

STATEMENT OF INTENT

I occasionally make rather in-depth guides for the out of combat elements of some of the more involved scenarios. The purpose of these guides is to facilitate understanding of any convoluted or unwieldy mechanics, to clarify any vaguely worded or mis-worded portions of the published scenario, and to make it easy to find the DCs for skill checks and what special actions PCs can perform that have an effect on the situation. I'll usually include some other handy information just so you don't have to go scouring the pfsrd mid-session. I'd appreciate any feedback you have, just sent me a PM on the Paizo boards. My name on there is Le Petite Mort.

Skill check DCs will separate numbers with '&' if the numbers are representing tiered success conditions (one DC is good enough, the next is really good) and separate by '||' to represent different level tiers (such as the lvls 1-2 tier vs 4-5 tier). For example, if a party needs a perform check with a DC 10 in the low tier and 16 in the high, but there is a super success condition if they beat the DC by 5, I would represent that as follows:

Perform (DCs 10 & 15 || 16 & 21) – PCs impress everyone with the hard earned skills from their performing arts majors. If the higher success DC is met, an audience member buys the party a round of ales.

Scenario Type: almost entirely social and knowledge skill oriented

Primary success condition:

Ensure that Myrosype wins no more than 2 districts.

Secondary Objective:

Ensure that Myrosype does not win the Luminous Wharf.

Additional Faction Objectives:

Exchange faction members may convince one of the Prophets of Kalistrade to form a trade alliance with the Trade Prince Aaqir Al Hakam. Doing so will yield a faction specific boon on the chronicle sheet.

Werid Boon:

There is a (rather good) boon that PCs can potentially gain by treating with the primary auction rival. Getting this boon and the second Prestige Point are mutually exclusive.

Special Considerations:

This scenario isn't as complicated as some that I've made these guides for, but there are a few weird elements. Honestly, I'm just making this to keep my thoughts organized.

The tough part is really just tracking all of the circumstance modifiers on the various rolls during the Influence mechanic section.

Additional Materials

Maps – There is only one map, and it is very easily drawn.

I also recommend printing the blank version of the NPC blocks that I will create here, so that as players make discoveries they can put notes where appropriate. Printing the NPC portraits is also a good visual aide, but I cannot include them here due to copyright considerations.

Getting Started: Venture Captain Brackett and Trade Prince Aaqir al-Hakam

The mission briefing is straightforward enough, and includes commonly asked questions and a Knowledge (nobility or religion). After the briefing, Aaqir al-Hakam will give a supplementary briefing to any Exchange members present. The scenario does not indicate that this faction briefing needs to be secret from non-Exchange PCs.

Skill checks

Knowledge (nobility or religion) – DCs (15 & 20 & 25 & 30)

Path of Commencement	Fowrah and Co.
<p>This part is a bit strangely formatted, so I'll include some tips.</p> <p>Area A1 details a Reflex save (DC 13 17) that PCs should perform IF they are about to fall off the path. What it doesn't say is exactly why a PC would be about to fall off of the 15' wide path. I think the only two legitimate interpretations of this check are that either (a) everyone has to make the save, or take the damage and need the Climb checks as listed, or (b) only PCs who were somehow bull-rushed off the bridge (which won't happen, as none of the NPC baddies even have CMB tactics listed or relevant feats) need to make the save.</p> <p>I went with option (b), as the worst case scenario for (a) is out-of-combat damage that is easily healed, and Climb checks they can take 10 on.</p> <p>The next three areas (A2, A3, and A4) are literally the same bridge. I just read the descriptions for areas A1-A4 right in a row, including a brief description of what Fowrah was doing. It is somewhat difficult not to telegraph that there will be an encounter on the bridge. I left all of my dice, maps, and miniatures completely off of the table until we needed to roll initiative. This had the players thinking that they were in a social encounter until either they succeeded the Sense Motive check or she surprised them.</p> <p>Note! The encounter in area A4 is <i>actually</i> just part of the same encounter at A2/A3, not a separate encounter. I have no idea why it was formatted so confusingly. Also note that, as a Knife Master, Fowrah's sneak attack die with daggers are d8s, not the d6s indicated in her stat block.</p>	
<p>Reflex save (DC 13 17) – If you need this, this check allows a PC to stop their fall. Failure of this check means a falling PC takes 3d6 falling damage in the low tier, and 6d6 falling damage in the high tier. They fall 120' total. It also necessitates the following Climb check.</p> <p>Climb (DC 10 & 15) – Allows a PC that has fallen to climb the cliff face. A 10 allows the PC to climb up ¼ their movement speed, a 15 allows them to climb ½ their movement speed. Failing this check by 5 or more results in their falling again from whatever height they've gained. PCs could likely use rope, pitons, etc. to decrease the DC or gain circumstance modifiers on it.</p> <p>Climb (DC 15 20) – Allows a PC to climb into one of the dwarven statue's eye socket. Being inside one provides a +4 cover bonus to AC.</p> <p>Perception or Survival (DC 15 19) – The PC notices that the 'caravan wreckage' has been in place for several weeks. Do not prompt players to make this roll. Allow it if they ask to make it. Also remember to factor in distance penalties (-1 / 10' away) where appropriate.</p> <p>Sense Motive (DC 15 20) – Sees through Fowrah's ruse. If a PC succeeds this check during dialogue with her, I would allow a DC 15 Bluff check to pass a secret message to the rest of the party, while Fowrah would oppose the Bluff with Sense Motive to know that the jig is up.</p>	

Journey's Remainder	Colonel Hachren
<p>After the encounter with Fowrah, the party crosses the Isgeri-Drumish border, and encounters a Mercenary League outpost under the command of one Col. Hachren. He will ask them to state their business, and ask if they had any trouble on the mountain pass.</p> <p>Bluff (DC 25 30) – This is only necessary if the PCs (needlessly) decide to lie about who they are or what they are doing in Druma. If it is failed, Hachren demands the truth.</p> <p>Special: On the off chance that the party managed to lose against the bandits, Hachren will refund all goods stolen.</p>	

General Overview of the Influence System

Kalistrade Bidders

This system seems really confusing at first, but it isn't as tough to run as it looks on paper. I'm going to write the general steps in this box, then make condensed social blocks for each of the bidders so the GM can track what circumstance modifiers to add to the various checks.

Simply put, there are five bidders and five districts. Myrosype is one of the bidders, and cannot be influenced. Each of the remaining bidders has one preferred district they would bid on. The 'odd man out' district is the Luminous Wharf. PCs can get Cyran, Irith, or Vayde to bid on this district in addition to their preferred district by garnering an additional 3 successes with that NPC.

Before the first event (Passad's luncheon) each PC may attempt a Knowledge (nobility or local) check with a -5 penalty as a 'free' Discovery check on an NPC. Successful discovery checks grant the party knowledge about an NPC's Strength, Weaknesses, or some of the skills that can be used for Influence checks with that NPC. The lowest DC skills are given with the first successful influence check discovery, then the medium difficulty skills, and finally the highest DC skills. The first successful Discovery check against an NPC gives their preferred district to bid on, if there is one.

At each event, the simplest way to run (at least for me) was to go through the following steps:

1. Describe the event. Also tell the players what the Event Adjustment is.
2. Ask a player who they would like to Influence or make a Discovery check. Read the Introduction and Appearance sections, and ask that player to make the Recognize check. Success at this check gives the Background section to the party, and gives a +4 to everyone's Discovery checks on this NPC for the remainder of the scenario. I think this is also the best time to resolve that PC's attempt to impress the host.
3. Have the player roleplay what they are doing or saying, and ask for the appropriate check. Discovery checks at events can be made with Sense Motive in addition to Knowledge (local or nobility), and no longer suffer the -5 penalty that the pre-event checks had.
4. Apply the various circumstance bonuses as appropriate, and grant either the requested information for successful Discovery checks, or Influence successes for successful Influence checks. Circumstance bonuses for Influence checks include the NPC's weaknesses, strengths, biases, and whether or not they have been impressed as a host.
5. Repeat steps 2-4 for each remaining player at the event.
6. Repeat steps 1-5 for each remaining event.

For every 5 by which a Discovery check's DC is exceeded, grant another datum (strength, weakness, or an Influence skill in ascending order of DC)

Exceeding an Influence check's DC by 5 grants a piece of Discovery information on the NPC as well. Exceeding the DC by 10 grants that information, or a second Influence success (PC's choice).

Failing an Influence check by 5 precludes that PC using that skill to Influence that NPC going forward. Failing by 10 means that PC can no longer influence that NPC with any skill.

Temel Passad	District Desired Courts of Abstinence	Influence Successes Needed 2	Trade Interests None	Wharf? No
<p>Recognized? __: No listed skill here. Since he is a 'well known' NPC to the Society, I think it is at the GM's discretion whether or not to give the +4 to Discover checks.</p> <p>Bias (+2) Temel likes anyone who speaks to him at sequential events.</p> <p>Host Impressed (+2) Any PC who succeeds a DC 14 - Craft (alchemy), Knowledge (nature), or Profession (gardener) check.</p> <p>Strengths (-4) Applies to PCs who are openly Exchange faction members.</p> <p>Weaknesses (0) Temel has none, but if players ask for Weaknesses you can tell them that all social checks (Bluff, Diplomacy, and Intimidate) can work for Influence checks. If they already knew that, I'd allow them to pick something else.</p>				
Easy Skills: Intimidate (DC 12 16)	Medium Skills: Knowledge (history), Bluff, or Diplomacy (DC 17 21)		Hard Skills: None listed	

Vayde Petronax	District Desired Scriptum	Influence Successes Needed 4	Trade Interests Iconography	Wharf? Yes
<p>Recognized? __: Knowledge (nobility) - DC 15</p> <p>Bias (+2) Vayde likes anyone who discusses religious or philosophical beliefs with him. Remainder of scenario.</p> <p>Bias (-2) Vayde dislikes any mention of his gaunt appearance. Remainder of scenario.</p> <p>Host Impressed (+2) Any PC who succeeds a DC 14 18 - Perform (act, oratory, comedy), Knowledge (planes). Remainder of scenario.</p> <p>Strengths (-4) Applies to PCs who attempt Intimidate checks against him for the remainder of the scenario.</p> <p>Weaknesses (0) Rather than a circumstance modifier, this reduces the number of successes required to get him to bid on the Scriptum by 1.</p>				
Easy Skills: Knowledge (religion) (DC 12 16)	Medium Skills: Knowledge (nobility), Sense Motive, or Diplomacy (DC 17 21)		Hard Skills: Bluff (DC 22 26)	

Irith Nomazamo	District Desired Prophet's Burg	Influence Successes Needed 3	Trade Interests Weapons	Wharf? Yes
<p>Recognized? __: Knowledge (nobility) - DC 14</p> <p>Bias (+2) Irith likes anyone who succeeds the recognize check, and is respectful when speaking with her.</p> <p>Bias (-2) Irith dislikes anyone who has already spoken with Vayde Petronax. Remainder of scenario.</p> <p>Host Impressed (+2) Any PC who succeeds a Fort save (DC 13 17), Profession (cook) (DC 17 21), or Knowledge (nobility) (DC 18 22). Remainder of scenario.</p> <p>Strengths (-4) Applies to PCs who mention or insinuate that she is likely to lose territory in this auction. Remainder of scenario.</p> <p>Weaknesses (+4) Anyone who compliments her administration of Alabastrine gets this modifier ONCE</p>				
Easy Skills: Profession (merchant) (DC 12 16)		Medium Skills: Knowledge (nobility), Bluff, or Diplomacy (DC 17 21)		Hard Skills: Intimidate (DC 22 26)

Cyran Androtus	District Desired Work's End	Influence Successes Needed 4	Trade Interests skymetals	Wharf? Yes
<p>Recognized? __: Knowledge (planes) - DC 20</p> <p>Bias (+2) Cyran likes anyone with knowledge or associations with other planes.</p> <p>Host Impressed (+2) Any PC who succeeds a DC 14 18 – Profession (barrister), Knowledge (engineering) or Linguistics. Remainder of scenario.</p> <p>Strengths (-4) Applies to PCs who imply that Cyran needs the help from or alliances with others in order to prosper. Remainder of scenario.</p> <p>Weaknesses (+4) Likes PCs with an item or ally with connections to another plane (such as native outsiders). Usable ONCE.</p>				
Easy Skills: Knowledge (planes or nobility) (DC 12 16) or Profession (merchant)		Medium Skills: Bluff (DC 17 21)	Hard Skills: Diplomacy (DC 22 26)	

Myrotype	District Desired: All, particularly Luminous Wharf	Influence Successes Needed Not Applicable	Trade Interests N/A	Wharf? N/A
<p>The party doesn't make recognize, discovery, influence, or impressing the host checks against Myrotype. Instead, at her event she simply offers the Negotiating with Serpents boon in exchange for the party withdrawing their influence for someone bidding on the Luminous Wharf so she can win it. This gives the party that boon, but they cannot win their second PP. One success is also taken away from whoever the party had the most successes with. After this negotiation, the party gets one more chance at Discovery/Influence checks.</p> <p>Note that Myrotype also takes away a success from the party during Irith's feast, but only if any of the players present have played Siege of Serpents and earned the Spoils of the Siege (Rataji) boon on their chronicle sheet.</p>				

Temel Passad	District:	Influence Successes	Trade Interests	Wharf?
Recognized? __ Host Impressed? () Players who succeeded: Strengths () Players who incurred penalty: Weaknesses () Players who used weaknesses:				
Easy Skills:		Medium Skills:		

Vayde Petronax	District:	Influence Successes:	Trade Interests:	Wharf?
Recognized? __ Host Impressed? () Players who succeeded: Strengths () Players who incurred penalty: Weaknesses () Players who used weaknesses:				
Easy Skills:		Medium Skills:		Hard Skills:

Irith Nomazamo	District:	Influence Successes:	Trade Interests:	Wharf?
Recognized? __ Host Impressed? () Players who succeeded: Strengths () Players who incurred penalty: Weaknesses () Players who used weaknesses:				
Easy Skills:		Medium Skills:		Hard Skills:

Cyran Androtus	District:	Influence Successes:	Trade Interests:	Wharf?
Recognized? __ Host Impressed? () Players who succeeded: Strengths () Players who incurred penalty: Weaknesses () Players who used weaknesses:				
Easy Skills:		Medium Skills:		Hard Skills: