

PATHFINDER SOCIETY®

SEASON OF THE TEN



SLAVER'S END

By Vanessa Hoskins



Author • Vanessa Hoskins
Development Lead • Michael Sayre
Contributing Artists • Jesper Ejsing and Teresa Guido
Cartographer • Sean Macdonald

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, Chris S. Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
Senior Editor • Lyz Liddell
Editors • Amirali Attar Olyaei, James Case, Leo Glass, Avi Kool, Adrian Ng, Lacy Pellazar, and Jason Tondro
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Production Artist • Tony Barnett
Franchise Manager • Mark Moreland
Project Manager • Gabriel Waluconis

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Chief Financial Officer • John Parrish
Chief Technical Officer • Vic Wertz
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Vice President of Marketing & Licensing • Jim Butler
Marketing Manager • Dan Tharp
Licensing Manager • Glenn Elliott
Public Relations Manager • Aaron Shanks
Organized Play Manager • Tonya Woldridge
Human Resources Generalist • Angi Hodgson
Data Entry Clerk • B. Scott Keim
Director of Technology • Raimi Kong
Web Production Manager • Chris Lambert
Senior Software Developer • Gary Teter

Customer Service Team • Katina Davis, Virginia Jordan, Sara Marie, Samantha Phelan, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White

HOW TO PLAY

Pathfinder Society Scenario #10-21: Slaver's End is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at pathfindersociety.club.



Table of Contents

| | |
|---------------------------|----|
| Slaver's End | 3 |
| Handout | 22 |
| Appendix | 23 |
| Map | 27 |
| Chronicle Sheet | 29 |

GM RESOURCES

Slaver's End makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Players Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Ultimate Magic* (UM), and *Pathfinder RPG Villain Codex*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the relevant rules from the Bestiary volumes and Codex volumes are reprinted at the back of the adventure for the GM's convenience.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous open game content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

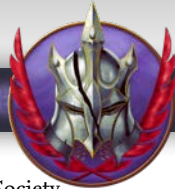
Pathfinder Society Scenario #10-21: Slaver's End © 2019, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

SLAVER'S END

By Vanessa Hoskins



Phlegos Dulm is a traitor to the Pathfinders. Society agents obtained evidence that the disgraced former venture-captain was sabotaging the monetary and political power of his rival Venture-Captain Wulessa Yuul (*Pathfinder Society Scenario #10-06: Treason's Chains*). He has poisoned his enemies, including Pathfinders and their allies, and profited heavily from his direct involvement in illegal slave trade. After Phlegos attempted to poison a trio of agents at Venture-Captain Roderus's retirement party, Roderus turned over all his influence and responsibilities to Wulessa, but not before tasking her with tracking down the renegade half-orc and returning him to the Society for judgment.

After fleeing Katapesh, Phlegos turned to Jirandiel Waverider, a former officer of the Chelish navy. Years ago, a group of Pathfinders forever changed her life when they stole her ship and a valuable prisoner from her (*Pathfinder Society Scenario #38: No Plunder, No Pay*). After this embarrassment, Jirandiel lost her commission with the Chelish navy. Knowing only the sea and the wind, she took up a life of piracy. Though the years have dulled her self-hatred for becoming that which she once hunted, her ire for the Pathfinder Society has only sharpened. She has taken every opportunity to twist a dagger in their plans, her revenge against them for destroying her life never quite complete.

When Phlegos approached Jirandiel with an opportunity to strike a blow against the Society, she accepted, but made secret plans of her own. Phlegos was a Pathfinder too, after all.

Phlegos had sent a group of Pathfinders to investigate a lead on a small island off the southwestern coast of Qadira. Shortly before Phlegos was forced to flee Katapesh, these Pathfinders had reported an astounding find: a sprawling estate filled with ancient relics, as well as graven tablets procured from Katheer's Venicaan College. After intercepting their ship bound for Absalom, Jirandiel captured the crew and the six Pathfinder agents on board, keeping them as slaves. She and Phlegos brought the slaves to this island estate, using them to repair damage to the structure caused by weather and neglect, as well as adding a new wing.

Before the slaves could finish repairs to the estate, Jirandiel and her crew turned on Phlegos, subduing him and taking control of the island as their new base of operations. Her

Where on Golarion?

This adventure starts in Sedeq and continues to Jirandiel's private estate on a small island off the southwestern coast of Qadira. You can read more about Qadira in *Pathfinder Campaign Setting: Qadira, Jewel of the East*.



new prize "Pathfinder" slave in chains, Jirandiel and her crew looted the estate. She discovered an *orb of aquatic mastery* hidden in a safe and used it to control the largest aquatic beast she could find, an enormous cephalopod living in the oceanic depths near the island. With her tentacled creature under control, she's confident that no one can approach her new island estate.

Meanwhile, Karisa Starsight, steward of the Liberty's Edge faction, has been investigating rumors that Phlegos enslaved his own Pathfinder agents. She's tracked numerous transactions in his ledgers for nonexistent goods, shipments to fictitious factors, and other discrepancies. This has all but confirmed her suspicions that Phlegos was selling Pathfinder agents into slavery to cover his numerous debts. She's tracked one group of sold Pathfinders to Sedeq, a depraved market where all manner of sentient beings are bought and sold with callous disregard for personal liberty. Now she's reached out to Society leadership for assistance in hunting for Phlegos while she locates the missing Pathfinders.

PATHFINDER SOCIETY SCENARIO

SUMMARY

The adventure begins in Sedeq after the PCs receive a letter from Venture-Captain Wulessa Yuul asking them to meet with Karisa Starsight. Karisa meets the PCs in a shady tavern and gives them instructions to track down and capture Phlegos Dulm. She provides a strong lead to one of Phlegos's contacts in the slavery business, a genie-binder named Corvius Vayn. Karisa recommends that the PCs take one of two tactics: make a deal with Vayn for information on how to find Phlegos, or free one of Vayn's favored slaves who rarely leaves Vayn's side and certainly has the information. She warns the PCs that the slave is an evil efreeti called Khanuur and that releasing a powerful force of evil into the world could have long term consequences.

She arranges an introduction with Vayn and lets the PCs choose which strategy they'd like to take. If the PCs choose to make a deal with Vayn, he gives them directions for the island that Phlegos has retreated to and tells them about shipments of various excavation and construction supplies. If the PCs choose to free Khanuur, the efreeti is happy to trade his freedom for the information the PCs want. However, if the PCs press him for more assistance, particularly for a wish, then they may get more than they bargained for.

Once they arrive on the island, the PCs must find their own way into the estate to free the slaves and deal with both Jirandiel and her "favorite" slave, Phlegos. Depending on their method of arrival, they'll likely run into the island's guardian, a monstrous cephalopod under Jirandiel's control, and the crew of Jirandiel's latest ship, a clipper named *Waverider's Revenge*. Once the slaves are free, the PCs just need to escape the island with Phlegos in captivity.

GETTING STARTED

Give the players **Handout #1** and give them time to prepare and attempt Knowledge checks before proceeding. Read or paraphrase the following to get the adventure underway.

A mix of odors fills the tavern, chief among them stale arak with a faint hint of cleaning products and vomit. The bright-eyed steward of Liberty's Edge operations, Karisa Starsight, sits in a dark corner of the room.

Her hood casts shadows on her face, but her bright eyes shine out as two points of light in the otherwise dimly lit tavern. She makes a gesture as if to call a server while subtly waving you over.

Once the PCs decide to approach the table, read or paraphrase the following.

She pulls back a fold of her cloak to reveal a pin depicting a golden longsword on blue wings, the Liberty's Edge insignia. "Welcome to Sedeq. I hope you made it here without too much harassment from the residents. This city is as despicable and crime ridden as any I've seen. Everyone seems to be under the thumb of someone even more vile, so it's difficult to find anyone to trust. This establishment has just the right amount of ill repute." She stops speaking as a server approaches the table. "A pitcher, please." The server eyes Karisa with disdain, then walks towards the bar while scratching their rear.

Karisa Starsight takes a moment to compose herself. "Venture-Captain Yuul tells me that you are fine agents and will be able to help me track down the ex-Pathfinder, Phlegos Dulm. I've got a lead on some missing Pathfinder agents we believe he poisoned and sold into slavery to cover his substantial debts. I can't track both at once, so I'll be relying on you to find Phlegos and bring him in. Meanwhile I'll be locating our missing agents. The Decemvirate would like to question Phlegos, so bring him back alive, if possible.

"I would start by talking to Corvius Vayn, a slave merchant and genie binder. He is about as untrustworthy and despicable as they come, but he was also

Phlegos's primary contact here in Sedeq. If anyone knows where he is, it will be Vayn. I've managed to obtain a letter of introduction for you. He'll know you're Pathfinders and will likely suspect you want information on Phlegos; his spy network is extensive.

"You might also be able to obtain information on Phlegos from Khanuur, Vayn's efreeti slave who rarely leaves his side. Normally I'd recommend freeing Khanuur in exchange for information, but Khanuur is an evil genie, an efreeti. Freeing him would mean letting a powerful evil force free into the world but keeping him enslaved seems unfair to any creature. I trust your judgment to do what you feel is right.

"Before I depart, do you have any questions for me?"

Before Karisa departs, the PCs can ask any follow-up questions. If they don't ask many questions, consider mentioning that Karisa Starsight is eager to assist the PCs in resolving the hunt for Phlegos with any further information they may need.

How did you get the information about Phlegos? "From a series of ledgers we obtained; they were encoded, but we were able to identify Corvius Vayn as his contact in Sedeq."



Karisa Starsight

What do you mean 'just the right amount of ill repute?' "Any place nicer would be likely have spies for the spymasters lurking, willing to sell us out for a handful of gold. Any place less... reputable... we'd likely get our throats cut for less than a handful."

What is arak? "It's a milky white liquor made from anise seeds; good arak has a fairly pleasant taste."

Is the arak good/is this safe to drink? "Yes, but... I wouldn't consume anything you order here; it's just for a cover." Karisa eyes a particularly soggy looking plant nearby.

What can you tell us about Corvius Vayn? "He's extremely rich, powerful, vile, and a target I've had my eye on for a long time now. He's a genie binder and a slaver with a staggeringly large network of contacts and ludicrously deep pockets. Those connections insulate him from reprisal and make it very difficult to prove any criminal acts that might give us an excuse to take action against him. He also has a love of rare possessions and will collect anything he finds unique: alcohol, jewelry, slaves. It might be efficient to bring a rare alcohol or other unique gift for him if you have access to such." Note that characters who have the Chronicle sheet for *Pathfinder Society Scenario #9-21: In the Grandmaster's Name* may check a box next to the Sommelier's Private Selection boon in place of any of Corvius's other "favors" to obtain his assistance (see Vayn Estate below).

What can you tell us about Khanuur? "I feel... a certain amount of sympathy for the creature. Corvius keeps the efreeti bound to him with a magical collar. I have tools that can help you break him free of it, if such appears to be necessary."

What do you recommend: free Khanuur or deal with Vayn? "I leave the decision to you but I, personally, would free Khanuur. Perhaps after his captivity he'll have learned some temperance, as well as some value of personal liberty. Perhaps he'll turn on his former slave-masters and help us defeat him. Either way it's a blow against slavery in the region, which is something."

After answering the PCs questions, Karisa gives the PCs a *greater chime of opening* (functions as a *chime of opening* with a caster level of 20) and an adamantite metal file. "I'm sure you'll find these useful one way or another. If you don't use them to free Khanuur, then they'll likely be useful in gaining access to Phlegos."

KNOWLEDGE (LOCAL) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Knowledge (local) or Diplomacy check to gather information, the PCs might know more about Sedeq. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Nowhere in Qadira is the axiom "Anything can be bought and sold" more grimly true than Sedeq. More than half the population are slaves, and the markets provide any product you can think of, no matter how dangerous.

15+: Even in Sedeq, Qadirans are courteous, especially to their enemies. They see providing for guests as an almost religious obligation, and it is traditional for a guest to bring a gift when visiting.

20+: Though Qadiran law prevents nobles, citizens, and registered foreigners from being involuntarily enslaved, this protection is often overlooked in Sedeq.

KNOWLEDGE (LOCAL) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Knowledge (local) or Diplomacy check to gather information, the PCs might know more about Corvius Vayn. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Vayn is an influential slave trader in Sedeq, making most of his money on obtaining and selling rare slaves. With his ample fortune, he has dabbled in a variety of other trades more out of curiosity than necessity.

15+: Vayn periodically uses his vast wealth to purchase a *sun orchid elixir* from Thuvia, which restores his body to a healthy, young adult state. He's done this at least twice and is at least a few centuries old.

20+: He keeps Khanuur, an efreeti, at his side most of the time. Vayn sends Khanuur to personally deliver messages or attend to guests as a symbol of both his power and his interest in a particular business deal.

25+: Corvius's desire to own rare goods has given him a reputation as a ruthless collector, always getting what he wants.

VAYN ESTATE

Corvius Vayn's estate is an opulent palace with gardens full of exotic plants, an entry hall with rare works of art, and a sitting room the size of a townhouse. Once the PCs arrive and present their letter of introduction, they're brought to the sitting room by a *suli* (a planetouched descendant of genies, much as an *aasimar* is descended from a celestial ancestor) in flowing silk robes, then offered any manner of refreshment they desire. Shortly after receiving refreshments, Corvius Vayn himself joins the PCs. Read or paraphrase the following.

A sturdy blonde human man with long, free-flowing hair strides confidently into the room, his fine black and white silk robes fluttering behind him. An efreeti in midnight black robes with gold trim and a black metal collar follows immediately behind. The human addresses the room at large, "Ah, Pathfinders. I was wondering how long it would take you seek me out. My money was on a month earlier, but no matter. It only cost me a few thousand platinum." He slowly starts to sit as several *unseen servants* assemble a throne of throw pillows below him. "I am Corvius Vayn of course and need no further introduction. You however, do. Please introduce yourselves so I can start to think of you as more than a group of homicidal archeologists."

PATHFINDER SOCIETY SCENARIO

Corvius gives each PC an appraising look as they introduce themselves, taking special note of any PC with an unusual heritage or set of skills (such as races and archetypes granted by a Chronicle sheet boon). If they deviate from introductions for any reason other than offering praise or gifts, he interrupts them, saying “Tsk tsk, introductions first. Formality and etiquette are paramount.” After the PCs introduce themselves, he continues. Read or paraphrase the following.

“Let us cut deep. You’re here because of *former* Venture-Captain Phlegos Dulm. He betrayed you. You want him... dead? Captured? Something unpleasant, I’m sure. He owes me a great deal as well and I can’t be letting him get away with it—no; bad business. Letting you handle him is cheaper than hiring the Red Mantis to do it for me. However, I can’t be giving away something for free, even information—etiquette you know. In exchange for information on Phlegos Dulm, including where to find him, I offer you this onetime deal:”

If he made special note of any of the PCs, he offers the following arrangement to those PCs. Read or paraphrase the following.

“(One of) you will become my indentured servant for one month—oh, you don’t have to do anything unseemly. I’m not a Calistrian. I just want to take you to a few lavish parties, dress you in fine clothes, show off your various talents; standard arrangement. You don’t have to start now—I understand you’re in the middle of something. Come back when you’re done and get pampered for a while. Deal?”

For ramifications, see the In Service to Corruption boon on page 26. However, if a PC does not accept his deal, or if Corvius did not make special note of any of the PCs, read or paraphrase the following.

“Each of you will owe me a favor to be determined later. I could use a few ‘adventurers’ in my pocket—” a clear chime sounds through the room. “Apologies, I have an engagement I must get to. Let me leave you here to relax and deliberate. I’ll return in one hour to hear your decision—though you really don’t have a choice, do you?” Corvius chuckles to himself as he leaves the room, leaving the efreeti to stand at attention beside the door.

Khanuur, the efreeti, answers any questions the PCs have, offers to get them more refreshments, entertainment, or anything they ask for. If the party approaches him about trading his freedom for information on Phlegos, he immediately agrees.

“I will aid you, if I can. However, you must remove this collar; it binds me to Corvius’s will. As long as it is intact, I cannot assist

you and must perform everything Corvius asks. Set me free and I offer you the information you seek in exchange. Nothing more and nothing less.”

If the PCs accept his offer, they can remove the collar with a successful DC 50 Disable Device check, or a DC 40 Disable Device check if they can suppress the *arcane lock* on the collar. Alternatively, they can use Karisa’s adamantine file to cut through the collar after suppressing the *arcane lock*, though this destroys the file.

As a genie, Khanuur can grant *wishes* to mortals. Though Corvius has already used 2 of the 3 *wishes* Khanuur may grant per day, he is willing to use the last *wish* to transport the PCs to Phlegos directly if asked. Depending on the PC’s disposition, the way he grants that *wish* varies. With a successful DC 27 Bluff or Diplomacy check (DC 32 in Subtier 8–9, as he’s counting on the *wish*’s leverage to enable him to escape), the PCs appeal to Khanuur enough that he grants them favorable aid. Any attempt to Intimidate him immediately fails. If the PCs request additional aid or a *wish* from Khanuur and do not meet the requisite check, he pretends to be pleased; a PC who succeeds at a DC 39 Sense Motive check senses some mischievousness behind Khanuur’s well-practiced veil of sincerity.

If the PCs have not freed Khanuur and are still present to make a deal with Corvius when he returns, he eagerly accepts their agreement to his deal, telling Khanuur to gather the barrister to draw up the contracts.

Development: Once the PCs have made a deal for the information, their informant tells them that Phlegos has been buying various excavation and construction supplies, then shipping them to an island just southwest of Qadira. He also informs the PCs that Phlegos has been partnering with Jirandiel Waverider, a disgraced ex-Chelish naval officer turned pirate, who has been a curse on the shipping routes in that area with the aid of a monstrous sea creature. He also confirms that some of the slaves Phlegos keeps on the island include a team of Pathfinders.

If the PCs requested aid from Khanuur and failed to impress him, he grins at them saying, “Your wish is to go to Phlegos, then your wish is my command.” With a snap of his fingers, the PCs are instantly teleported to the island estate in area **B7**. If they were successful in impressing Khanuur when requesting aid, he offers to transport them to the island where Phlegos is hiding and allows them time to prepare before teleporting them to the docks (area **A**).

If the PCs report what they’ve found back to Karisa Starsight, she hires a ship to send the PCs to investigate the island estate while she remains in Sedeq to further investigate missing Pathfinders. If the PCs travel by ship, they arrive at the eastern edge of the island in 2 days. Arriving slightly later than by the efreeti’s magic has no noteworthy impact on the rest of the scenario.

WAVERIDER'S ISLAND

Jirandiel Waverider knows nothing about the island's history, neither who might have built the estate that sits on a small bluff and overlooks the sea, nor its connection to Katheer's Venicaan College. She only knows that the island is large enough to grow wild fruit and sustain animals for hunting, is small enough to avoid notice, and comes with a built-in barrier reef. The island maintains a temperate to warm climate year-round, with high winds and sudden rain storms being the only environmental deterrents to living there.

The island sits to the southwest of mainland Qadira, almost due south from Okeno. It's close to the Obari Trade Circle, a popular merchant route, but far enough to not be detected by patrols. The estate and nearby docks face the south side of the island, away from Okeno. Most vessels traveling near Okeno that spot the island are unable to see any signs of inhabitants unless they go out of their way.

A. ISLAND DOCKS (CR 8 OR CR 11)

Jirandiel keeps several small sloops docked here for traveling out to her clipper, *Waverider's Revenge*, which is anchored just south of the barrier reef, about 2,000 feet away and visible from the coast.

A small dock offers several cleats and mooring poles for docking smaller boats, such as fishing vessels and very small single mast ships. A large sloop, configured for hauling cargo, is anchored near the dock. A large pile of lumber peaks out from a tarp, just past the tree line. Several storage sheds dot the area, most of them looking poorly built or neglected.

The PCs are most likely to arrive here by rowboat from their main ship, unless they convinced the genie to give them magical assistance. Two sloops, shallow-bottomed ships with a single mast, and two rowboats are tied to the docks. The storage sheds attached to the dock are older, permanent structures with moderate weather damage. Four hastily erected temporary sheds have been set up to store building supplies. The water drops 10 feet deep just off the shore, then to 30 feet deep beyond the first 5 feet of water away from shore. With a successful DC 19 Knowledge (arcana) check, the PCs can identify signs of *stone shape* on the shore, creating a deep and stable shoreline. A large reef outside of this bay prevents any vessels besides sloops and other shallow riding craft from crossing the reef.

When Phlegos Dulm took control of the island, he brought construction materials with him to repair the weather-damaged dock and estate. Some of that material still sits piled up under canvas tarps just past the tree line. He had his slaves construct temporary structures to house the more weather-sensitive building materials. When Jirandiel took control of the island and enslaved Phlegos,

she chose to continue these building projects, but she is currently focused on getting the estate fully repaired.

Creature: Jirandiel's cephalopod (see **B7**) occasionally looks for food near these docks. The second time the PCs come here (either when leaving the island or if they return to the docks for any reason), the monster is patrolling nearby and comes to investigate, attempting to ambush the PCs. If the PCs don't spot it and can't immediately placate it, it attacks them.

Treasure: Phlegos stocked the equipment shacks with two sets of masterwork ship building tools, two sets of masterwork fishing tools, four 500-foot spools of silk rope, and a bait-filled waterproof chest enchanted to always keep the contents chilled.

Development: At any time after the PCs arrive on the island, they can attempt to secure a sloop and travel out to the *Waverider's Revenge* to take it from the pirates. The clipper only has a handful of inexperienced crew members onboard and doesn't pose a challenge for the PCs; they can easily intimidate the crew into sailing the ship back to Sedeq. If the PCs are curious about the ship, it's relative vulnerability is readily apparent.

Faction Notes: If the PCs can free the cephalopod by using the *orb of aquatic mastery* or destroying the orb, the creature does not arrive to patrol, but instead is out in the water hunting and ignores the PCs if not antagonized.

Additionally, if they can succeed at a DC 30 Perception check, they find a small mound of earth in the woods. Buried 2 feet deep is a sack with dozens of stone chips, each engraved with the name of a dead slave. If the living slaves in the estate have told the PCs about these buried chips, they gain a +10 circumstance bonus to locate them.

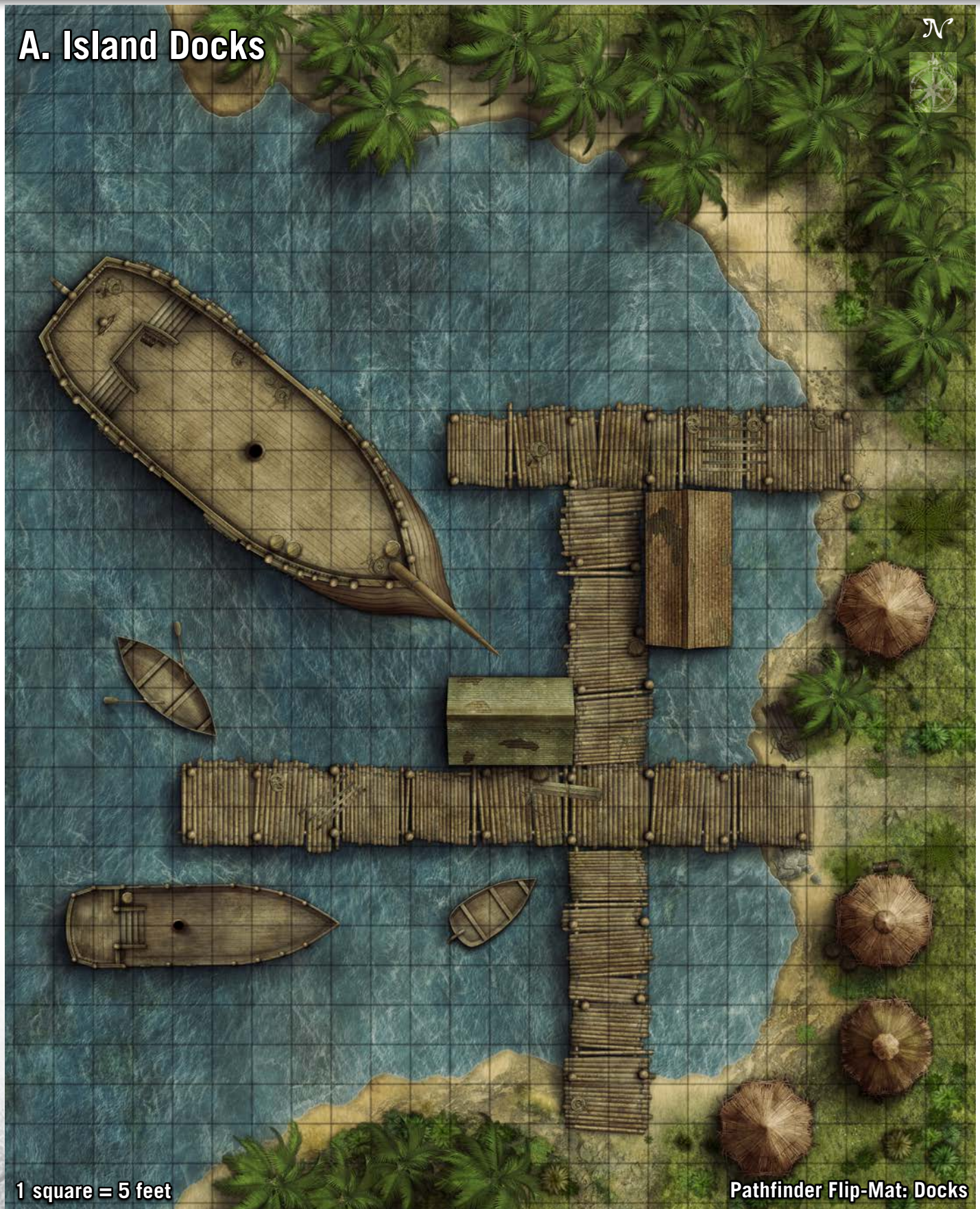
Rewards: If the PCs do not obtain the mundane and magical equipment in the storage sheds, reduce each PC's gold earned by 218 gp.

B. THE ESTATE

When Phlegos first took over this estate, he spent a considerable portion of his wealth fixing it up, as he planned on retiring safely beyond the Society's reach. When he hired Jirandiel to aid in his schemes, she immediately saw the benefits of a secluded island hideout and planned her betrayal against the former Pathfinder. Since overpowering the disgraced venture-captain and his servants, she's become quite comfortable here but hasn't kept the estate in top condition the way Phlegos intended. Her Pathfinder slaves are a reticent and rebellious workforce, slow to carry out her plans to create a proper bar and lounge for her crew.

Unless otherwise noted, all rooms have stone floors, insulated wooden walls (hardness 5, 90 hit points, break DC 23), 10-foot ceilings, and at least one *continual flame* cast on a hanging lantern with an integrated hood for dimming or dousing the light.

A. Island Docks



B. The Estate



Estate on Alert

If the PCs' actions cause the estate to go on alert, it takes the NPCs several rounds before they're ready to engage the PCs. Each NPC takes some amount of time gathering their equipment and/or donning their armor before leaving their area and engaging the PCs. This gives the PCs time to escape if they're attempting to infiltrate the estate, or they might catch the NPCs in the middle of getting ready if they decide to storm the estate directly. The dogs' barking does not alert the NPCs to the PCs' presence, but the pirate crew (**B2**) goes to investigate without preparing after 3 rounds. The Before Combat entry in each NPC's tactics section lists their actions taken while getting prepared. Use the following list to determine the total number of rounds before the creatures in the area start to pursue the PCs.

| Section | NPCs | Subtier 5–6 | Subtier 8–9 |
|---------|-----------------------|-------------|-------------|
| B2 | Crew | 12 | 7 |
| B4 | Dogs | 0 | 0 |
| B5 | Flak'ak | 6 | 6 |
| B7 | Jirandiel and Phlegos | 18 | 18 |

B1. ENTRANCE HALL (CR 6 OR CR 7)

A natural stone floor and twenty-foot-high domed glass ceiling enhance the beauty of this entrance hall. A wide staircase leads up to the second-floor balcony while double doors open to the north and south, and another leads west into a garden.

The estate's original architect used a natural stone floor and glass ceiling to ease a guest from outdoors to indoors. Six hooded wall lanterns with *continual flame* adorn the walls, flanking each set of doors. To allow the dogs to roam the property, Jirandiel insists on keeping all three sets of entrance hall doors open.

GMs should note that it is assumed that this encounter will typically be augmented by the dogs in the dining room from encounter **B4**, which makes the combined encounter a CR 7 (in Subtier 5–6) or CR 10 (in Subtier 8–9).

Creatures: Jirandiel's pack of hounds usually spends the day lounging under the table in the dining room (**B4**); if they hear activity in the entrance, they come running and barking immediately.

The dogs' barking annoys the pirates who are nearby (**B2**), causing them to shout curses and threats such as "Shut up, mutts!" and "Don't make me come in there!" for 3 rounds before becoming agitated enough to investigate the commotion personally. The hounds originally belonged to Phlegos, and so they have not bonded with the pirates; if any of the pirates approach because of the dogs, they

do not take the time to prepare themselves for battle, as they are simply assuming that the dogs are just acting up again, which is a common occurrence. If the pirates arrive to shout at the dogs and do not detect the PCs, they close the doors between **B1** and **B2** to muffle the sounds of the dogs' barking.

Traps: Phlegos had a magical trap installed as soon as he claimed the estate. The spell only targets the stone foundation in this room, attempting to trap anyone who arrives unexpectedly. It does not affect the overall structure of the estate. Anyone speaking the passphrase near the room (a profane insult against "The Ten") disables the trap for 10 minutes. Jirandiel and the crew all know the phrase and use it if lured into this room. The dogs have all learned that if they want to cross the room, they must do it quickly before becoming trapped in the floor.

SUBTIER 5–6 (CR 6)

TRAPPING STONE

CR 6

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*, delayed 2 rounds); **Reset** 10 minutes;

Bypass passphrase (10 minutes)

Effect spell effect (*transmute stone to mud* followed immediately by *transmute mud to stone*, DC 19 Reflex to avoid; multiple targets [all targets in the room]; affected creatures are entangled and anchored until they destroy the stone around them [hardness 8, 30 hp] or escape the stone [Strength or Escape Artist DC 19]).

SUBTIER 8–9 (CR 7)

PERSISTENT TRAPPING STONE

CR 7

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*, delayed 2 rounds); **Reset** 10 minutes;

Bypass passphrase (10 minutes)

Effect spell effect (*transmute stone to mud* followed immediately by persistent^{APG} *transmute mud to stone*, DC 20 Reflex to avoid; multiple targets [all targets in the room]; affected creatures are entangled and anchored until they destroy the stone around them [hardness 8, 30 hp] or escape the stone [Strength or Escape Artist DC 20]).

Development: In Subtier 8–9, the shadow mastiff's bay alerts all creatures in the estate to an enemy presence; all combatant NPCs come to investigate after preparing for combat (see Estate on Alert sidebar), but are delayed 2 rounds from the effects of the baying. Otherwise, the crew investigates without preparing for combat after 3 rounds of barking. If they encounter the PCs, they call out to alert other NPCs.

B2. LOUNGE (CR 7 OR CR 10)

What was once a classy and comfortable lounge has been damaged by neglect, rowdy pirates, and lethal squabbles. Half of the furniture in the room are mismatched sets or show signs of being crudely repaired after drunken duels. A messy deck of cards remains strewn across the round table. Glass bottles litter every surface and lie scattered across the floor.

The pirates have turned this opulent library and den into a gambling lounge. Stains from countless drinking games or duels give this room a violent, drunken lived-in quality.

Creatures: The crew spends most of their free time in this room gambling and drinking. When the PCs arrive, they are either in the middle of a game of golem (a card game similar to poker) or laying around nearly passed out, depending on the time of day.

If they hear the dogs barking, they spend 3 rounds shouting at them before investigating (see B1). If they investigate the barking dogs and do not detect the PCs, they shut the doors between B1 and B2 to muffle the sound of the dogs and do not investigate further, even with additional barking.

Any of the crew that flees attempts to hide in the woods until they've had a chance to rest, then returns the next day to see what became of Jirandiel.

SUBTIER 5-6 (CR 7)

DECKHANDS (2) CR 3

Deserters (*Pathfinder RPG Villain Codex* 131; see page 23)

hp 38 each

TACTICS

Before Combat The deckhands spend 10 rounds hastily donning their armor and 1 additional round getting their weapons ready. They drink their *potions of barkskin* before leaving to hunt down the PCs.

During Combat They attempt to flank and defeat the most heavily armed PCs first.

Morale Not wanting to risk their lives, they flee when reduced to less than 9 hit points.

STATISTICS

Skills Climb +5, Diplomacy +0, Intimidate +3, Perception +5, Profession (sailor) +6, Ride +5, Stealth +6, Swim +5

MASTER GUNNER CR 3

Female pistoleer (*Pathfinder RPG Villain Codex* 59; see page 24)

hp 34

TACTICS

Before Combat The master gunner spends 5 rounds hastily donning her armor and 1 additional round getting her weapons ready. She drinks her *potion of shield of faith* only when she's confident she's about to engage the PCs.

During Combat She opens the engagement with her double-

Scaling Encounter B2

The crew is especially drunk, and the pirate mage has overindulged and is experiencing vertigo. Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: All four crew members have the sickened condition. Additionally, the pirate mage must attempt a concentration check (DC = 10 + spell level) whenever they try to cast a spell as though due to vigorous motion.

barreled pistol, drawing her rapier if the PCs engage her directly.

Morale Hoping the PCs eliminate Jirandiel, she flees when reduced to less than 11 hit points, or if half of the crew is defeated.

STATISTICS

Skills Acrobatics +10, Intimidate +9, Perception +7, Profession (sailor) +7

PIRATE MAGE CR 3

Nonbinary guard mage (*Pathfinder RPG Villain Codex* 47; see page 24)

hp 28

TACTICS

Before Combat The pirate mage spends a round securing their spell pouch and magic items, then casts *mage armor* on themselves. They cast *enlarge person* on one of the deckhands and *blur* from their wand on themselves before they leave to face the PCs.

During Combat They cast *glitterdust* to give the deckhands time to engage, then cast *summon monster II* to summon 1d3 fiendish eagles.

Morale Not wanting to risk their life, they flee when reduced to less than 9 hit points.

SUBTIER 8-9 (CR 10)

DECKHANDS (2) CR 6

Drunken brutes (*Pathfinder RPG Villain Codex* 190; see page 23)

hp 93 each

TACTICS

Before Combat The deckhands spend 5 rounds hastily donning their armor and 1 additional round getting their weapons ready.

During Combat They enter a rage and attempt to defeat the most heavily armed PCs first.

Morale Not wanting to risk their lives, they flee when reduced to less than 23 hit points.

MASTER GUNNER CR 5

Female swaggering shot (*Pathfinder RPG Villain Codex* 192; see page 25)

hp 49

TACTICS

Before Combat The master gunner spends 5 rounds hastily donning her armor and 1 additional round getting her weapons ready. She drinks her *potion of cat's grace* before leaving to face the PCs.

During Combat She opens the engagement with both pistols, then stows one while continuing to shoot with a single pistol. If that pistol misfires and she cannot clear it as a move-action with quick clear, she switches to her backup pistol.

Morale Hoping the PCs eliminate Jirandiel, she flees when reduced to less than 16 hit points, or if half of the crew is defeated.

PIRATE MAGE

CR 7

Nonbinary sea witch (*Pathfinder RPG Villain Codex* 193; see page 25)
hp 62

TACTICS

Before Combat The pirate mage spends 1 round securing their spell pouch and magic items, then casts *mage armor* on themselves. They cast *fly* on the master gunner before leaving to face the PCs.

During Combat They cast *glitterdust* to give the deckhands time to engage, then cast *summon monster II* to summon 1d3 fiendish eagles.

Morale Not wanting to risk their life, they flee when reduced to less than 20 hit points.

Rewards: If the PCs do not defeat or subdue the pirate crew, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 800 gp.

Out of Subtier: Reduce each PC's gold earned by 1,419 gp.

Subtier 8–9: Reduce each PC's gold earned by 2,037 gp.

B3. KITCHEN

Designed for culinary efficiency, this kitchen meets the standards of a master chef. However, Jirandiel's crew has kept the kitchen in poor condition.

Hazard: While trying to deep fry fritters, one of the crew spilled the cooking oil all over the place. Treat the floor in this room as if covered in *grease*.

B4. DINING ROOM (CR 3 OR CR 9)

The age-worn, but still quite impressive, solid oak dining table occupying this room sets a tone of comfort for the whole dining area. Well-made chairs stand haphazardly around the room and a mat of dog fur obscures the rug and stone floor. Nautical maps and charts lay on the table, daggers pinning the largest map open, unfurled across the tabletop.

Because Jirandiel rarely uses this room for anything other than planning and meetings, she lets her dogs sleep in the table's shade. Several large, flat pillows lie on the rug under the table, covered in dog fur.

GMs should note that it is assumed that this encounter typically augments the trap in the entry hall from encounter **B1**, which makes the combined encounter a CR 7 (in Subtier 5–6) or CR 10 (in Subtier 8–9).

Creatures: Jirandiel loves dogs, particularly two prize winning shadow mastiff puppies she obtained from a Nidalese frigate a couple of years ago. In Subtier 5–6, the shadow mastiffs are out hunting in the woods. Otherwise, the dogs sleep under the table most of the time, unless they've ventured outside to roam free. They're not used to any other creatures besides their master, her crew, and the slaves to the east. If they detect any other creature, they rush to investigate, barking incessantly for several minutes.

SUBTIER 5–6 (CR 3)

RIDING DOGS (2)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 87; see page 23)

SUBTIER 8–9 (CR 9)

RIDING DOGS (4)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 87; see page 23)

ADVANCED SHADOW MASTIFFS (2)

CR 6

Advanced shadow mastiff (*Pathfinder RPG Bestiary* 288,

Pathfinder RPG Bestiary 3 241)

NE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 63 each (6d10+30)

Fort +10, **Ref** +9, **Will** +7

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +12 (1d8+6 plus trip), tail slap +7 (1d6+3)

Special Attacks bay

TACTICS

During Combat Jirandiel has trained the shadow mastiffs to not bay unless specifically commanded to do so. However, if harmed they bay at their first opportunity.

STATISTICS

Str 23, **Dex** 19, **Con** 21, **Int** 8, **Wis** 16, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +10 (+18 to jump), Perception +12, Sense Motive +12, Stealth +13, Survival +12

Languages Common (can't speak)

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders become panicked for 1d4 rounds (Will DC 16 negates). A creature that successfully

saves cannot be affected by the same mastiff's bay for 24 hours. This is a sonic, mind-affecting fear effect.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does.

B5. NEW CONSTRUCTION (CR 7 OR CR 10)

The chaos of construction reigns in this room. Remains of a bedroom and smoking parlor linger amidst piles of debris, construction materials, and misplaced tools.

Jirandiel wants more space for her crew, including a proper barracks for the non-officer crew and a proper tavern for them to spend their time drinking and gambling so that she can reclaim the lounge for her own private study. Now that her Pathfinder slaves have finished repairs to the rest of the estate, she's moved on to expanding the building to accommodate her needs.

Creatures: Flak'ak doubles as Jirandiel's first mate and ship surgeon. He enjoys spending his shore-leave tormenting his slaves, who are building a new wing of the estate. He keeps his equipment battle ready, to deal with any rebellious slaves.

There are four slaves, each with 9 hit points remaining (treat their save bonuses as +4).

SUBTIER 5-6 (CR 7)

| FLAK'AK | CR 7 |
|--|------|
| Tengu warpriest of Besmara 8 (<i>Pathfinder RPG Advanced Class Guide</i> 60, <i>Pathfinder RPG Bestiary</i> 263) | |
| CE Medium humanoid (tengu) | |
| Init +4; Senses low-light vision; Perception +5 | |
| DEFENSE | |
| AC 23, touch 17, flat-footed 19 (+6 armor, +3 deflection, +4 Dex) | |
| hp 65 (8d8+26) | |
| Fort +10, Ref +7, Will +10; +1 morale bonus vs. fear | |
| Defensive Abilities sacred armor (+1, 8 minutes/day) | |
| OFFENSE | |
| Speed 30 ft. | |
| Melee +1 <i>whip</i> +13/+8 (1d8+7) or mwk rapier +12/+7 (1d8+1/18-20) and bite +6 (1d3) | |
| Space 5 ft.; Reach 5 ft. (10 ft. with +1 <i>whip</i>) | |
| Special Attacks blessings 7/day (Trickery: double, Water: ice strike), channel negative energy 3/day (DC 17, 3d6), fervor 7/day (3d6), sacred weapon (1d8, +2, 8 rounds/day) | |
| Warpriest Spells Prepared (CL 8th; concentration +11) 3rd— <i>blindness/deafness</i> (DC 16), <i>invisibility purge</i> , <i>magic vestment</i> 2nd— <i>aid</i> , <i>bear's endurance</i> , <i>cure moderate wounds</i> , <i>hold person</i> (DC 15), <i>weapon of awe</i> ^{APG} (DC 15) | |

Scaling Encounter B4

Some of the dogs are out hunting. Make the following adjustments to accommodate a group of four PCs.

Subtier 5-6: Remove one riding dog from the encounter; the remaining dog only barks and does not engage the PCs. If attacked, it immediately flees.

Subtier 8-9: Remove a shadow mastiff and 2 riding dogs from the encounter.

1st—*cure light wounds* (2), *bane* (DC 14), *divine favor*, *shield of faith*

0 (at will)—*bleed* (DC 13), *create water*, *guidance*, *mending*, *purify food and drink* (DC 13)

TACTICS

Before Combat Flak'ak casts *magic vestment* at the beginning of the day. If aware of the PC's, he spends 2 rounds securing the slaves he oversees to a metal loop on the floor in the southeast corner of the room. He then casts *aid*, *shield of faith*, *bear's endurance*, and *weapon of awe* (included in his stat block).

During Combat Flak'ak keeps his distance from the PCs while using sacred armor, sacred weapon, and *divine favor*, all while attacking with his whip and maintaining an illusory double.

Flak'ak casts *blindness/deafness* on anyone he sees casting spells and *hold person* on whomever seems to be the most dangerous melee combatant. He avoids channeling negative energy unless he has fewer than 30 hit points, as he knows Jirandiel would be furious at the loss of her slaves.

Morale If reduced to 20 or fewer hit points, he flees, hoping to regroup with the crew in the woods to re-take the estate.

Base Statistics Without his spells, Flak'ak's statistics are **AC** 17 (+4 armor, +3 Dex); **hp** 47 (8d8+8); **Fort** +8; **Melee** +1 *whip* +12/+7 (1d8+5) or mwk rapier +11/+6 (1d8+1/18-20) and bite +5 (1d3); **Con** 12; **CMB** +7; **CMD** 21

STATISTICS

Str 12, **Dex** 18, **Con** 16, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 24

Feats Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Whip Mastery^{UC}, Slashing Grace^{ACG}, Weapon Finesse, Weapon Focus (whip), Whip Mastery^{UC}

Skills Climb +4, Craft (ships) +9, Heal +7, Intimidate +4, Knowledge (religion) +7, Perception +5, Profession (sailor) +8, Sense Motive +7, Stealth +5, Swim +4; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common, Tengu

SQ gifted linguist, swordtrained

Combat Gear *feather token* (anchor), *feather token* (bird), *feather token* (fan), *feather token* (swan boat), *feather token* (whip), *potion of fly*, *scroll of alter winds*, acid (2), antitoxin (2); **Other Gear** mwk chain shirt, mwk whip, *cloak of resistance* +1, masterwork shipwright tools, pirate clothes, fancy, 299 gp

Scaling Encounter B4

Flak'ak had to deal with a violently rebellious slave earlier. Make the following adjustment to accommodate a group of four PCs.

Both Subtiers: Flak'ak has already cast *blindness/deafness* and *hold person* today, making him unable to use them in this fight.

SUBTIER 8–9 (CR 10)

FLAK'AK

CR 10

Tengu warpriest of Besmara 11 (*Pathfinder RPG Advanced Class Guide* 60, *Pathfinder RPG Bestiary* 263)

CE Medium humanoid (tengu)

Init +5; **Senses** low-light vision; Perception +5

DEFENSE

AC 23, touch 17, flat-footed 19 (+6 armor, +3 deflection, +4 Dex)
hp 88 (11d8+35)

Fort +12, **Ref** +10, **Will** +12; +1 morale bonus vs. fear

Defensive Abilities sacred armor (+2, 11 minutes/day)

OFFENSE

Speed 30 ft.

Melee +1 whip +16/+11 (1d10+8 plus 1d6 cold) or
mwk rapier +15/+10 (1d10+1/18–20) and bite +9 (1d3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 whip)

Special Attacks blessings 8/day (Trickery: double, *greater invisibility*, Water: armor of ice, ice strike), channel negative energy 4/day (DC 18, 4d6), fervor 8/day (4d6), sacred weapon (1d10, +2, 11 rounds/day)

Warpriest Spells Prepared (CL 11th; concentration +14)

4th—*blessing of fervor*^{APG} (DC 17), *cure critical wounds*

3rd—*blindness/deafness* (2, DC 16), *dispel magic*, *invisibility purge*, *magic vestment*

2nd—*aid*, *bear's endurance*, *delay poison*, *hold person* (DC 15), *weapon of awe*^{APG} (DC 15)

1st—*ant haul*^{APG} (DC 14), *bane* (DC 14), *command* (DC 14), *divine favor* (2), *shield of faith*

0 (at will)—*bleed* (DC 13), *create water*, *guidance*, *mending*, *purify food and drink* (DC 13)

TACTICS

Before Combat Flak'ak casts *ant haul*, *delay poison*, and *magic vestment* at the beginning of the day after donning his armor. If alerted to the PC's presence, he spends 2 rounds securing the four slaves working for him to a metal loop on the floor in the southeast corner of the room. He then casts *aid*, *shield of faith*, *bear's endurance*, and *weapon of awe* in that order (already included in his stat block).

During Combat Flak'ak attempts to keep his distance from the PCs while using sacred armor, sacred weapon, *divine favor*, and *blessing of fervor*, all while attacking with his whip and

maintaining an illusory double. He casts *blindness/deafness* on any spell casters and *hold person* on the most dangerous melee combatant. He avoids channeling negative energy unless he has fewer than 40 hit points, as he knows Jirandiel would be furious at the loss of her slaves.

Morale If reduced to 25 or fewer hit points, he flees, hoping to regroup with the crew in the woods to re-take the estate.

Base Statistics Without his spells, Flak'ak's statistics are **AC** 17 (+4 armor, +3 Dex); **hp** 64 (11d8+11); **Fort** +10; **Melee** +1 whip +15/+10 (1d10+6) or mwk rapier +14/+9 (1d10+1/18–20) or bite +8 (1d3); **Con** 12; **CMB** +9 (+11 trip); **CMD** 24 (26 vs. trip)

STATISTICS

Str 12, **Dex** 20, **Con** 16, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +8; **CMB** +10 (+12 trip); **CMD** 27 (29 vs. trip)

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Improved Whip Mastery^{UC}, Mobility, Slashing Grace^{ACG}, Spring Attack, Weapon Finesse, Weapon Focus (whip), Whip Mastery^{UC}

Skills Climb +4, Craft (ships) +10, Heal +7, Intimidate +6, Knowledge (religion) +8, Perception +5, Profession (sailor) +10, Sense Motive +7, Stealth +6, Swim +4; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common, Tengu

SQ gifted linguist, swordtrained

Combat Gear *feather token* (anchor), *feather token* (bird), *feather token* (fan), *feather token* (swan boat), *feather token* (whip), *potion of fly*, *scroll of alter winds*, *wand of hold person* (13 charges), acid (2), antitoxin (2); **Other Gear** mwk chain shirt, +1 whip, mwk rapier, *belt of incredible dexterity* +2, *boots of the cat*^{UE}, *cloak of resistance* +2, masterwork shipwright tools, pirate clothes, fancy, 829 gp

Development: With Flak'ak dealt with, the slaves beg the PCs to set them free. They are all exhausted from overwork and suffering from hunger and dehydration. One of the slaves identifies himself as Kaborghia, the leader of the expedition that originally came to investigate the island. He tells the PCs about the tablets he discovered tied to the Katheer's Venicaan College. He refuses to say more, saying he'll only speak to Ambrose Valsin on the matter, though he accepts any help the PCs are able to give and follows their instructions.

The slaves are all secured in linked fetters, chained together and secured with good quality locks (DC 30 Disable Device). Flak'ak isn't allowed to carry the keys, seeing as he's lost them before. Jirandiel personally keeps the keys in her bedroom (B8) or on her person.

Faction Notes: Liberty's Edge faction PCs likely want to find out about any other slaves these captives have seen. With a successful DC 20 Diplomacy or Intimidate check, they're able to help Kaborghia remember the location of the pile of death tokens, chips of stone engraved with the names of the dead, buried by the docks. They contain the names of all the slaves who had died while under Jirandiel's control.

Rewards: If the PCs do not defeat Flak'ak and free the slaves, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 650 gp.

Out of Subtier: Reduce each PC's gold earned by 1,006 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,363 gp.

B6. BEDROOMS

The officer's bedrooms are in disarray and smell of sweat and stale booze. The northernmost bedroom acts as a personal prison cell for Phlegos. Each of the rooms are locked with a good quality lock. The crew carries the keys for their bedrooms while Jirandiel carries the lock for Phlegos's room.

Treasure: The PCs can spot Phlegos's hidden formula book in his bedroom under a loose flagstone in the floor (Perception DC 20). It contains all of the extracts he has prepared plus *heroism*, *water breathing*, *neutralize poison*, and *stoneskin*.

B7. SMUGGLER'S CAVE (CR 8 OR CR 11)

An intermittent sucking sound echoes through the cave as sea water is drawn out before gushing back into this enormous underground cave. A deep pool of water conceals to an underwater passageway to the south. Eerie blue flames burn under the water, illuminating the entire cave in a rippling radiance. Fish bones and crustacean shells litter the bottom of the channel.

Decades ago, smugglers would use this cave to hide illicit goods, entering the cave from the sea during low tide using only a row boat. Phlegos had plans to add an underground poison laboratory, but when Jirandiel betrayed him and took the island for herself, she decided to use the cave as a lair for her monstrous cephalopod. She had Flak'ak cast *continual flame* spells under water so that she could see if the creature was lurking nearby or out hunting.

After finding the *orb of aquatic mastery* in a hidden safe within the estate, she brought it here to call the largest aquatic creature nearby and bind it to her will. The monstrous cephalopod that was hunting in the area couldn't resist the orb and was immediately bound to Jirandiel, forced to follow her every command. She brings the creature with her on the open sea to terrorize her prey before sending it back to this cave, forcing it to patrol around the island. The cephalopod lacks a steady source of food near the island, leaving it constantly hungry. Careful not to lose control of such a powerful beast, Jirandiel keeps the orb on her person or in her bedroom (B8).

If the PCs request magical aid from Khanuur but do not make a good impression on him, he teleports them to the middle of the cave at the north end of the 30-foot-deep channel.

Creatures: Jirandiel commanded the massive cephalopod to use this cave as a lair by using the *orb of aquatic mastery*. It returns here frequently with its kills to feed. When the PCs arrive, the cephalopod is nearby, 1,000 feet down the

underwater channel that leads to the ocean. If they enter the water, it is immediately aware of their presence.

Hazard: Every four rounds, water is sucked out of the cave and the water level lowers by 5 feet. Any creature in the water must succeed at a DC 20 Swim check or be pulled 10 feet south, toward the mouth of the cave.

Four rounds later, water rushes back in and the water level rises by 5 feet to what is indicated on the map. Any creature in the water must succeed at a DC 20 Swim check or be pushed 10 feet north, toward the stairway. If a creature is pushed into a wall, it takes 1d6 points of nonlethal damage from slamming against the cave walls.

Water that is 2 feet deep is treated as shallow bog. Water that is 5 feet deep is treated as deep bog.

SUBTIER 5–6 (CR 8)

OCTOPUS, GIANT

CR 8

hp 90 (*Pathfinder RPG Bestiary* 219; see page 24)

TACTICS

During Combat The giant octopus attacks with its tentacles, only attempting to grab with its last tentacle attack. If it successfully grabs a creature, it pulls the creature into an adjacent square and attacks with its bite before releasing the creature.

Morale Unless it has been released from the power of the *orb of aqueous command*, the giant octopus fights to the death. Otherwise it uses ink cloud, and then uses its jet ability the next round to escape when reduced to 20 or fewer hit points.

SUBTIER 8–9 (CR 11)

PRIMAL CEPHALOPOD

CR 11

Primordial giant squid (*Pathfinder Player Companion: Monster Summoner's Handbook* 19, *Pathfinder RPG Bestiary* 259, 295)

N Gargantuan animal (aquatic)

Init +6; **Senses** low-light vision; Perception +22

DEFENSE

AC 20, touch 8, flat-footed 18 (+2 Dex, +12 natural, –4 size)

hp 126 (12d8+72)

Fort +16, **Ref** +12, **Will** +5

Defensive Abilities ink cloud; **DR** 10/cold iron; **SR** 17

OFFENSE

Speed swim 70 ft.; jet 260 ft.

Melee 2 arms +14 (1d8+9), bite +14 (4d6+9), tentacles +12 (6d6+4/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (6d6+9)

Spell-Like Abilities (CL 12th; concentration +8)

1/day—*dancing lights*, *faerie fire*, *lesser confusion* (DC 8)

TACTICS

During Combat The primal cephalopod uses *faerie fire* on the nearest creature before moving within range to attack with its

Scaling Encounter B7

Make the following adjustment to accommodate a group of four PCs.

Both Subtiers: Jirandiel has not been allowing the creature to hunt as often as it needs to and it is malnourished, giving it the sickened condition.

arms and tentacles, using its constrict ability once per round the first time it succeeds at a grab attempt. After constricting a creature, the primal cephalopod releases it, though if it successfully grabs the same creature again in a subsequent round it uses constrict again before releasing. The primal cephalopod never uses its constrict ability more than once per round.

Morale Unless it has been released from the power of the *orb of aqueous command*, the primal cephalopod fights to the death. Otherwise it uses ink cloud, and then uses its jet ability the next round to escape when reduced to 30 or fewer hit points.

STATISTICS

Str 29, **Dex** 15, **Con** 23, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +22 (+26 grapple); **CMD** 34

Feats Combat Reflexes, Great Fortitude, Improved Critical (tentacle), Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Perception)

Skills Perception +22, Swim +17

SPECIAL ABILITIES

Ink Cloud (20 ft. radius) (Ex) The primal cephalopod can emit a sphere of ink of the listed radius, once per minute as a free action. The ink provides total concealment in water and persists for 1 minute.

Jet (Ex) The cephalopod can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting and does not provoke attacks of opportunity when it does so.

Development: If the PC defeat the cephalopod here, it cannot attack the PCs at the docks (A).

Faction Notes: If the PCs can free the cephalopod by using or destroying the *orb of aquatic mastery*, the creature does not arrive to patrol, but instead is out in the water hunting and ignores the PCs so long as they do not interfere with it.

B8. JIRANDIEL'S BEDROOM (CR 8 OR CR 11)

Bright colors and gold-plated embellishments define the central theme of this bedroom's décor. The northern double doors open into a sitting area filled with enormous pillows and a small writing desk overlooking the sea. The four-poster bed covered in silks and matching vanity establish this feminine boudoir. Each exterior wall features giant windows with gossamer curtains pulled shut

to maintain privacy while letting in light.

Jirandiel has been converting the master bedroom into everything she thinks she deserves. From elaborate furnishings to the finest silks, this chamber has become a reflection of her own ambition and vanity. When on shore, she often hides in her chambers and has her crew take care of everything else. Her bedroom is a place of retreat from her failure as a Chelish naval captain, her life of crime as a pirate, and her own ambition. She always keeps her bedroom doors locked with superior quality locks and carries the only key.

Treasure: Jirandiel keeps the keys to the slave's chains and an *orb of aquatic mastery* on her writing desk in the southwestern corner along with gold embossed vellum stationary.

Creatures: Jirandiel spends most of her time on the island in her bedroom, playing with her dogs, or tormenting her favorite slave, Phlegos. Her favorite torments involve demeaning him by forcing him to perform menial chores and tasks. If caught unaware, Jirandiel is forcing Phlegos to give her a pedicure, including painted nails and filing down calluses. Jirandiel keeps a dagger strapped to her thigh and her rapier at arm's reach, even while being "pampered".

In his captivity, Phlegos has lost a great deal of weight, leaving him with sagging skin. Though deprived of his equipment (reducing his CR by 1), Phlegos hopes to get the upper hand on Jirandiel by concealing shivs and creating his own poisons with Jirandiel's cosmetics or whatever he can get his hands on. Jirandiel is quite aware of his schemes, but toys with him and stays wary. She treats it like a game, though she always carries antitoxin just in case.

SUBTIER 5-6 (CR 9)

JIRANDIEL

CR 8

Female elf swashbuckler (inspired blade) 9 (*Pathfinder RPG*

Advanced Class Guide 56, 125)

LE Medium humanoid (elf)

Init +9; **Senses** low-light vision; Perception +14

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +3 Dex, +3 dodge)

hp 72 (9d10+18)

Fort +5, **Ref** +10, **Will** +6; +2 vs. enchantments

Defensive Abilities nimble +2; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +16/+11 (1d6+5/15-20+9 precision)

or dagger +10/+5 (1d4+1/19-20+9 precision)

Ranged dagger +12/+7 (1d4+1/19-20+9 precision)

Special Attacks deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (6)

TACTICS

Before Combat If the estate goes on alert, Jirandiel straps on her rapier before spending 10 rounds properly donning her armor. She listens for 5 rounds to detect if the disturbance is her crew brawling or something else. She then spends 2 rounds strapping on her bandolier's full of daggers before sneaking downstairs, forcing Phlegos to go first.

During Combat She engages in melee with her rapier, using opportune parry and riposte at every opportunity, and throws daggers at ranged opponents.

Morale Jirandiel is infuriated to be attacked at her island estate and fights to the death.

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +9; **CMB** +10; **CMD** 26

Feats Combat Reflexes, Dodge, Extra Panache^{ACG}, Improved Initiative, Iron Will, Mobility, Quick Draw, Weapon Focus (rapier)

Skills Acrobatics +9, Bluff +6, Diplomacy +5, Handle Animal +3, Intimidate +11, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +7, Perception +14, Perform (oratory) +3, Profession (sailor) +12 (+16 to navigate in the area detailed by the chart, +16 to navigate in the area detailed by the chart), Sense Motive +8, Survival +5, Swim +10; **Racial Modifiers** +2 Perception, +4 Swim, spirit of the waters^{APG}

Languages Aquan, Common, Elven, Infernal, Sylvan

SQ inspired panache

Combat Gear *potion of cure serious wounds*, antitoxins (4); **Other**

Gear +1 mithral chain shirt, +1 rapier, dagger (16), *cloak of resistance* +1, Phlegos's *wayfinder*, bandolier^{UE} (2), jar of pickles, nautical charts, sextant^{APG}, 2,597 gp

PHLEGOS

CR 5

Half-orc investigator (toxin codexer) 7 (*Pathfinder Player*

Companion: Potions & Poisons 14, *Pathfinder RPG Advanced Class Guide* 30)

LE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex +4 shield)

hp 54 (7d8+19)

Fort +5, **Ref** +11, **Will** +7; +4 bonus vs. poison

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee improvised dagger +11 (1d4+1)

Special Attacks studied combat (+3, 3 rounds), studied strike +2d6

Investigator (Toxin Codexer) Extracts Prepared (CL 7th)

3rd—*displacement*, *heroism*

2nd—black adder venom (DC 15, 2), *cat's grace*, *false life*

1st—giant wasp poison (DC 14, 4), *shield*

TACTICS

Orb of Aquatic Mastery

When the Vudrani returned to Jalmeray in 2822 AR, they brought these powerful *orbs* with them to control the beasts of the sea and use them as personal guardians. Though most of the orbs were lost or stolen during the ensuing violence with the Arclords of Nex, the few that remained turned into collector's items, strongly desired by the merchant princes of Qadira.

ORB OF AQUATIC MASTERY (MINOR ARTIFACT)

Aura strong enchantment; **CL** 19th; **Slot** none; **Weight** 3 lbs.

DESCRIPTION

This glass orb swirls with blue and green light, like light reflected under the ocean. The bearer of an *orb of aquatic mastery* can place the *orb* in a body of water and call to aquatic creatures as a standard action. The most powerful creature (measured in Hit Dice) with the aquatic subtype and submerged in that body of water within 1 mile is compelled to travel to the orb (as *suggestion*) and then is automatically fascinated once they reach the orb (DC 22 Will negates). Once fascinated, the orb's bearer can attempt to dominate the creature (as *dominate monster*—DC 22 Will negates). Though the domination attempt does not break the fascinated condition, if the target creature succeeds at a Will save against the orb, it is immune to the orb's powers for 24 hours.

The orb's bearer may relinquish control of a dominated creature as a full-round action, so long as the orb is submerged in the same body of water as the creature.

DESTRUCTION

If a creature dominated by the orb swallows it, the orb explodes, killing the creature and destroying the orb.

Before Combat Phlegos wakes up before the rest of the crew and prepares his extracts in secret, consumes his extract of *false life*, then hides the rest in his clothing. He creates poisons with his synthetic venom talent and combines them with his concentrate poison talent minutes before the PCs arrive, while Jirandiel is distracted. He poisons both of his shivs (improvised daggers) with giant wasp poison. If the estate goes on alert, he consumes his extract of *heroism*.

During Combat He attempts to hide, hoping that Jirandiel and the PCs will kill each other, allowing him to ambush all of them. He attempts to drink his extracts of *displacement*, *shield*, and *cat's grace* before entering battle, assisting the side that's winning.

Morale If Phlegos has fewer than 18 hit points, he drops to his knees and begs for his life.

Base Statistics Without his extracts of *false life*, *heroism*, *shield*, and *cat's grace*, Phlegos's statistics are **Init** +2; **AC** 12, touch 12, flat-footed 10; **hp** 42 (7d8+7); **Fort** +3, **Ref** +7, **Will** +4;

Scaling Encounter B8

Make the following adjustments to accommodate a group of four PCs.

Subtier 5–6: Phlegos has failed in an assassination attempt against Jirandiel and has used up his black adder venom. Jirandiel is sickened from the aftereffects of the encounter.

Subtier 8–9: As above, except the expended poison is Phlegos's purple worm poison.

Melee improvised dagger +7 (1d4+1); **Dex** 15; **CMB** +6; **CMD** 18; **Skills** Acrobatics +6, Appraise +10, Bluff +9, Climb +5, Craft (alchemy) +13 (+20 to create alchemical items), Diplomacy +9,



**Jirandiel
Waverider**

Disable Device +10, Escape Artist +6, Heal +6, Intimidate +1, Knowledge (local and nature) +7, Perception +10, Sense Motive +10, Sleight of Hand +12, Spellcraft +7, Stealth +6

STATISTICS

Str 13, **Dex** 19, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 20

Feats Catch Off-guard, Power Attack, Powerful Poisoning, Weapon Finesse

Skills Acrobatics +10, Appraise +12, Bluff +11, Climb +7, Craft (alchemy) +15 (+22 to create alchemical items), Diplomacy +11, Disable Device +14, Escape Artist +10, Heal +8, Intimidate +3, Knowledge (local) +9, Knowledge (nature) +9, Perception +12, Sense Motive +12, Sleight of Hand +16, Spellcraft +9, Stealth +10; **Racial Modifiers** +2 Intimidate

Languages Common, Kelish, Orc, Varisian, Vudrani

SQ alchemy (alchemy crafting +7), inspiration (6/day), investigator talents (concentrate poison, deft palm^u), modify toxin, orc blood, poison lore, swift alchemy, synthetic venom

Combat Gear mutagen^{APG}, black adder venom (DC 17), giant wasp poison (DC 16, 2); **Other Gear** improvised dagger (2)

SPECIAL ABILITIES

Concentrate Poison Phlegos can combine two doses of the same poison to increase their effects. This requires two doses of the poison and 1 minute of concentration. When completed, Phlegos has one dose of poison. The poison's frequency is extended by 50% and the save DC increases by +2. This poison must be used within 1 hour of its creation or it is ruined.

Synthetic Venom (Ex) When Phlegos prepares his extracts, he can use his slots to prepare short-lived poisons instead of extracts. The following poisons can be prepared into extract slots: 1st—arsenic, giant wasp poison, medium spider venom; 2nd—black adder venom, id moss, striped toadstool; 3rd—blue whinnis, lich dust, sassone leaf residue.

SUBTIER 8–9 (CR 12)

JIRANDIEL

CR 11

Elf swashbuckler (inspired blade) 12 (*Pathfinder RPG Advanced Class Guide* 56, 125)

LE Medium humanoid (elf)

Init +10; **Senses** low-light vision; Perception +17

DEFENSE

AC 23, touch 18, flat-footed 15 (+5 armor, +4 Dex, +4 dodge)

hp 106 (12d10+36)

Fort +6, **Ref** +13, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion, improved uncanny dodge, nimble +3; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +2 rapier +22/+17/+12 (1d6+6/15–20+12 precision) or dagger +13/+8/+3 (1d4+1/19–20+12 precision)

Ranged dagger +16/+11/+6 (1d4+1/19–20+12 precision)

Special Attacks deeds (derring-do, dodging panache, evasive,

kip-up, menacing swordplay, opportune parry and riposte, precise strike, subtle blade, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (6)

TACTICS

Use the tactics from Subtier 5–6.

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +12; **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Extra Panache^{ACG}, Greater Weapon Focus (rapier), Improved Initiative, Iron Will, Mobility, Quick Draw, Toughness, Weapon Focus (rapier)

Skills Acrobatics +10, Bluff +10, Diplomacy +5, Handle Animal +3, Intimidate +11, Knowledge (geography) +9, Knowledge (local) +9, Knowledge (nature) +9, Perception +17, Perform (oratory) +3, Profession (sailor) +15 (+19 to navigate in the area detailed by the chart, +19 to navigate in the area detailed by the chart), Sense Motive +10, Survival +5, Swim +13; **Racial Modifiers** +2 Perception, +4 Swim, spirit of the waters^{APG}

Languages Aquan, Common, Elven, Infernal, Sylvan

SQ inspired panache

Combat Gear *potion of cure serious wounds*, antitoxin (4); **Other Gear** +1 spiteful^{ACG} mithral chain shirt, +2 rapier, dagger (16), *cloak of resistance* +1, Phlegos's wayfinder, bandolier^{UE} (2), jar of pickles, nautical charts, sextant^{APG}, 547 gp

PHLEGOS

CR 9

Half-orc investigator (toxin codexer) 11 (*Pathfinder Player Companion: Potions & Poisons* 14, *Pathfinder RPG Advanced Class Guide* 30)

LE Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +6 natural, +4 shield)

hp 91 (11d8+38)

Fort +4, **Ref** +13, **Will** +6

Defensive Abilities *freedom of movement*, orc ferocity;

Immune poison

OFFENSE

Speed 30 ft.

Melee improvised dagger +14/+9 (1d6+1/19–20)

Special Attacks studied combat (+5, 4 rounds), studied strike +4d6

Investigator (Toxin Codexer) Extracts Prepared (CL 11th)

4th—*freedom of movement*, purple worm poison (DC 18, 2)

3rd—blue whinnis (DC 17, 4), *displacement*

2nd—*barkskin*, black adder venom (DC 16, 2), *cat's grace*, *false life*

1st—giant wasp poison (DC 15, 4), *heightened*

awareness^{ACG}, *shield*

TACTICS

Before Combat Phlegos consumes his extract of *false life* in the morning. He poisons both of his shivs (improvised daggers) with blue whinnis. If the estate goes on alert, he consumes his mutagen and extracts of *barkskin*, *freedom of movement*, and *heightened awareness* in that order (included in his stat block)

Waverider's True Revenge

If any of the PCs have credit for *Pathfinder Society Scenario* #38 on any of their characters and have earned the Waverider's True Revenge boon, then Jirandiel is equipped with a *blood lily barb*. If any of the PCs with the Waverider's True Revenge boons are present, Jirandiel pursues those PCs above all others, fighting aggressively to get her revenge.

BLOOD LILY BARB

Aura faint conjuration and moderate abjuration (*greater blood lily barb*); **CL** 9th

Slot none; **Price** 25,620 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *wounding rapier* is constructed from the pristine petal of a blood lily, a carnivorous aquatic plant. The spiky, bright red petal ends in an impossibly sharp tip and is mounted in a fine mithral hilt. Whenever a creature holding this rapier in its hand is standing on the deck of a ship, or in water at least 2 feet deep, a low-crested wave of water carries the wielder as though they were affected by a *slipstream*^{APG} spell.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *slipstream*;

Cost 12,970 gp

During Combat He attempts to hide, hoping that Jirandiel and the PCs will kill each other, allowing him to ambush all of them. He attempts to drink his extracts of *displacement*, *shield*, and *cat's grace* before entering the battle, assisting the side that's winning the combat.

Morale If Phlegos is reduced to fewer than 20 hit points, he drops to his knees and begs for his life.

Base Statistics Without his extracts of *false life*, *barkskin*, *freedom of movement*, *heightened awareness*, *shield*, *cat's grace*, and his mutagen, Phlegos's statistics are **Init** +2; Perception +14; **AC** 12, touch 12, flat-footed 10; **hp** 75 (11d8+22); **Ref** +9, **Will** +7; **Defensive Abilities** orc ferocity; **Melee** improvised dagger +10/+5 (1d6+1/19–20); **Dex** 15, **Wis** 10; **CMD** 21; **Skills** Acrobatics +6, Disable Device +14, Escape Artist +13, Heal +10, Perception +14, Sense Motive +14, Sleight of Hand +16, Stealth +10

STATISTICS

Str 13, **Dex** 23, **Con** 12, **Int** 18, **Wis** 8, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 25

Feats Catch Off-guard, Improvised Weapon Mastery, Insightful Delivery^{ACG}, Power Attack, Powerful Poisoning, Weapon Finesse

Skills Acrobatics +10, Appraise +10, Bluff +13, Climb +5, Craft (alchemy) +18 (+29 to create alchemical items), Diplomacy +13, Disable Device +18, Escape Artist +17, Heal +9, Intimidate +1, Knowledge (local) +12, Knowledge (nature) +12, Perception +15, Sense Motive +13, Sleight of Hand

PATHFINDER SOCIETY SCENARIO

+20, Spellcraft +8, Stealth +14, Use Magic Device +3; **Racial Modifiers** +2 Intimidate

Languages Common, Kelish, Orc, Tien, Varisian, Vudrani

SQ alchemy (alchemy crafting +11), inspiration (9/day), investigator talents (combat inspiration^{ACG}, concentrate poison, deft palm^{UC}, mutagen), modify toxin, mutagen (+4/-2, +2 natural armor, 110 minutes), orc blood, poison lore, swift alchemy, synthetic venom

Combat Gear mutagen^{APG}, black adder venom (DC 18), blue whinnis (DC 19, 2), giant wasp poison (DC 17, 2), purple worm poison (DC 20); **Other Gear** improvised dagger (2)

SPECIAL ABILITIES

Concentrate Poison Phlegos can combine two doses of the same

poison to increase their effects. This requires two doses of the poison and 1 minute of concentration. When completed, Phlegos has one dose of poison. The poison's frequency is extended by 50% and the save DC increases by +2. This poison must be used within 1 hour of its creation or it is ruined.

Synthetic Venom (Ex) When Phlegos prepares his extracts, he can use his slots to prepare short-lived poisons instead of extracts. The following poisons can be prepared into extract slots: 1st—arsenic, giant wasp poison, medium spider venom; 2nd—black adder venom, id moss, striped toadstool; 3rd—blue whinnis, lich dust, sassone leaf residue; 4th—dark reaver powder, purple worm poison.

Development: Even with Jirandiel's defeat, the *orb of aquatic mastery* compels the cephalopod to continue patrolling the island until the effect wears off in two weeks. If the PCs attempt to leave the island through the docks, they must face the creature if they haven't freed or dispatched it already. Phlegos resigns to his fate, the humiliation of re-capture having quenched any rebellion left in his soul. The PCs need only to escape from Waverider's Island.

Faction Notes: Liberty's Edge PCs may wish to free the cephalopod from the *orb of aquatic mastery's* influence. If they succeed, it stops patrolling and leaves the island to find new territory.

Rewards: If the PCs do not defeat Jirandiel, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 838 gp.

Out of Subtier: Reduce each PC's gold earned by 1,294 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,750 gp.

CONCLUSION

With Jirandiel Waverider and her vicious crew defeated, the shipping lanes between Jalmeray and Absalom are once again safe to sail. If any of the PCs pledged their services to Corvius Vayn and contracted any permanent effects during the adventure, including death, Vayn pays for their full recovery, saying "It's the least I can do for a worthy investment—though I expect to get my gold's worth."

If the PCs were able to rescue Kaborghia, he is much more coherent after a few days of rest and nourishment. However, he still refuses to talk about the Venicaan College tablets he found, insisting he'll only speak with Ambrus Valsin, though a disturbing glimmer dances in his eyes.

If the PCs captured Phlegos Dulm, Karisa showers accolades on the PCs, "The Decemvirate will be quite impressed with you, and pleased to deal with this traitor themselves. I have a few questions for him regarding those missing Pathfinder agents, too."

If the PCs did not capture Phlegos, Karisa voices her disappointment and understanding, "It was a difficult task, so don't feel too badly about it. As long as we learn from our mistakes, learn to be better people and make better choices,



then the journey is worth it. Perhaps we'll still be able to track down those missing Pathfinders, even without his help."

If the PCs decided to take Corvius's deal for a future favor, they gain the Debt to Corvius boon on their Chronicle sheet. If a PC agreed to serve Corvius, they gain the In Service to Corruption boon. If the PCs decided to free Khanuur, they gain the Efreeti Unchained boon.

REPORTING NOTES

If the PCs made a deal with Corvius, check box A. If they set Khanuur free, check box B. If Kaborghia was rescued, check box C. If the PCs stole Jirandiel's clipper, the *Waverider's Revenge*, check box D.

PRIMARY SUCCESS CONDITIONS

If the PCs were able to bring Phlegos back to Sedeq alive, each PC earns 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

If the PCs succeed at three of the following six objectives, they succeed at their secondary success condition and earn 1 additional Prestige Point: avoid setting off the trap in **B1**, rescue the slaves, recover the dead slaves' death tokens, free the cephalopod from or destroy the *orb of aquatic mastery*, capture Jirandiel Waverider, or steal *Waverider's Revenge*.

FACTION NOTES

Liberty's Edge Faction: If the party rescues the slaves and recovers the death chips, all Liberty's Edge members gain the Returning Home boon on their Chronicle sheet. If the party freed the cephalopod from or destroyed the *orb of aquatic mastery*, grant each PC belonging to the Liberty's Edge faction the Freedom for All boon.

Handout #1: Letter from Venture-Captain Wulessa Yuul

Oh Trustworthy Pathfinders,

I require your aid in tracking down the disgraced former Venture-Captain Phlegos Dulm. Pathfinder agents discovered that he had been using his power and influence as a Venture-Captain to further his own ends. When I started to give him competition in Katapesh, he used bribery, sabotage, and poison to disrupt my efforts for the Society. Thankfully, trustworthy Pathfinders like yourselves were able to uncover his plot and dislodge him from Katapesh. Now he's on the run. My divinations show him in a rundown manor house, the sound of the ocean nearby, but I couldn't get any more information from that with my magic.

The Decemvirate would like you to track him down and bring him back alive. As much as I'd like to wring his neck personally, he has much to answer for and should be brought to justice. I've arranged for you to meet Karisa Starsight, a prominent leader of Liberty's Edge, in Sedeq. She has a lead on Phlegos and needs skilled agents to find and capture him; bring him back alive. She will meet you in the Drunken Gnoll Tavern in Sedeq in two weeks.

Safe travels Pathfinders,

Venture-Captain Wulessa Yuul

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

DESERTER

This human has a cruel sneer plastered across their face and walks with a sailor's rolling gait.

| DESERTER | CR 3 |
|---|------|
| <i>Pathfinder RPG Villain Codex</i> 131 | |
| Human fighter 4 | |
| N Medium humanoid (human) | |
| Init +2; Senses Perception +5 | |
| DEFENSE | |
| AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield) | |
| hp 38 (4d10+12) | |
| Fort +6, Ref +3, Will +2 (+1 vs. fear) | |
| OFFENSE | |
| Speed 30 ft. | |
| Melee mwk light shield bash +6 (1d3+3), mwk longsword +6 (1d8+3/19–20) or mwk longsword +8 1d8+3/19–20 | |
| Ranged mwk composite longbow +7 (1d8+3/×3) | |
| STATISTICS | |
| Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 8 | |
| Base Atk +4; CMB +7; CMD 19 | |
| Feats Combat Reflexes, Cunning* (1 additional skill point per HD), Double Slice, Improved Shield Bash, Power Attack, Two-Weapon Fighting | |
| Skills Climb +5, Diplomacy +0, Intimidate +3, Perception +5, Profession (soldier) +6, Ride +5, Stealth +6, Swim +5 | |
| Languages Common | |
| SQ armor training 1 | |
| Combat Gear <i>oil of magic weapon, potion of barkskin, potion of cure moderate wounds</i> ; Other Gear mwk breastplate, mwk light steel shield, mwk composite longbow (+3 Str) with 20 arrows, mwk longsword, grappling hook, silk rope (50 ft.), 582 gp | |

DOG, RIDING DOG

A low, menacing growl rumbles from the chest of this burly dog.

| RIDING DOG | CR 1 |
|--|------|
| <i>Pathfinder RPG Bestiary</i> 87 | |
| N Medium animal | |
| Init +2; Senses low-light vision, scent; Perception +8 | |
| DEFENSE | |
| AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) | |
| hp 13 (2d8+4) | |
| Fort +5, Ref +5, Will +1 | |
| OFFENSE | |
| Speed 40 ft. | |
| Melee bite +3 (1d6+3 plus trip) | |
| STATISTICS | |
| Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6 | |

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

DRUNKEN BRUTE

This burly human's bruised and sunken knuckles show that the falchion swinging at their hip is hardly necessary for violent action.

| DRUNKEN BRUTE | CR 6 |
|--|------|
| <i>Pathfinder RPG Villain Codex</i> 190 | |
| Human barbarian 2/brawler 5 (<i>Pathfinder RPG Advanced Class Guide</i> 23) | |
| CE Medium humanoid (human) | |
| Init +1; Senses Perception +11 | |
| DEFENSE | |
| AC 16, touch 10, flat-footed 14 (+5 armor, +1 Dex, +1 dodge, +1 natural, –2 rage) | |
| hp 93 (7 HD; 5d10+2d12+47) | |
| Fort +12, Ref +5, Will +6 | |
| Defensive Abilities uncanny dodge | |
| OFFENSE | |
| Speed 30 ft. | |
| Melee +1 <i>falchion</i> +13/+8 (2d4+8/18–20) or unarmed strike +12/+7 (1d8+5) or unarmed strike flurry of blows +10/+10/+5 (1d8+5) | |
| Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 15), maneuver training (grapple +1), martial flexibility 5/day, rage (9 rounds/day), rage power (good for what ails you ^{APG}) | |
| TACTICS | |
| During Combat The drunken brutes rages and takes out his anger on the nearest opponent, or on an enemy archer or mage foolish enough to attract his ire. | |
| Base Statistics When not raging, the drunken brute's statistics are AC 18, touch 12, flat-footed 16; hp 79; Fort +10, Will +4; Melee +1 <i>falchion</i> +11/+6 (2d4+5/18–20) or unarmed strike +10/+5 (1d8+3) or unarmed strike flurry of blows +8/+8/+3 (1d8+3); Str 16, Con 16; CMB +10 (+11 grapple); Skills Climb +11, Intimidate +13, Swim +11. | |
| STATISTICS | |
| Str 20, Dex 13, Con 20, Int 8, Wis 12, Cha 10 | |
| Base Atk +7; CMB +12 (+13 grapple); CMD 22 (23 vs. grapple) | |
| Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Toughness, Vital Strike | |
| Skills Climb +13, Intimidate +15, Perception +11, Swim +13 | |
| Languages Common | |
| SQ brawler's cunning, fast movement, martial training | |
| Combat Gear <i>potion of cure moderate wounds</i> ; Other Gear +1 <i>hide armor</i> , +1 <i>falchion</i> , <i>amulet of natural armor</i> +1, bottle of rum | |

GIANT OCTOPUS

A storm of tentacles, each twenty feet in length, flails with deadly precision from the leathery body of this gigantic octopus.

GIANT OCTOPUS

CR 8

Pathfinder RPG Bestiary 219

N Large animal (aquatic)

Init +6; **Senses** low-light vision; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 90 (12d8+36)

Fort +11, **Ref** +12, **Will** +7

Defensive Abilities ink cloud (30-foot-radius sphere)

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2 plus grab)

Space 10 ft., **Reach** 10 ft. (20 ft. with tentacle)

STATISTICS

Str 20, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack⁸, Skill Focus (Stealth), Stealthy

Skills Escape Artist +18, Perception +8, Stealth +18, Swim +13;

Racial Modifiers +10 Escape Artist, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.

GUARD MAGE

This human wears a buccaneer's silk shirt and keeps a wand close to hand.

GUARD MAGE

CR 3

Pathfinder RPG Villain Codex 47

Human conjurer 4

LN Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 28 (4d6+12)

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4-1/19-20)

Ranged light crossbow +3 (1d8/19-20)

Arcane School Spell-Like Abilities (CL 4th; concentration +8) 7/day—acid dart (1d6+2 acid)

Conjurer Spells Prepared (CL 4th; concentration +8)

2nd—*fog cloud*, *detect thoughts* (DC 16), *glitterdust* (DC 17), *summon monster II*

1st—*enlarge person* (DC 15), *grease*, *mage armor*, *summon monster I*, *unseen servant*

0 (at will)—*arcane mark*, *light*, *open/close* (DC 14), *ray of frost*

Opposition Schools illusion, necromancy

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 12

Feats Augment Summoning, Combat Casting, Scribe Scroll, Spell Focus (conjunction)

Skills Knowledge (all) +9, Linguistics +11, Spellcraft +11

Languages Celestial, Common, Draconic, Dwarven, Elven, Halfling, Infernal, Sylvan, Undercommon

SQ arcane bond (*wand of blur*), summoner's charm (2 rounds)

Combat Gear *potion of cure light wounds*, *scroll of comprehend languages*, *wand of blur* (6 charges); **Other Gear** dagger, light crossbow with 20 bolts, *cloak of resistance* +1, *pearl of power* (1st level), guard's kit*, spell component pouch, spellbook, 1 gp

PISTOLEER

This swaggering human carries a rapier and double-barreled pistol with the confidence of someone familiar with their use.

PISTOLEER

CR 3

Pathfinder RPG Villain Codex 59

Human swashbuckler (picaroon) 4 (*Pathfinder RPG Advanced Class Guide* 56, 127)

N Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 22, touch 18, flat-footed 16 (+4 armor, +2 deflection, +4 Dex, +2 dodge)

hp 34 (4d10+8)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities charmed life 3/day, nimble +1

OFFENSE

Speed 30 ft.

Melee rapier +5 (1d6+1/18-20 plus 4 precision)

Ranged mwk double-barreled pistol +5 (1d8/×4)

Special Attacks deeds (derring-do, dodging panache, menacing swordplay, precise strike, swashbuckler initiative), panache (4)

TACTICS

Before Combat The pistoleer drinks her *potion of shield of faith* to bolster her already impressive defenses.

During Combat She strides confidently into the thick of the fight, dealing death with both of her weapons.

Base Statistics When not under the effect of *shield of faith*, the pistoleer's base statistics are **AC** 20, touch 16, flat-footed 14; **CMD** 21.

STATISTICS

Str 13, **Dex** 18, **Con** 12, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 23

Feats Dodge, Extra Panache^{ACG}, Rapid Reload (double-barreled pistol), Weapon Focus (rapier)

Skills Acrobatics +10, Escape Artist +10, Intimidate +9, Perception +7

Languages Common

SQ deeds (melee shooter, quick clear, two-weapon finesse)

Combat Gear *potion of shield of faith*; **Other Gear** mwk chain shirt, mwk double-barreled pistol^{UC} with 15 alchemical cartridges (paper)^{UC}, rapier

SEA WITCH

Face twisted in a cruel rictus, this robed figure seems to be conversing with the parrot on their shoulder.

SEA WITCH CR 7

Pathfinder RPG Villain Codex 193

Human witch (sea witch) 8 (*Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Ultimate Magic* 85)

CE Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 natural)

hp 62 (8d6+32)

Fort +5, **Ref** +5, **Will** +8

OFFENSE

Speed 30 ft.

Melee +1 dagger +5 (1d4+1/19–20)

Special Attacks hexes (cackle^{APG}, evil eye^{APG}, flight^{APG}, water lung^{UM})

Witch Spell-Like Abilities (CL 8th; concentration +12)

At will—*feather fall* (self only), *fly* (self only) 1/day—*levitate* (self only)

Witch Spells Prepared (CL 8th; concentration+12)

4th—*black tentacles*, *cure serious wounds*, *solid fog*

3rd—*bestow curse*, *fly*, *ray of exhaustion* (DC 15), *water breathing*

2nd—*augury*, *blindness/deafness* (DC 14), *cure moderate wounds*, *gust of wind* (DC 13)

1st—*comprehend languages*, *cure light wounds*, *mage armor*, *ray of enfeeblement* (DC 12), *touch of the sea*^{APG} (DC 11)

0 (at will)—*detect magic*, *light*, *message* Patron water

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +4; **CMD** 17

Feats Combat Casting, Deceitful, Improved Initiative, Spell Focus (necromancy), Toughness

Skills Bluff +9, Disguise +1, Fly +11, Intimidate +10, Perception +9, Profession (sailor) +12, Sense Motive +9, Stealth +10, Swim +6

Languages Abyssal, Aquan, Auran, Common, Infernal

SQ know direction, sea creature empathy, witch's familiar (parrot)

Gear +1 dagger, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1

SHADOW MASTIFF

This muscular canine has a maw full of sharp teeth and an inky black coat that almost seems to drink in the light around it.

SHADOW MASTIFF CR 5

Pathfinder RPG Bestiary 3 241

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +5

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+4 plus trip), tail slap +5 (1d6+2)

Special Attacks bay

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

SWAGGERING SHOT

This scandalous pirate wields two pistols, commanding respect and fear from their peers.

SWAGGERING SHOT CR 5

Pathfinder RPG Villain Codex 192

Human gunslinger (pistolero) 6 (*Pathfinder RPG Ultimate Combat* 9, 51)

CE Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +4 Dex, +2 dodge) **hp** 49 (6d10+12)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7/+2 (1d6/18–20)

Ranged mwk pistol +11 (1d8+4/x4)

or mwk pistol +7 (1d8+4/×4), mwk pistol +7 (1d8+4/×4)

Special Attacks deeds (gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, up close and deadly +1d6, up close and deadly +2d6, utility shot), grit (2)

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 13, **Wis** 14, **Cha** 8

Base Atk +6; **CMB** +6; **CMD** 22

Feats Deadly Aim, Gunsmithing^{uc}, Point-Blank Shot, Precise Shot, Rapid Reload, Two-Weapon Fighting

Skills Acrobatics +13, Bluff +8, Climb +9, Perception +11,

Profession (sailor) +11, Swim +9

Languages Common, Dwarven

SQ gunsmith, pistol training

Combat Gear *potion of cat's grace*; **Other Gear** +1 *studded leather*, mwk pistols^{uc} (2) with 32 alchemical cartridges^{uc} (paper), mwk scimitar



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-21: Slaver's End

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Concordance |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character #

Prestige Points

Character Name

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

Prestige Points

Character Name

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

Prestige Points

Character Name

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

Prestige Points

Character Name

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

Prestige Points

Character Name

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

Prestige Points

Character Name

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character #

Prestige Points

Character Name

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Scenario #10-21: Slaver's End © 2019, Paizo Inc.; Author: Vanessa Hoskins.



Pathfinder Society Scenario #10-21: Slaver's End

Character Chronicle #

☐ Core CampaignSUBTIER ☐ Slow ☐ Normal

5-6 1,253 2,505

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 1,968 3,936

SUBTIER ☐ Slow ☐ Normal

8-9 2,684 5,367

SUBTIER ☐ Slow ☐ NormalSUBTIER ☐ Slow ☐ Normal

MAX GOLD

EXPERIENCE

FAME

GOLD

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Debt to Corvius (Legacy): You have promised a favor to the despicable genie binder Corvius Vayn. What this favor might entail you can't guess, but anyone who can command an efreeti is likely to have ways to ensure their debts do not remain outstanding. Keep this Chronicle sheet as it may affect the ongoing story in the new edition of the Pathfinder Society organized play campaign.

Efreeti Unchained (Legacy): You unleashed an enslaved efreeti from his captor. What might this portend for the Pathfinder Society and its members? Keep this Chronicle sheet as it may affect the ongoing story in the new edition of the Pathfinder Society organized play campaign.

☐ ☐ ☐ **Freedom for All! (Liberty's Edge):** You hold the ideals of freedom above all, lending your aid to creatures and people alike. You may check a box next to this boon to cast *summon monster II* as a spell-like ability with a caster level equal to your character level, calling forth the creatures whose respect you have earned to aid you in battle.

☐ ☐ ☐ **In Service to Corruption:** You chose to sacrifice your dignity to help further the Society's goals. While your brief period of servitude to Corvius Vayn was distasteful, you were able to secure valuable information to further the Society's goals, and contacts in Qadira's dark markets. You may check a box next to this boon to gain a +2 competence bonus on Diplomacy checks made to gather information or Sense Motive checks. Alternatively, you may check a box to gain a 10% discount on one item whose total value is not greater than your class level \times 1,000; this discount does not stack with discounts from any other source, and items gained in this way cannot be sold for more than the cost of their original purchase.

☐ ☐ ☐ **Returning Home (Liberty's Edge):** You found the slaves Phlegos stole, both those still alive and those who passed away. For some there were joyful reunions and for others there were final good-byes. The spirits of those you laid to rest now watch over you, as the prayers of those you saved call forth power to protect you. You may check a box next to this boon as an immediate action to reroll a failed Reflex or Will saving throw. Alternatively, you may check a box as a swift action to gain a +2 sacred bonus to AC for 1 minute.

BLOOD LILY BARB

Aura faint conjuration and moderate abjuration (*greater blood lily barb*); **CL** 9th

Slot none; **Price** 25,620 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *wounding rapier* is constructed from the pristine petal of a blood lily, a carnivorous aquatic plant. The spiky, bright red petal ends in an impossibly sharp tip and is mounted in a fine mithral hilt. Whenever a creature holding this rapier in its hand is standing on the deck of a ship, or in water at least 2 feet deep, a low-crested wave of water carries the wielder as though they were affected by a *slipstream*^{APG} spell.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *slipstream*; **Cost** 12,970 gp

Subtier 5-6

black adder venom (120 gp; *Pathfinder RPG Ultimate Equipment* 111)
Blood Lily Barb (25,620 gp; see above)
giant wasp poison (210 gp; *Ultimate Equipment* 111)
Phlegos's +1 *wayfinder* (3,750 gp; acts as both a standard *wayfinder* and a *ring of protection* +1)
wand of blur (6 charges; 90 gp, limit 1)

Subtier 8-9

+1 *spiteful mithral chain shirt* (10,100 gp; *Pathfinder RPG Advanced Class Guide* 210)
Blood Lily Barb (25,620 gp; see above)
boots of the cat (1,000 gp; *Pathfinder RPG Ultimate Equipment* 229)
Phlegos's +3 *wayfinder* (30,000 gp; acts as both a *smuggler's wayfinder* and a *ring of protection* +3)
purple worm poison (700 gp; *Ultimate Equipment* 111)
wand of hold person (18 charges; 1,620 gp, limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #