and forgotten hideaways below the bustling streets of Absalom, the Sewer Dragons kobolds are in peril. Led by forward-thinking Chief Yiddlepode, the Sewer Dragons have forged an alliance with the Pathfinder Society, securing their position as the most influential kobold tribe in the city.

Recently, a clockwork drilling machine tore through the Sewer Dragons' base on its way underground, releasing dangerous predators into their territory. With Pathfinder assistance, the Sewer Dragons survived. Together with Venture-Captain Drandle Dreng, Chief Yiddlepode is working to relocate the Sewer Dragons to new territory.

However, Venture-Captain Dreng failed to arrive at their last scheduled meeting. As Chief Yiddlepode and her kin awaited his arrival, they witnessed a strange pinpoint of black energy appearing out of nowhere, followed by a pair of figures engaged in furious battle. The figures fought with such ferocity that the Sewer Dragons could only stare in fascination as they locked together in a titanic grappling match that ended with the combatants merging together. The kobolds didn't get a clear glimpse at either figure's face, but the merged being that remained had only a single, gleaming red eye visible within its cloak. Before retreating in another swirl of eldritch energy, the being dropped a small bag containing both a coin and a badge. The coin bore symbols of Urxehl, demon lord of trolls, catastrophe, and natural disasters, while the badge bore the symbol of Absalom's city guards.

After leaving the sewers, the merged being took steps to prevent outside interference with their inscrutable plans, whatever they may be. They dispatched powerful minions to eliminate any creatures approaching the battle site, destroyed the Urxehl shrine associated with the missing coin, and transformed the trolls that witnessed the destruction into undead monsters, commanding them to kill any intruders. Now, the merged being enacts the next stage of their plan: stealing a mysterious black obelisk that the Pathfinder Society recently found in

WHERE ON GOLARION?

Balancing the Scales takes place in Absalom, the City at the Center of the World. Absalom is a thriving and ancient center of trade that has gone through numerous reinventions in the nearly five millennia since its founding. For more information about Absalom, see pages 12–18 of the *Pathfinder Lost Omens World Guide*.

STARSTONE ISLE



Iobaria's Finadar Forest, which is currently on display at Blakros Museum.

Meanwhile, Chief Yiddlepode delivered the bag to Venture-Captain Ambrus Valsin. Wary of the merged being and worried over Drandle's apparent disappearance, Ambrus has called in a team of Pathfinders to investigate.

GETTING STARTED

The party assembles at the Grand Lodge in Absalom, where they meet with Venture-Captain **Ambrus Valsin** (LN male human steward) in Drandle Dreng's cluttered office.

Read or paraphrase the following once to begin.

Ambrus Valsin leans forward, carefully placing his elbows between papers piled atop the desk. "For an organization as far-reaching as the Pathfinder Society, alliances are common, but true allies are rare. Venture-Captain Drandle Dreng asserts that a kobold tribe known as the Sewer Dragons are among our greatest allies. He inducted a number of them into the

BALANCING THE SCALES

Lodge as Pathfinders and sponsored the training of a great deal more."

If any of the PCs are kobolds from the Sewer Dragons tribe, he welcomes and acknowledges them specifically.

"A few weeks ago, a clockwork drill dug its way deep underground from the city streets, passing right through the Sewer Dragons' territory and releasing beasts from below. There were casualties, but with our help, the Sewer Dragons survived intact. Their home didn't."

"Dreng's been helping the Sewer Dragons relocate. He was scheduled to meet with them this morning, but he never showed. While the Sewer Dragons were waiting, they witnessed a battle between two figures. Apparently, the combatants were so powerful, the kobolds just stared in shock. The fight ended with the figures merging into one cloaked being with a gleaming red eye. Then the merged figure vanished.

"Dreng hasn't turned up, the kobolds are spooked, and this merged figure makes me nervous. I'm sending you to meet with the Sewer Dragons. They'll guide you to the meeting site where the figures fought. Investigate the site and follow up on any leads you uncover. Find out everything you can about this merged figure—and speaking of leads, the figure dropped this bag as they fled. What do you make of its contents?"

Ambrus shoves aside a pile of papers he was sifting through and passes a small leather bag containing a coin and a badge over to the PCs. The coin is heavy and unevenly minted. One side depicts a lightning bolt piercing a storm cloud, while the other depicts an angular rune. The badge is easily recognizable as a badge of Absalom's city guard, with the words "Sleepless Suns" engraved in the side. The PCs can attempt Recall Knowledge checks to make sense of these objects.

RELIGION (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Religion check to Recall Knowledge might know more about the coin's symbols. Remember that these checks should be rolled secretly.

Critical Success As success. The PC additionally knows that Urxehl commands powerful storms and forest fires. Many of his worshippers wield fire and use minions of ash and flame. Despite being the creator of trolls, Urxehl despises them and delights in their suffering. Urxehl has a long, spiked tongue and wields a spiked greatclub. It's said that tiny, troll-like demons spring from his spilt blood.

Success The storm cloud and rune are both symbols of Urxehl, demon lord of catastrophe and natural disasters and creator of the first trolls.

Failure No information.

Critical Failure The storm coin is a champion's medallion from the Challenge of Sky and Heaven, a famous martial arts competition hosted in Jalmeray.

SOCIETY OR ABSALOM LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society or Absalom Lore check to Recall Knowledge might know more about Absalom's Foreign Quarter, the Sleepless Suns, and Shristi Melipdra. Remember that these checks should be rolled secretly.

Critical Success As success. The PC additionally knows that Shristi Melipdra won the Challenge of Sky and Heaven in his youth and is an expert in hand-to-hand combat. Shristi ensures the Sleepless Suns are trained in non-violent conflict resolution and nonlethal combat. He has no patience for cruelty, corruption, or predation among citizens or law enforcement.

Success The Sleepless Suns are the guard force of the Foreign Quarter, led by Shristi Melipdra. They embrace cultural diversity and personal individuality and number among the most respected and prestigious precincts in Absalom. Many members compete in the Irorium, a famous combat arena in the Foreign Quarter.

Failure No information.

Critical Failure The Sleepless Suns are the guard force of the Foreign Quarter. They patrol at all hours, keeping an oppressively close watch on citizens and businesses under their purview. Led by Shristi Melipdra, the group often competes in the Irorium for fame and glory. Shristi is a champion of many bloody arenas. He values power and physical might.

Valsin listens to the PCs' report of their knowledge. If they did not receive at least a success, he provides them with the information listed in the success entries of each check. Any PC reporting information from a critical success earns praise from Valsin, while those who report information from a critical failure receive a disapproving glare. He then finishes his instructions.

"When you're done in the sewers, come back to the Foreign Quarter and visit Shristi Melipdra of the Sleepless Suns. See if he can offer you some insight. Understood?"

Ambrus leans back in Dreng's rickety chair, which creaks under his weight. Looking uncomfortable, he answers the PCs' questions. Likely inquiries and his responses are below.

What about Drandle Dreng? "Drandle is the liaison between the Sewer Dragons and the Society, so I doubt he'd intentionally cause them trouble. That said, it's not

BALANCING THE SCALES

unheard of for him to vanish for a time or get lost in an investigation.” Ambrus gestures at the papers he’d earlier shoved aside. “I’m combing through his office for any signs that what he was digging into might be dangerous, and other Pathfinders are checking places he might turn up. We’re not sure a rescue mission’s a necessity, but if it is, it’ll be a job for more experienced agents. You’re not ready to face the kind of threats that could take down Drandle Dreng.”

Who is Shristi Melipdra? “Shristi is the commander of the Sleepless Suns. He has a reputation for resolving most conflicts non-violently and taking even the most violent criminals into custody without bloodshed. You could learn a thing or two from him. His brother Rashmivati is a venture-captain, so when we need information on the Foreign Quarter, Shristi’s who we consult.”

HERO POINTS

Once the PCs have asked their questions, remind them that they each have 1 Hero Point available.

THE SEWER DRAGONS

When the PCs are ready to proceed, they descend into Absalom’s sewers through a well-used sewer grate outside the Grand Lodge. From here, it’s a 15-minute journey to Sewer Dragons territory.

The sewers are crisscrossed by abandoned catacombs, handmade tunnels, and smuggler’s caches, making Absalom’s underground a twisting maze. Navigating this complex network typically requires great skill or an experienced guide, but the route from the Grand Lodge to the Sewer Dragons is well-labeled and free of danger. The Pathfinders are not at risk of becoming lost. The entire area is dark, illuminated by only rare slivers of light creeping in via sewer grates and drainage channels. Most tunnels are 10 feet tall, with 5-foot-wide walkways on both sides of the 5-foot-wide central sewage channel, though the path is interspersed with narrow, rough-hewn passages cut through the walls. The stench of sewage is overwhelming, imposing a –2 circumstance penalty to scent-based Perception checks.

As the PCs enter Sewer Dragon territory, a drill-bored tunnel pierces the ceiling and floor, funneling sewage deep underground. Heaps of rubble from recent collapses partially block the path, and newly erected wooden supports in weakened sections prevent further cave-ins. Despite the mess, it’s obvious the kobolds have worked to clear a path through the rubble. From here, it takes only a few minutes to reach the Sewer Dragons’ base of operations.

The Sewer Dragons long ago outgrew the long-abandoned underground theater they lived in

previously; from there, they’ve expanded their territory into multiple hand-hewn caverns and tunnels. Thanks to the drill, both the theater and surrounding expansions have partially collapsed, the floor now littered with mounds of rock, wood, and masonry. Kobolds bustle by, clearing away rocks and hauling debris and broken belongings into a pile. Some kobolds pick through this refuse, repurposing and repairing what they can, while others erect wooden supports and scaffolding. A blue-scaled kobold, Dragon-Speaker Engashez, stands onstage, surrounded by kobold youths. Engashez beats a drum and regales the children with tales of the hardships the Sewer Dragons have faced and their triumphs over such adversity.

As the PCs enter the Sewer Dragons’ home, kobolds point and chatter. A moment later, the blue-scaled kobold pounds their drum, proclaiming in draconic “Pathfinders! Alert Chief Yiddlepode!” Drawn by the commotion, a trio of kobolds arrive from a side tunnel. These kobolds are Chief **Yiddlepode** (LN female kobold chief), a green-scaled kobold with a fine blue cloak; Trapmaster **Tok** (LE male kobold trapsmith), a copper-scaled alchemist and brother of Chief Yiddlepode; and **Pethjun** (LN female kobold warrior), a white-scaled kobold with a gem-encrusted metal circlet, gleaming rapier, and bombastic attitude. As the trio approach the PCs, the surrounding kobolds return to their duties.

“Greetings, Pathfinders,” Chief Yiddlepode remarks with an incline of her head and a flourish of her fine cloak. “You see our sorrow? The glorious lair of the Sewer Dragons is no more.”

Trapmaster Tok nods. “We could rebuild, but that cursed drill rendered this entire region unstable. We must start fresh elsewhere.”

“Plans are already in motion, brother. One of many reasons why Drandle’s disappearance is so disheartening,” Chief Yiddlepode replies, before turning to you. “But you’ve come to see the meeting site, yes? Ambrus said he would send a team to investigate. I’ll guide you to the place we were to meet Drandle Dreng. Perhaps you’ll find clues that we missed.”

Turning to the assembled kobolds, Chief Yiddlepode announces, “Pethjun, with me—bring a platoon of your warriors. Trapmaster Tok, you’re in charge until I return. Be safe, brother.”

A dozen kobold warriors eagerly gather behind Pethjun, regarding her with awe. At her command, the kobolds lead the way through the sewer. It’s a 10-minute walk from here to the meeting site, through dark, stinky tunnels. Halfway through the journey, the destruction wreaked by the clockwork drill subsides and signs of collapse and instability grow rarer.

BALANCING THE SCALES

As the group progresses, Chief Yiddlepode and Pethjun question the PCs, paying particular attention to any kobolds among them. The PCs should use this time to question the kobolds about the battle they witnessed and the mysterious figure.

Chief Yiddlepode: “I suspect Ambrus is more worried over a new enemy than the disappearance of our mutual friend. Tell me, what is your mission?” If the PCs admit they’re not here to save Drandle, Yiddlepode replies, “As I suspected.” If the PCs lie, and say they’ve been asked to find Drandle, Yiddlepode replies, “You either jest or lie. I appreciate neither.”

Chief Yiddlepode: “If you issued your own orders, what would you do? Do your priorities lay with finding a friend or uncovering a foe?” If a PC answers “friend,” Chief Yiddlepode replies, “How many others suffer while the enemy goes uncontested?” If a PC answers “foe,” Chief Yiddlepode replies, “And your abandoned companion? How long until they call you ally no further?” If the PCs further defend their reply, Chief Yiddlepode remarks, “Interesting....” but otherwise makes no comment.

Chief Yiddlepode to Sewer Dragons kobold PCs: “I’m pleased to see you. You’re missed around the warrens. I wonder, how do the Pathfinders treat you? Are you as appreciated among your new allies as you were among your kin?”

Chief Yiddlepode to Hookclaw kobold PCs: “Your tribe has made quite an impact on the city. Once my people have resettled, I’d like to meet your leader and offer my friendship. Do you think they’d be accepting of an alliance?” After the appropriate PC answers, Yiddlepode further asks, “Are you willing to act as a bridge between our tribes?” If the appropriate PC answers in the negative, she clicks her tongue in disappointment and moves on. If the appropriate PC answers in the positive, she grins and remarks, “Wonderful! Tell me of the Hookclaw! Speak of your kin and your leader. I would learn all I can of my new friends.”

Pethjun: “Many of our tribe’s young ones have joined the Pathfinder Society. It’s Chief Yiddlepode’s hope that they’ll benefit from a surface education, as she and her brother have done. Have you seen my kin in your Lodge? Have you worked with them? How do they fare in the field?” After the PCs answer, Pethjun nods and asks, “And what do Pathfinders such as yourself have to teach them? What can they learn under your wing they can’t learn under mine?” Whatever the PCs reply, Pethjun laughs and remarks, “We’ll see.”

Pethjun to Sewer Dragons kobold PCs: “I knew you’d be a formidable Pathfinder! Congratulations! You do us proud! Is this your first mission? Or have you other tales to regale me with? Speak! I yearn to hear your exploits.”

After the PCs respond, Pethjun claps them on the back and returns to her guard duties.

Pethjun to Hookclaw kobold PCs: “Both Sewer Dragons and Hookclaw have become Pathfinders. Now you’re kin of my kin! But tell me, haven’t you weakened your tribe by leaving them for the Pathfinder Society?” If the appropriate PC admits they’ve weakened their tribe, Pethjun shakes her head. “Nothing is more important than one’s tribe and one’s honor. If you’ve left your clan weakened, you no longer have either. I weep for your kin.” If the appropriate PC asserts they haven’t weakened their tribe, Pethjun laughs and retorts, “It takes scales of all kinds to clad a dragon. You might be the smallest of scales, but without you, the dragon that is your clan lacks a scale. Don’t doubt the difference you make.”

When the PCs question Chief Yiddlepode and Pethjun about the battle they witnessed and the mysterious figure, read or paraphrase the following.

“I wondered when you’d ask,” Chief Yiddlepode replies. “Drandle Dreng is helping us relocate to a new territory in the sewers. We waited at the appointed meeting place, as scheduled, but he never arrived. Drandle wouldn’t miss a meeting. And yet....” She lets out a low hiss. “While we waited—Pethjun, Trapmaster Tok, and I—we witnessed a strange pinpoint of black energy. It lasted a moment, then flared with an eldritch pulse that cast a pair of battling figures into the room. The figures fought furiously; had we interfered, we would’ve been killed. Of this I have no doubt.”

“The figures grappled, then merged. They became one form—a form with a hooded cloak and a gleaming red eye visible within. They retreated in another swirl of black energy, but as they fled, they dropped a small bag. We gave that bag over to Ambrus Valsin.”

Chief Yiddlepode is willing to answer the PCs questions. Likely inquiries and her responses are below.

What did the two figures / merged figure look like? “I wish I could tell you. The encounter lasted a few seconds and none of us got a clear view of the combatants or the merged figure. All three were humanoid and cloaked. One of the combatants and the merged figure were the size of a human. The second combatant was the size of an ottyugh. The merged figure had a single glowing red eye in the center of its head and a powerful presence that made it feel.... more, somehow. The combatants brought with them the scent of fire and flesh. More, I can’t say.”

What do you know about the coin/badge? “The badge is from the guards up on the surface. As for the coin, I’m not sure exactly, but the rune looks demonic.”

What do you think happened to Drandle Dreng? “Something foul. Drandle would never miss our meeting.”

BALANCING THE SCALES

In fact, the last time we missed a meeting with him, he sent a search party to check on us; that worry saved the Sewer Dragons. I'd hoped to return the favor, but you're no search party. Let's hope Ambrus' lack of worry doesn't bring about Drandle's death." Chief Yiddlepode hisses in frustration, then continues. "We looked long and hard but found no sign of Drandle. He knows the underground as well as we do, so he's not lost. If I had to guess.... the drill that destroyed my home dug far deeper than any have cared to explore. Monsters have crept up from the hole it left in the earth. Drandle could have run afoul of such a beast. But you Pathfinders have many enemies. Perhaps his caught up with him."

A. MEETING SITE

MODERATE

When the conversation winds down, Pethjun announces the group's arrival at the meeting site. The kobolds wait in the sewer tunnel, which is 15 feet wide, roughly hewn, and flooded with one foot of sewage. Three passages branch off this tunnel, but the kobolds direct the PCs to its end, where a large hole in the wall set two feet above the sewage acts as an entrance into a raised stone chamber.

This stone chamber is where the kobolds were scheduled to meet Drandle Dreng and where the mysterious figures battled and merged. The chamber is dark and dry, with coarse masonry walls, a 15-foot-tall ceiling and a filthy fitted stone floor. Two wide and two narrow hallways exit this chamber, one of each in both the southeast and southwest corners of the room. A few crumbling stone pillars carved to depict flames still stand in the northern corners. Whatever the ancient room's original purpose, it's long fallen to disuse.

When the PCs enter the chamber, read or paraphrase the following.

"Undead!" Pethjun yips from the sewer tunnels. "Weapons up, Sewer Dragons!" The daring kobold brandishes her rapier and dashes down a side tunnel.

"Follow her," Chief Yiddlepode commands her kobold warriors. As she speaks, a charred humanoid corpse nearly ten feet tall shambles into the meeting site from the southwest hall. Its large central eye is completely aflame, casting flickering red light and the sizzling sound of burning flesh throughout the chamber. The corpse lurches forward, a large spiked club clutched in its hand.

"We've enemies of our own out here, Pathfinders!" Chief Yiddlepode exclaims. "You handle that brute and we'll tackle the creatures out here. Be safe."

Creatures: When the merged figure realized they'd dropped the storm coin, they returned to claim it. Finding

the coin missing, they dispatched undead servitors to monitor this room and the surrounding tunnels, ordering them to kill any creatures they find.

One fire-eye cyclops zombie attacks the PCs—when scaling this encounter, the zombie is accompanied by hovering flaming eyes.

During this encounter, the kobolds fight similar foes in a nearby side tunnel. Tracking this unseen combat is unnecessary, as the kobolds are assumed to be triumphant. Instead, once each round, mention the sounds this hidden combat makes, such as splashing water, the clash of steel, panicked kobold shrieks, Chief Yiddlepode's spellcasting, or Pethjun's brave roar.

LEVELS 1-2

FIRE-EYE CYCLOPS ZOMBIE

CREATURE 3

Page 16

LEVELS 3-4

FIRE-EYE CYCLOPS ZOMBIE

CREATURE 5

Page 19

Development: After the battle, the fire-eye zombie falls to the ground and (along with any additional undead added when scaling the encounter) crumbles to ash.

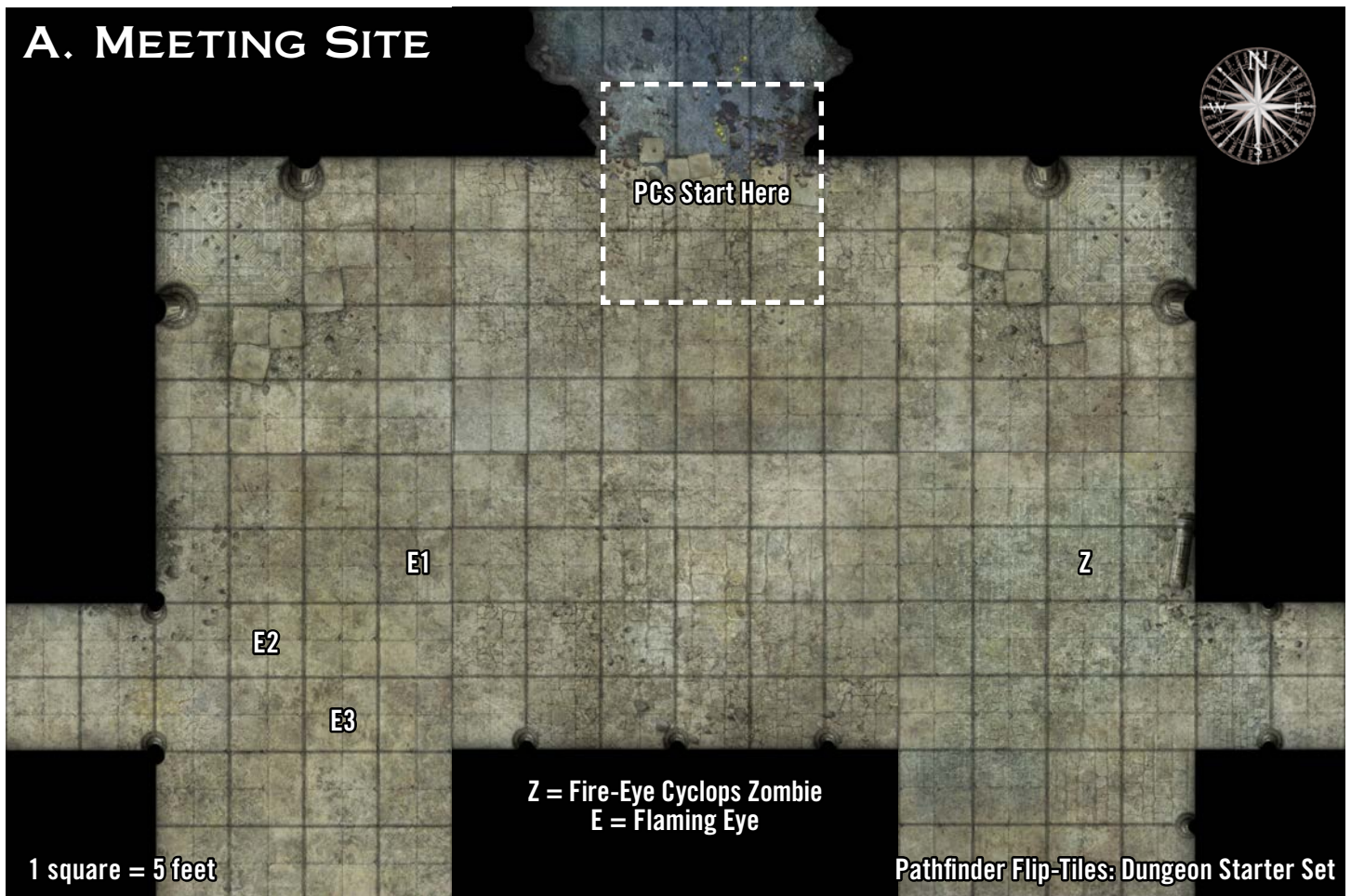
If the PCs were victorious, triumphant kobold cheers echo down the sewer tunnels. The kobolds, led by Chief Yiddlepode and Pethjun, return to their post outside the meeting site to tend the wounds of their warriors and boast of their victory.

If the PCs were defeated, the kobolds race into the meeting site to collect their unconscious forms while Pethjun fights the undead to cover the kobold's escape. The PCs regain consciousness in a half-flooded chamber off the sewer line. Kobolds tend the PCs' wounds with medicine and potions, leaving them fully healed over the course of 10 minutes. During this time, Chief Yiddlepode looks worried, as Pethjun should've joined them after only a few minutes. Once the PCs are healed, the whole group returns to the meeting site. The undead are destroyed, but Pethjun is dead. The kobold warriors wail in shock and surprise as they mourn the bravest warrior the Sewer Dragons have ever known. Chief Yiddlepode tells the PCs to examine the meeting site while her warriors tend to their fallen hero. If the PCs watch the kobolds, they see even Chief Yiddlepode is shaken by Pethjun's death.

Investigation: With the undead defeated, the PCs can investigate the meeting site, surrounding tunnels, and zombie for clues. For Levels 3–4, everything in the room is in poorer condition, making clues harder to decipher and

BALANCING THE SCALES

A. MEETING SITE



increasing the DC of all skill checks to interpret the clues on page 8 by 2. For example, damage to the chamber's walls obscures some signs of the room's architecture, and the ectoplasm has started to dry out.

A PC who succeeds at a DC 16 Crafting or Engineering Lore check suspect the chamber is approximately 700 years old. A PC who examines the pillars notice monstrous faces hidden amid the flames, howling in rage or pain.

A PC who examines the meeting site and succeeds at a DC 16 Perception check notices the masonry surrounding the hole in the wall has the remnants of a plaster mural. The mural has faded, but a few edges remain, featuring storm clouds. They also discover a streak of green, jiggly slime that slipped between two stones in the floor. A PC who examines this slime and succeeds at a DC 17 Occultism check identifies this slime as ectoplasm, a substance associated with phantoms and spirits, while a PC who succeeds at a DC 17 Religion check notes the slime is tainted with Abyssal energy.

A PC who examines the zombie discovers that a single stitched portion of its flesh is completely unburnt and

feels like it contains something. Inside this skin pocket is a scorched piece of hide decorated with a strange, scribbled drawing of an obelisk. Any PCs who speak Cyclops identify some of the scribbles as Cyclopean script; recognizable words include life, power, and Abyss. Any PCs who have played *Pathfinder Society Scenario #1-15: The Blooming Catastrophe* realize the obelisk in the drawing is similar to the obelisk they discovered in Finadar Forest. A PC who succeeds at a DC 16 Society check recalls that a similar obelisk is on display at the Blakros Museum, on loan from the Pathfinder Society.

A PC who examines the scorched hide notes it smells slightly sweet. A PC who succeeds at a DC 15 Nature check identifies that the hide has been treated with fire-resistant secretions from the eshlen flower and comes from an Iobarian ashback bear. Eshlen flowers are common in Iobaria, particularly the notoriously flammable Finadar Forest.

A PC who examines the zombie and succeeds at a DC 20 Society check identifies the zombie as a cyclops, while a PC who succeeds at a DC 15 Medicine check finds that

BALANCING THE SCALES

the zombie doesn't show signs of prolonged exposure to the sewers. It's likely the zombie was created elsewhere and brought here recently.

The PCs don't discover any sign of Drandle Dreng in the chamber or any of the surrounding tunnels. His fate remains a mystery.

CONTINUING THE INVESTIGATION

When the PCs have finished their examination at the meeting site, they can help the kobolds back to their base or part with the kobolds and exit the sewers.

If the PCs travel with the kobolds and Pethjun is alive, the kobolds are triumphant and boastful. They spend the journey telling the PCs about their fight in the sewers against "flying flaming eyeballs and a crispy corpse." They ask about the PCs' battle, taking delight in any tales told. The journey takes 10 minutes.

If the PCs travel with the kobolds and Pethjun is dead, the kobolds are somber and devastated. They carry her body back to their warrens, holding her corpse high above their heads to keep her clean. This slows progress considerably, extending the duration of the return trip to 20 minutes. The kobolds are grateful for any aid the PCs offer them on the journey, particularly with scouting the path and branching tunnels ahead. They allow the PCs to help carry Pethjun only if the PCs treat her with respect and succeed at a DC 16 Diplomacy check (DC 19 for Levels 3–4). If the PCs carry Pethjun, the travel time is reduced back down to 10 minutes.

If the PCs leave the kobolds, it takes two minutes to find a sewer grate that leads up to the surface in Absalom's West Gate district. From there, it's a 15-minute walk to the Foreign Quarter or a 30-minute walk to the Wise Quarter, or half these times if the PCs each pay 1 copper to hitch a ride on one of the many long bench-wagons that make regular circuits through the city. If the PCs part ways with the kobolds and Pethjun is dead, the kobolds are offended at the PCs' callousness.

The PCs have two potential objectives: report to Shristi Melipdra of the Sleepless Suns (in the Foreign Quarter) or visit Blakros Museum (in the Wise Quarter). If the PCs didn't connect the obelisk with the museum, they only have the Foreign Quarter to visit, but clues in area **B** could later lead them to the museum.

Reward: If the PCs escorted the kobolds back to their base, Chief Yiddlepode offers them a *wolf fang* in Levels 1–2 or a *fan feather token* in Levels 3–4.

FOREIGN QUARTER

The Foreign Quarter is a melting pot of cultures, peoples, and architecture, with densely packed housing

and colorful thoroughfares. This district is popular among visitors and foreign immigrants. As the PCs travel through this neighborhood, they overhear snippets of conversation in dozens of languages and see visitors from across Golarion.

The Sleepless Suns operate out of Utterhome, a precinct located in a renovated community center. A steady stream of people pass through the entry room, including guards, medics, citizens, and other workers, many engaged in conversation. The front desk is staffed by a young shoony with scruffy red fur named **Aubray** (CG female shoony snoop). Shoonies are a bipedal ancestry with canine features.

Nosy and curious, Aubray is a junior member of the Sleepless Suns with aspirations of becoming commander. She welcomes the PCs to Utterhome and asks how she can help. When the PCs ask to see Shristi, Aubray smiles and inclines her snout at an aged Vudrani man with a short-cropped beard and gray hair pulled into a neat topknot. Despite his obvious age, the man appears fit and healthy. At Aubray's gesture, the man strides over to the PCs, extending his calloused hand for a handshake. He introduces himself as **Shristi Melipdra** (LG male human guard captain), commander of the Sleepless Suns, asks the PCs names, and enquires how he can be of assistance. He also asks the PCs to share tales of the accomplishments they are most proud of. Aubray shamelessly eavesdrops on their conversation.

If the PCs seem to delight in damage or violence, Shristi regards them with distaste, noting, "A soul isn't measured by the harm they cause, but by the rifts they mend. A lesson you'd do well to learn."

Shristi asks to see the coin and the badge. When they show him the badge, he inspects it carefully. With a sigh, he informs the PCs that this badge is a counterfeit—the color, weight, and detailing are all slightly off. A PC who succeeds at a DC 20 Perception check while looking at both the badge they brought and the badges of legitimate members of the Sleepless Suns notices some of these discrepancies.

When the PCs show Shristi the storm coin, he gestures at the storm cloud symbol. Read or paraphrase the following.

Shristi's lips turn down in concern. "This is the unholy sigil of the demon lord Urxehl, father of trolls. He heralds natural disasters and controls forest fires. I admit, this isn't the first time I've seen a coin like this. I recently disbanded a cult of demon-worshippers that were sacrificing their victims to a troll near the Docks. They carried coins like these. I'd hoped we captured them all, but if coins remain in circulation, I worry some evaded capture."

BALANCING THE SCALES

"The cultists were meeting in a hidden shrine dedicated to Urxehl. I've ordered the area closed until it's been properly chronicled, so the site's still pristine. I'll give you directions if you make sure to tread lightly."

Shristi answers the PCs' questions; likely inquiries and his responses are below. If the PCs falsely insist the storm coin is a champion's medallion from the Challenge of Sky and Heaven, Shristi shakes his head and chuckles, assuring them that's not the case. Shristi won the Challenge of Sky and Heaven in his youth and can fetch a genuine champion's medallion from his office to provide proof, if needed.

What happened to the troll? "The troll remains at large. I recommend caution."

Can we speak to the cultists? "I'm afraid not. They've been transferred to await trial."

Why did we find a fake guard badge with the coin? "I worry over its meaning, myself," Shristi admits solemnly. "It could indicate they planned to target or infiltrate the Sleepless Suns. Perhaps they already have a cultist hidden among our ranks. I suspect it was also sign—a coded message that indicated to other cultists their meeting place was in the Foreign Quarter." Shristi shrugs. "Discerning the reason for the badge's presence will be a priority when I next speak with the cultists."

What crimes did the cultists commit? "Arson, abduction, and murder. We believe the cult turned violent a year ago. They were careful at first, but grew reckless in time. I regret it took as long as it did to free this district from their predations."

Reward: As the PCs leave, Shristi gives the PC that seemed the most compassionate, peaceful, or honest a *crying angel pendant* for Levels 1–2 or a moderate tanglefoot bag for Levels 3–4. If he believes none of the PCs uphold these values, he withholds this gift.

B. URXEHL SHRINE MODERATE

Knowing the lost coin could lead meddlers to this shrine, the merged figure returned here, intending to coerce the Urxehl cultists to attack anyone asking about the coin. Finding the cult disbanded, the merged figure destroyed the shrine to erase evidence of the cult and their motives. They brought the cult's patron trolls here, burned them to death, and animated them as undead to kill anyone who came to snoop around. With their fireproof guardians in place, the figure set fire to the entire shrine to obscure their trail, then left.

The cult's shrine is a short walk south of Utterhome, on the edge of the Foreign Quarter where it transitions to the Docks district. The shrine entrance is a nondescript shed in a dead-end alley. A broken padlock sits on the

ground by the shed door, indicating the shrine was recently disturbed. When the PCs open the door, a puff of smoke pours out and dissipates into the sky. A spiral staircase leads belowground into the shrine.

The shrine is dark and stinks of smoke, with coarse masonry walls coated in heavy soot and a 15-foot-tall ceiling. The fitted stone floor is obscured by mounds of burnt wood, broken furniture, ash, and soot. The piles of debris on the map are difficult terrain. Some of this debris still smolders. A creature that enters a smoldering space takes 1d4 fire damage (2d4 fire damage for Levels 3–4). Two hallways off this chamber end in mounds of rubble. A few crumbling stone pillars carved to depict flames still stand throughout this destroyed room—pillars nearly identical to those at the meeting site. A large iron brazier large enough to hold a person sits on a platform at the east end of the hall, surrounded by a channel of flammable black sludge and accessed by a small ramp. If the sludge or brazier are exposed to fire, they catch flame, filling the chamber with bright light. If the sludge or brazier are lit, a creature that enters these spaces takes 1d6 fire damage (2d6 fire damage for Levels 3–4).

Creatures: Two ash skeletons created from the trolls hide among the debris as piles of ash. When the PCs enter this chamber, the ash skeletons reform and attack, using Stealth for initiative. They fight in melee range, using their Crumble reaction whenever possible and reforming at the next opportunity. The ash skeletons are compelled to fight until destroyed, but they don't leave the shrine.

LEVELS 1–2

ASH SKELETONS (2)

CREATURE 1

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LEVELS 3–4

ASH SKELETONS (2)

CREATURE 3

Page 20

Development: After defeating the undead, the PCs can investigate this ransacked shrine.

A PC who examines the pillars notices monstrous faces hidden amid the flames, howling in rage or pain. A PC who examines the debris discovers a single pamphlet that escaped destruction. This pamphlet is an advertisement for the Blakros Museum's latest exhibit that features Cyclopean relics from Iobaria. Inside the pamphlet is an image of an obelisk that looks similar to the obelisk depicted on the drawing the PCs acquired

BALANCING THE SCALES

B. URXEHL SHRINE



from the fire-eye zombie in area A. Unbeknownst to the merged figure, the Blakros Museum, which has seen its fair share of calamities, now uses alchemically treated paper. This paper is more resilient to damage from fire and water, the better to preserve records in case of emergency. A PC who succeeds at a DC 20 Perception check or a DC 15 Crafting check notices signs of this alchemical treatment.

A PC who succeeds at a DC 15 Perception check (DC 19 for Levels 3–4) notices a partially burnt mural beneath the soot on the south wall. If the soot is cleared away, they discover that the mural depicted a towering troll-like demon with wide horns cavorting through a burning Absalom. The demon has a grotesque, barbed tongue, a heavy spiked club, and lightning sparking from its eyes. A PC who succeeds at a DC 17 Religion check confirms the demon is Urxehl.

Reward: The cult kept a hidden cache that the merged figure wasn't aware of. The thin plaster hiding the cache from sight burnt away in the fire, revealing the stash. The PCs find a *scroll of flaming sphere* for Levels 1–2 or a

demon mask for Levels 3–4. If the PCs bring this cache to Shristi, he logs it as evidence and the PCs lose these rewards. As a reward for their honesty, Shristi rewards the PCs with a *scroll of blur* for Levels 1–2 or *healer's gloves* for Levels 3–4, along with a tiny stone elephant worth 5 gp (15 gp for Levels 3–4).

BLAKROS MUSEUM

After burning the shrine, the merged figure entered the Blakros Museum to steal an obelisk that the Pathfinder Society had recently donated to the museum's collection.

The Blakros Museum is a basalt building located in the Wise Quarter, a district known as a center of learning with streets thronged by students, professors, and government officials. As the PCs near the museum, read or paraphrase the following.

An unnatural storm spirals around Blakros Museum, battering the building with torrential rain and a barrage of lightning that strikes just outside the doors and windows. The gardens around the building are aflame, burning despite the deluge.

BALANCING THE SCALES

Crowds flee the deadly storm in a panicked, chaotic stampede of tears and screams.

To approach the museum, the PCs must find a way past the stampeding crowd, powerful winds, and lightning bolts. As long as they remain outdoors and within a block of the museum, they're battered by supernaturally heavy rain, which deals 1 bludgeoning damage (1d4 bludgeoning damage for Levels 3–4) to each PC every round they spend bypassing these obstacles.

INJURED INTERN

Before the PCs can enter the crowds themselves, a man runs out of the Blakros Museum. The heavy wind at his back makes it hard for him to control his movements, and he's tossed into and trampled by the stampeding crowd, sustaining an injury to his leg in the process. If left unaided for 3 rounds, he dies.

The PCs can assist him by spending 2 rounds to carry him to safety (Bulk 8) or heal some of his Hit Points so he can hobble out on his own. If the PCs save him, he thanks the Pathfinders profusely for their aid. He quickly explains that his name is **Algrid** (N male dwarf caretaker), and he's an intern at the Blakros Museum. While he was cleaning the entryway, he saw an intruder with a single glowing red eye appear in a burst of black energy. Terrified, he fled into the streets for help. Algrid is worried about everyone else who was in the museum—looking through the crowd, he doesn't see any of his fellow employees or patrons. He implores the PCs to act quickly. If the PCs ask him about the whereabouts of museum curator Nigel Aldain, he bemoans the fact that Aldain is out on business at the moment, but then adds that he's heard the Pathfinder Society has saved the museum from trouble on several occasions.

CROWDS

Crowds of citizens stampede away from the area in fear. To get through the crowd, each PC must attempt one of the following skill checks: a DC 16 Perception check to spot a path through the crowd, a DC 16 Diplomacy check to calm the crowd, or a DC 15 Intimidation check to scare the crowd into parting. The DC of all skill checks made to navigate the crowd increases by 2 for Levels 3–4, as the crowds are thicker and more frightened.

Critical Success The PC makes it through the crowd unharmed, and any PCs who rolled a critical failure receive the results of a failure instead.

Success The PC makes it through the crowd unharmed.

Failure The PC makes it past the obstacle but is trampled by the crowd, taking 1d6 bludgeoning damage (2d6 bludgeoning damage for Levels 3–4).

Critical Failure The PC is trampled by the crowd, taking 1d6 bludgeoning damage (2d6 bludgeoning damage for Levels 3–4). The PC must try again to make it through the obstacle on the following round.

WIND

Powerful winds blow from the Blakros Museum's entrance. Each PC needs two successful checks (or one critical success) to get through the wind. Appropriate skills include a DC 15 Athletics check to muscle through the wind, a DC 16 Nature check to anticipate the wind's surges, or a DC 15 Absalom Lore or Society check to plan a path that utilizes local features as windbreaks. PCs that have overcome the wind can Aid their allies still struggling through or proceed to the lightning obstacle. Even on a critical failure, a PC makes it somewhat closer to the museum; after 5 attempts, even PCs who have not rolled two successful checks reach its doors. The DCs of all skill checks to get through the wind increase by 2 for Levels 3–4, as the wind is stronger.

Critical Success The PC makes it through the wind entirely and does not need to roll further skill checks.

Success The PC makes significant progress through the wind.

Failure The PC makes little progress.

Critical Failure The PCs is blown directly into the driving rain. Double the amount of bludgeoning damage the PC takes from the heavy rain this round.

LIGHTNING

Lightning strikes unerringly outside the museum's doors and windows in a steady stream. PCs entering the building through any entrance take 2d6 electricity damage with a DC 15 basic Reflex save (DC 19 and 4d6 electricity damage for Levels 3–4).

ENTRYWAY

When the PCs enter the Blakros Museum, the patrons are nowhere to be found. Moments after Algrid fled the building, the merged figure made all of them disappear with a wave of his hand, but no witnesses to this act remain to tell the tale. What is immediately clear to the PCs is that something upstairs is making a racket. The sound is coming from the cyclopean exhibit on the museum's second floor, accessible by two wide stairwells.

C. CYCLOPEAN EXHIBIT MODERATE

The exhibit is well-lit by lamps hanging from the 20-foot-high ceiling and consists of three adjoining display areas. The east area is flanked by the stairwells and showcases Iobarian plants (including eshlen flowers) and two taxidermy animals: a gray-furred

BALANCING THE SCALES

Iobarian ashback bear and a peryton. A mural of an Iobarian wilderness landscape serves as the backdrop, and placards identifying each plant indicate they're on loan from the Absalom Horticultural Society.

The central room is partially enclosed by walls enchanted to look like fitted stonework, with entrances flanked by 15-foot-tall statues of cyclops priests and warriors. Display cases contain relics from recent excavations of an ancient Cyclopean city in Iobaria called Min-Khadaim. These relics include stone statuettes, jewelry, and tools, with placards under the artifacts indicating that the Pathfinder Society excavated them. This chamber has a large skylight in the ceiling that shatters at the start of this encounter, covering the floor with water and broken glass (as illustrated on the map on page 14). The lightning bolt leaves a smoldering sigil of Urxehl where it strikes. Creatures that enter a space with glass must succeed at a DC 15 Acrobatics check or take 1d4 piercing damage (DC 19 and 1d6 piercing damage for Levels 3–4). Creatures knocked prone in a space with glass take this damage automatically.

The west area is centered around a platform that holds a black obelisk. The mysterious merged figure steals the obelisk as the PCs enter, leaving the platform empty save for the placard at its base that indicates the obelisk was donated to Blakros Museum by the Pathfinder Society and was discovered in Iobaria's Finadar Forest. This obelisk matches the one in the hide drawing the PCs discovered earlier. Fragments of stone tablets line this chamber's back wall, and display cases contain ceramics, potsherds, and scraps of baskets and fabric.

The display cases are 3 feet high, provide lesser cover, can be opened with a DC 16 Thievery check, tipped over with a DC 15 Athletics check, or moved 5 feet with a DC 16 Athletics check. The bases of the cases are constructed of wood (Hardness 5, HP 20, BT 10) and their tops are glass (Hardness 1, HP 4, BT 2). Artifacts inside cases that are broken or tipped are damaged; this is relevant for the adventure's secondary objectives.

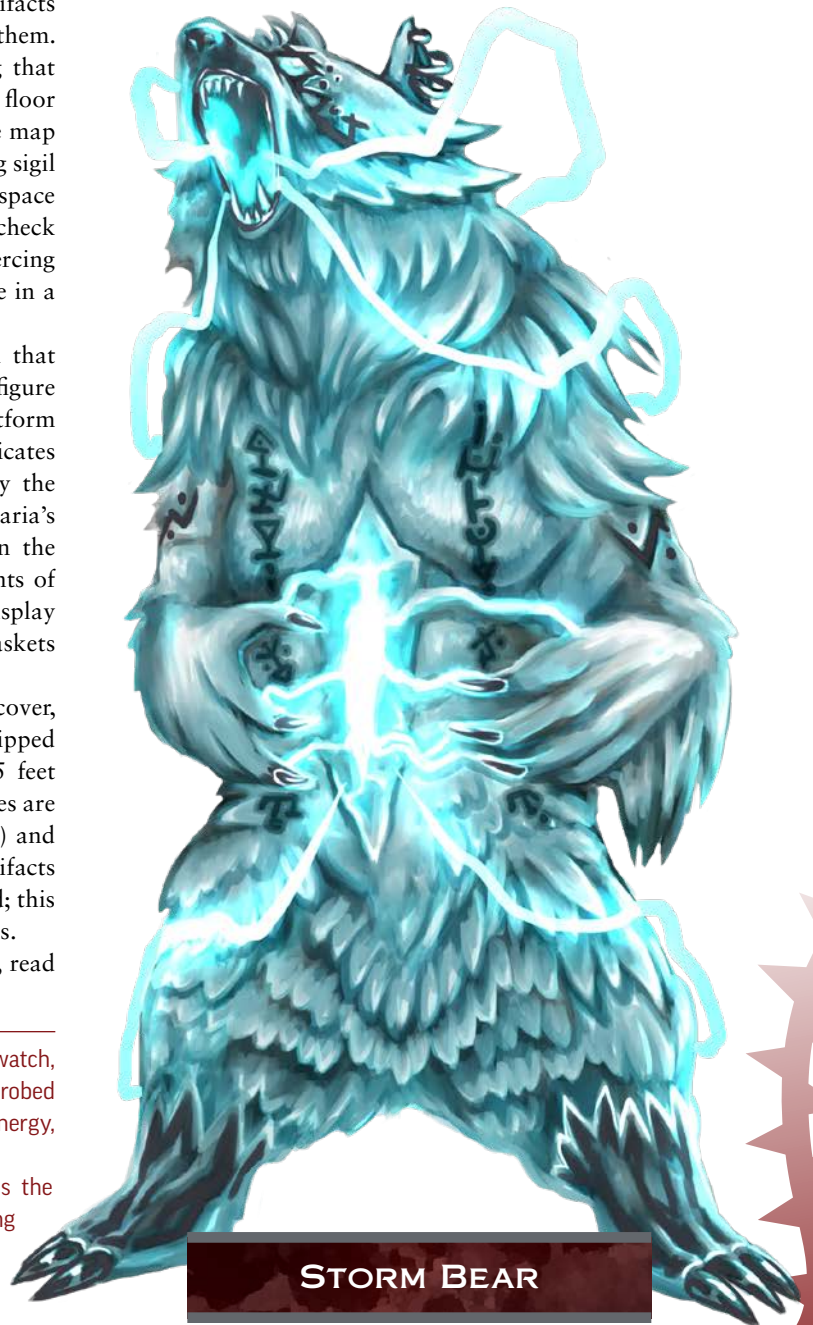
When the PCs ascend the stairs to this chamber, read or paraphrase the following.

Across the exhibit hall is a black stone obelisk. As you watch, it's pulled from its plinth and clutched in the arms of a robed cyclops with a gleaming red eye. In a pulse of black energy, the merged figure disappears with their prize.

Lightning crashes through the skylight and strikes the floor in the center of the exhibit, leaving a smoldering symbol burnt in the floor and two strange creatures: a gray bear with crackling fur and a tiny, cackling troll with horns and a lolling, spiked tongue.

Creatures: As the lightning bolt strikes, it brings with it two creatures that crackle with electricity: a massive storm bear and diminutive spark troll.

The storm bear fights in melee range, using its Thunderous Roar whenever possible (which could trigger the spark troll's Sonic Redirection). The spark troll maneuvers around the battlefield and attacks with its Lightning Blast ability, aiming to strike both a PC and the storm bear each turn (which enables the storm bear to use Consume Lightning). If possible, they end



STORM BEAR

BALANCING THE SCALES



their turn within 10 feet of the storm bear so they're in range of its Thunderous Roar. In melee range, the spark troll attacks with their barbed tongue. The storm bear fights to the death, and the spark troll flees when reduced to 5 Hit Points or fewer.

LEVELS 1-2

STORM BEAR

Page 18, art on page 22

CREATURE 2

SPARK TROLL

Page 18

CREATURE -1

LEVELS 3-4

STORM BEAR

Page 21, art on page 22

CREATURE 4

SPARK TROLL

Page 21

CREATURE 1

Development: If the PCs were triumphant, the storm subsides. Examining the cyclopean exhibit and its displays requires 10 minutes; PCs that do so learn the artifacts in this exhibit are from Old Koloran, a cyclopean empire that once occupied a vast territory centered on modern-day Iobaria. Old Koloran is famous for widespread worship of fiends and other horrors.

If the PCs were defeated, they awaken soon after, having received medical treatment from Pathfinder reinforcements. The reinforcements defeated the enemy creatures and banished the storm, but the cyclopean exhibit was destroyed in the process.

CONCLUSION

After the PCs report to Ambrus, he remarks, "You faced more opposition than I expected, but you handled yourselves well. I'm impressed." Ambrus thanks them for their efforts and lets them know that he'll likely have another assignment for them very soon. He grumbles a bit that the Pathfinder Society has once again had to send agents to clean up a mess at the Blakros Museum

BALANCING THE SCALES

and wonders aloud where the museum's curator, Nigel Aldain, was during all this mess.

Over the coming days, rumor of the PCs' exploits against demon cultists swirl around the Grand Lodge, each more outlandish than the last. Of Drandle Dreng, there is no sign.

Reward: In recognition of the PCs' hard work and the perils they overcame at the Blakros Museum, Ambrus Valsin gives them a pair of *barkskin potions*. For Levels 3–4, he instead gives them a *lesser potion of resistance*.

REPORTING NOTES

If Pethjun died, check box **A** on the reporting sheet. If the PCs gave the cultist's cache on page 11 to Shristi Melipdra as evidence, check box **B**. If the PCs saved Algrid, check box **C**.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they visit the Sewer Dragons, Shristi Melipdra, the Urxehl shrine, and Blakros Museum.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they prove themselves exemplary agents; to do so, they must fulfill three of the following five objectives.

- Discover the obelisk's connection to the Blakros Museum before leaving the sewers.
- Survive the encounter in area **A** without the Sewer Dragons' intervention.
- Return the cultist's cache in area **B** to Shristi Melipdra as evidence.
- Save Algrid's life outside Blakros Museum.
- Ensure no museum artifacts (besides the obelisk) are damaged or stolen in area **C**.

BALANCING THE SCALES

APPENDIX 1: LEVEL 1-2 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 1st-level PCs. If your group has a different composition or size, refer to the 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 1-2)

FIRE-EYE CYCLOPS ZOMBIE

CREATURE 3

RARE NE LARGE FIRE MINDLESS UNDEAD ZOMBIE

Perception +5; darkvision

Skills Athletics +12

Str +5, **Dex** -1, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 16; **Fort** +12, **Ref** +4, **Will** +5

HP 93 (negative healing); **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Searing Aura (aura, fire, necromancy) 10 feet. The fire-eye zombie emits an aura of heat that causes open wounds to sizzle. Any living creature that starts its turn within 10 feet of the zombie and isn't at full HP must succeed at a DC 17 Fortitude save or take 1d4 damage as its wounds burn. Creatures critically hit by the fire-eye zombie's Strikes must attempt this saving throw immediately.

Speed 25 feet

Melee ♦ spiked club +12 (reach 10 feet), **Damage** 1d8+7 bludgeoning

Ranged ♦ eye +12 (brutal, range increment 30 feet), **Damage** 1d4+7 bludgeoning plus 1d4 fire

Eye Throwing A fire-eye zombie can launch its eye at foes. While its eye is out of its head, the fire-eye zombie is blinded. At the end of its turn, a fire-eye zombie's eye flies back into its eye socket.

SCALING ENCOUNTER A

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

10–11 Challenge Points: Add one flaming eye.

12–13 Challenge Points: Add two flaming eyes.

14–15 Challenge Points: Add three flaming eyes.

16–18 Challenge Points (5+ players): Add one fire-eye cyclops zombie.

FLAMING EYE (0)

CREATURE -1

UNCOMMON NE TINY FIRE MINDLESS UNDEAD

Perception +4; darkvision

Skills Acrobatics +5

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

AC 15; **Fort** +4, **Ref** +7, **Will** +2

HP 8 (negative healing); **Immunities** death effects, disease, fire, mental, paralyze, poison, unconscious

Explode When the flaming eye dies, it explodes in a violent burst of flame, dealing 1d6 fire damage (DC 14 basic Reflex save) to creatures in a 5-foot burst.

Speed fly 30 feet

Melee ♦ eye +7 (finesse), **Damage** 1d4 fire

Ranged ♦ fire blast +7 (range increment 10 feet), **Damage** 1d6 fire

BALANCING THE SCALES

ENCOUNTER B (LEVELS 1-2)

ASH SKELETONS (2)

CREATURE 1

UNCOMMON NE LARGE MINDLESS SKELETON UNDEAD

Perception +5; darkvision

Skills Athletics +9, Deception +6, Stealth +6

Str +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +1

AC 16; **Fort** +8, **Ref** +6, **Will** +3

HP 12 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Crumble  **Trigger** The ash skeleton is critically hit; **Effect** The ash skeleton crumbles to ash, and the attack deals only normal damage.

Speed 25 feet

Melee  jaws +9 (reach 10 feet), **Damage** 1d6+4 piercing

Melee  claw +9 (agile, reach 10 feet), **Damage** 1d4+4 slashing

Ash Form  (transmutation) The ash skeleton crumbles to ash or reforms in a standing position. While ash, the ash skeleton is immobile, flat-footed, and has an automatic result of 26 on Deception checks and DCs to pass as an inanimate pile of ash or layer of soot. The ash skeleton can remain in this ash form indefinitely.

Rend  claw

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

8+ Challenge Points: For every 4 Challenge Points beyond 8, add one ash skeleton to the encounter.

BALANCING THE SCALES

ENCOUNTER C (LEVELS 1-2)

STORM BEAR

CREATURE 2

N **MEDIUM** **BEAST** **ELECTRICITY**

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Athletics +9

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

AC 18; **Fort** +11, **Ref** +8, **Will** +5

HP 30; **Immunities** electricity

Consume Lightning ➤ **Trigger** The storm bear is targeted by, or in the area of, an effect that deals electricity damage; **Effect** The storm bear devours some of the electricity to fuel a quick burst of speed, becoming quickened for 1 round. While quickened, the storm bear's motions produce visible sparks of electricity.

Speed 35 feet

Melee ➤ jaws +11, **Damage** 1d8+3 piercing plus 1d4 electricity

Melee ➤ claw +11 (agile), **Damage** 1d6+3 slashing plus Knockdown

Thunderous Roar ➤➤ (auditory, evocation, primal, sonic) The storm bear unleashes a deafening roar. Any non-storm bear creature within 10 feet takes 2d6 sonic damage (DC 17 basic Fortitude save); creatures that critically fail this save are deafened for 1d6 rounds. The storm bear can't use Thunderous Roar again for 1d4 rounds.

SPARK TROLL

CREATURE -1

CE **TINY** **ELECTRICITY** **FIEND** **TROLL**

Perception +3; darkvision

Languages Abyssal, Jotun

Skills Acrobatics +5

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

AC 15; **Fort** +4, **Ref** +7, **Will** +3

HP 8, regeneration 2 (deactivated by acid or fire); **Immunities** electricity; **Weaknesses** fire 2, good 2

Sonic Redirection ➤ **Trigger** The spark troll would take sonic damage; **Effect** The spark troll redirects hazardous sonic vibrations to another target within 30 feet. The spark troll gains resistance 5 against the triggering damage, and their chosen target must succeed at a DC 16 Reflex save or be knocked prone.

Speed 25 feet, fly 10 feet

Melee ➤ barbed tongue +7 (finesse, reach 10 feet), **Damage** 1d4 piercing

Lightning Blast ➤➤ (concentration, electricity, evocation, primal) The spark troll calls lightning down from the sky, then redirects it out from their hands in a 40-foot line. Creatures in the line take 1d4 electricity damage (DC 16 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 one spark troll.

12-13 Challenge Points: Add two spark trolls.

14-15 Challenge Points: Add one storm bear.

16-18 Challenge Points (5+ players): Add one storm bear and one spark troll.

BALANCING THE SCALES

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the 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)

FIRE-EYE CYCLOPS ZOMBIE

CREATURE 5

RARE **NE** **LARGE** **FIRE** **MINDLESS** **UNDEAD** **ZOMBIE**

Perception +7; darkvision

Skills Athletics +15

Str +6, **Dex** -1, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 18; **Fort** +14, **Ref** +6, **Will** +9

HP 120 (negative healing); **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Searing Aura (aura, fire, necromancy) 10 feet. The fire-eye cyclops zombie emits an aura of heat that causes open wounds to sizzle. Any living creature that starts its turn within 10 feet of the zombie and is not at full HP must succeed at a DC 19 Fortitude save or take 1d6 damage as its wounds burn. Creatures critically hit by the fire-eye cyclops zombie's Strikes must attempt this saving throw immediately.

Speed 25 feet

Melee ♦ spiked club +15 (reach 10 feet), **Damage** 2d8+8 bludgeoning

Ranged ♦ eye +15 (brutal, range increment 30 feet), **Damage** 1d4+8 bludgeoning and 1d4 fire

Eye Throwing A fire-eye cyclops zombie can launch its eye at foes. While its eye is out of its head, the fire-eye cyclops zombie is blinded. At the end of the zombie's turn, its eye flies back into its eye socket.

Wide Swing ♦ The fire-eye cyclops zombie makes a spiked club Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the Strike's reach. This attack counts as two attacks for the fire-eye zombie's multiple attack penalty.

SCALING ENCOUNTER A

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

20-23 Challenge Points: Add one flaming eye.

24-27 Challenge Points: Add two flaming eyes.

28-31 Challenge Points: Add three flaming eyes.

32+ Challenge Points: Add one fire-eye cyclops zombie.

FLAMING EYE (0)

CREATURE 1

UNCOMMON **NE** **TINY** **FIRE** **MINDLESS** **UNDEAD**

Perception +7; darkvision

Skills Acrobatics +7

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

AC 16; **Fort** +6, **Ref** +9, **Will** +3

HP 20 (negative healing); **Immunities** death effects, disease, fire, mental, paralyze, poison, unconscious

Explode When the flaming eye dies, it explodes in a violent burst of flame, dealing 2d6 fire damage (DC 16 basic Reflex save) to creatures in a 5-foot burst.

Speed fly 30 feet

Melee ♦ eye +8 (finesse), **Damage** 1d6+2 fire

Ranged ♦ fire blast +8 (range increment 10 feet), **Damage** 1d8 fire

BALANCING THE SCALES

ENCOUNTER B (LEVELS 3–4)

ASH SKELETONS (2)

CREATURE 3

UNCOMMON NE LARGE MINDLESS SKELETON UNDEAD

Perception +7; darkvision

Skills Athletics +10, Deception +8, Stealth +8

Str +5, **Dex** +1, **Con** +3, **Int** –5, **Wis** +0, **Cha** +1

AC 18; **Fort** +10, **Ref** +8, **Will** +5

HP 30 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Crumble ➤ **Trigger** The ash skeleton is critically hit; **Effect** The ash skeleton crumbles to ash, and the attack deals only normal damage.

Speed 25 feet

Melee ➤ jaws +12 (reach 10 feet), **Damage** 2d6+5 piercing

Melee ➤ claw +12 (agile, reach 10 feet), **Damage** 1d8+5 slashing

Ash Form ➤ (transmutation) The ash skeleton crumbles to ash or reforms in a standing position. While ash, the ash skeleton is immobile, flat-footed, and has an automatic result of 28 on Deception checks and DCs to pass as an inanimate pile of ash or layer of soot. The ash skeleton can remain in this ash form indefinitely.

Rend ➤ claw

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

16+ Challenge Points: For every 8 Challenge Points beyond 16, add one ash skeleton.

BALANCING THE SCALES

ENCOUNTER C (LEVELS 3–4)

STORM BEAR

CREATURE 4

UNCOMMON N MEDIUM BEAST ELECTRICITY

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Athletics +12

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

AC 21; **Fort** +13, **Ref** +11, **Will** +7

HP 60; **Immunities** electricity

Consume Lightning ➤ **Trigger** The storm bear is targeted by, or in the area of, an effect that deals electricity damage; **Effect** The storm bear devours some of the electricity to fuel a quick burst of speed, becoming quickened for 1 round. While quickened, the storm bear's motions produce visible sparks of electricity.

Speed 35 feet

Melee ➤ jaws +14, **Damage** 2d8+4 piercing plus 1d4 electricity

Melee ➤ claw +14 (agile), **Damage** 2d6+4 slashing plus Knockdown

Thunderous Roar ➤➤ (auditory, evocation, primal, sonic) The storm bear unleashes a deafening roar. Any non-storm bear creature within 10 feet takes 2d10 sonic damage (DC 19 basic Fortitude save); those who critically fail this save are deafened for 1d6 rounds. The storm bear can't use Thunderous Roar again for 1d4 rounds.

SPARK TROLL

CREATURE 1

UNCOMMON CE TINY ELECTRICITY FIEND TROLL

Perception +6; darkvision

Languages Abyssal, Jotun

Skills Acrobatics +8

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

AC 16; **Fort** +6, **Ref** +10, **Will** +4

HP 22, regeneration 3 (deactivated by acid or fire); **Immunities** electricity; **Weaknesses** fire 3, good 3

Sonic Redirection ➤ **Trigger** The spark troll would take sonic damage; **Effect** The spark troll redirects hazardous sonic vibrations to another target within 30 feet. The spark troll gains resistance 5 against the triggering damage and their chosen target must succeed at a DC 17 Reflex save or be knocked prone.

Speed 25 feet, fly 10 feet

Melee ➤ barbed tongue +8 (finesse, reach 10 feet), **Damage** 1d6 piercing

Lightning Blast ➤➤ (concentration, electricity, evocation, primal) The spark troll calls lightning down from the sky, then redirects it out from their hands in a 40-foot line. Creatures in the line take 2d4 electricity 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.

20–23 Challenge Points: Add one spark troll.

24–27 Challenge Points: Add two spark trolls.

28–31 Challenge Points: Add one storm bear.

32+ Challenge Points: Add one storm bear and one spark troll.

BALANCING THE SCALES

APPENDIX 3: GAME AIDS

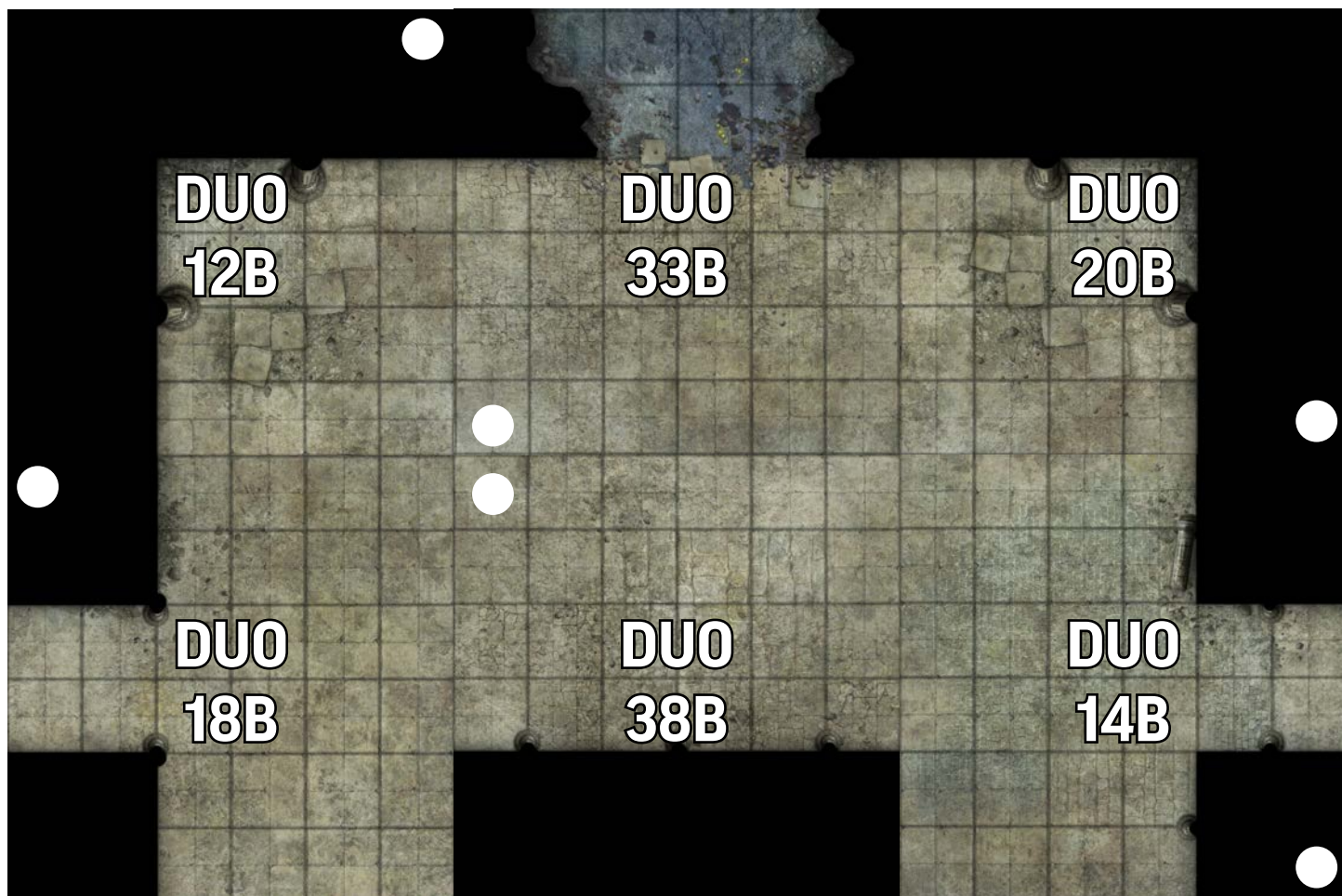


AMBRUS VALSIN



STORM BEAR

BALANCING THE SCALES



BALANCING THE SCALES

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

□□□ **Area A, Page 7:** 2 Treasure Bundles for defeating the fire-eye cyclops zombie, 1 Treasure Bundle for discovering at least four of the clues.

□ **Foreign Quarter, Page 9:** 1 Treasure Bundle for demonstrating honesty, peacefulness, compassion, or similar values to Shristi Melipdra.

□□ **Area B, Page 10:** 2 Treasure Bundles for defeating the ash skeleton encounter.

□ **Blakros Museum, Page 11:** 1 Treasure Bundle for making it through the obstacles in front of the Blakros Museum.

□□□ **Area C, Page 12:** 3 Treasure Bundles for defeating the cyclopean exhibit encounter.

BALANCING THE SCALES



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	

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

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

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

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

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

BALANCING THE SCALES

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Scenario #2-05: Balancing the Scales

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
What started as a reconnaissance mission to check in with the Society's kobold allies turned into a mysterious chase punctuated by fiery undead and unusual elementals. Who is the mysterious cloaked figure leaving clues with one hand while conjuring monsters with the other? And what connection do they have to the missing venture-captain, Drandle Dreng?			
Boons		Rewards	
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.		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
barkskin potion (Level 4; 15 gp) demon mask (Level 4; 85 gp) fan feather token (Level 4; 14 gp) healer's gloves (Level 4; 80 gp) lesser potion of resistance (Level 6; 45 gp) moderate tanglefoot bag (Level 3; 10 gp)		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #