

# D&D PATHFINDER®



## BOOM TOWN BETRAYAL

By Logan Harper

**BOUNTY: 16**

**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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# BOOM TOWN BETRAYAL

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## GM RESOURCES

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Gods & Magic*, and *Pathfinder Gamemastery Guide*

**Maps:** *Pathfinder Flip-Mat: City Sites Multipack*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SUMMARY

One of the largest thieves' guilds in Absalom, the Bloody Barbers, has been running a semi-successful racket of using agents to lure adventurers into ambush points across the city. By taking advantage of the surprised adventurers, the Bloody Barbers can claim a sizable amount of equipment and gold for very little risk. Most recently, the Barbers have persuaded a citizen named Wiston Drent to ask a new group of adventurers for their help, but the mission is all a trick and the adventurers are in mortal peril!

## PATHFINDER SOCIETY

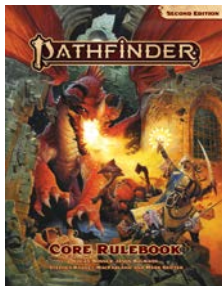


The Pathfinder Society Organized Play campaign is a worldwide fantasy roleplaying campaign that puts players in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

In an Organized Play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers in more than 36 countries on six continents. Participants in the Pathfinder Society can take their characters to any public Pathfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different premade adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on [paizo.com](http://paizo.com). GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at [pathfindersociety.club](http://pathfindersociety.club).

## CORE RULEBOOK



This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to venture into a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create heroes of your own design, destined to become a legend. Build stories with the highly customizable rules and the richly detailed setting of Golarion. This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey!

# BOOM TOWN BETRAYAL

By Logan Harper

## ADVENTURE BACKGROUND

Absalom bustles with new and eager adventurers since the return of the Whispering Tyrant. This influx of new blood into the city has caught the attention of one of the largest thieves' guilds: the Bloody Barbers. These ruthless thieves have started a side operation where they prey on downtrodden citizens and force them to lure adventurers into traps on their behalf. These "tapers," as the Bloody Barbers call them, beg and plead for good-hearted adventurers to assist them with falsified problems and then lead them to predetermined areas in the Coins district, where the Barbers wait in ambush.

The Bloody Barber's newest taper, Wiston Drent, has gone from inn to inn searching for adventurers to trick on their behalf. In desperate need for coin to support his family, he's fallen victim to the Barbers and their new operation. He has concocted a tale that his elderly parents were swindled out of all their coin and valuables by a nefarious Taldan noble who is living in Absalom, and he needs brave folk to avenge their betrayal. The trap is set; all that remains to be seen is whether whoever gets caught in it will live to tell the tale!

## GETTING STARTED

The adventure begins in the Docks district of Absalom, where the PCs are gathered in a local inn, the *Rabbled Rouser*. The inn is crowded full of travelers from all over Golarion, but it doesn't stand out much from other taverns nearby. The PCs are relaxing and enjoying their time off from adventuring when they notice a distraught man, **Wiston Drent** (N male human taper), wandering from table to table and making his plea for help. Wiston soon makes his way over to where the PCs are gathered.

Read or rephrase the following.

The troubled man speaks quickly, "Please, please! I need help! I could tell from across the room that you're a group of honorable adventurers and I have been desperately searching for such folk to help me in my quest for justice! I beg you, help my poor elderly parents. A dishonorable Taldan nobleman has tricked my poor, naive parents out of everything they have! Their coin and any

## WHERE ON GOLARION?

This adventure takes place in the Docks and the Coins districts of Absalom, the city at the center of the world. For more information about Absalom, see pages 14-18 of the *Pathfinder Lost Omens World Guide* or refer to *Pathfinder Lost Omens Absalom, City of Lost Omens*.



items of value were swindled from them, but their pride won't allow them to ask for help.

"So, I must ask. My parents are good people who didn't deserve this treatment. They're kind and try to help others, and this is the thanks they get for trying to help someone they thought was in need. Please, won't you help me retrieve what was taken? I know it doesn't look like I have much of a reward to offer, but I promise you will have one from me and my parents at the end of this."

Below are some possible questions and Wiston's answers.

**Where can we find your parents?** "My parents, my father Lom and my mother Andrea, are at our shared home in the Coins district. They've been too distraught and ashamed to leave, but I can take you to meet them."

**Who is this noble and why did he steal from your parents?** "His name is Malcolm Stanian, and I can only guess he did it because he knew he could and that my parents wouldn't fight back. This is why it's such a horrible thing to have happened and why I truly need your help to bring them justice."

# BOOM TOWN BETRAYAL

**Why do your parents feel so ashamed?** “My parents take pride in helping others without receiving anything in return and would feel horrible asking anyone, let alone strangers, to help them retrieve their valuables. But it’s all they have so I must go against their wishes and beg for help.”

## SOCIETY OR TALDOR LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society or DC 13 Taldor Lore check to Recall Knowledge knows some information on Taldan nobility.

**Critical Success** Stanian isn’t a real Taldan noble name. The closest approximation would be Stavian, which is the leading house in Taldor. Someone using the Stanian name is probably a false noble, attempting to masquerade as someone they aren’t.

**Success** Only the most desperate of Taldan nobles would have the need to prey on commoners in a foreign land. There’s likely more to this Taldan noble than meets the eye.

**Critical Failure** The Stanian house is the ruling house of Taldor and one of the most prominent noble families on Golarion. Beware getting involved with them!

## INTO ABSALOM'S STREETS

The *Rabbled Rouser* is located on a busy waterfront near Absalom’s harbor. The streets are crowded with legions of taverns and warehouses; each full and echoing with sounds of sailors, travelers, and dockworkers. There are hundreds of ships scattered along the dock just waiting to set sail on their next journey. Wiston leads the PCs through this district toward his “parents’ home” in the Coins district.

The Coins District is home to the Grand Bazaar market, which, in the daytime, is full of people from across Golarion looking to buy goods. As Wiston leads the PCs further into the district, beyond the Grand Bazaar, it becomes dark as evening descends over the city.

## MISERY ROW

Misery Row is one of the most dangerous neighborhoods in the Coins and the perfect site for a trap! Criminals and the corrupt regularly operate out of this area, as well as several pickpockets and thieves. A PC who succeeds at a DC 15 Perception check to Sense Motive while questioning Wiston during this point in the journey realizes the man isn’t telling the full story about what’s going on and may be leaving out details about his family’s situation.

By the time the group enters Misery Row, one of the Bloody Barbers has already followed behind. PCs who are Searching and succeed at a DC 15 Perception check notice they’re being followed. A PC with a Perception modifier of +7 or higher automatically detects the tail.

## SOMETHING'S WRONG HERE!

Canny PCs might realize Wiston’s pleas are the act of someone luring them into a trap. Similarly, learning that the Stanian name is a false noble name could lead the PCs to suspect the entire affair. However, the hope is that the PCs instead think they can get an easy win over a masquerading noble. If the PCs decide they don’t want to follow Wiston, then the taper quickly leaves the inn. Instead, he tails them, eventually directing a group of Bloody Barbers to their position. In this case, the Barbers want to take out the canny PCs before they have a chance to become a thorn in their side.

**Development:** If the PCs detect the tail or realize Wiston might be deceiving them, then the Bloody Barbers prepare to make their move early. In this event, the PCs’ suspicions grant them a +2 circumstance bonus to initiative rolls in the following encounter. If they’re truly suspicious, you can transition them to a combat encounter using the marked area on the map for area A and have the PCs start where indicated.

## A. AMBUSH SITE      MODERATE 1

The PCs arrive in the middle of a street with run-down buildings and homes. They begin in the area marked on the map. Avoid placing down the combat map until the PCs trigger a trap or the Barbers attack, or the players may become suspicious without reason.

Wiston directs the PCs toward a house to the west and lets some of them take the lead toward the home, hoping they’ll fall into one of the Barbers’ pit traps (see below). If the PCs remain suspicious, then Wiston leads the way, but since he’s aware of the traps he avoids the specific squares. This encounter uses the map on page 5.

**Hazards:** In between the group and the doorway of the building, at the spots marked X on the map, are two hidden pit traps that drop the unwary into old storage basements from buildings long demolished. The drop is 20 feet, and the DC to climb out is 10. The trap doors are covered in shadows and light urban debris, making them difficult to spot. Just before any of the PCs reach the traps, Wiston slips away behind a building to watch the planned ambush.

### HIDDEN PIT (2)

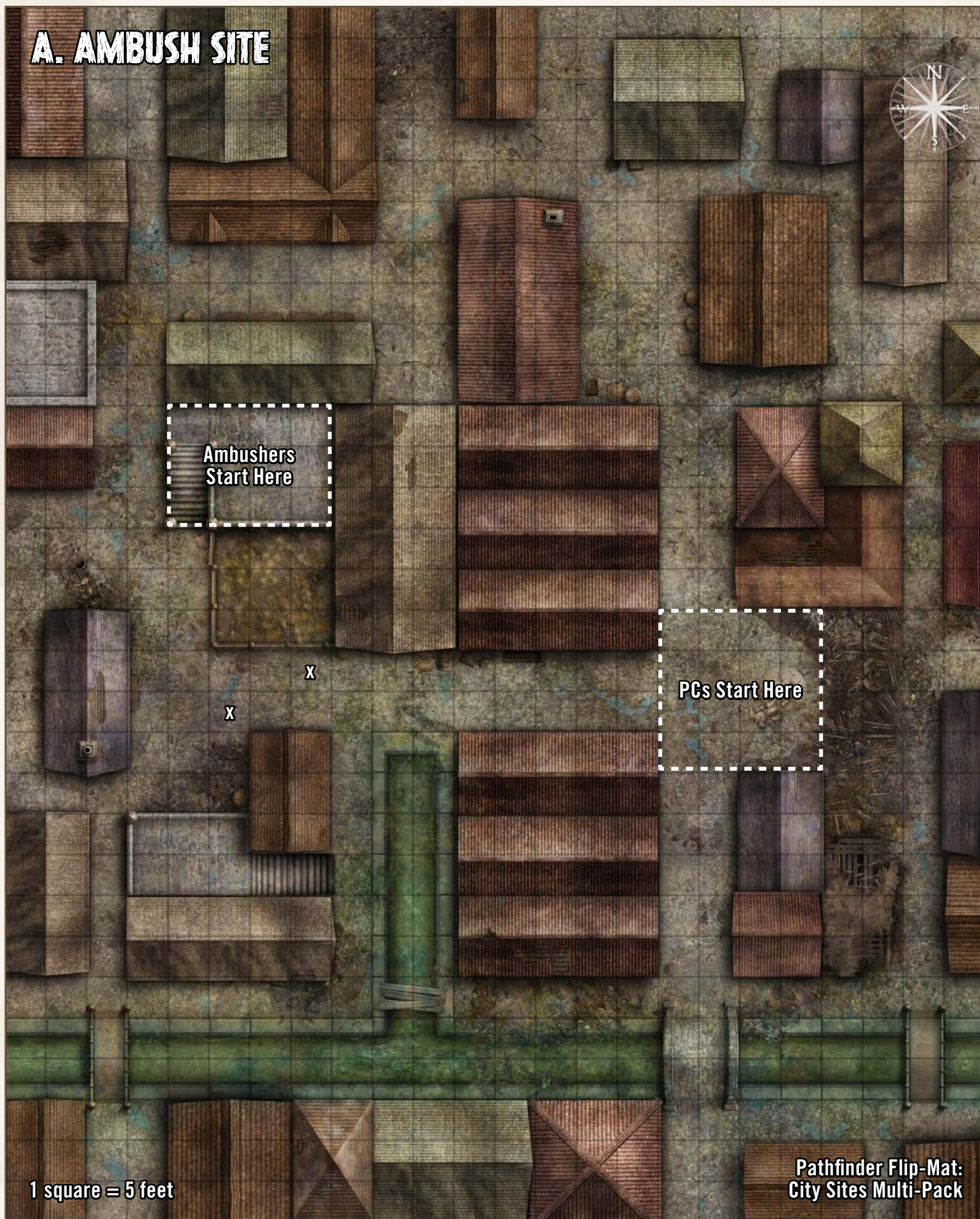
### HAZARD 0

MECHANICAL TRAP

**Stealth** DC 18 (or 0 if the trapdoor is disabled or broken)

**Description** A wooden trapdoor covers a pit that’s 10 feet square and 20 feet deep.

# BOOM TOWN BETRAYAL



1 square = 5 feet

Pathfinder Flip-Mat:  
City Sites Multi-Pack

# BOOM TOWN BETRAYAL

**Disable** DC 12 Thievery to remove the trapdoor

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

**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 into the pit and takes falling damage (typically 10 bludgeoning damage). The creature can attempt 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 (*Pathfinder Core Rulebook* 520).

**Creatures:** A group of two Bloody Barber ambushers and one leader wait to pounce on the PCs, emerging once they bypass the traps or fall into them. They wait on an elevated balcony as a clustered group but quickly move downstairs and hop down the 10 feet to engage. The Barbers try to overwhelm any PCs not trapped inside the pits, or use their slings to pester those trying to climb out. In melee, they attempt to overwhelm opponents by flanking and using sneak attack to overcome tough foes. The group fights until only one of their number remains conscious and the remaining Barber quickly flees to warn others of their failure.

## BLOODY BARBER AMBUSHERS (2)

CREATURE -1

NE MEDIUM HUMAN HUMANOID

**Perception** +4

**Languages** Common

**Skills** Athletics +3, Intimidation +3, Stealth +5

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

**Items** sling (10 bullets), studded leather armor, war razor (*Pathfinder Lost Omens Gods & Magic* 121)

**AC** 15; **Fort** +6, **Ref** +6, **Will** +2

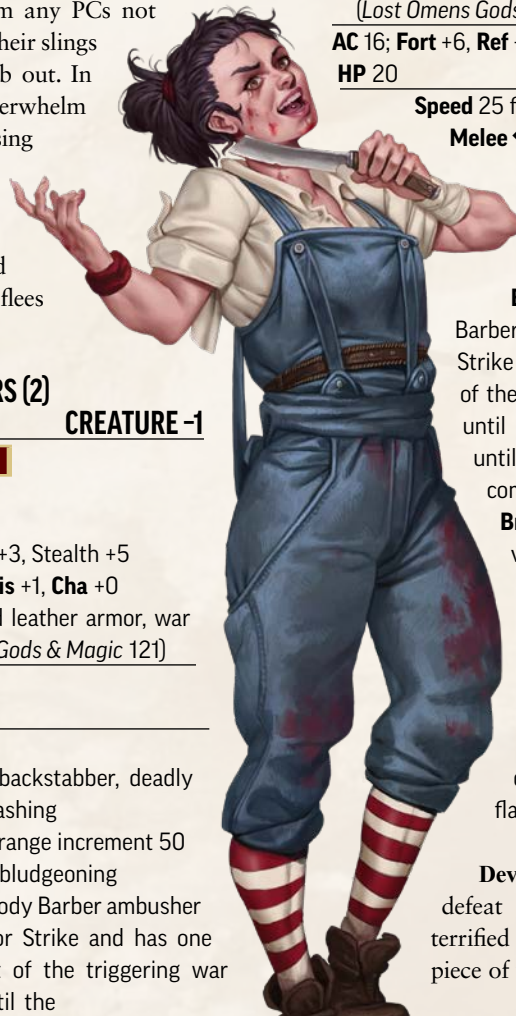
**HP** 8

**Speed** 25 feet

**Melee** **◆** war razor +8 (agile, backstabber, deadly d8, finesse), **Damage** 1d4+1 slashing

**Ranged** **◆** sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

**Bloody Shave** **◆ Trigger** The Bloody Barber ambusher makes a successful war razor Strike and has one free hand; **Effect** The target of the triggering war razor Strike is flat-footed until the start of the ambusher's next turn or until it leaves the ambusher's reach, whichever comes first.



BLOODY BARBER LEADER

## SCALING THE ENCOUNTER

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

**Five PCs:** Add one Bloody Barber ambusher.

**Six PCs:** Add two Bloody Barber ambushers.

## BLOODY BARBER LEADER

CREATURE 1

NE MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common

**Skills** Athletics +5, Intimidation +7, Stealth +7

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

**Items** sling (12 bullets), studded leather armor, war razor (*Lost Omens Gods & Magic* 121)

**AC** 16; **Fort** +6, **Ref** +9, **Will** +4

**HP** 20

**Speed** 25 feet

**Melee** **◆** war razor +7 (agile, backstabber, deadly d8, finesse), **Damage** 1d4+2 slashing

**Ranged** **◆** sling +7 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+2 bludgeoning

**Bloody Shave** **◆ Trigger** The Bloody Barber leader makes a successful war razor Strike and has one free hand; **Effect** The target of the triggering war razor Strike is flat-footed until the start of the leader's next turn or until it leaves the leader's reach, whichever comes first.

**Brutal Beating** The Bloody Barber leader's viciousness shakes foes' confidence. When the Bloody Barber leader deals damage on a critical hit, her target is frightened 1 and the leader can knock the target up to 15 feet away (this is forced movement).

**Sneak Attack** The Bloody Barber leader deals an extra 1d6 precision damage to flat-footed creatures.

**Development:** Once the PCs manage to defeat or drive off the Bloody Barbers, a terrified Wiston comes out from behind the piece of wall he was using to hide and attempts to flee the scene! He's shaking in fear and stumbling as he tries to escape, so the PCs shouldn't have much trouble catching up to him.

# BOOM TOWN BETRAYAL

## CONCLUSION

The PCs may be confused by the attack and Wiston's sudden retreat or have had their prior suspicions proved correct. If the group chases Wiston, they easily catch up, and he surrenders without much of a struggle. Wiston quickly reveals how he was set up by the Bloody Barbers and that his family situation was all a ruse to make some desperately needed coin.

Luckily for the PCs, one of Absalom's city guards noticed the end of the altercation and approaches the PCs. This agent is keen to learn what has transpired, and eagerly listens to whatever information the PCs can provide, along with Wiston's corroboration. The guard explains he'd heard tales of ambushes taking place in this district and came to patrol just in case they were true.

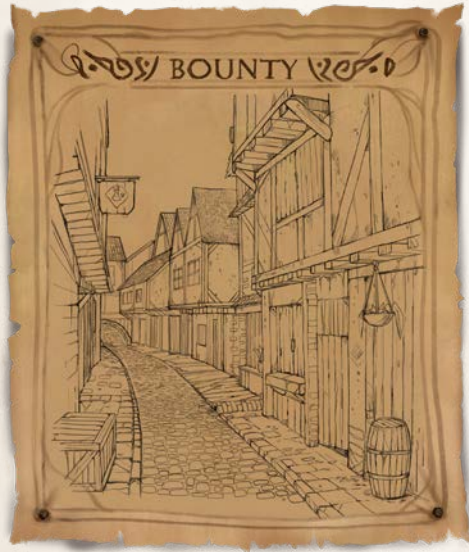
Given the situation, the guard offers to take Wiston into protective custody and get whatever information can be used to bring more of the Bloody Barbers to justice. If the PCs allowed any Barbers to survive the encounter, the guard also takes them into custody. For their efforts, he offers each PC a one-time payment of 4gp from the Absalom government.

## OBJECTIVE

The PCs fulfill their objective if they defeat the Bloody Barbers ambush. For home groups, award 100 XP to your players, which includes their awards for overcoming the challenges and foes in the adventure. Pathfinder Society GMs, see Organized Play for determining appropriate rewards.

# BOOM TOWN BETRAYAL

## APPENDIX 1: GAME AIDS



**BOOM TOWN BETRAYAL BOUNTY**



**BLOODY BARBER LEADER**

# BOOM TOWN BETRAYAL

## ORGANIZED PLAY

### CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs defeat the Bloody Barbers ambush, they earn 4 gp total. Bounties do not grant Downtime.

The Pathfinder Society Organized Play program uses a version of the Slow advancement 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.

# BOOM TOWN BETRAYAL



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

|  |   |   |
|--|---|---|
| GM Org Play #: _____ -2  | GM Name: _____  | GM Faction: _____   |
| Adventure #: _____   | Adventure Name: _____   |   |
| Reporting Codes: (check when instructed, line through all if no conditions to report)                              |   | <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D |
| Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A | Reputation Earned: _____  |

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

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