

PATHFINDER SOCIETY®

YEAR OF THE SKY KEY



OUT OF ANARCHY

By Garrett Guillotte



Out of Anarchy

Pathfinder Society Scenario #6–22

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Pathfinder Society Scenario #6–22: Out of Anarchy is a Pathfinder Society Scenario designed for 1st to 5th level characters (Tier 1–5, Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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Out of Anarchy

By GARRETT GUILLOTTE



The Chelish coastal town of Pezzack has never accepted rule by the house of Thrune. When the first Thrune-appointed governor arrived in Pezzack, the citizens swiftly removed what they believed to be a tyrant, propelled into power by lies and deceit that betrayed the very nature of what it meant to be a Chelish citizen. The town declared itself an independent city-state loyal to the recently deceased god Aroden. House Thrune decided to make an example of Pezzack, and ordered the deposed governor and his loyal Hellknights to burn the town to the ground, an event that came to be known as the First Ashes. Despite this act of destruction, Pezzack rose again from the fiery rubble. Pezzack maintained its reputation as a hotbed for revolutionary ideas, and anyone with revolution on their minds flocked to the town and built it anew. These revolutionaries shared ideas in secret meetings, and became famous for their satirical treatises and radical plays criticizing the Chelish government.

In 4710 AR, Pezzack erupted in open rebellion. The town's Chelish governor shut down a scandalous play by the liberationist playwright Amalia Wraxton, and ordered the deaths of a famous writer and popular actress. In the ensuing chaos, the rebellious Pezzacki killed the governor, and the neighboring strix burned down much of the town in the devastating Second Ashes. The Chelish navy began a careful but complete blockade that has not relented in the five years since.

With the strix in control of the mountains and the navy in control of the seas, the citizens of Pezzack were trapped. Among those trapped in the town was Olandil, a veteran Pathfinder sent to assess Society interests in the diabolical empire. Olandil initially tried and failed to flee as the blockade formed, and instead of risking his life to try again, he settled in and waited for a Society extraction team that never came.

The Decemvirate may not have cared about Olandil's fate years ago, but with the rumors of growing unrest in Chelias, the Decemvirate believes it may soon be able to establish a new foothold in the empire. Before the

WHERE ON GOLARION?

Out of Anarchy takes place in the western Chelish town of Pezzack, nestled between the rocky spires of Devil's Perch and the Arcadian Ocean's Sallow Coast. To learn more about Pezzack, see the Pezzack chapter of *Pathfinder Campaign Setting: Towns of the Inner Sea*. The Pathfinder Tales novels *Nightglass* and *Nightblade* by Liane Merciel are also partially set in Devil's Perch and Pezzack, respectively. All three of these books are available at bookstores and game stores everywhere, and online at paizo.com.



blockade hit, Olandil was on a mission to research safe houses and potential Pathfinder contacts throughout the empire, and the Decemvirate believes that Olandil's information, though a little outdated, may prove invaluable in the months ahead. As a secondary concern, the recent efforts of the Shadow Lodge continue to encourage the Decemvirate to rescue more of its agents from precarious situations.

To survive on his own in a revolution-torn town, Olandil made several unfortunate decisions that left him beholden to the town's four major factions. He's cornered himself within Pezzack's power struggle, and his latest plea for help may be the last he can make before his past indiscretions overwhelm him.

GM RESOURCES

Out of Anarchy makes use of rules from the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG NPC 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 paizo.com/prd, and the relevant rules from the *Bestiary* volumes, *GameMastery Guide*, and *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

SUMMARY

The PCs land a coveted tour on the crew of Venture-Captain Calisro Benarry's *Grinning Pixie*, also known as the Arcadian Mariner's Lodge. What they don't know is that Benarry picked them for their relatively low profiles to give them a specific, bold mission: to recover Olandil, a nearly forgotten Pathfinder stranded in Pezzack since the start of its most recent rebellion.

To survive his abandonment in the anarchic town, Olandil acquired various magic items of disguise and assumed three identities: Docktown thug, Galtan spy, and Pezzacki poet. Chelish loyalists captured him a month ago, however, and are forcing him to employ all of his identities to destabilize the other factions. At his wits' end and close to being found out, Olandil raised an unprecedented call for help to the Society through a mutual contact.

Benarry plans to sneak the PCs into Pezzack on a whaling ship, and send them to her contact within the town; Kalizandrex Poppo, a professor at the Academy of Applied Magic. Once the PCs arrive, their mission is to track down Olandil, convince him to work with the Society, and escape from Pezzack. The PCs speak to Pezzacki around town, who reveal details about each of Olandil's personas. Eventually they discover that Olandil plans to give a performance at Manukirt trade warehouse under his alias of a Pezzacki poet, and use a scavenged magic item called a *rod of influence* to sew enough confusion to help him escape the city. At the performance, Olandil makes a startling announcement while secretly signalling the PCs to follow him. The PCs follow Olandil offstage and into the sewers beneath the town, only to find their attempts to escape via the tunnels under the town thwarted when Chelish loyalists intercept the PCs. The loyalists tightened the blockade to trap Olandil, and escaping via a whaling ship is no longer possible.

The PCs and Olandil retreat to Poppo's basement. Poppo has an alternative escape plan, but it will take him some time to prepare, and it will be difficult to carry out the plan without drawing too much attention. The PCs can seek assistance from one of the four factions within the city: the idealistic White Thistles, the anarchic Galtans, the profit-minded Docktown, or the Chelish loyalists themselves. In order to ally with the Loyalists, the PCs must first turn Olandil over to the Loyalists for arrest. Whichever faction the PCs choose agrees to help the PCs escape Pezzack, in exchange for a favor—clearing out the strix-infested abandoned tower on the western edge of town. If the PCs succeed, every faction except the Loyalists also agrees to help the PCs counteract the loyalist's anti-Pathfinder propaganda, while the Loyalists assure the PCs that they will not produce such propaganda in the first place, and give the PCs a chance to question Olandil. The PCs' actions in Pezzack shift the balance of power between the town's factions, one of which becomes the Pathfinders' final obstacle to freedom.

GETTING STARTED

Once the Pathfinders settle into their bunks, Venture-Captain Calisro Benarry fetches them for a meeting in her quarters. Read or paraphrase the following to get the adventure underway.

Muscular and imposing in a green-dyed longcoat, tunic, and puffed trousers, the half-orc Venture-Captain Calisro Benarry kicks out a chair for herself from under the massive oak table at the center of her well-furnished cabin and sits down. "Welcome to the *Pixie*, Pathfinders. Enjoy your tour while it lasts, 'cause by Sunday night you'll be off the boat.

"We're a day's sail from a rendezvous with a Pezzacki whaler, the *Patience*, which has permits to cross the Chelish blockade to fish. That town's been locked down since the people upended the empire's government five years ago, and those permits are hard to come by. We'd teleport you into Pezzack if the damned devilfolk didn't have the place blanketed with spies, so instead we'll throw you into the hold with the *Patience's* catch. Which is good for you, trust me, because nobody in that town smells any better than you will."

Calisro leans forward, and whispers gruffly, "You'll be dropped off to my contact at the Academy of Applied Magic, professor Kalizandrex Poppo. He'll help you track down a trapped Pathfinder named Olandil, who's been stuck there for five years—your job's to get him out. Be careful who you talk to, though, and how you ask questions. That place is more volatile than Gorum on a bender, and the more you poke around, the more likely you'll be the next to burn it down."

The venture captain pulls a sheaf of nautical charts out of a case at her hip and unfurls them on the table. "As for getting

you out of the town, I know a thing or two about the sailing patterns of the ships around here. The *Pixie* can pick around the coast north of here for a week before Abrogail's folk come asking questions." The venture-captain smirks as she continues, "In case you hadn't noticed, the *Pixie*, well, she looks an awful lot like a pirate vessel, and the Chelish navy doesn't exactly welcome pirates with open arms. You'd better get back here by then. Any questions?"

If the PCs seem uneasy about their mission, the venture-captain laughs heartily and offers a round of rum to put them at ease. Benarry can give the PCs a brief overview of the history and geography of Pezzack if they ask. If the PCs ask her about the factions that hold power in Pezzack, she gives them the information from the Factions in Pezzack section on page 6.

The following are other possible questions and Benarry's answers.

Who is Olandil? Why is the Society helping him escape? "He's an old friend of Venture-Captain Drandle Dreng, and when Dreng wants someone smuggled out of a blockade, I don't argue.

Why send us instead of more experienced Pathfinders? "I picked you bunch because anyone more notable would draw too much attention. If Olandil's as wily as his old friend Drandle Dreng, he won't *need* much help anyway."

How do we escape Pezzack? "Find out which whaler's going out next and do what you can to get on it."

If we're not out in a week, will you strand us for five years? "If we're gone, find a whaler who is willing to sail you farther afield. It won't be cheap, but it's better than being dead. Trust me when I say we'd rather have you on the *Pixie* than a Chelish brig—or worse, turned into a strix's nest. I'll have someone contact you magically and we can arrange a rendezvous. Don't worry; I'll get to you before the Chelaxians do."

What's Poppo's message? "*Many faces fail to find the path. Send the worthless ones my last request for a vacation.*" There's something else, too, but I can't tell if it's code or a diversion: "*Noodles, the highest form of poetry, point all slave masters to my lost memory.*"

What if we accidentally (or intentionally) set off a violent revolution? "The Chelish navy flattens Pezzack and the strix drop burning logs on the wreckage. You die, Olandil dies, and hundreds, if not thousands, of innocent folks die too. In short: don't set off a revolution."

Is the Grinning Pixie actually a pirate ship? Benarry laughs, "No. She's a merchant vessel with modifications that make her maneuverable and capable in a fight if it comes down to it. The same sorts of modifications that make her a great lodge also make her easy to confuse with a pirate vessel, and the Chelish navy ain't exactly famous for asking first before opening fire."

Knowledge (History)

PCs may already know the following information about Pezzack's history.

DC 15+: Five years ago, a combination of Hellknights, guards loyal to the empire, and strix burned the city of Pezzack to the ground in a battle known as the Second Ashes. The Chelish navy established a blockade on Pezzack that persists to this day.

DC 20+: The Second Ashes began after revolutionary playwright Amalia Wraxton premiered the play *Abrogail I*, which portrayed the first Thrune Magistrix as Asmodeus' lover and blamed her for many of the ills that have befallen Cheliox in the last century. Wraxton vanished that night, and rumors about her whereabouts are a favorite tavern debate topic.

Knowledge (Local)

PCs may already know the following information about life in Pezzack.

DC 10+: Pezzack is a coastal town in Cheliox. Its most prominent industry is whaling.

DC 15+: Four factions vie for power in Pezzack: the idealist White Thistles, the anarchist Galtans, the commerce-minded people of Docktown, and the Loyalists, whose allegiance lies first and foremost with the empire of Cheliox. The town is under a strict blockade from the Chelish navy, and only whaling ships with the appropriate permits are allowed to pass in and out of the struggling city's harbor.

DC 20+: The naval blockade is particularly effective at hindering trade in Pezzack because overland trade out of the town is nearly impossible. A race of birdlike humanoids known as strix control the mountains, and their hatred for humans makes them a constant threat to the city. With a successful DC 20 Knowledge (local) check, the PCs also learn all of the information on the four factions presented in Factions in Pezzack section on page 6.

Once the PCs have had time to recall what they can about Pezzack, Benarry suggests that the PCs trade coin for an equivalent amount of rations and sundries for bartering, at a rate of 10 gp per pound of equivalent goods, as coins are worth far less than their face value in the goods-starved city. If the PCs need to purchase any gear, the *Grinning Pixie's* quartermaster can sell them nearly any mundane or alchemical gear in addition to magic items worth 2,500 gp or less.

Faction Notes: Members of the Dark Archive find a mysterious letter among their possessions on their first night aboard the *Grinning Pixie* (**Player Handout #1**). If any of the PCs is a member of the Liberty's edge faction, an eagle swoops down out of the sky during the voyage aboard the *Pixie* and delivers a note (**Player Handout #2**).

Factions in Pezzack

The following four factions constantly vie for influence in Pezzack.

Docktown: Representing the stranded merchants in Fat Harbor, the tiefling “mayor” Bruck wants economic dominance over Pezzack—a greedy oligarchy made easier by the town’s well-honed smugglers and perpetual unrest.

Galtans: Violent revolutionaries fronted by the grey gardener Habar Curl, Pezzack’s pack of Galtan rebels want the town’s freedom to spring from the blood of dead Loyalists—and anyone who might be aligned with them.

Loyalists: Pezzacki still loyal to the Chelish crown believe there can be no peace until rulership of the city is returned to its diabolical masters.

White Thistles: These idealists led by Amalia Wrxton want a unified, free Pezzack and hope to win over the other factions’ hearts and minds through verse and acts of derring-do.

Pezzacki Faction Influence

For the last five years, Pezzack’s four prominent factions have maintained a delicate detente. To represent the balance of power in Pezzack during the scenario, the factions each have a pool of Influence Points to represent how the PCs actions and questions change the balance of power. Each faction starts the scenario with 0 Influence Points, representing their current, roughly-equal power bases. Rumors travel quickly in Pezzack, and any significant PC action—from combat to shopping—can cause a faction to gain or lose Influence Points as described in the scenario. If the PCs are particularly creative or catastrophic in their attempts to gain a faction’s favor, GMs are encouraged to add or subtract up to 2 influence points from the appropriate factions.

As a faction grows in influence, the Pathfinders find it easier to earn that faction’s trust. Conversely, a faction with less influence is more likely to be insular in the face of outsiders. When the PCs interact with a member of one of the factions, check the faction’s influence. If the faction has the most Influence Points, the PCs receive a +2 circumstance bonus on all skill checks against members of that faction. If the faction has the fewest Influence Points, the PCs receive a –2 circumstance penalty on all skill checks against members of that faction.

Aside from the mechanical effects, GMs are encouraged to describe shadowy figures trailing the PCs, people watching them in public and taking notes, and growing numbers of dominant factions’ members on the streets as a result of the PCs’ actions. Faction members may stare, make threats, or make obscure or profane hand gestures.

At the end of the scenario, the faction with the fewest Influence Points represents the PCs’ final obstacle to achieving freedom.

A. FINDING OLANDIL

The new moon and clouds keep the pre-dawn sky dark as the *Pixie* sidles up to the *Patience*. The ragged whalers silently pull person after person from their hold of scant fish—emaciated elderly people, several haggard-looking young men and women, and even a trio of children—each of them looking like they’ve gone years without rest as they listlessly cross the plank joining the ships. Venture Captain Benarry welcomes the refugees in a booming voice, and her crew sets to work bringing provisions to the newcomers. The *Patience*’s crew lacks their ship’s namesake as they hurriedly wave over the refugee’s replacements.

The hour-long trip from the *Grinning Pixie* to Pezzack is cramped and unpleasant, but otherwise uneventful. Once the *Patience* docks, several crew members unceremoniously scoop and dump the PCs and fish into a large wagon. The crew swiftly wheels the wagon across the town’s poorly maintained cobblestones. Within a half-hour, a trap door in the wagon spills the PCs and fish out of its underside, down a metal chute, and into the larder of the Academy of Applied Magic. A gnome throws open the larder door once the PCs land and helps them to their feet.

A1. Academy of Applied Magic

Poppo hurries the PCs down several dimly lit stone halls and into the Academy’s basement, which hosts cramped quarters for them to unload their gear and a single small tub of stale but clean water to help wash off the fish guts, if not the stench.

“Split me like Nethys’s eyebrow! I’m genuinely surprised the Passfinders sent people! Sorry for the lack of a good cover story—didn’t have room in the notes—didn’t expect a response—and sorry for the fish guts and the bumpy roads and—oh, sorry for *everything*. If we had a little more time...”

Poppo trails off, but picks right back up after a moment of silence. “Right! You’re here for Olandil. It’s... it’s complicated. He’s, well, he’s not *himself* lately. He’s *four* selves. Since your little Pathfinder Society left him behind, he’s had to make do—improvise—take on new names and jobs waiting for rescue.

“When I first met him, he went by Jax Telandril and needed me to enhance some goggles of disguise for some work in Docktown. He kept asking questions about Fat Harbor and the town’s magic item economy. A year later he came in needing me to add some disguise charms to an eye patch; I asked him why, and he spilled it all—so tired of keeping secrets—he was *also* Jacks Falger! The one-eyed Galtan spy!

“He kept coming back over the years. He came in one day as Jaks Arunai, some hot-shot White Thistles poet. Last week, he comes in looking awful, and said he was a *Passfinder* named Olandil, and I just... I couldn’t process it! Four people! One person!”



Poppo gesticulates madly, alternating between raising four fingers and one finger to emphasize his point. “I told him my own secret—I had been teaching a Passfinder vantage-captain as a correspondence student—and he told me to send her a message saying he wanted out of Pezzack. As though that’s even *possible*! But I sent it, and he thanked me, he left, and I haven’t seen him since.

“Night before last, I had *Loyalists*—” Poppo smothers the word with disdain, and doubles up on his disgust as he repeats it. “—*Loyalists* in my office, telling me to stop doing business with Olandil, following me everywhere except the Guts because I bet they don’t like to get their boots dirty. They knew who Olandil really is, too! And they’ve been outside the Academy since, watching, waiting. They don’t know about my ladder to the Guts, but they’ll find out eventually.”

Poppo fishes a rolled-up map of Pezzack from his robes and spreads it out on the basement floor. He points out five places the PCs are likely to get information about any of Olandil’s public personas. If the PCs ask him about the factions in Pezzack, he provides them with the information about the factions from the Factions in Pezzack section on page 7.

Gold Street (area A2): “The thieves’ guild operates out of here. Lots of information if you can buy it. You didn’t bring money with you, did you? Nobody takes money here. Maybe the *Loyalists*, but still, nobody worth spending it on.”

The Inkwell (area A3): “Literati hangout. Lots of rebels, lots of fights. Someone who knows Jaks the poet, the one in the White Thistles, will be there, I’m sure of it.

The Throne Defiant (area A4): “*Loyalist* inn. If you want to get to the bottom of Olandil’s connection with the *Loyalists*, you can try there.”

Auntie’s (area A5): “Big tavern in Docktown, and a good place for gossip. You can try asking about Jax Telandil around there—he’s the Docktown Jax—but mind who you talk to if you don’t want to spread rumors.”

Madge’s Noodle Cart (area A6): “Madge doesn’t know anything except noodles, but she *knows* noodles! You have to try them.”

Poppo can briefly describe any other location in Pezzack (see the Exploring Pezzack section on page 9). He explicitly recommends against the Governor’s Manse (“*Loyalist* fortress—no entry”), the Tenements (“total chaos”), the Glass on the Hill theater (“haunted and abandoned”),

Whaler’s Point (“don’t draw attention to our arrangement, *thank you*”), or Shorewall (“Galtans won’t let you near it”). If the PCs ask where they can try to buy supplies, he points them first to Tubmarket in Docktown, then to the Alchgarden and Vim’s Smithy. He also offers to sell them potions or scrolls from the Academy’s stores.

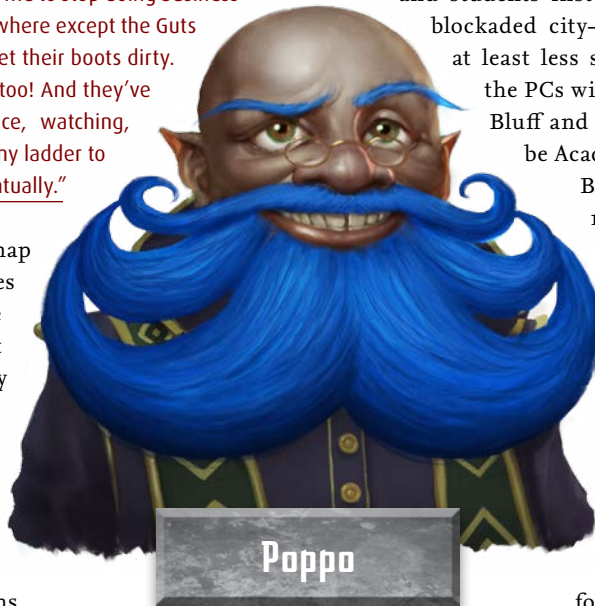
The professor offers the PCs school robes they can wear to try to blend in; the robes and a cover story should help the PCs pass as academy artificers and students instead of strange outsiders in a blockaded city—not much less discreet, but at least less suspicious. The robes provide the PCs with a +5 circumstance bonus on Bluff and Disguise checks to pretend to be Academy students.

Beginning on Moonday morning, the PCs are free to roam Pezzack looking for information. The PCs do not initially know how much time they have to explore. They have two days until Olandil’s speech in the Manukirt Warehouse (see area B). The town’s chaos and ruined infrastructure slows travel; traveling to each site takes 1 hour, and all except for Auntie’s are locked up after sunset. Poppo recommends using the

town’s network of underground tunnels, a warren that is collectively known as the Guts, to enter and leave the Academy. He warns that *Loyalist* spies note everyone entering or exiting the Academy on the streets.

After the PCs finish asking him questions, Poppo offers the PCs free access to the Academy’s basement quarters as the only safe and vacant lodging in Pezzack. If the PCs do not wish to stay in the academy, they are free to come up with their own solutions. The Throne Defiant has open rooms, but Poppo doesn’t mention this *Loyalist*-run inn as a possibility. The PCs could also camp overnight in the tenements or the tunnels under the city. If they chose the tenements, the tunnels, or another unsafe location, a group of Pezzacki approaches them in the night, and attempts to intimidate the PCs into leaving. Use the statistics for typical Pezzacki in the Pezzacki Statistics sidebar on page 9 to represent this group. This group runs away at the first sign of combat.

Pezzacki Faction Influence: The first time the PCs enter or exit through the academy’s front door, the *Loyalists* gain 1 Influence Point. If the PCs decide to stay at the Throne Defiant, the *Loyalists* gain 2 Influence Points.



EXPLORING PEZZACK

The PCs may also wish to explore areas within the town of Pezzack other than the locations that Poppo suggests. The PCs can learn the facts listed below with a successful DC 20 Knowledge (local) or Diplomacy check to gather information, or by asking Olandil after they find him in area **B3**. Locations 1 through 6 are relevant to this scenario and detailed in their appropriate sections. The chapter about Pezzack in *Pathfinder Campaign Setting: Towns of the Inner Sea* contains more details about each of these locations.

1. **The Academy of Applied Magic:** See area **A1**.
2. **Gold Street:** See area **A2**.
3. **The Inkwell:** See area **A3**.
4. **The Throne Defiant:** See area **A4**.
5. **Auntie's:** See section **A5**.
6. **Madge's Noodle Cart:** See area **A6**.
7. **Alchgarden:** The curt gnome alchemist Bonnifer Zoot pours herself into her work to cope with the death of her husband at the hands of strix. Bizarre and occasionally dangerous plants surround her tower laboratory. She is always in a hurry, but she is willing to sell her alchemical items, particularly to anyone who can provide her with useful reagents.
8. **Glass on the Hill Theater:** Amalia Wraxton's *Abrogail I* premiered in this theater. The theater was also the epicenter for the Second Ashes, and today it is an abandoned, shattered ruin. Many Pezzacki believe the location is haunted.
9. **Governor's Manse:** The former fortress of Governor Sawndannac is the center of operations for the Loyalist faction. Those who have not proven their allegiance to the faction are not allowed to enter.
10. **Shorewall:** This makeshift fortress built around a series of homes and buildings is the heart of the Galtan faction. The fortress is heavily armed, and its siege weapons recently sank several Chelish naval vessels that sailed in to the harbor. The paranoid Galtans do not allow outsiders beyond their walls.
11. **Tenements:** Pezzack's poorest citizens live in the dirty, cramped tenements. This section of the town mostly burned down in the Second Ashes, and little has been done to rebuild it.
12. **Tubmarket:** In Docktown, merchants haphazardly cobbled together shops and stalls into a multistory floating market. Merchants here prefer to sell their wares for trade goods rather than coin; they charge anyone who insists upon paying in coin triple price. Because of the blockade, there is a 25% chance that any mundane item the PCs try to purchase here is unavailable.
13. **Vim's Smithy:** Master smith Kallador Vim is always glad to sell weapons to anyone who is not allied with the

PEZZACKI STATISTICS

At some point during the adventure, PCs are likely to interact with NPCs who are not specifically listed in the scenario. To represent a typical Pezzacki commoner in a social encounter, use the following abilities. For her skills, use Diplomacy +1, Perception +4, Sense Motive +0, and +4 on one Craft or Profession skill relevant to her occupation. Her saving throw modifiers are all +0. If the PCs engage in combat with bodyguards, bouncers, or other NPCs who are trained in combat, use the statistics for a pickpocket (*Pathfinder RPG GameMastery Guide* 264; see page 42) in Subtier 1–2, and the statistics for a street thug (*GameMastery Guide* 265; see page 43) in Subtier 4–5. In both subtiers, remove all of their weapons and equipment other than their armor and saps.

Loyalists. His preferred currency is materials and fuel that he can use in his forge.

14. **Whaler's Point:** Acrid smoke from burning whale blubber chokes the air of whaler's point. Whaler's point is the center of local smuggling operations, such as the operation that sneaked the PCs into Pezzack. See area **B3** for more information.

15. **Abandoned Tower:** This former watchtower is on the verge of collapse. Today, only strix venture near it. See area **C2** for more information.

A2. Gold Street

The jagged cobblestone street is lined with storefronts looted to the buildings' bones. Entire walls have been hauled away, stripped not just of stone and wood but also the nails that secured them, and anything remotely valuable was picked clean years ago. One shop stands relatively intact, however—Torandril's Finery. Its windows are boarded shut, though lights inside appear to shine between the planks.

Former accountant Cessia Florianthus, a dark-haired Chelish woman in her mid-30s, transformed herself into a black market power after the Second Ashes. She negotiates requests aggressively, but with a genial, professional manner. If the PCs approach directly during daylight hours, the eight guards within the building do not stop them from speaking with Cessia. However, if the PCs attempt to enter Torandril's at night, or by any means other than the front door, the eight guards present order them to leave at once, and initiate violence if the PCs refuse (see the Pezzacki Statistics sidebar above).

In Subtier 1–2, the PCs can improve Cessia's attitude from indifferent to friendly by succeeding at a DC 17 Diplomacy check, by impressing her with prowess at negotiation with a DC 14 Appraise or Profession

A2. Gold Street



1 square = 5 feet

Pathfinder Map Pack: Slums

(merchant) check, or by offering her 20 gp worth of trade goods. Succeeding at the skill check by a margin of 5 or more, or offering her an additional 20 gp worth of trade goods, improves her attitude to helpful. In Subtier 4–5, Cessia becomes more jaded and difficult to impress; the PCs can improve her attitude from unfriendly to indifferent by succeeding at a DC 22 Diplomacy check, by impressing her with prowess at negotiation with a DC 19 Appraise or Profession (merchant) check, or by offering her 100 gp worth of trade goods. Succeeding at the skill check by a margin of 5 or more, or offering her an additional 100 gp worth of trade goods, improves her attitude to friendly.

She offers the following information for the listed price if the PCs improve her attitude by one step, at half the price if the PCs improve her attitude by two steps. She charges twice the listed price if the PCs do not improve her attitude. She does not charge the same price for each answer. In Subtier 1–2, “low price” is 5 gp, “standard price” is 10 gp, and “high price” is 20 gp. In Subtier 4–5, “low price” is 25 gp, “standard price” is 50 gp, and “high price” is 100 gp.

Rumors travel quickly in Pezzack, and the thin, broken walls grant her responses a considerable audience; many questions the PCs ask increase a faction’s Influence Points.

About Old Madge (free): “I’m happy to offer my review: she serves the best noodles in Pezzack. They’re far better than her poetry, though that’s saying very little.”

About Kal Poppo (low price; standard price if the PCs are in Academy robes): “I know my favorite artificer is a fan of the White Thistles. He doesn’t exactly hide it, does he? The Loyalists are likely on to him as they’ve been surveilling him, but if he has any real secrets, it’s that he’s sweet on the little widow alchemist that runs Alchgarden, Bonnifer Zoot. He leaves glassware on her doorstep.”

About Phelerosa Ciucci (standard price): “I hear she’s taken up work at Auntie’s, which I’m sure makes her family *quite* proud.”

About Jax Telandril (standard price): “He’s been doing odd jobs around Bruck’s little fiefdom in Docktown for years. My associates claim he’s been scrounging the harbor floor in his spare time in hopes of finding something valuable enough to pay off his debts, though I doubt even that will work.” If the PCs ask about Jax Telandril, the Galtans and the White Thistles gain 1 Influence point.

About Jaks Arunai (high price): “That two-bit poet steals his best lines from books put out elsewhere in the last five years. I’d know, because I sold them to him. Still,

he's done enough to get into someone's good graces as he's got contacts in the Thistles that seem to protect him from the Loyalists. He's got some event this week at the old Manukirt warehouse that I'll attend just to see who he's ripping off now." If the PCs ask about Jaks Arunai, Docktown and the Loyalists each gain 1 Influence Point.

About Jacks Falger (high price; standard price if the PCs are in Academy robes): "Ah, the Galtans' famous problem-solver. He's a wily one, but I know he's looking for something specific from the Throne Defiant—a gem used in interrogations to modify memories. I don't have a name for it, but if he sells it to me, I'll keep you in mind." If the PCs ask about Jacks Falger, every faction except the Galtans gains 1 Influence Point.

About Olandil (free): "I'm afraid that name doesn't ring a bell. Should it?" If the PCs offer to sell information about Olandil to Cessia, she offers the PCs two *potions of cure light wounds* in return (or four *potions of cure light wounds* in Subtier 4–5); if the PCs accept Cessia's deal, Docktown and the Loyalists each gain 2 Influence Points.

About anyone else in Pezzack (free or low price): "Really? You're willing to barter just to ask *me* about *them*? You must be new here. Why, that itself is *quite* interesting." Charge the low price if you wish to have Cessia provide additional information about the NPC. After the first question, Galt and Docktown each gain 1 Influence Point, as news soon spreads about potential newcomers to Pezzack.

A3. The Inkwell

A former fortress on the north seafront, the stonework Inkwell inn is home to rowdy, defiant, impassioned revolutionaries who fill its commons while making plans to harry the town's Loyalists and discourage the Chelish navy. Chankings, the inn's noisy iron golem bouncer, keeps watch at the open doors.

Lorin Meese's Inkwell is a bustling inn full of rebels, poets, writers, and even a few argumentative but open-minded Loyalists. The genial Chelish proprietor hands out freshly printed flyers to everyone who enters, with an advertisement for an upcoming performance printed on them (see **Player Handout #3**).

While no name is printed on the flier, PCs who succeed at a DC 14 Knowledge (local) check or DC 16 Perception check in the Inkwell's common room overhear several debates suggesting the poet is Jaks Arunai. If the PCs don't go to the Inkwell on Moonday, they also see these flyers plastered around town on Toilday as well as Wealday, the day of the performance.

If the PCs ask Meese about Jacks Arunai, Meese only knows that Arunai is a relatively new poet aligned with the White Thistles, but Meese a fan of the arts and happy

to help promote any event. Meese mentions that while all are welcome in the Inkwell, he finds the ideals of the White Thistles to be most inspiring, and believes that the quill is mightier than the sword.

Faction Notes: If the PCs visit while the White Thistles have 2 or more Influence Points, Meese offers chapbooks of signed Amalia Wraxton verse for 20 gp worth of trade goods (or 50 gp in Subtier 4–5). If his attitude toward the PCs is at least friendly, he cuts the price in half. Acquiring one of these books is part of the Liberty's Edge faction goal.

Pezzacki Faction Influence: New faces in the Inkwell encourage revolutionaries. When the PCs enter the Inkwell, the White Thistles and Galt each gain 1 Influence Point. If the PCs ask about Jacks Falger, the question spurs a Loyalist in the commons to accuse the nearest Galtan of sponsoring terrorism, which sparks a fist fight between the two; Docktown and the Galtans each gain 1 Influence Point. The PCs can prevent the fist fight with a successful DC 17 Diplomacy or Intimidate check (DC 22 in Subtier 4–5). If the PCs engage in the fight, whichever of the Galtans or the Loyalists receives the PCs' assistance gains 2 Influence Points.

A4. The Throne Defiant

This stately brick and wood manor was one of the few spared from the Second Ashes' fires. Painted red with black trim, it proudly flies the current flag of diabolical Cheliah—though the flag is riddled with holes, tears, and burns from numerous attempts to destroy it. The interior is well-appointed, though even it shows signs of makeshift repairs and spats of violence.

The plastered walls of the Loyalist inn's common room are cracked with signs of a brief but brutal struggle, and a maid worriedly scrubs a dark red stain from a nearby rug. The elderly Valia Wain, a human cleric of Iomedae, sits in a tall-backed chair nursing a cup of thin tea in the otherwise empty commons, her brow creased with worry and the fringes of her long-sleeved dress still tinged in crimson.

Valia is anxious to tell anyone who approaches that if Galtan agents are allowed to keep attacking Loyalist supporters like Rea Bellory in the inn's commons, stealing valuables like the woman's onyx pendant, what little order remains in Pezzack will be lost. Valia says that she is certain that Bellory will recover. If the PCs succeed at a DC 17 Diplomacy check to improve her attitude toward them from indifferent to friendly, Valia also shares that Bellory's gemstone was fished from the floor of Fat Harbor, part of a distant relative's bequeathed belongings that sank with the ship carrying them during the Second Ashes.

If the PCs ask her about Olandil's identities, she has only heard of the Galtan Jacks Falger, a dangerous revolutionary. She refuses to say more unless the PCs improve her attitude to friendly. If the PCs improve her attitude to friendly, she reveals that she heard a rumor that the Loyalists arrested Falger, but then she later heard that he was freely walking the streets.

Valia offers spellcasting services to the PCs if they improve her attitude to friendly and halves the price to those who pledge to recover the gem. The PC's first likely opportunity to recover it appears if they ask Olandil about the gem in area C (see page 19 for details).

Faction Notes: Dark Archives members who ask Valia about Phelerosa Ciucci learn that the wayward noble has taken up work in Auntie's tavern in Docktown.

Pezzacki Faction Influence: If the PCs visit the Throne Defiant, the Loyalist gains 1 Influence Point. If the PCs wear their Academy robes to the Throne Defiant, Loyalist agents at the inn take note; the Loyalists gain a second Influence Point. If the PCs agree to help Valia recover Bellory's gemstone, both the Loyalists and the White Thistles gain 1 Influence Point.

A5. Auntie's

In Docktown's chaotic jumble of ships, Auntie's tavern still manages to stand out. Draped in bright curtains of white and red and bearing a huge, garishly painted former ship's masthead of a woman as its sign—creatively augmented to hold two foaming mugs aloft, the three-story converted ship's hold is perpetually packed with Pezzacki looking to drown their fears and boredom.

Aside from drunkards swilling watered-down ale, Auntie's also features a clear view of the former Manukirt Trading Co. warehouse. Some of its patrons have heard of Jacks Telandril. When asked about the warehouse, one especially drunk regular says he remembers seeing a "begoggled ghost" diving into the water on Sunday night and surfacing hours later with a white staff. By succeeding at a DC 15 Sense Motive check, the PCs can confirm the man is telling the truth about what he saw, but no other patron can confirm seeing such a figure.

The proprietor of Auntie's, an elderly halfling woman who goes by Auntie, gracefully weaves about the room, conversing with patrons and intervening when tempers flare. Auntie hears about most of the major happenings in Pezzack, though her knowledge is interspersed with rumors and speculation. She can tell the PCs that Jacks Telandril works odd jobs around Docktown, often having to do with building second and third stories onto new ships. She's heard several rumors, which she gladly relays to the PCs: that he's up to his ears in debt, that

he's planning to start a new magic item business, and that he is in a relationship with revolutionary playwright Amalia Wraxton. The first two rumors contain a grain of truth; Olandil did go into debt in a failed attempt to start a magic item business, but he has since repaid the debt. The third rumor is entirely false.

Faction Notes: Dark Archivists who succeed at a DC 16 Knowledge (nobility) or Knowledge (history) check in Auntie's spy a tattoo of House Ciucci's crest on one of the servers. If the PCs succeed at a DC 10 Diplomacy check to gather information about Phelerosa within Auntie's, Phelerosa hears that people are asking about her and approaches the PCs. She proudly admits that she is the wayward noble.

She invites skeptical PCs up to her room and shows them her signet ring. Phelerosa tells the PCs that she wants nothing more to do with the backstabbing politics of her family and other noble houses, and that she is happier in Pezzack than she has ever been. She strongly resists leaving Pezzack, considering it only on a successful DC 19 Diplomacy or Intimidate check (DC 24 in Subtier 4–5), or if any Dark Archivists reveal their connection to Zarta.

If the PCs ask her what secrets she knows, she says "I keep a record of someone's exceptionally poor decision-making as leverage in case I ever find myself in trouble, and as a reminder about the folly of entering Infernal contracts. The devil always wins in the end, especially when the mortal is drunk." If the PCs seem interested in more details, she shows the PCs an infernal contract that she keeps among her possessions (**Player Handout #4**). Phelerosa knows why the contract has proven particularly problematic: Magarius Charthagnion is not his father's eldest son, and House Charthagnion does not know where to find the only person who can repay the devil. She refuses to tell the PCs how she gained the contract (in truth, she has not put her involvement in "backstabbing politics" as far behind her as she would like the PCs to believe), but if the PCs tell her about their connection to Zarta, she assures them that she would be willing to tell Zarta the whole story.

Dark Archive PCs succeed at their faction goal if they either give Zarta an accurate copy of the Infernal contract, or if they convince Phelerosa to leave Pezzack with them and then successfully escape the town. The PCs can create an accurate copy of the Infernal contract with a successful DC 20 Linguistics check, or a relevant DC 15 Craft or Profession check, such as Profession (scribe) or Profession (barrister). If the PC making the copy speaks Infernal, reduce the DCs by 5.

Pezzacki Faction Influence: If the PCs hear the story about a diver retrieving a staff in a public part of Auntie's, a Loyalist informant, Docktown thug, and Galtan rebel

all overhear it and eventually report it back to their respective bosses. Docktown, the Loyalists, and the Galtans each gain 1 Influence Point. If a Dark Archive PC reveals her connection to Zarta Dralneen to Phelerosa, the Loyalists gain 1 Influence Point.

A6. Madge's Noodle Cart

"Noodles! Madge got yer doodly oodly noodles! Get these crabby shrimpy noodlies in a bowl! In a cup! In yer hands! I don't care where! Buy my dang noodles! Save Pezzack! The end is near! Save your noodles! The devil hates my noodles! Abrogail hates my noodles! Madge's noodles!"

Old Madge goes on and on about her amazing noodles as a particularly knobby-headed goblin wearily pushes her creaking, rickety cart along the waterfront.

Madge's cart roams the waterfront from dawn to dusk, and the PCs should encounter her any time they're near the harbor. For 5 gp worth of trade goods, Madge dishes up a scoop of her signature seafood noodles into any container the PCs offer her, and despite their gray, slimy appearance, they are quite delicious. Madge aggressively shoves sheaves of paper covered in nonsense poetry at any PCs wearing Academy robes, begging them to bring it to Poppo for "critique."

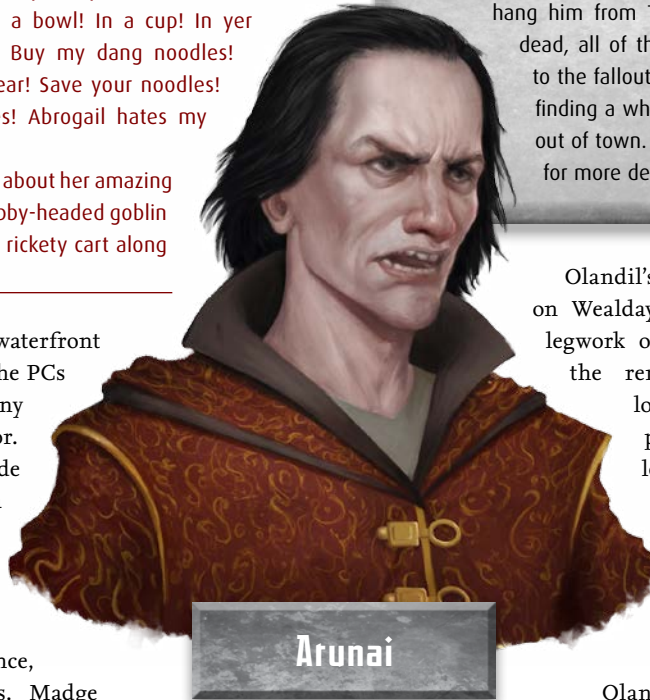
The gibberish contains a coded message from Olandil, which the PCs can decode with a Linguistics check (DC 17 in Subtier 1–2, DC 21 in Subtier 4–5). The message spells out Olandil's plan for the performance as described in the "Jacks of all Trades" section below, including the Guts exit's location at Whaler's Point. If the PCs decipher the code, they each gain a +4 circumstance bonus on Sense Motive checks to interpret Olandil's hints about Guts hazards in his speech (see area B1).

B. JACKS OF ALL TRADES

After their legwork, the PCs can rest at the Academy and confer with Poppo. If they relay the drunkard's story from Auntie's, Poppo suggests that Olandil might have found something on the bottom of Fat Harbor valuable or powerful enough to win his freedom from Pezzack. Poppo has no idea what that would be, but he begs the PCs to attend the performance on Wealdy in case it's Olandil posing as Jaks.

OUT OF TIME OR OVERWHELMED

In many scenarios, if the PCs feel that the challenges of the scenario are beyond their abilities, they can abandon their mission and head back to Absalom safely. While escaping Pezzack is challenging, the PCs are not stuck in the city forever if they cannot complete their mission. Without the PC's assistance, Olandil's luck runs out. The Loyalists catch Olandil 6 days after the PCs first arrive in Pezzack and hang him from Traitor's Hook. Once Olandil is dead, all of the factions turn their attention to the fallout of his death. The PCs can then find a whaling ship willing to take them out of town. See the Conclusion on page 29 for more details.



Olandil's performance is set for noon on Wealdy. If the PCs wrap up their legwork on Moonday, they can spend the remaining day scouting the locked warehouse, resting and preparing, or visiting other locations in town.

If the PCs do not learn about the performance at the Manukirt Warehouse, they do not automatically fail their objectives; instead, three hours after

Olandil gives his speech, he arrives in Poppo's basement. After meeting the PCs (use the Development section of area B2 for details about his attitude, though he no longer has access to the listed trade goods), he leads them through the Guts to the Whaler's Point exit. Cross the Skillful Barterer boon off of the PC's Chronicle Sheets, and skip to area B3.

B1. Manukirt Trading Co. Warehouse

Olandil shows up in front of the warehouse on time as Jaks Arunai and begins reading poetry so incomprehensible that it is basically gibberish; the same sort of gibberish that Madge uses to pass secret messages. Once he has the crowd's attention—signaled by them booing and pelting him with clods of dirt and rotting vegetables—he raises a white ash rod tipped with an onyx gem. This gem-encrusted rod is a *rod of influence*, a rare, weaker variant of a *rod of rulership*. The rod allows its wielder to implant a single fact or suggestion into the minds of all creatures in a 300-foot radius. After Olandil uses the *rod of influence*, its magic is depleted. Identifying this item before Olandil activates it is particularly difficult, and requires a PC to succeed

OPTIONAL ENCOUNTER

Encounter **B2** is optional. If fewer than 3 hours remain in which to complete the scenario, remove all creatures and hazards from the Guts. Olandil's hand signs in his speech are clear enough to allow the PCs to avoid the dangers of the Guts entirely.

at a DC 27 Spellcraft check. To begin the most important part of Olandil's speech, read or paraphrase the following.

The sunlight splits on the gem and spreads a pale prism across the crowd. With a supernaturally booming voice, Olandil declares, "Today, I shed light upon one of Pezzack's greatest secrets. Jacks, the man you trust as a member of your very own faction, is the Printsmith! And Jacks has been hiding his identity from you all. All your secrets are laid bare to Pezzack's greatest journalist, soon for the entire city to see! Panic! Panic and regroup! Pay no attention to outside affairs!"

He gestures emphatically as he speaks, but his gestures do not match his words; instead, they are a series of Pathfinder hand signs. "Follow me into the warehouse. Secret passage to underground, back left corner, behind fish barrels." He continues to sign as he steps off the stage, but the meaning of the signs becomes more difficult to discern.

The dots are easy to connect in the crowd's collective mind, and years of wearying rebellion have primed most to accept the idea. Because "Jacks", "Jax", and "Jaks" all sound the same, members of each faction believe that the Printsmith, Pezzack's notorious and heretofore unidentified publisher of seditious works, is one of their own. Among the crowd, only the very few who know the Printsmith's true identity (such as Lorrin Meese, the owner of the Inkwell) and the PCs (who have not met Olandil in any of his guises) are unaffected by the suggestion.

After promising to reveal the true identity of Jacks to the crowd, Olandil runs through the warehouse and out a secret passage into the Guts. The PCs have no trouble following Olandil's directions to the Guts. The

PCs can also decipher the meaning of his more cryptic hand signs with Sense Motive checks. See the creatures entry of area **B2** for details on how the PCs can use the knowledge they gain from Olandil's clues.

If the PCs interrupt Olandil's performance, he flees into the warehouse immediately without using the *rod of influence*. The confused crowd erupts in anger and suspicion, and Olandil slips away, while flashing several quick hand signs to direct the PCs to the Guts entrance. The PCs do not have the chance to roll Sense Motive checks for clues about Guts hazards (see area B2).

Pezzacki Faction Influence: If the PCs interrupt Olandil's performance, the resulting chaos grants the Docketown and Galtan factions 2 Influence Points.

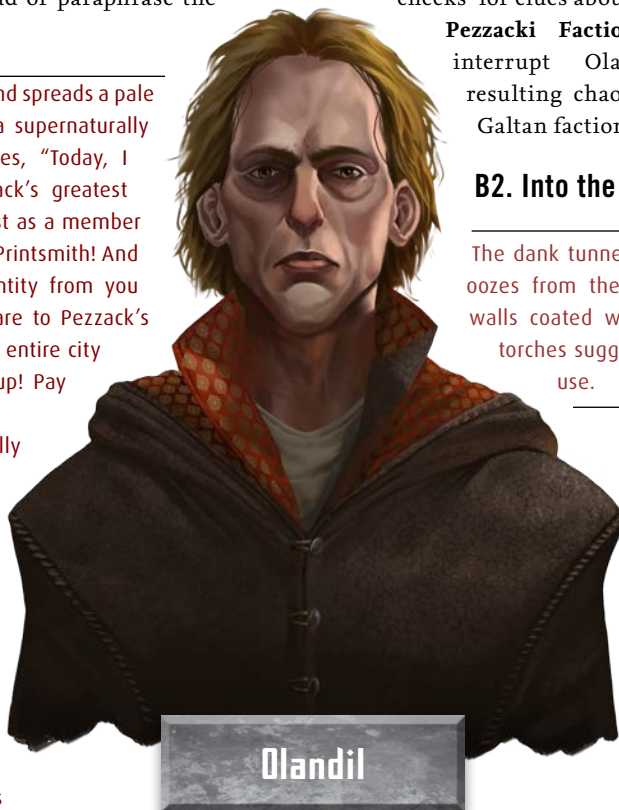
B2. Into the Guts

The dank tunnels reek of musty seawater that oozes from the stone ceiling and leaves the walls coated with a wet sheen. A few fresh torches suggest the derelict tunnel is still in use.

Creatures: Olandil starts far enough ahead to be out of sight. He has chosen a path with several creatures and a trap to deter unwanted pursuers. If the PCs picked up on the hints from Olandil's speech, they gain advantages against the challenges in the Guts. They can each roll up to three Sense Motive checks to learn about hazards and creatures.

PCs cannot use the aid another action on these Sense Motive checks; instead, if more than one PC succeeds on the Sense Motive check, use the highest result, adding 5 to the result for each additional PC who succeeds on the check. Inform your players that while they can work together to interpret Olandil's message, they must each roll separately.

The first of three Sense Motive checks pertains to the pit trap. If the PCs succeed at a DC 15 Sense Motive check, they learn that there is a pit trap somewhere along the path. In Subtier 1–2, if the PCs succeed at this check by 5 or more, they also learn the exact location of the pit trap. In Subtier 4–5, if the PCs succeed at this check by 5 or more, they learn about the rat swarm at the bottom of the pit trap, and if they succeed at this check by 10 or more, they learn the exact location of the pit trap.



B2. Into the Guts



S : Giant Scorpion

C : Cave Scorpion

G : Giant Grub

1 square = 5 feet

Pathfinder Flip-Mat: Thieves' Guild

The second and third Sense Motive checks pertain to the scorpion and the giant grub. If the PCs succeed at a DC 15 Sense Motive check, they learn of the creature's presence. If they succeed at this check by 5 or more, they learn the creature's location. If they succeed at this check by 10 or more, they piece together enough clues to identify the creature; treat this result as if the PCs succeeded at a Knowledge (nature) check to identify the creature.

If the PCs fare particularly poorly in combat in the Guts, Olandil hears the sounds of the battle, and assumes that any pursuers that would pose a threat to him could easily dispatch a few vermin. When he arrives, his first priority in the fight is to prevent any PCs from dying. If the monsters manage to knock all of the PCs unconscious, assume that Olandil successfully drives off the monsters.

SCALING ENCOUNTER B2

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

Both Subtiers: Remove the giant grub from the encounter; omit the Sense Motive check to learn about the creature.

Both Subtiers

OLANDIL	CR 5
Male human investigator 5/Pathfinder chronicler 1 (<i>Pathfinder RPG Advanced Class Guide</i> 30)	
CG Medium humanoid (human)	
Init +2; Senses Perception +8	
DEFENSE	
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)	
hp 41 (6d8+11)	
Fort +3, Ref +8, Will +5; +4 bonus vs. poison	
Defensive Abilities trap sense +1; Resist poison	
OFFENSE	
Speed 30 ft.	
Melee +1 rapier +6 (1d6+1/18–20)	
Ranged shortbow +5 (1d6/×3)	
Special Attacks studied combat (+2, 4 rounds), studied strike +1d6	
Investigator Extracts Prepared (CL 5th; concentration +9) 2nd— <i>barkskin</i> , <i>cure moderate wounds</i> , <i>invisibility</i> 1st— <i>disguise self</i> , <i>expeditious retreat</i> , <i>heightened awareness</i> ^{ACG} , <i>shield</i> (2)	
TACTICS	
Before Combat Olandil distributes his extracts to his allies. Because he has the infusion discovery, anyone can drink his extracts and gain their benefits. Olandil's deep pockets ability allows him to retrieve useful odds and ends weighing less than 10 pounds from his backpack each day, to a maximum value of 100 gp. If the PCs ask for any equipment that is not already listed in his statblock, he uses this ability to produce it.	
During Combat Olandil flanks with his allies. He uses his effortless aid talent to aid another as a move action whenever he can.	
Morale Olandil allows his allies to determine if surrender is an option. If the PCs surrender, Olandil surrenders as well. Otherwise, he fights to the death to protect them.	
STATISTICS	
Str 10, Dex 14, Con 13, Int 18, Wis 8, Cha 12	
Base Atk +3; CMB +3; CMD 15	
Feats Combat Reflexes, Extra Investigator Talent ^{ACG} (2), Weapon Finesse	
Skills Acrobatics +7, Appraise +8, Bluff +5, Craft (alchemy) +13 (+18 to create alchemical items), Diplomacy +8, Disguise +10, Heal +5, Knowledge (all) +9, Linguistics +14, Perception +8, Perform (oratory) +9, Profession (scribe) +9, Sense Motive +8,	

Stealth +5, Use Magic Device +10 (+11 for scrolls and other written magical items); **Racial Modifiers** master scribe
Languages Azlanti, Celestial, Common, Dwarven, Elven, Infernal, Kelish, Osiriani, Skald, Thassilonian, Tien, Varisian
SQ alchemy (alchemy crafting +5), bardic knowledge +1, deep pockets, inspiration (6/day), investigator talents (effortless aid, infusion, quick disguise, sapping offensive), keen recollection, poison lore, swift alchemy, trapfinding +2
Combat Gear *oil of daylight*, *potion of cure light wounds* (3), *scroll of remove fear* (CL 4th), alchemist's fire (2), blue whinnis (2), healer's kit; **Other Gear** mwk chain shirt, +1 rapier, shortbow, 20 bolts, *cloak of resistance* +1, *rod of influence*, backpack, formula book containing all prepared extracts, trade goods worth 95 gp

Subtier 1–2 (CR 3)

CAVE SCORPION	CR 1
hp 16 (<i>Pathfinder RPG Bestiary</i> 2 240; see page 46)	
GIANT GRUB	CR 1/2
Giant maggot (<i>Pathfinder RPG Bestiary</i> 2 124; see page 40)	
hp 7	
PIT TRAP	CR 1/2
Type mechanical; Perception DC 15; Disable Device DC 15	
EFFECTS	
Trigger location; Reset manual	
Effect 15-ft.-deep pit (1d6 falling damage); DC 15 Reflex avoids; multiple targets (all targets in a 5-ft.-by-10-ft. area)	

Subtier 4–5 (CR 6)

GIANT GRUB	CR 3
Giant rot grub (<i>Pathfinder RPG Bestiary</i> 3 215; see page 44)	
hp 34	
GIANT SCORPION	CR 3
hp 37 (<i>Pathfinder RPG Bestiary</i> 242; see page 46)	
PIT TRAP	CR 1
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger location; Reset manual	
Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 5-ft.-by-10-ft. area)	
RAT SWARM	CR 2
hp 16 (<i>Pathfinder RPG Bestiary</i> 232; see page 43)	

Development: When the PCs catch up to Olandil, he demands that the PCs identify themselves. If the PCs tell him that they are Pathfinders, he is relieved. He begins

proposing a torrent of escape plans that require magical or martial prowess far beyond the PC's abilities, such as teleporting back to Absalom, and fighting their way through the hundreds of strix who guard the mountains around Pezzack.

When Olandil determines that the PCs are in fact not the Society's most elite agents, he is furious. "The Society abandoned me for 5 years, and they send *you*? Great, now I have to worry about baby-sitting rookies and get us all out of this hellhole alive." If the PCs do not identify themselves as Pathfinders, Olandil is suspicious and asks them pointed questions about their business in this area of the Guts. Either way, he starts unfriendly toward the PCs unless they succeed at a DC 16 Diplomacy check to concisely explain themselves. Once Olandil discerns that the PCs are here to help him, he shares his stockpile of trade goods, and gives the PCs a partially charged *wand of investigative mind*^{ACG} (see *Treasure*).

If the PCs do not identify themselves as Pathfinders or otherwise gain Olandil's trust, he flees further into the Guts. With his superior knowledge of the Guts' winding passages, he eventually shakes the PCs. On his own, Olandil is forced to spend the trade goods on various bribes to keep himself safe. Three hours after the speech, he arrives in Poppo's office.

As Olandil walks with the PCs through the Guts, he explains that the Loyalists learned his true identity weeks ago, and have been blackmailing him into undermining and spying on their rivals. If the PCs ask about his speech, he explains his desire to sow enough confusion to allow him to escape, and to burn his false identities. He hopes once the confusion dies down and people connect all of his identities, members of all of the factions will realize any information they told him might be compromised. If the PCs ask about the gem on the *rod of influence*, he explains that he asked a Galtan friend to quietly retrieve the gem from Bellory. He is visibly upset if the PCs tell him that his friend resorted to violence against an unarmed person.

Pezzacki Faction Influence: If the PCs exit the Guts with Olandil, the White Thistles and the Galtans gain 2 Influence Points. If they do not exit the Guts with Olandil, whether they never found Olandil in the first place or they drove him off, Docktown and the Loyalists gain 2 Influence Points.

Treasure: Olandil shares a cache of trade goods with the PCs. In Subtier 1–2, the trade goods are worth a total of 180 gp, and the *wand of investigative mind*^{ACG} has 6 charges remaining. In Subtier 4–5, the trade goods are worth a total of 960 gp, and the *wand of investigative mind*^{ACG} has 16 charges remaining.

Rewards: If the PCs do not follow Olandil's trail to the Manukirt Warehouse, or if they cause him to run away

after speaking with him in the Guts, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 75 gp.

Out of Subtier: Reduce each PC's gold earned by 177 gp.

Subtier 4–5: Reduce each PC's gold earned by 280 gp.

B3. Whaler's Point Guts Exit (CR 3 or CR 6)

A gang of a lightly armed thugs wait at the top of the ladder leading out of the Guts. Past the rocky outcropping where the grate opens to the salty air, a small fleet of sailing boats flying the Chelish flag swarms the coast all the way to the harbor's entrance, the Pinch.

"You're too late, *Pathfinders*," their leader shouts. "The Navy's just sneaked its picket boats in under the Shorewall cannons and halted fishing. Your escape's cut off! Just give up and we'll send you our nicest one-way ship out of town."

While many rank-and-file Loyalists fell for Olandil's plan, their leaders considered the possibility that Olandil may be attempting to flee the city, and dispatched several small teams to the most likely locations. Unfortunately for Olandil and the PCs, the Guts tunnel to Whaler's Point is one of the locations under Loyalist guard. If the PCs bypass the guards at the tunnel, whether by bribery, intimidation, or combat, they can flee back in to the Guts before the Loyalists send reinforcements.

Creatures: At the top of the tunnel, the PCs find a gang of Loyalists that were ordered to capture Olandil. In Subtier 1–2, the mercenaries expected more reinforcement at the Guts exit, and their leader doubts his ability to defeat the Pathfinders.

Both Subtiers

OLANDIL	CR 5
hp 41 (see page 16)	

Subtier 1–2 (CR 3)

PEZZACKI MERCENARIES (2)	CR 1/2
Cutpurses (<i>Pathfinder RPG NPC Codex</i> 144; see page 36)	
hp 10 each	

TACTICS

Morale: The mercenaries flee if the PCs incapacitate or kill Gellius, or if Gellius surrenders or flees.

GELLIUS	CR 1
LE male human guard (<i>Pathfinder RPG GameMastery Guide</i> 260; see page 37)	
hp 19	

TACTICS

Morale: Gellius has heard rumors about the sort of Pathfinder

B3. Whaler's Point Guts Exit



agents that might attempt to rescue Olandil, and he is not confident in his team's ability to defeat the PCs. A PC who succeeds at a DC 15 Sense Motive check notices that he is afraid of them. If the PCs succeed on an Intimidate check to demoralize him, he orders his fellow mercenaries to be more careful, and starts fighting defensively. If the PCs succeed on a second consecutive check to demoralize him, he suggests that the PCs could compensate him for his time and then he would pretend that he never saw them, and he and the other mercenaries stop combat. If the PCs refuse the offer, he attempts to flee. If both mercenaries are incapacitated or killed, he also attempts to flee. If the any of the PCs offers him at least 50 gp worth of trade goods, he agrees to take the trade goods and leave.

Subtier 4–5 (CR 5)

PEZZACKI MERCENARIES (4)

CR 1/2

Cutpurses (*Pathfinder RPG NPC Codex* 144; see page 36)

hp 10 each

TACTICS

Morale: A mercenary flees if the PCs incapacitate or kill either Gellius or all three other mercenaries, or if Gellius surrenders or flees.

GELLIUS

CR 3

LE male human guard officer (*Pathfinder RPG GameMastery Guide* 261; see page 38)

hp 34

Melee +1 *guisarme* +9 (2d4+6/×3) or sap +7 (1d6+3 nonlethal)

Other Gear full plate, +1 *guisarme*, javelin, nets (2), sap

TACTICS

Morale Gellius attempts to flee if three mercenaries are incapacitated or killed. If the any of the PCs offers at least 150 gp worth of trade goods, he agrees to take the trade goods and stop fighting the PCs.

Development: The PCs earn Olandil's respect as Pathfinders for fighting at his side, improving his attitude toward them to friendly. His escape leads the factions to blame each other for the "Printsmith's" disappearance.

Pezzacki Faction Influence: Incapacitating or killing all of the thugs gives the Galtans 2 Influence Points, and gives 1 Influence Point to both Docktown and the White Thistles. Intimidating them or attacking them until they flee gives the White Thistles 2 Influence Points, and gives one Influence point to both the Loyalists and Galt. Buying them off gives the Loyalists 2 Influence Points, and gives Docktown 1 Influence Point.

Rewards: If PCs do not either defeat at least one opponent or convince their opponents to surrender or flee, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 134 gp.

Out of Subtier: Reduce each PC's gold earned by 298 gp.

Subtier 4–5: Reduce each PC's gold earned by 463 gp.

C. PLOTTING AN ESCAPE

Olandil planned to escape on a whaler's ship, but this plan fell apart when he emerged from the Guts to see Chelish pinnacles surrounding the harbor and Chelish marines swarming Whaler's Point. The confusion sown by the *rod of influence* won't buy Olandil more than another day. He also knows that it won't be long before the factions figure out that his identities are one in the same.

Olandil has one last idea to escape Pezzack. During his search for the *rod of influence*, he stumbled across Poppo's own secret escape plan. The professor's quietly maintained a whale carcass in a grotto used by the whalers for smuggling goods into town, and he has secretly been developing and preparing a ritual to animate the whale's body.

Olandil heads toward the Academy as soon as the Loyalist threat is gone. When the PCs arrive, read or paraphrase the following.

"Sail the whale, now!" Olandil pleads. Poppo paces around the Academy basement, his only response a faint, anxious humming. "I know you don't want to stay here. You've been working on that thing forever. Let's get in it and get out of here!"

"No!" Poppo marches up to Olandil. "I've been researching for months, but I need time to actually perform the last stages of the ritual properly. If I try to rush it, the whale might collapse, or explode, or sprout feathers, or any number of things that would normally be fascinating but aren't going to get us out of here. At least not in one piece. And I like being in one piece! Don't you? You're just going to have to wait a while. And then we're all going to need to pray to Gozreh and Nethys that it works."

Poppo's voice drifts off, his bright eyes losing focus for a moment, before he clears his throat and announces with renewed optimism, "What I'm saying is, my ritual is a work of art. Just give me a little time, and I'll have our flawless escape plan ready."

Olandil says, "There's no need to worry. Poppo is one of the most skilled wizards in the Academy. He's just a bit prone to nerves when he's put on the spot."

Poppo interjects, "Hey! I'm right here! And like I said, flawless escape plan."

Olandil continues, "There is one more factor we still need to take into account. The Loyalists we met at the docks are going to be watching the harbor like hawks. We'll need to create a diversion, and for that, we'll need allies. Go to one of the factions. See if you can cut a deal for them to help our escape. A distraction maybe. If I know Pezzack, all of the factions are on

SCALING ENCOUNTER B3

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

Subtier 1–2: Remove Gellius's halberd and heavy flail from his equipment. Replace his half-plate with a breastplate and 200 gp worth of trade goods. This substitution reduces Gellius's AC by 2.

Subtier 4–5: Remove two of the mercenaries from the encounter. A mercenary flees if the PCs kill or incapacitate the other mercenary.

guard after my announcement, with spies all over the town, so I doubt that you'll get a chance to speak with a second faction. I would come with you, but honestly, someone needs to protect the professor, and I don't trust any of your abilities as much as I trust my own."

Poppo says, "One word of warning! Once you leave here, the Passfinders are going to be blamed for everything, right?"

Olandil shrugs, "Your point is? I don't care if the Loyalists tell all of Chelias the Pathfinder Society caused everything that has ever gone wrong in this town. Once we're out of here, I want nothing further to do with the Society, and if you all have a lick of sense, you'll make this your last mission too. The Society doesn't care about its agents. Why do you think they sent such an amateur team for my rescue?"

Poppo replies "Hey! They're right here! The most-definitely-not-perfunctory Passfinders! At any rate, if you want to counter the Loyalist's lies, one of the factions might be able to help you there too."

If the PCs ask Professor Poppo for more details on the ritual, he tells them that the ritual will allow him to steer a whale's body out to sea. Poppo insists that there is nothing necromantic about the animation ritual; it animates the whale's body as an object using transmutation magic rather than negative energy. The professor also shows the PCs his research notebooks. A PC who takes even a cursory glance over the notebooks discovers that Poppo's approach is organized, meticulous, and detail-oriented to the point of obsession.

A PC who succeeds on a DC 15 Knowledge (arcana) check can discern that the ritual calls forth the power of the sea to animate the body of a whale. No matter how high the PCs roll on Knowledge (arcana), they do not discern any flaws in the ritual, because there are not any mistakes in Poppo's notes—higher rolls simply give the PCs more certainty that Poppo's ritual will be successful.

Development: If the PCs seek an alliance with one of the factions, proceed to area C1. If the PCs do not seek an alliance with one of the factions, Olandil and Poppo both reiterate their concern that escaping without assistance

is a dangerous proposition. However, if the PCs still decide not to leave the Guts, Poppo finishes his ritual just after daybreak the following morning. Proceed to area E.

Pezzacki Faction Influence: The PCs can persuade Olandil to hand over Rae Bellory's gemstone by succeeding at a DC 15 Diplomacy check; returning the gem to Valia at the Throne Defiant gives 2 Influence Points to the Loyalist and White Thistles factions.

C1. Proposing an Alliance

The PCs can propose an alliance with any of Pezzack's four major factions. They are most likely to speak with the faction representatives that they met in area A, or to seek out a representative of the Galtan faction. In general, once the PCs speak with a representative of one faction, none of the other factions are willing to speak with them. However, if the PCs speak with a representative of the Loyalists and decide not to turn over Olandil, they may still choose another faction; after all, based on the knowledge that the other factions have gathered, the other factions know that the Loyalists oppose the PCs, and are unlikely to suspect an alliance.

If the PCs are unsure of where to look for a faction contact, Olandil directs them to Auntie at Auntie's (area A5) for Docktown or Lorrin Meese at the Inkwell (area A3) for a White Thistle contact. If the PCs ask him about a Galtan contact, he instructs them to order three bowls of shrimp-stuffed cabbage at Madge's noodle cart (area A6), and wait by the cart for a member of the Galtan faction to appear. If they do so, a cloaked human man who refuses to identify himself slips out of the shadows to hear the PC's offer. In the unlikely event that the PCs ask Olandil about contacting a member of the Loyalist faction, he drops his head into his hands, and speaks to the PCs slowly. "Even for rookies...Gods above. The Loyalists want to throw me in prison. You are here to rescue me from them. Remember back a few days ago, when a venture captain gave you a mission briefing? There's no way they would agree to let me leave this town. Stay away from Loyalist hotspots like the Throne Defiant."

Alliance with a Revolutionary Faction

Whether the PCs seek an alliance with Docktown, the Galtans, or the White Thistles, the faction contact expresses shock about the newly revealed identity of the Printsmith. If the PCs ask for assistance in helping "Jacks" escape, the faction contact warns the PCs that gathering many members of the faction on short notice would be difficult, and that some members of the faction might not trust the PCs. After all, the PCs might be Loyalist spies. The faction contact proposes a deal: if the PCs clear the strix out of the abandoned tower on behalf of the faction, they will earn the faction's trust and assistance. If the

PCs ask the faction contact about countering Loyalist propaganda against the Pathfinder Society, the contact assures the PCs that the faction would also be willing to assist in that task if the PCs succeed to clear the strix out of the tower.

The faction contact also suggests that the PCs take advantage of an opportunity to discredit one of the other factions. The contact provides the PCs with evidence to place at the abandoned tower to frame each of the other factions for the crime of assisting the strix. The evidence against the White Thistles is a sheaf of poetry in Strix. The evidence against Docktown is a forged set of record books discussing trade between the Strix and Docktown merchants. The evidence against the Galtans is a forged letter signed by their leader Habar Curl, offering to pay the strix to destroy the Chelish blockade. Finally, the evidence against the Chelish Loyalists is a repurposed document from Chelish naval officer praising the strix for their assistance in razing the city during the Second Ashes, and promising ongoing support.

Alliance with the Loyalists

Instead of allying with any of the three revolutionary factions, the PCs may choose to ally with the Loyalists. Perhaps the PCs are particularly lawful, and after their experiences speaking with the factions, they believe that the Loyalists are the rightful rulers of Pezzack. Ultimately, in order to form an alliance with the loyalists, the PCs must first help the Loyalists find their most wanted criminal: Olandil.

The most likely Loyalist contact is Valia Wain in the Throne Defiant. Valia tells the PCs that the Loyalists are unlikely to assist them in any matter at the moment without significant motivation. While she is unhappy with the severity of Chelish justice, she nevertheless believes that people who spread disorder must be brought to justice. Consequently, the Loyalists do not agree to assist the PCs unless Olandil is in their custody, to be turned over to Chelish authorities.

In most cases, allying with the Loyalists requires the PCs to commit an evil act to get the information they need to succeed on their mission. Gaining the information typically requires not only betraying Olandil to the Loyalists, but also extracting information from him that he is unwilling to reveal. Make sure that players understand that the potential complications of this path, particularly if the party includes paladins.

If the PCs tell the Loyalists where to find Olandil, Valia thanks the PCs. While the Loyalists send an elite team after Olandil, Valia sends the PCs to perform one additional task: clear the strix out of the abandoned tower. Valia assures the PCs that they will have an opportunity to question Olandil once they return from their mission

with the strix. The PCs might ask the Loyalists not to spread information that portrays the Pathfinder Society in a negative light. If the PCs defeat the strix in the name of the Loyalists, the Loyalists agree not to slander the Society.

Pezzacki Faction Influence: If the PCs agree to battle the strix for one of the factions, that faction gains 1 Influence Point. If the PCs reveal Olandil's location to the Loyalists, the Loyalists gain 2 Influence Points.

Development: After the PCs accept the faction's request to combat strix at the abandoned tower, proceed to area C2. Regardless of which faction the PCs chose as an ally, their faction contact strongly recommends that the PCs all carry a reach weapon or ranged weapon to combat the strix. The faction contact offers to sell the PCs non-masterwork simple or marital weapons.

C2. The Abandoned Tower (CR 3 or CR 6)

Most of the walls and floors of this tower have collapsed. Only fragmented pieces of the stone exterior walls remain standing. A large pile of burnt wooden planks and the shattered remnants of furniture lies several hundred feet to the west of the ruin. Near the center of the ruin, a pile of bones rests in a 15-foot-deep open grave.

The citizens of Pezzack avoid this ruined tower. The tower was once the largest and most prominent defense against the strix, until the strix destroyed it during the Second Ashes. In recent years, the only creatures that venture into the ruins are strix, and Pezzacki occasionally spot these winged humanoids flying to and from the tower.

Creatures: Two strix stand guard in the ruined tower (three strix in Subtier 4–5), waiting for humans or other targets to wander past. Their success during the raids of the Second Ashes has left them particularly confident in their abilities, and they eagerly anticipate the chance to embarrass humans with their superior combat prowess.

Subtier 1–2 (CR 3)

STRIX TOWER GUARDS (2)

CR 1

Strix fighters (airborne ambusher) 2 (*Pathfinder RPG Advanced Race Guide* 200–201)

N Medium humanoid (strix)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 17 each (2d10+2)

Fort +3, **Ref** +3, **Will** +1; +2 bonus vs. illusion spells or effects

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee longspear +5 (1d8+3/x3) or

snag net +4 touch (entangle; see Snag Net sidebar on page 23)

SCALING ENCOUNTER C2

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

Subtier 1–2: The strix tower guards' bows are broken.

Subtier 4–5: Remove one of the strix tower guards from the encounter.

Ranged mwk composite longbow +6 (1d8+2/x3)

Special Attacks hatred

TACTICS

Before Combat The strix hide among the ruins of the abandoned tower.

During Combat The strix want to humiliate the PCs, especially any human PCs. They try to entangle a human PC in a snag net. If they succeed, the strix with the net tries to trip the entangled PC, while the other strix uses his Flyby Attack feat to strike that PC with a longspear. If both strix miss with their nets, they may try to fly away to refold the nets, or fight with their longspear. If the PCs knock a strix unconscious, the other strix screeches at them and takes to the air, attacking with her longbow from point-blank range.

Morale A strix attempts to flee if she believes that the PCs are likely to knock her unconscious before she has another



Strix

C2. The Abandoned Tower



S2

S1

S3

S : Strix Tower Guard

1 square = 5 feet

Pathfinder Map Pack: Waterfront

opportunity to escape. If one strix is unconscious or dead, the other strix fights to the death to protect her ally.

STATISTICS

Str 15, **Dex** 16, **Con** 10, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 17

Feats Flyby Attack, Point-Blank Shot, Weapon Focus (longspear)

Skills Fly +7, Intimidate +4, Perception +1 (+3 in dim light or darkness), Stealth +3 (+5 in dim light or darkness)

Languages Strix

SQ nocturnal, suspicious

Combat Gear *potion of cure light wounds* (2); **Other Gear**

leather armor, longspear, mwk composite longbow (+2 Strength bonus) with 40 arrows, snag net, 23 gp

SPECIAL ABILITIES

Hatred (Ex) Strix receive a +1 bonus on attack rolls against humanoid creatures of the human subtype due to special training against these hated foes.

Subtier 4–5 (CR 6)

STRIX TOWER GUARDS (3)

CR 3

Strix fighter (airborne ambusher) 4 (*Pathfinder RPG Advanced Race Guide* 200-201)

N Medium humanoid (strix)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 34 each (4d10+8)

Fort +6, **Ref** +5, **Will** +2; +2 bonus vs. illusion spells or effects

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee mwk longspear +9 (1d8+4/x3) or

snag net +7 touch (entangle; see Snag Net sidebar on this page)

Ranged mwk composite longbow +8 (1d8+3/x3)

Special Attacks hatred

TACTICS

Before Combat The strix hide among the ruins of the tower.

During Combat The strix want to humiliate the PCs, especially any human PCs. They try to entangle a human PC in a snag net. If they succeed, the strix with the net tries to trip the entangled PC, while the other strix uses their Flyby Attack feat to strike that PC with a longspear. If all three strix miss with their nets, they may try to fly away and refold the nets, or fight with their longspears. If the PCs knock a strix unconscious, the other strix screech and takes to the air, attacking with their longbows from point-blank range.

Morale A strix attempts to flee if she believes that the PCs are likely to knock her unconscious before she will have another opportunity to escape. If one strix is unconscious or dead, the other strix fight to the death to protect their ally.

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 10

SNAG NET

A snag net is a special barbed net covered in slipknots at the end of a 10-foot rope. Strix invented snag nets, and only strix are proficient in these unwieldy weapons. The complete rules for snag nets originally appeared in the *Pathfinder RPG Advanced Race Guide*.

To attack with a snag net, a strix rolls a ranged touch attack against a target within 10 feet. If the net hits, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to its Dexterity score, can move at only half speed, and cannot charge or run. If the entangled creature attempts to cast a spell, it must succeed at a concentration check with a DC equal to 17 + the spell's level or be unable to cast the spell. As long as the strix holds on to the snag net, the entangled creature cannot move more than 10 feet away from the strix, unless the entangled creature succeeds at an opposed Strength check as a part of its movement to wrench the net from the strix's grasp. An entangled creature can also escape with a DC 22 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A strix can attempt a trip combat maneuver against the entangled creature as a standard action. If the trip maneuver succeeds, the strix may either trip the entangled creature or deal 1 point of piercing damage to the entangled creature. A snag net is a trip weapon.

A snag net cannot be thrown effectively unless it is folded first. The first time a strix throws a snag net in a fight, it makes a normal ranged touch attack roll. After a net is unfolded, the strix takes a –4 penalty on attack rolls with it. It takes 2 rounds for a strix to refold a snag net.

Base Atk +4; **CMB** +7; **CMD** 20

Feats Flyby Attack, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longspear)

Skills Fly +8, Intimidate +5, Perception +0 (+2 in dim light or darkness), Stealth +3 (+5 in dim light or darkness)

Languages Strix

SQ armor training 1, nocturnal, suspicious

Gear mwk chain shirt, mwk composite longbow (+3 Strength bonus) with 40 arrows, mwk longspear, snag net, *cloak of resistance* +1, 13 gp

SPECIAL ABILITIES

Hatred (Ex) Strix receive a +1 bonus on attack rolls against humanoid creatures of the human subtype due to special training against these hated foes.

Development: If the PCs defeat the strix, they can proceed back to their chosen faction with proof of their victory. Any of the strix's gear suffices to convince the

SCALING ENCOUNTER C3

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

Subtier 1–2: The PCs need to earn 3 Propaganda Points to disrupt the Loyalist's campaign against the Society.

Subtier 4–5: The PCs need to earn 6 Propaganda Points to disrupt the Loyalist's campaign against the Society.

faction that the PCs cleared out the tower. If the PCs chose the Docktown, Galtan, or White Thistle factions, their faction contact promises to mobilize their forces to create a diversion to assist the PC's escape. If the PCs chose the Loyalist faction, their faction contact assures them that the Loyalists will send a team to make sure that the PC's departure from Pezzack proceeds without interference. The contact also informs them that the Loyalists left Poppo and his whale unharmed.

If the PCs lose to the strix, the strix do not stabilize unconscious PCs, but they do not kill them either. Instead, the strix hang any PCs who do not run away from the side of the tower with snag nets as a symbol of their victory. After several hours of gloating over the PC's unconscious forms, the strix depart to gather other strix to gawk at the PCs. If the fleeing PCs return to rescue their companions within the next three hours, they find the strix in the middle of gloating. They can still defeat the strix and report their success to their chosen faction. If the PCs return later in the day, they find their companions (with all of their gear) inside the snag nets, but no strix are present.

If all of the PCs are knocked unconscious, Poppo notices after completing his ritual that the PCs have been gone far too long, and fear the worst. He dons a magical disguise and tracks the PCs to the abandoned tower. Once he finds the PCs, he uses a combination of Olandil's *cure light wounds* potions and the PC's own healing resources to restore the PCs to consciousness. While the PCs have failed to clear the strix out of the abandoned tower, they have not entirely lost their chance to gain assistance from a faction. If the PCs explain what happened at the abandoned tower to a representative of their faction, the representative grudgingly agrees to assist the PCs in their escape, but refuses to help the PCs protect the reputation of the Pathfinder Society. The following morning, proceed to area **D**. If the PCs decide that trying to help Olandil escape Pezzack is too dangerous, see the Out of Time or Overwhelmed sidebar on page 13 for details on how the PCs can abandon their mission but still escape Pezzack.

Pezzacki Faction Influence: If the PCs place evidence that frames one of the factions for the crime of aiding

and abetting the strix, the framed faction loses 3 Influence Points.

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

Subtier 1–2: Reduce each PC's gold earned by 132 gp.

Out of Subtier: Reduce each PC's gold earned by 306 gp.

Subtier 4–5: Reduce each PC's gold earned by 481 gp.

C3. The Society's Reputation

If the PCs defeat the strix for Docktown, the Galtans, or the White Thistles, the faction agrees to help them counter the Loyalist's anti-Society propaganda. The PCs have until the morning of Oathday, one day after Olandil's speech, before Poppo's ritual completes.

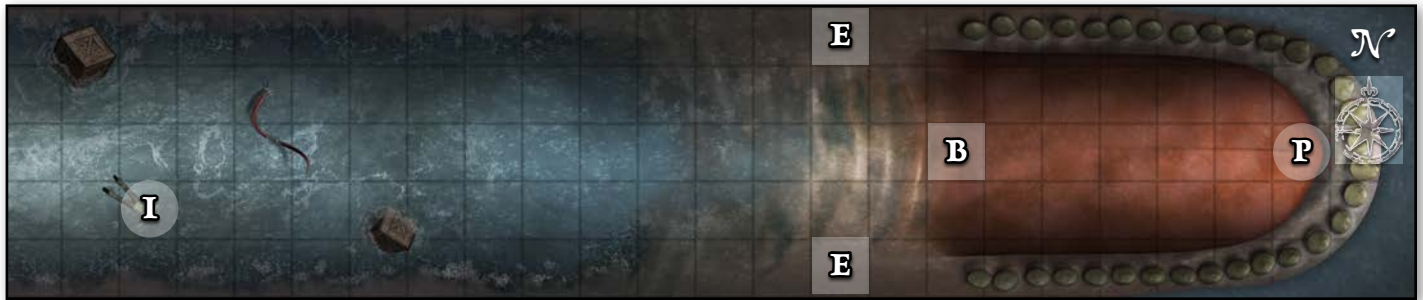
Members of the faction meet with the PCs and offer to follow the PC's lead. If the PCs followed Olandil through the Guts after his speech (area **B1**), they have both the afternoon and the evening of Wealday to defend the Society's reputation, and can roll two skill checks to represent their actions. If they did not follow Olandil through the Guts, they only have the evening, and they can only roll one skill check.

The PCs are welcome to use any skill of their choice if they come up with a reason for that skill to assist in a counter-propaganda campaign. The faction members readily suggest a variety of options if the PCs are stuck, such as taking to the streets to improve people's opinion of the Pathfinder Society (Diplomacy), spreading a rumor that the duplicitous "Jacks" is actually a member of the Aspis Consortium or another rival organization (Bluff), designing posters or other pro-Pathfinder artwork to be reproduced (Craft), giving speeches or other performances in praise of the Society (Perform), and identifying the most damaging rumors that are beginning to circulate, so that the PCs and their allies can target these rumors at their source (Sense Motive). Consider tailoring the faction member's suggestions to fit with of their faction's ideals and methods.

Each PC who succeeds at a DC 15 skill check earns 1 Propaganda Point. For every 5 points by which a PC succeeds, she earns 1 additional Propaganda Point. In Subtier 1–2, the PCs disrupt the Loyalist's propaganda if they earn a total of 5 Propaganda Points. In Subtier 4–5, the PCs disrupt the Loyalist's propaganda if they earn a total of 8 Propaganda Points.

Development: If the PCs earn enough Propaganda Points to stymie the Loyalist's campaign against the Society, they hear a jumble of messages about the Society as they pass through the streets, and it is clear that the Loyalists have failed. Otherwise, they hear whispers about the Pathfinders being murderers and thieves. The following morning, proceed to area **D**.

D. Escape from Pezzack



B : Blowhole E : Eye I : Incutilis P : Poppo

1 square = 5 feet

Pathfinder Map Pack: Swallowed Whole

C4. Interrogation

If the PCs decided to ally with the Loyalists and turn Olandil over for arrest, they will need to learn the secrets Olandil knows that could help the Society. Once the PCs return from their fight against the strix, the Loyalists guide the PCs to a dungeon below the Governor's Manse.

If the PCs turn Olandil over to the Loyalists, breaking him out of the well-guarded fortress is beyond their abilities. If the PCs have a crisis of conscience and do not attempt to gain information from Olandil, they likely do not commit an evil act. They cannot succeed at the Primary Success condition of the scenario, although they could still succeed on the Secondary Success condition.

The PCs can follow several possible routes to gain Olandil's information. Diplomacy is extraordinarily difficult in this charged situation; the PCs are most likely to gain information from him with Bluff and Intimidate. Ultimately, it falls to the PCs to come up with a strategy to convince Olandil to reveal information; if the PCs are completely stuck, the Loyalists may propose ideas. In Subtier 1–2, the DC of the skill check to gain information from Olandil is DC 19 (The DC is 24 in Subtier 4–5). The PCs can retry this skill check at a cumulative –2 for each time they have previously failed, as long as they use a different tactic.

Development: Once the PCs finish questioning Olandil, they must decide how they are going to leave Pezzack. If they return to Poppo, he is extremely distraught that the Loyalists captured Olandil, and insists that the PCs leave with him the following morning. He does not even consider the possibility that the PCs betrayed Olandil, so he does not attempt to roll a Sense Motive check. If the PCs decide to leave on another whaling ship instead of the whale, they are ambushed on that ship, instead of the whale. Replace the blowhole at the top of the whale with a porthole at the top of the whaling ship, and Poppo and his ritual with the captain of the whaling ship.

Unlike the whale, the whaling ship is not filled with water—the incutilis hides under a pile of fish. With these modifications, proceed to area D.

D. ESCAPE FROM PEZZACK (CR 4 OR 7)

With everything in place, Olandil gives Poppo a day to patch up the hidden whale carcass. This allows the PCs time to rest, restock, protect the Pathfinder Society's reputation, and fulfill faction goals.

Whaler's Point swarms with Chelish marines, but the Guts remain open. Poppo uses a secret tunnel near the Guts exit to Whaler's Point that leads to the smugglers' grotto. Read or paraphrase the following.

A few rays of sunlight streak into the narrow grotto to glint from the ocean outside to the shallow water within. Poppo sloshes through the water to pull at a stepping-stone in the middle of the cavern.

It dislodges with a pop, and a small swirling whirlpool gurgles in its place. "Quick!" Poppo says, as low but urgently as he can. "Into the blowhole!"

The carcass is wedged in the inlet, which is much deeper than it appears. The whale itself is cavernous, its throat littered with improvised tools, sealed kegs, and broken bits of small boats. An intricate ritual circle glows on one of the interior "walls" of the whale's body.

Poppo seals the blowhole behind Olandil and the Pathfinders with a large iron porthole. "All aboard! We're setting sail! Or whale... I haven't figured out the jargon yet."

Poppo stands in front of the ritual circle and dedicates his attention to steering the whale. He asks two PCs to be his eyes by standing at the pair of hemispherical glass windows that bulge from side of the whale where its eyes once were. The "ceiling" inside the whale is 10 feet tall. A sturdy rope ladder reaches from the blowhole to the "floor" of the whale (DC 0 to Climb).

SCALING ENCOUNTER D

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

Both Subtiers: Apply a random additional adjustment to the encounter from the Assistance from Allies sidebar on page 27. Modify the result as appropriate for the PC's allied faction. For example, if you roll the White Thistles adjustment, change the thistles to another object more appropriate to the PC's allied faction.

As the unlikely vessel sets out, the PCs' actions in Pezzack catch up with them. Whichever faction they've disrupted the most launches a desperate final attack, with a strike team leaping aboard the whale as it exits the grotto.

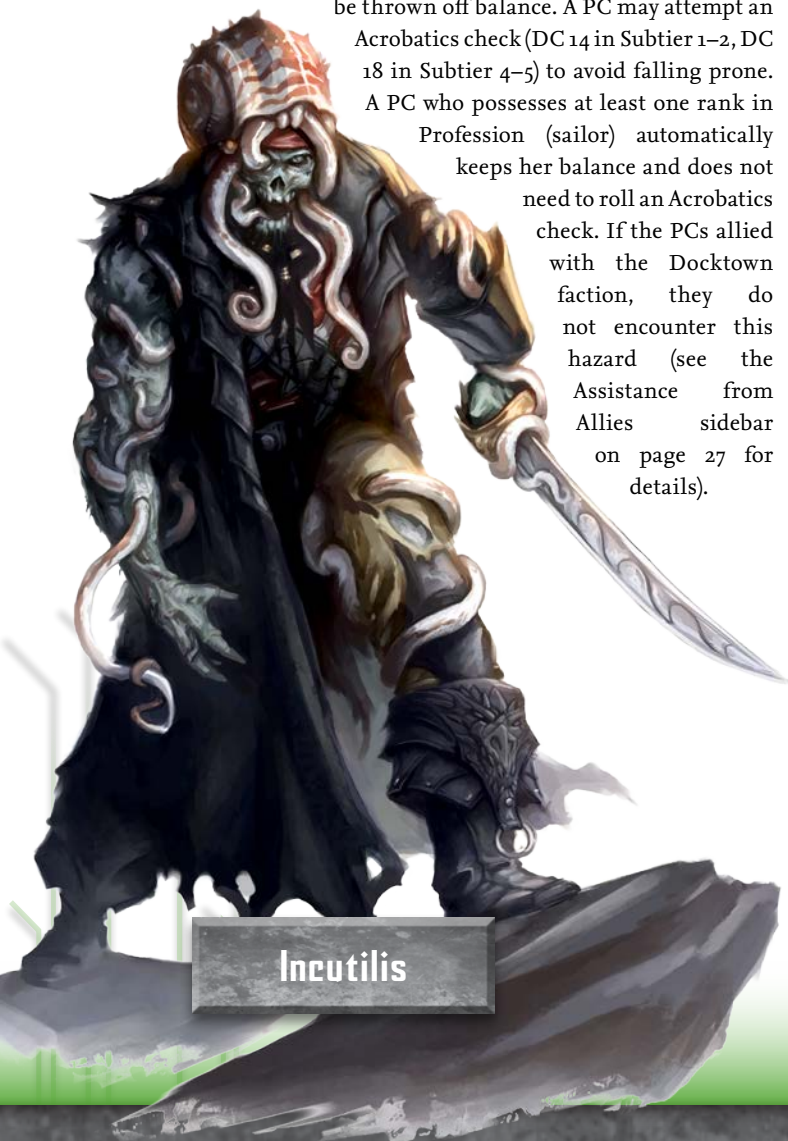
Hazard: The round before the boarders enter the whale, four of their allies shoot harpoons in to the whale and tug sharply, causing the whale to lurch to a sudden stop. The boarders are prepared for the sudden motion and

cling to the side of the whale, but the PCs may be thrown off balance. A PC may attempt an

Acrobatics check (DC 14 in Subtier 1–2, DC 18 in Subtier 4–5) to avoid falling prone.

A PC who possesses at least one rank in Profession (sailor) automatically keeps her balance and does not

need to roll an Acrobatics check. If the PCs allied with the Docketown faction, they do not encounter this hazard (see the Assistance from Allies sidebar on page 27 for details).



Incutilis

Creatures: The mage Arixana and her sailors jump on to the top of the whale as it emerges from the Guts, and enter through its blowhole, representing whichever faction currently has the fewest Influence Points. Influence Points provide a guide to the current situation in Pezzack, but they do not take into account all possible situations that might occur at a table. In the event of a tie, or if the faction that the PCs chose as an ally is faring the most poorly, select the faction that seems most appropriate. If the PCs go out of their way to oppose or antagonize a faction, GMs may consider using that faction to attack the PCs.

The stat blocks below represent Loyalist boarders. If the PC's actions cause another organization to be their rival, change the boarder's alignments as follows: the White Thistles are chaotic good, the Galtans are chaotic neutral, and the Docketown mercenaries are neutral evil. The PC's allied faction provides assistance. See the Assistance from Allies sidebar on page 27 for details on how to represent this aid.

During the encounter, Olandil fights by the PC's side (unless the PCs turned him over to the Loyalists), and tries to place himself between the younger Pathfinders and any danger. Poppo stays within the ritual circle to protect it, and prepares to take the whale out to sea as soon as he can. The boarders and the incutilis ignore Poppo.

Unknown to Poppo, his whale carcass was already claimed by a marine parasite called an incutilis. The noise and movement of combat disturbs the slumbering creature, and on the second round of combat, the it bursts from behind one of the whale's ribs. In Subtier 1–2, the incutilis grew and hatched in tainted waters, and it is weaker than most of its kind.

Subtier 1–2 (CR 4)

ARIXANA

CR 1/2

Female human evoker 1

LE Medium humanoid (human)

Init +6; **Senses** Perception +1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks intense spells (+1 damage)

Arcane School Spell-Like Abilities (CL 1st; concentration +4) 6/day—force missile (1d4+1)

Evoker Spells Prepared (CL 1st; concentration +4)

1st—burning hands (DC 14), grease, shocking grasp

0 (at will)—*detect magic, light, ray of frost*

Opposition Schools Enchantment, Necromancy

TACTICS

Before Combat Arixana used a charge from her *wand of mage armor* a few minutes before approaching the whale.

During Combat Arixana's tactics depend upon her faction.

Docktown: Arixana hangs back, leading off with *grease* to hamper the PC's movement and attempting to keep the fight at range as long as possible.

Galtans: Arixana screams insults at the PCs as she rushes in to the fight and attempts to hit as many PCs with *burning hands* as possible, followed by other damaging spells.

Loyalists: Arixana calmly informs the PCs that they are under arrest, and demands that they surrender immediately. If the PCs do not surrender, she attacks without mercy.

White Thistles: Arixana tells the PCs that she will accept surrender at any time, and is careful not to target unconscious or badly wounded PCs with her evocation spells.

Morale Arixana surrenders if she is reduced to 2 hit points or fewer, or if both of the sailors fall unconscious.

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 17, **Wis** 12, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 11

Feats Combat Casting, Improved Initiative, Scribe Scroll

Skills Acrobatics +3, Appraise +7, Knowledge (arcana) +7, Knowledge (local) +7, Spellcraft +7, Swim +0

Languages Common, Elven, Gnome, Infernal

SQ arcane bond (*wand of mage armor* [10 charges])

Combat Gear *potion of cure light wounds* (2), *scroll of floating disk*, *scroll of mount*, *scroll of obscuring mist*, *wand of mage armor* (10 charges), acid; **Other Gear** dagger, light crossbow with 10 bolts, scroll case, spell component pouch, spellbook (contains all prepared spells plus *expeditious retreat*, *mage armor*, and *magic missile*), sunrod (2), trade goods worth 33 gp

LESSER INCUTILIS

CR 1

Variant incutilis (*Pathfinder RPG Bestiary* 4 157)

LE Tiny aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 13 (3d8)

Fort +1, **Ref** +3, **Will** +4

OFFENSE

Speed 5 ft., climb 5 ft., swim 60 ft.

Melee 2 tentacles +1 (1d2+2 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

TACTICS

During Combat. On the second round, the incutilis emerges and attacks the side of the fight that it believes has the advantage, likely the PCs. If the PCs start to fare poorly in the fight, it switches to fighting against the most threatening of the PC's foes.

ASSISTANCE FROM ALLIES

If the PCs ally with one of Pezzack's factions, that faction assists them in their escape from the town. Apply the following adjustments to the encounter.

Loyalists: A group of Loyalists spots the boarders before they enter the ship and shouts, "You ruffians, step away from the whale! Do not attempt to enter!" Any PC who hears this announcement with a DC 10 Perception check has 3 rounds to prepare for combat before the boarders arrive. A PC who does not hear this announcement has 2 rounds to prepare; even if no PC succeeds at the Perception check, Poppo hears the announcement.

Galtans: A group of Galtans started a riot at the docks to help cover the PCs' escape. The boarders managed to slip through, but they were injured on the way. In Subtier 1-2, Arixana has 5 hit points remaining, and the shipmates have 7 hit points remaining. In Subtier 4-5, Arixana previously expended her *mirror image* spell and one of her castings of *fireball*. The bodyguards have 11 hit points remaining.

White Thistles: Members of the White Thistles sabotaged a collection of their rival's gear, and some of the sabotaged gear is now in the hands of the boarders. In both subtiers, Arixana brought two spell component pouches to the fight, but one of these pouches is actually filled with thistles. The first time she attempts to cast a spell in combat, she reaches into the pouch of thistles. This subterfuge wastes Arixana's standard action, but does not expend the spell. In Subtier 1-2, agents of the White Thistle also applied a thin layer of tar to one of the shipmate's scimitars. This sabotage grants the scimitar the broken condition.

Docktown: Docktown merchants sold the boarders faulty harpoons. When the PC's foes fire the harpoons at the whale and attempt to drag it to a sudden, stomach-wrenching halt, they instead drag themselves over the side of the dock and in to the water. The PCs hear a surprised cry "Where did you buy these worthless harpoons?" followed by four resounding splashes. This sabotage negates the harpoon hazard.

Morale The incutilis wants to gather more bodies to turn in to zombie puppets, but it is not willing to risk its life to gain them. If the incutilis is reduced below 5 hit points, or if the PCs defeat its puppet and there are no helpless creatures around that it could turn in to new puppets, it attempts to flee the whale.

STATISTICS

Str 14, **Dex** 15, **Con** 11, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 14

Feats Improved Initiative, Step Up

Skills Bluff +2, Climb +10, Disguise +2, Perception +7, Stealth +16, Swim +16

Languages Aklo, Aquan; telepathy 30 ft.

SPECIAL ABILITIES

Lesser Puppetmaster (Su) As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. A victim who fails a DC 12 Fortitude save becomes a zombie-like puppet under the incutilis's control. A creature that succeeds on this saving throw is unaffected. The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a –4 penalty on the attack roll. Killing the incutilis destroys the zombie.

LESSER INCUTILIS'S PUPPET

CR 1/2

Variant human zombie (*Pathfinder RPG Bestiary* 288)

N Medium humanoid (human)

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

SQ staggered

SAILORS (2)

CR 1/2

LE shipmate (*Pathfinder RPG GameMastery Guide* 294; see page 47)

hp 11

TACTICS

During Combat The sailors' tactics depend upon their faction.

Docktown: The sailors hang back with Arixana rather than closing to melee, and attack with their longbows.

Galtans: The sailors rush into battle, attempting to flank the PCs with their scimitars.

Loyalists: The sailors delay until the PCs initiate violence or refuse Arixana's order to surrender. If the PCs do not surrender, they attack without mercy.

White Thistles: The sailors deal nonlethal damage, using a sap instead of a scimitar. The statistics for the sap attack are as follows: sap +2 (1d6+1 nonlethal).

Morale The sailors fight to the death, unless Arixana surrenders. If Arixana surrenders, they also surrender.

Subtier 4–5 (CR 7)

ARIXANA

CR 5

LE female human battle mage (*Pathfinder RPG GameMastery Guide* 256; see page 35)

hp 33

TACTICS

Before Combat: Arixana cast *mage armor* earlier in the day.

Before entering the whale, she casts *mirror image*, and casts *fly* and *invisibility* on herself from her scrolls.

During Combat: Arixana's tactics depend upon her faction.

Docktown: Arixana attempts to stay out of melee. She flies up near the roof of the whale's mouth and uses medium and long-range spells to target the PCs.

Galtans: Arixana casts *fireball* on the first round of combat, and then rushes in to the fray, screaming insults at the PCs.

Loyalists: Arixana calmly informs the PCs that they are under arrest, and requests their surrender. If the PCs do not surrender, she attacks without mercy. She casts *haste* on the first round of combat, and then maneuvers to hit as many PCs as possible with her spells while avoiding her allies.

White Thistles: Arixana assists her allies with *haste*, then attempts to subdue the PCs using *glitterdust*, *color spray*, and tanglefoot bags.

Morale Arixana surrenders if she is reduced to 8 hit points or fewer, or if both of the bodyguards fall unconscious.

SAILORS (2)

CR 1

LE street thug (*Pathfinder RPG GameMastery Guide* 265; see page 42)

hp 16

TACTICS

During Combat The sailors' tactics depend upon their faction.

Docktown: The sailors each spend their first round throwing a dagger at a flat-footed PC, before switching to quarterstaves.

Galtans: The sailors rush into battle, attempting to flank the PCs.

Loyalists: The sailors delay until the PCs initiate violence or refuse Arixana's order to surrender. If the PCs do not surrender, they attack without mercy.

White Thistles: The sailors fight nonlethally, using saps instead of quarterstaves.

Morale The sailors fight to the death, unless Arixana surrenders. If Arixana surrenders, they also surrender.

STATISTICS

Skills Climb +7, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Profession (sailor) +4, Stealth +7

INCUTILIS

CR 2

hp 18 (*Pathfinder RPG Bestiary* 4 157; see page 39)

TACTICS

During Combat On the second round, the incutilis emerges and attacks the side of the fight that it believes has the advantage (most likely the PCs). If the PCs start to fare poorly in the fight, it switches to fighting against the most threatening of the PC's foes.

Morale The incutilis wants more bodies to turn in to zombie puppets, but it is not willing to risk its life to gain them. If the incutilis is reduced below 5 hit points, or if the PCs defeat its puppet and there are no helpless creatures around that it could turn in to new puppets, it attempts to flee.

INCUTILIS'S PUPPET

CR 1/2

Variant human zombie (*Pathfinder RPG Bestiary* 288)

N Medium humanoid (human)

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

SQ staggered

Development: After fending off the boarders, the PCs submerge and evade the blockade. Once the PCs clear the blockade, they can pilot the whale to the rendezvous point with the *Griming Pixie*.

If the boarders overwhelm the PCs, the Chelish navy interdicts and captures the whale and everyone on board. They arrest Poppo and Olandil, but they allow the PCs to leave after an extended period of questioning. If the PCs allied with the Loyalists and Olandil is already in Loyalist custody, the navy arrests Poppo, but the PCs are set free. In either case, if the PCs do not escape on the whale, they must hire a whaling ship to take them out to meet the *Pixie*. The whaler charges the PCs 10 gp worth of trade goods per PC for the journey (or 25 gp worth of trade goods per PC in Subtier 4–5). The PCs can convince a whaler to allow them aboard for half of that price with a successful DC 16 Diplomacy or Profession (merchant) check (DC 21 in Subtier 4–5).

Pezzacki Faction Influence: If the PCs defeat the boarders, the boarder's faction loses 2 Influence Points. If they defeat the boarders by incapacitating them, forcing

their surrender, or finding a non-violent solution, the White Thistles gain 2 Influence Points (unless the boarders are members of the White Thistles).

Treasure: The incutilis stowed a pair of silvery pearls in its zombie's pocket. One of the pearls is worth 100 gp, and the other is a *pearl of power* (1st-level spell).

Rewards: If the PCs do not defeat the boarders:

Subtier 1–2: Reduce each PC's earned gold by 169 gp.

Out of Subtier: Reduce each PC's earned gold by 422 gp.

Subtier 4–5: Reduce each PC's earned gold by 676 gp.

CONCLUSION

When the PCs return to the *Griming Pixie* Venture-Captain Benarry's face breaks into a broad grin. Read or paraphrase the following.

"You lot had me worried! I watched the blockade closing in, and I was starting to think maybe I'd need to send in a retrieval team for you too. So, tell me, what happened in there?"

Benarry listens intently to the PC's report, occasionally jumping in with her own comments and suggestions for embellishments to "get the story ready for the Chronicles". If the PCs retrieved Olandil, Venture-Captain Benarry offers him a sincere apology for how long he was stuck in Pezzack. In reply, Olandil apologizes to the PCs for his rudeness during the mission. After his apology, read or paraphrase the following.

"I will need time to reflect on this experience before I decide what my future with the Society will hold. However, you all saved my life, and for that, I am grateful. At the very least, I will complete my original mission, and share with you what I have learned of the situation in Cheliah, as it relates to establishing a foothold for a new Pathfinder Lodge, as well as everything I know about the current situation in Pezzack."

If the PCs tell Benarry that they turned Olandil over to the Loyalists, she seems disappointed.

"Can't say I'm happy with your methods, but you still completed your mission. Hopefully if any of you needs rescue in the future, the team sent after you won't make the same decision."

With Olandil's information, the Society gains a significant advantage in future expeditions in western Cheliah. While he has burned his bridges in Pezzack, his knowledge about potential safe houses and Chelish politics sets the groundwork for future Society expeditions in the region. As long as the PCs tracked Olandil to the Manukirt warehouse and received his trade goods, each PC receives the Skillful Barterer boon on her Chronicle Sheet.

Reporting Notes

If the PCs allied with Docktown, check box A. If the PCs allied with the Galtans, check box B. If the PCs allied with the Loyalists, check box C. If the PCs allied with the White Thistles, check box D.

Primary Success conditions

If the Pathfinders get Olandil out of Pezzack alive, the PCs earn 1 Prestige point. The PCs also achieve the primary success condition if they turn Olandil over to the Loyalists and successfully interrogate him in area C4.

Secondary Success Conditions

If the PCs protect the Society's reputation in Cheliox by countering Loyalist propaganda in area C3, they each earn 1 additional Prestige point. The PCs also achieve the secondary success condition if they turn Olandil over to the Loyalists and defeat the strix at the Loyalists' behest; these actions convince the Loyalists not to spread propaganda against the Society.

Faction Notes

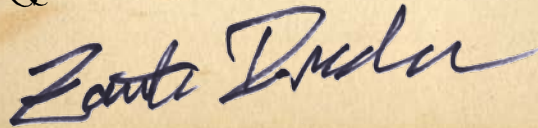
The members of Dark Archives succeed at their faction goal if they bring an accurate copy of the infernal contract to Zarta Dralneen, or if they leave Pezzack with Phelerosa. If they succeed at either of these goals, they receive the Master of Secrets boon on their Chronicle Sheets.

Liberty's Edge faction members succeed at their goal if they receive a volume of Amalia Wraxton's work from the Inkwell and the White Thistles or the Galtans have the most Influence Points at the end of the scenario. If the Galtans have the most Influence Points, Liberty's Edge PCs earn the Pezzacki Gardener boon on their Chronicle Sheets. If the White Thistles have the most Influence Points, they earn the Pezzacki Thistle boon instead. In the event of a tie, select which boon the PCs earn based on which faction their characters favored during the scenario.

PLAYER HANDOUT #1: LETTER FROM ZARTA DRALNEEN

MY DEAREST AGENTS OF THE DARK ARCHIVES, I'VE HEARD YOU'VE BEEN WHISKED AWAY TO FEEL THE GLISTENING LASH OF THE SEA BEFORE BEING PLUNGED INTO CHELIAX'S MOST ROTTEN APPLE. AS YOU LIKELY KNOW, I HAVE MANY FRIENDS IN MY OLD HOMETLAND WHO NOW HOLD ME IN THE LOWEST ESTEEM. THEIR FADED LOYALTY PAINS ME IN THE LEAST INTERESTING WAYS, BUT MORE IMPORTANTLY TO THE DARK ARCHIVES, I NO LONGER HAVE ACCESS TO SECRETS THEY HOLD THAT CAN POTENTIALLY UNLOCK ITEMS OF DIABOLIC IMPORT RETAINED IN OUR VAULTS. YOU MUST FIND INFORMATION ABOUT PHELEROSA CIUCCI, A BASTARD DAUGHTER OF MINOR CHELISH NOBILITY, AND DELIVER HER SECRETS TO ME—OR BETTER YET, RETURN WITH HER—AND WE MIGHT NOT ONLY FURTHER OUR KNOWLEDGE BUT ALSO FIND CERTAIN... NEGOTIATIONS OPEN TO US IN THE FUTURE. EXCEL IN YOUR TASK AND I WILL SHARE SOME SECRETS OF MY OWN WITH MY NEWEST FAVORITE AGENTS.

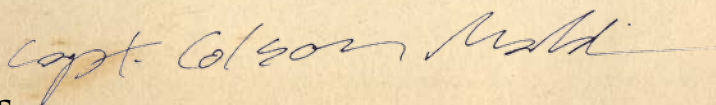
YOUR COLLEAGUE IN THE DARK
ZARTA DRALNEEN



PLAYER HANDOUT #2: LETTER FROM COLSON MALDRIS

Pezzack! Imagine my pleasant surprise to hear I'd have agents in the heart of Cheliax's rebellion. My task for you is simple, but subtle: push the long-suffering Pezzacki toward embracing their own freedom. We know of the White Thistles spreading creative dissent and Galtan agents preaching their own bloodier revolution, but in Pezzack we find little reason to discriminate against any force for freedom. While you have such a rare opportunity in such an inspirational city, also seek out an original folio of songs or poetry by the legendary Amalia Wraxton to add to our collection. If you can both inspire the Pezzacki and return with fresh inspiration from them, we can promise secret training in the skills that best suit your methods.

Best of luck!
Major Colson Maldris



PLAYER HANDOUT #3: PERFORMANCE FLYER

One Performance Only
 Listen to Pezzack's Next Great
 Author, Poet, Writer, Orator, Performer
 Noon on Wealday at the Manukirt Trading Co. Warehouse
 Don't Miss a New Age of Pezzacki History
 Ignorant Friends from Galt Also Welcome
 Loyalists Allowed Only if Unarmed

PLAYER HANDOUT #4: EXCERPT FROM AN INFERNAL CONTRACT

This document, filed in triplicate, serves as a record of the bargain between Magarius Charthagnion, son of Parvanus Charthagnion, and the devil Krathurex. The terms of the contract are as follows.

Section 1: Obligations and Restrictions Upon Krathurex

Within one Golarion hour after both parties sign this contract, the devil Krathurex shall provide to Magarius Charthagnion the value of 25,000 gold pieces, in the form of legal tender in the nation of Cheliax. This money shall be provided for Magarius Charthagnion's use, without interference by the devil Krathurex or any of his allies or subordinates. The devil Krathurex affirms that he is not aware of any action that his superiors plan to take that would provide interference. For the purposes of this contract, "interference" refers to any action, willingly and knowingly taken, that obstructs Magarius Charthagnion's free use of the provided money, that attempts to deprive Magarius Charthagnion of other money or property, or that attempts to cause harm to Magarius Charthagnion. For the purposes of this contract, "harm" is defined as...

Section 6: Obligations and Restrictions Upon Charthagnion

... Magarius Charthagnion will be provided the agreed-upon sum to use as he sees fit, without restriction or interference, as specified in Section 1. The devil Krathurex or one of his representatives will respond to summons pursuant to the repayment within a period of one week after the issuance of such a summons, as specified in Section 4. The devil Krathurex will not attempt to contact Magarius Charthagnion without Magarius Charthagnion's prior request and approval, as specified in Section 5. If the eldest son of Parvanus Charthagnion pays the value of 30,000 gold pieces to the devil Krathurex or one of his representatives before the date of 01 Abadius 4717, the responsibilities of all signatories of this contract will be discharged. If the loan is not repaid in the specified manner by the specified date, the devil Krathurex shall gain legal possession of the soul of Magarius Charthagnion in perpetuity.



ADVENTURERS

Rapscallions, hired hands, monster hunters, tomb raiders, champions, and scoundrels, adventurers come with all manner of skills and agendas. While they might be questing heroes seeking to thwart villains and right wrongs, they might also be dangerous thieves seeking to make a fortune in valuable relics. These NPCs can serve as allies for a PC party or even as hirelings for a day or a single dungeon crawl. Alternately, they could be rival adventurers seeking to thwart the PCs in their own mission. Whether as allies or rivals, these NPCs might appear any time a party comes to realize they aren't the only adventurers around.



BATTLE MAGE

CR 5

XP 1,600

Human evoker 6

N Medium humanoid

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 *mage armor*, +2 Dex)**hp** 33 (6d6+12)**Fort** +5, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.**Melee** dagger +2 (1d4-1/19-20) or*wand of shocking grasp* +2 touch (1d6 electricity)**Ranged** dagger +5 (1d4-1/19-20)**Special Attacks** intense spells +3**Arcane School Spell-Like Abilities** (CL 6th; concentration +9)
6/day—force missile (1d4+3)**Wizard Spells Prepared** (CL 6th; concentration +9)3rd—*dispel magic*, *fly*, *haste*, *fireball* (2) (DC 17)2nd—*flaming sphere* (DC 16), *glitterdust* (DC 15), *mirror image*, *protection from arrows*, *scorching ray* (DC 16)1st—*burning hands* (DC 15), *color spray* (DC 14), *expeditious retreat*, *mage armor*, *shocking grasp*0 (at will)—*dancing lights*, *detect magic*, *light*, *message***Prohibited Schools** enchantment, necromancy

STATISTICS

Str 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13**Base Atk** +3; **CMB** +2; **CMD** 17**Feats** Combat Casting, Defensive Combat Training, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (evocation)**Skills** Craft (Armor) +10, Craft (Weapons) +10, Fly +11, Knowledge (arcana) +12, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Perception +6, Ride +6, Spellcraft +12**Languages** Common, Draconic, Elven, Giant**SQ** arcane bond (wand)**Combat Gear** *scrolls of fly* (2), *invisibility* (2), *minor image* (2), *wand of magic missile* (CL 5, 50 charges, arcane bond item), *wand of shocking grasp* (50 charges), tanglefoot bags (3);**Other Gear** daggers (2), 20 gp**Boon** A battle mage can create scrolls at a 10% discount.

A battle mage is always ready for a fight. She knows that the one who strikes first strikes best. Never lacking in firepower, her versatility on the battlefield is always appreciated. Battle mages make excellent military fire support and magical bodyguards. They can be found alone, guarding a traveling merchant (CR 7) or guide (CR 8) or adventuring with a medium or minstrel, monster hunter or gladiator, and tomb raider (CR 9). A squad of four battle mages (CR 9) might be attached to an army.

CUTPURSE	CR 1/2
HUMAN ROGUE 1	XP 200
Medium humanoid (human)	NE

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The rogue hides so he can use sneak attack.

During Combat The rogue continues to fight his initial opponent in melee, or throws acid if his opponents are at range.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other**

Gear masterwork studded

leather, daggers (5), short

sword, thieves' tools, 25 gp

The cutpurse is a dirty sneak who uses surprise and stealth to rob unsuspecting victims.

AVEM THE BLADE

A young tough trying to make a name for himself, Avem prefers robbery and burglary to outright murder—but isn't afraid to kill.

Combat Encounters: Avem might target a solitary PC in a dangerous part of town, or may be the leader of a gang of unskilled thugs.

Roleplaying Suggestions: Avem is skilled at many kinds of theft, and can be hired to commit petty larceny or create a distraction at reasonable rates.

SKULKING BRUTE	CR 1
HALF-ORC ROGUE 2	XP 400
Medium humanoid (human, orc)	CE

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 19 (2d8+7)

Fort +1, **Ref** +5, **Will** +1

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +5 (1d12+4/x3)

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The rogue charges at the nearest foe.

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Toughness

Skills Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

Languages Common, Orc

SQ orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

Combat Gear *potions of cure light wounds* (2), *potion of disguise self*, *potion of divine favor*, *potion of feather fall*, *potion of hide from undead*;

Other Gear chain shirt, masterwork greataxe, shortspear, 59 gp

The skulking brute extorts illegal tolls from travelers, attacking those who refuse to pay.

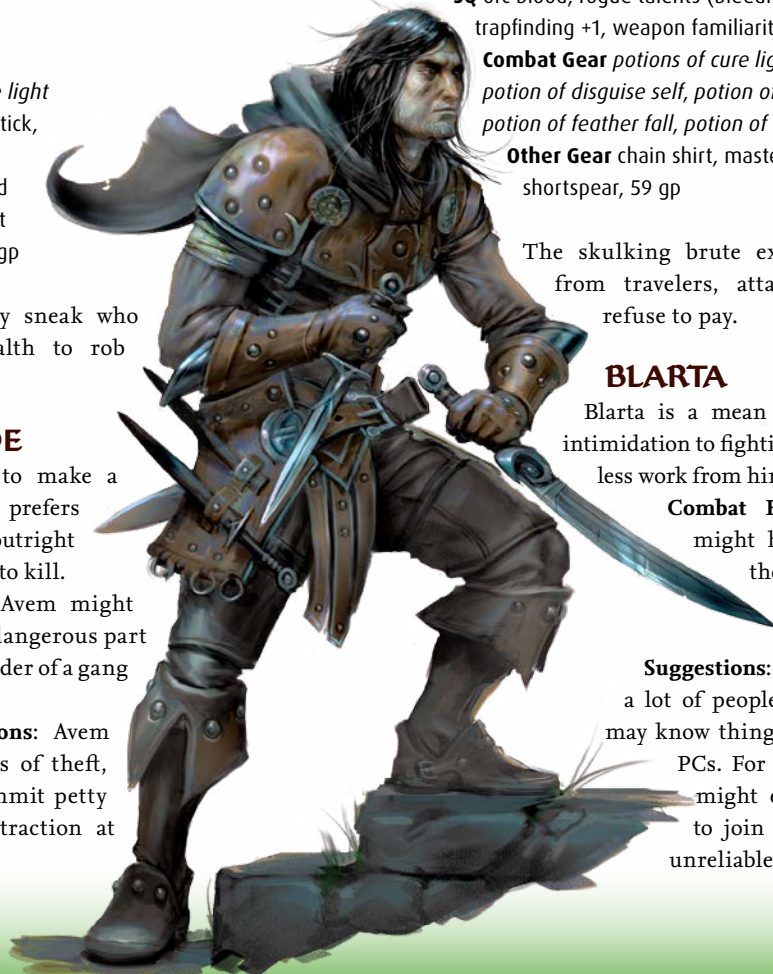
BLARTA

Blarta is a mean bully, and prefers intimidation to fighting, since it requires less work from him.

Combat Encounters: Blarta might harass the PCs on the road or be a scout for bandits.

Roleplaying

Suggestions: Blarta sees quite a lot of people on the road, and may know things of interest to the PCs. For the right price, he might even be persuaded to join them, though he's unreliable at best.



CITY WATCH

Whether a lone constable minding a sleepy burg or officers of a highly trained force in a vast metropolis, members of the city watch patrol their beats, staving off the criminal elements and keeping innocents safe from harm. The best-organized city watches employ members with a variety of skills, from expert combatants to spell-casters, and often organize them in ranks similar to military orders. Yet as often as guards serve as welcome allies, crooked watchmen abound, and even the best only serve those who prove they're on the right side of the law.



GUARD

CR 1

XP 400

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)**hp** 19 (3d10+3)**Fort** +4, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.**Melee** halberd +5 (1d10+3/×3) or

heavy flail +5 (1d10+3/19–20) or

sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)**Feats** Alertness, Improved Sunder, Power Attack**Skills** Intimidate +5, Perception +3, Ride –3, Sense Motive +2**Languages** Common**Combat Gear** *potions of cure light wounds* (2); **Other****Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp**Boon** A guard can give accurate directions to any non-secret location in the city and can allow a PC to enter or leave through a gate after hours or without paying a gate tax.

Guards of the city watch are vigilant soldiers, dedicated to keeping the peace and maintaining order. They defend the city walls and gates against external threats, but they also stand ready to break up fights and brawls, disarming or sundering weapons drawn in anger, forcing unruly citizens apart, and tending the wounded.

Different types of guards may be created with lighter armor (breastplates and heavy shields) and one-handed weapons (battle axes or longswords). Replacing guards' halberds with glaives, guisarmes, or ranseurs gives them a reach attack. Outfitting guards with pikes makes a group of pikemen, while giving them tower shields and short swords creates crossbowmen for a siege. Temple guards can replace Improved Sunder with Exotic Weapon Proficiency (two-bladed sword). Prison guards might replace Improved Sunder with Improved Unarmed Strike and Power Attack with Exotic Weapon Proficiency (whip). Four guards and a turnkey (CR 6) or a torturer (CR 7) can provide security for a small prison or dungeon.

Guards may be encountered alone, in pairs (CR 3), in groups of four (CR 5), or as a patrol of six accompanied by a guard officer (CR 7), depending on how dangerous their city or neighborhood is.

GUARD OFFICER

CR 3

XP 800

Human fighter 4

LN Medium humanoid

Init +1; **Senses** Perception +3

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 34 (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+5/x3) or
sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle) or
javelin +5 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (net), Skill Focus (Intimidate), Weapon Focus (guisarme), Weapon Specialization (guisarme)

Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*; **Other Gear** full plate, masterwork guisarme, javelin, nets (2), sap

Boon A guard officer can alert the PCs to local customs, traditions, tricks, and suspicious activity, granting a +2 bonus for 24 hours on opposed Perception and Sense Motive checks within the city. She can also arrange a meeting with a watch captain for the PCs.

Guard officers supervise guards in their duties and respond to major disturbances, using their grim demeanors and skill at arms to quell conflict. They coordinate well in battle with the guards under their command, rounding up troublemakers and preventing their escape.

Guard officers can also be used as highly skilled gladiators or flamboyant bounty hunters. They might even be found as royal guardsmen in a king's throne room. In an evil society, guard officers may wear spiked armor and be outfitted with scythes or spiked chains instead of guisarmes and poisoned hand crossbows instead of nets.

Guard officers usually patrol with four guards (CR 6), or three guard officers may serve as adjutants to a watch captain (CR 8). Two guard officers can escort a battle mage (CR 7) to respond to magical threats. Four guard officers and a champion (CR 10) form an elite arena fighting team, while two guard officers and two slavers (CR 7) might guard a valuable shipment of slaves.

WATCH CAPTAIN

CR 6

XP 2,400

Human fighter 7

LN Medium humanoid

Init +1; **Senses** Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 57 (7d10+19)

Fort +8, **Ref** +4, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +14/+9 (1d10+10/x3) or
sap +11/+6 (1d6+4 nonlethal)

Ranged composite longbow +8/+3 (1d8+4/x3)

Special Attacks weapon training (pole arms +1)

STATISTICS

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

Base Atk +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)

Feats Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8

Languages Common, Halfling

SQ armor training 2

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** masterwork full plate, +1 *halberd*, composite longbow (+4 Str) with 20 arrows, sap, *cloak of resistance* +1, 35 gp

Boon A watch captain may detain an NPC of up to 9th level for 24 hours and allow a single PC access for questioning, or he could assign one patrol of guards to assist the PCs inside the city for up to 1 hour.

Watch captains are stern and canny veterans, experienced soldiers who have seen it all on the battlefield and lived to tell the tale. Quick of mind and naturally suspicious, they are thorough and professional in leading investigations yet also tactful when dealing with highborn and lowborn alike.

Watch captains might also be used as high-ranking officers or low-ranking generals in an army, while a single watch captain can serve as the castellan of a fortress. Replacing the halberd and Improved Trip feat with a ranseur and Improved Disarm creates a watch captain who disarms opponents instead of tripping them.

Watch captains may be encountered leading an investigative team of a guard officer and a battle mage (CR 8) or leading larger patrols in force (CR 8 for one patrol of an officer and four guards; +1 CR per additional patrol). A watch captain might also be encountered as the non-noble companion of a holy warrior or knight (CR 8).

INCUTILIS

This strange nautilus drags itself forward on oversized tentacles, its crimson-streaked flesh textured like the surface a brain.

INCUTILIS

CR 2



XP 600

LE Tiny aberration (aquatic)

Init +6; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 18 (4d8)

Fort +1, Ref +3, Will +5

OFFENSE

Speed 5 ft., climb 5 ft., swim 60 ft.

Melee 2 tentacles +2 (1d4+2 plus grab)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks puppetmaster

STATISTICS

Str 15, Dex 15, Con 11, Int 12, Wis 13, Cha 8

Base Atk +3; CMB +3 (+7 grapple); CMD 15 (can't be tripped)

Feats Improved Initiative, Step Up

Skills Bluff +3, Climb +10, Disguise +3, Perception +8, Stealth +17, Swim +17

Languages Aklo, Aquan; telepathy 30 ft.

SQ amphibious

ECOLOGY

Environment any oceans

Organization solitary, pair, or colony (3-12 plus enslaved puppets)

Treasure standard

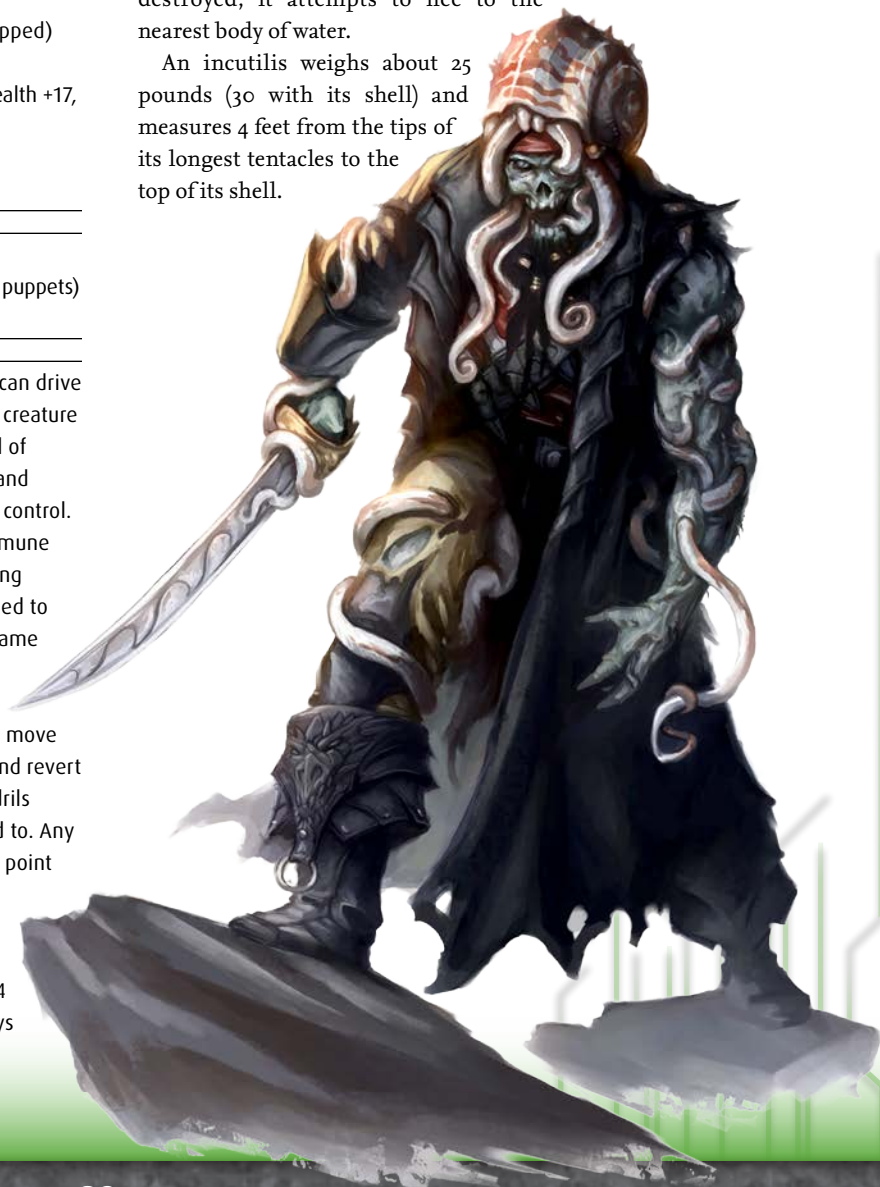
SPECIAL ABILITIES

Puppetmaster (Su) As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a -4 penalty on the attack roll. Killing the incutilis destroys the zombie.

A strange sort of sea creature that appears to be an oversized cephalopod, an incutilis hides a significant intelligence behind its unassuming appearance. Though most incutilises live their entire lives within the deepest trenches of the darkest seas, some venture to the border between water and land, taking terrible control over land-dwelling flesh with an alien disregard for sentient life. Because of their aquatic physiologies, their ability to cross this border and travel on land is limited. These aberrations overcome this hurdle with a lethal solution, slaying land dwellers and commandeering their flesh to bear the incutilis on shore.




Although incutilises can live as bottom feeders, they prefer not to scavenge. Their favorite foods seem to be larger sea creatures—sharks, whales, and sentient ocean dwellers—and they make no distinction between the living and the dead. Incutilises exhibit strong self-preservation compulsions, going out of their way to avoid dangerous predators. When one is on land and its zombie puppet is destroyed, it attempts to flee to the nearest body of water.

An incutilis weighs about 25 pounds (30 with its shell) and measures 4 feet from the tips of its longest tentacles to the top of its shell.



FLY, GIANT




Bristling with coarse hairs, this enormous fly's legs twitch just before it launches into the air on buzzing wings.

GIANT FLY	CR 1	  
XP 400		
N Medium vermin		
Init +3; Senses darkvision 60 ft.; Perception +2		
DEFENSE		
AC 13, touch 13, flat-footed 10 (+3 Dex)		
hp 15 (2d8+6)		
Fort +6, Ref +3, Will -2		
Immune disease, mind-affecting effects		
OFFENSE		
Speed 20 ft., climb 20 ft., fly 60 ft. (good)		
Melee bite +2 (1d6+1 plus disease)		
STATISTICS		
Str 12, Dex 17, Con 16, Int —, Wis 7, Cha 2		
Base Atk +1; CMB +2; CMD 15 (21 vs. trip)		
Skills Climb +9, Fly +7, Perception +2; Racial Modifiers +4 Perception		
ECOLOGY		
Environment any temperate or tropical		
Organization solitary, pair, or swarm (3–12)		
Treasure none		
SPECIAL ABILITIES		
Disease (Ex) <i>Filth Fever</i> : Bite—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. Some flies might carry other diseases, at the GM's discretion. The save DC is Constitution-based.		

Much like their tiny cousins, giant flies feed upon carrion. Wholly monstrous, these disgusting creatures have been known to sometimes attack still-living foes, particularly when they are hungry or living creatures disturb their meals. Some species of giant fly bear their larva live, ejecting piles of undulating giant maggots from their engorged abdomens rather than laying eggs in decaying corpses.

MAGGOT, GIANT

This enormous maggot has greasy, pale flesh and a dripping, circular mouth filled with tiny, sharp teeth.

GIANT MAGGOT	CR 1/2	  
XP 200		
N Medium vermin		
Init -1; Senses darkvision 60 ft.; Perception -3		
DEFENSE		
AC 9, touch 9, flat-footed 9 (-1 Dex)		
hp 7 (1d8+3)		
Fort +5, Ref -1, Will -3		
Immune disease, mind-affecting effects		
OFFENSE		
Speed 10 ft., burrow 5 ft.		
Melee bite +0 (1d6)		
Special Attacks regurgitate		
STATISTICS		
Str 10, Dex 8, Con 16, Int —, Wis 5, Cha 1		
Base Atk +0; CMB +0; CMD 9 (can't be tripped)		
ECOLOGY		
Environment any temperate or tropical		
Organization solitary or swarm (2–12)		
Treasure none		
SPECIAL ABILITIES		
Regurgitate (Ex) Once per day, a giant maggot can empty its putrid stomach upon one creature within 5 feet. The target must make a DC 13 Fortitude save or be sickened for 1 minute (or until the target spends a full-round action with at least a gallon of water to wash off the filth). The save DC is Constitution-based.		

Voracious scavengers, giant maggots feed constantly, gorging themselves on the dead in preparation for their transformation into giant flies. Their pallid, corpulent bodies are the size of human children, and their rasping teeth are capable of eating even the bones of a corpse.

Giant maggots have no legs, and move with a disturbing undulation as they crawl over their meals. Giant maggots feed for 2 weeks (often moving from one corpse to another) before entering a pupal stage, after which they emerge as giant flies.



CRIMINALS I

The lowest criminals haunt the alleys and slums of even the proudest cities. Slinking from their dives and basement lairs to prey upon the weak and unwary, they take what they can, making meager livings that only afford them the opportunity to go on living their violent lives, while ever hoping to make a big score. These lesser criminals often organize into gangs or, under a more influential leader, into whole guilds, becoming significantly more dangerous and daring than they ever could be alone.



PICKPOCKET

CR 1/2

XP 200

Human rogue 1

N Medium humanoid

Init +3; **Senses** Perception +3

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 armor, +3 Dex)

hp 5 (1d8+1)

Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee sap +0 (1d6 nonlethal)

Ranged dart +3 (1d4)

Special Attacks sneak attack +1d6

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 13

Feats Deft Hands, Skill Focus (Sleight of Hand)

Skills Acrobatics +7, Appraise +5, Bluff +6, Disable Device +9, Disguise +8, Escape Artist +7, Knowledge (local) +5, Perception +3 (+4 to find traps), Sense Motive +3, Sleight of Hand +12, Stealth +7

Languages Common, Halfling

SQ trapfinding +1

Combat Gear bag of caltrops; **Other Gear** padded armor, darts (4), sap, disguise kit, thieves' tools

Boon A pickpocket can attempt to steal a small item for the PCs or plant a small item on a target.

Pickpockets are the bane of the marketplace—innocuous waifs with innocent smiles and deft hands who can cut a purse in an eyeblink. Pickpockets could also serve as any of the countless street urchins or guttersnipes found on the streets of any large city.

Adding a dagger or short sword turns a pickpocket into a desperate mugger. Replacing Deft Hands with Deceitful and changing Skill Focus from Sleight of Hand to Bluff can make a con artist pickpocket, while changing Skill Focus to Disable Device makes for a good apprentice lock-picker or trapspringer. Replacing the Appraise skill with Perform creates common acrobats, jugglers, or mummers, perhaps members of a troupe that engages in a little larceny on the side.

In pairs (CR 1), one pickpocket usually provides a distraction for her partner to take advantage of. In large cities and markets, pickpockets often work in gangs of six (CR 4) or even more. A wanderer might employ a pickpocket assistant (CR 3), while a storyteller or minstrel might employ half a dozen pickpockets to help “work” the crowd (CR 5 or 6). A shady barkeep might keep two pickpockets on staff disguised as serving girls, along with his two regular barmaids, to supplement his tavern’s income (CR 5).

STREET THUG

CR 1

XP 400

Human fighter 1/rogue 1

NE Medium humanoid

Init +2; **Senses** Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 16 (2 HD; 1d10+1d8+6)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee quarterstaff +4 (1d6+3) or

quarterstaff +2/+2 (1d6+3/1d6+1) or

dagger +4 (1d4+3/19–20) or

sap +4 (1d6+3 nonlethal)

Ranged dagger +3 (1d4+3/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 16

Feats Skill Focus (Intimidate), Toughness, Two-Weapon Fighting

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7

Languages Common

SQ trapfinding +1

Gear masterwork studded leather, daggers (2), quarterstaff, sap, manacles (2)

Boon A street thug could attempt to kidnap or threaten a particular NPC, deliver a message, or create a disturbance with a street brawl whose distraction causes a –2 penalty on opposed Perception checks for 1 minute.

Street thugs are the alleybashers and bullyboys of the streets. They are the crude muscle employed by other criminals to keep rivals at bay and shake down hapless shopkeepers and business owners. Innocent townsfolk live in fear of a street thug slipping out of the shadows to administer a brutal beating.

In more lawless cities, street thugs can serve as corrupt guardsmen or as a vigilante militia. Street thugs can also be used as bouncers in a tavern or casino. Replacing Two-Weapon Fighting with Intimidating Prowess makes a street thug a better extortionist. Outside of cities and towns, street thugs can also be used as bandits or brigands, or as low-level guards for a merchant caravan.

A single street thug can be a prostitute's pimp (CR 3) or the intimidating partner of a pickpocket (CR 2). A pair of street thugs might operate with a slaver (CR 5) or torturer (CR 6), or they might work as bodyguards for a dealer acting as a minor crimelord (CR 5). Six street thugs might form a riot-busting brute squad (CR 6).

BURGLAR

CR 2

XP 600

Human rogue 3

N Medium humanoid

Init +3; **Senses** Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 16 (3d8+3)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6+1 nonlethal) or

dagger +3 (1d4+1/19–20)

Ranged mwk composite shortbow +6 (1d6+1/×3) or

dagger +5 (1d4+1/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Deft Hands, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7

Languages Common, Elven, Halfling

SQ rogue talent (quick disable), trapfinding +1

Combat Gear *potion of expeditious retreat*, *potion of feather fall*, tanglefoot bag; **Other Gear** leather armor, dagger, sap, masterwork composite shortbow (+1 Str) with 20 arrows, *universal solvent*, climber's kit, 50-ft. silk rope with grappling hook, masterwork thieves' tools

Boon A burglar can open a trapped item for PCs or search a building for traps. She might break into a house to recover an item for the PCs or break a PC out of jail.

Burglars are prowlers of cities and towns, dancing cat-like along rooftops and slipping quietly into homes and shops by night.

Changing Skill Focus (Perception) to Skill Focus (Disable Device) turns a burglar into an expert safecracker, while replacing Deft Hands and Skill Focus (Perception) with Point Blank Shot and Weapon Focus (shortbow) makes a skulking sniper. Replacing Skill Focus (Perception) with Skill Focus (Acrobatics), and changing the quick disable rogue talent to ledge walker or stand up creates a thief-acrobat. Changing a burglar's rogue talent is a good way to customize further.

Burglars usually work alone but will sometimes hire a pickpocket as a lookout (CR 3). A trio of burglars might cooperate to rob a large house or bank, with three street thugs for muscle and a pickpocket lookout (CR 7). A burglar may also work in concert with a barkeep and barmaid (CR 5) to rob patrons' rooms of valuables.

RAT, DIRE

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

DIRE RAT

CR 1/3



XP 135

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +1 (1d4 plus disease)**Special Attacks** disease

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4**Base Atk** +0; **CMB** -1; **CMD** 12 (16 vs. trip)**Feats** Skill Focus (Perception)**Skills** Climb +11, Perception +4, Stealth +11, Swim +11; **Racial****Modifiers** uses Dex to modify Climb and Swim

ECOLOGY

Environment any urban**Organization** solitary or pack (2–20)**Treasure** none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*:

Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

Dire Rat Companions

Starting Statistics: **Size**Small; **Speed** 40 ft., climb20 ft., swim 20 ft.; **Attack**bite (1d4); **Ability Scores****Str** 10, **Dex** 17, **Con** 12,**Int** 2, **Wis** 12, **Cha** 4;**Special Qualities** low-

light vision, scent.

4th-Level Advancement: **Attack**bite (1d4 plus disease); **Ability Scores****Str** +2, **Con** +2.

RAT SWARM

A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path.

RAT SWARM

CR 2



XP 600

N Tiny animal (swarm)

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

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**hp** 16 (3d8+3)**Fort** +4, **Ref** +5, **Will** +2**Defensive Abilities** swarm traits

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.**Melee** swarm (1d6 plus disease)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** disease, distraction (DC 12)

STATISTICS

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2**Base Atk** +2; **CMB** —; **CMD** —**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

ECOLOGY

Environment any**Organization** solitary, pack (2–5 swarms), or infestation (6–12 swarms)**Treasure** none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Swarm—injury; *save* Fort DC 12; *onset* 1d3days; *frequency* 1/day; *effect* 1d3

Dex damage and 1d3 Con damage;

cure 2 consecutive saves. The save

DC is Constitution-based.


A rat swarm typically consists of a biting, roiling mass of hundreds of disease-ridden rats driven to uncharacteristic heights of aggression by fantastic and overwhelming hunger. In such numbers, they become voracious hunters, capable of killing a full-grown human with hundreds of bites. Rat swarms are often found in the sewers of large human settlements.

Rat swarms surround and attack any warm-blooded prey in their path.



PARASITE, ROT GRUB SWARM


This nauseating carpet of wriggling white grubs undulates outward in a pallid wave of hunger.

ROT GRUB SWARM	CR 7	
XP 3,200		
N Fine vermin (swarm)		
Init +2; Senses blindsense 30 ft.; Perception +0		
DEFENSE		
AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)		
hp 85 (10d8+40)		
Fort +11, Ref +5, Will +3		
Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage		
OFFENSE		
Speed 10 ft.		
Melee swarm +10 (2d6 plus distraction and infestation)		
Space 10 ft.; Reach 0 ft.		
Special Attacks distraction (DC 19), infestation		
STATISTICS		
Str 1, Dex 15, Con 18, Int —, Wis 10, Cha 1		
Base Atk +7; CMB —; CMD —		
ECOLOGY		
Environment any		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		

Infestation (Ex) Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 19 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

PARASITE, GIANT ROT GRUB

This twitching, pale maggot is the size of a large dog. A circular mouth quivers and gasps at one end of its pulsating body.

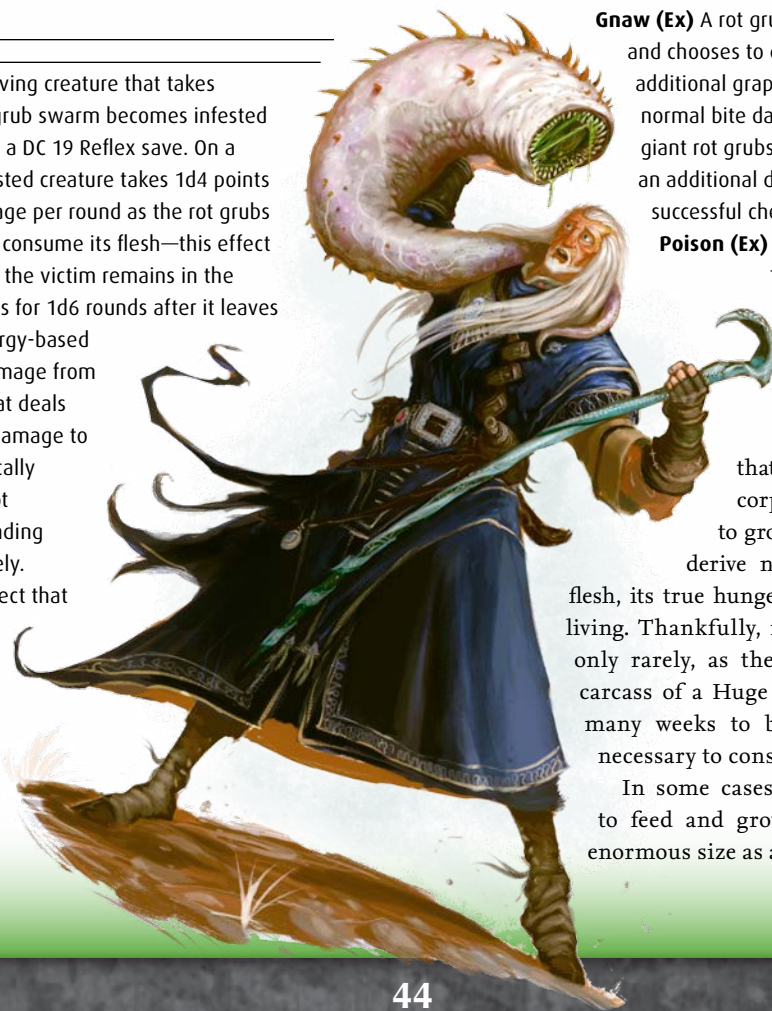
GIANT ROT GRUB	CR 3	
XP 800		
N Small vermin		
Init +1; Senses blindsense 30 ft.; Perception +0		
DEFENSE		
AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)		
hp 34 (4d8+16)		
Fort +8, Ref +2, Will +1		
Immune mind-affecting effects		
OFFENSE		
Speed 20 ft.		
Melee bite +6 (1d6+3 plus poison and grab)		
Special Attacks gnaw, grab (Medium)		
STATISTICS		
Str 14, Dex 12, Con 18, Int —, Wis 10, Cha 1		
Base Atk +3; CMB +4 (+8 grapple); CMD 15		
ECOLOGY		
Environment any		
Organization solitary, pair, or nest (3–8)		
Treasure none		
SPECIAL ABILITIES		

Gnaw (Ex) A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most giant rot grubs), in addition to injecting an additional dose of poison with each successful check.

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 5 rounds; effect 1d3 Str; cure 1 save.

Rot grubs are foul, nauseating parasites that feed on flesh and use corpses as nests in which to grow. While a rot grub can derive nourishment from dead flesh, its true hunger is for the flesh of the living. Thankfully, rot grub swarms occur only rarely, as they require the infested carcass of a Huge or larger creature and many weeks to build up the numbers necessary to constitute a swarm.

In some cases, a rot grub continues to feed and grow, eventually reaching enormous size as a giant rot grub.



SCORPION, BLACK

This towering scorpion's carapace is as black as coal, and its claws are each as long as a man's body.

BLACK SCORPION

CR 15



XP 51,200

N Colossal vermin

Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 30, touch 2, flat-footed 30 (+28 natural, -8 size)

hp 228 (24d8+120)

Fort +19, Ref +8, Will +8

Immune mind-affecting effects

OFFENSE

Speed 60 ft.

Melee 2 claws +23 (2d8+13 plus grab), sting +23 (2d6+13 plus poison)

Space 30 ft.; Reach 30 ft.

Special Attacks constrict (2d8+19), rapid stinging

STATISTICS

Str 36, Dex 10, Con 20, Int —, Wis 10, Cha 2

Base Atk +18; CMB +39; CMD 49 (61 vs. trip)

Skills Climb +17, Perception +4, Stealth -12; Racial Modifiers

+4 Climb, +4 Perception,

+4 Stealth

ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 29; frequency 1/round for 6 rounds; effect 1d4 Str, 1d4 Dex, and 1d4 Con; cure 3 saves.

Rapid Stinging (Ex)

A black scorpion's stinger strikes with astounding speed; it can make one additional attack in a round with its sting as a swift action.

The immense black scorpion is one of the largest desert predators. Capable of stinging with blinding speed, this creature is constantly on the hunt.

SCORPION, CAVE

This man-sized, bulky scorpion has thick, unyielding armor that makes it almost seem to be made of stone.

CAVE SCORPION

CR 1



XP 400

N Medium vermin

Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 16 (3d8+3)

Fort +4, Ref +1, Will +1

Immune mind-affecting effects

OFFENSE

Speed 60 ft., climb 40 ft.

Melee 2 claws +2 (1d4), sting +2 (1d4 plus poison)

Special Attacks rend (2 claws, 2d4)

STATISTICS

Str 11, Dex 10, Con 13, Int —, Wis 10, Cha 2

Base Atk +2; CMB +2; CMD 12 (24 vs. trip)

Skills Climb +8, Perception +4, Stealth +0 (+12 in caves); Racial

Modifiers +4 Perception, +12 Stealth in caves

ECOLOGY

Environment any underground

Organization solitary, pair, or swarm
(3–12)

Treasure none

SPECIAL ABILITIES




Poison (Ex) Sting—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.

The squat cave scorpion is quite well suited for life in caves. With its bulky armor, a cave scorpion at rest looks like a pile of stones. The cave scorpion's favorite food is dwarven meat, and when a cave scorpion finds a working dwarven mine, it can quickly become a major inconvenience. Dwarven societies often post hefty bounties on cave scorpion stingers.



SCORPION, GIANT

The sixteen-foot-long scorpion scabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.

GIANT SCORPION	CR 3	  
XP 800		
N Large vermin		
Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4		
DEFENSE		
AC 16, touch 9, flat-footed 16 (+7 armor, -1 size)		
hp 37 (5d8+15)		
Fort +7, Ref +1, Will +1		
Immune mind-affecting effects		
OFFENSE		
Speed 50 ft.		
Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)		
Space 10 ft.; Reach 10 ft.		
Special Attacks constrict (1d6+4)		
STATISTICS		
Str 19, Dex 10, Con 16, Int —, Wis 10, Cha 2		
Base Atk +3; CMB +8 (+12 grapple); CMD 18 (30 vs. trip)		
Skills Climb +8, Perception +4, Stealth +0; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth		
ECOLOGY		
Environment warm or temperate deserts, forests, plains, or underground		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		
Poison (Ex) Sting—injury; <i>save</i> Fort DC 17; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Strength damage ; <i>cure</i> 1 save. The save DC is Constitution-based and includes a +2 racial bonus.		



Giant scorpions are monstrous versions of the more common desert scorpion. They are likely to attack any creature that approaches. Giant scorpions usually charge when attacking, grabbing prey in their pincers, then lashing their segmented tails forward to kill their victim with injected venom.

Giant scorpions are just over 8 feet long from head to the base of the tail; the tail adds an additional 8 feet or so, although it is usually curled up over the scorpion's back. Giant scorpions weigh between 2,000 and 6,000 pounds.

Giant scorpions normally feed on other giant vermin, as well as large mammals that they paralyze with their venom, but they will attack and eat any living creature that ventures too close. In turn, giant scorpions are preyed upon by purple worms and other large predators.

Giant scorpions engage in complex courtship rituals when they mate, grasping each other's pincers, arching their tails, and performing a circular "dance." Soon after mating, the male usually retreats to avoid being cannibalized by the female.

Female scorpions do not lay eggs; they give birth to live young in broods of a dozen or so. The mother carries her brood on her back until the young are old enough to fend for themselves and hunt their own prey.

Giant scorpions live in underground burrows, either as solitary hunters or in small colonies, and will sometimes take up residence in man-made ruins or dungeons if food is plentiful. Giant scorpion colonies are usually made up of scorpions from the same brood that have yet to strike out on their own.

Other species of scorpions exist as well, some smaller but most quite a bit larger and favoring different terrains, such as forests, plains, or even underground. You can adjust the stats for the giant scorpion by changing Hit Dice and size (adjusting Strength, Dexterity, and Constitution as appropriate) to represent a wide range of species. The following table lists the most common variants.

Species	CR	Size	HD
Greensting scorpion	1/4	Tiny	1d8
Ghost scorpion	1/2	Small	2d8
Cave scorpion	1	Medium	3d8
Deadfall scorpion	8	Huge	10d8
Giant emperor scorpion	11	Gargantuan	16d8
Black scorpion	15	Colossal	22d8

SAILORS

Plying the seas and facing danger in pursuit of wealth, adventure, or merely the freedom of the waves, professional sailors arise from every port and ship upon nearly every ocean. Whether as salty sea dogs, hardened marines, sailing traders, seasoned captains, or deadly pirates, those with experience before the mast and skill at reading the tempers of the seas might find new journeys wherever the tides sweep them. The sea breeds colorful characters and seems to harden those who ride its waves, bringing some to nobility and sinking others to the black-hearted depths of cruelty.



SHIPMATE

CR 1/2

XP 200

Human expert 1/warrior 1

N Medium humanoid

Init +1; **Senses** Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 11 (2 HD; 1d8+1d10+2)

Fort +3, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+1/18–20) or
dagger +2 (1d4+1/19–20)

Ranged composite longbow +2 (1d8+1/×3)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +2; **CMD** 14

Feats Dodge, Skill Focus (Profession [sailor])

Skills Acrobatics +5, Climb +5, Craft (ships) +3, Perception +4,
Profession (fisherman) +4, Profession (sailor) +8, Survival +4,
Swim +5

Languages Common

Gear masterwork studded leather, daggers (2), composite
longbow (+1 Str) with 20 arrows, scimitar

Boon A shipmate can smuggle a small item onto or off of
a ship, or help PCs get on or off of a ship by creating a
distraction for any other watchers (–4 on Perception checks
to notice the PCs for up to 1 minute).

Shipmates are ordinary sailors, the rank-and-file deckhands who keep any vessel, great or small, afloat and moving. They are alert for danger and quick on their feet, weathered by wind and wave and sun, but always with an eye for what waits beyond the horizon.

Shipmates can be used as low-level marines, rivermen, bargefolk, or even swamp rats living in stilt-houses.

Replacing a shipmate's Dodge feat with Athletic reduces his AC and CMD by 1, but increases his Climb and Swim skills by 2 each. Replacing his Profession (fisherman) skill with ranks in Linguistics or a Knowledge skill creates a sailor who has traveled the world and has knowledge of distant lands or languages.

On board a ship, shipmates might serve as crew for a variety of characters: eight shipmates could work for an evil slaver (CR 6), a seagoing traveling merchant (CR 7), a marauding viking (CR 8), or a pirate captain and her first mate (CR 12).

Away from seagoing vessels, six shipmates could form a press gang looking for easy prey to add to a pirate ship's crew (CR 4). A single shipmate might be found in the company of a barmaid (CR 1), or with a vagabond or storyteller (CR 2). A pair of shipmates might take up with a drunkard or prostitute while on shore leave (CR 3).



Pathfinder Society Scenario #6–22: Out of Anarchy

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Master of Secrets (Dark Archive): You provided Zarta Dralneen with valuable leverage over one of her enemies; in return, she is willing to assist you against one of your enemies. Before rolling an Intimidate check against a named NPC, you may show this boon to your GM and announce that Zarta Dralneen has provided you with blackmail or other information that can assist you in intimidating this NPC. Zarta's information provides you with a +4 bonus on your Intimidate check. Once you use this boon, cross it off your Chronicle Sheet.

Pezzacki Gardener (Liberty's Edge): Your actions in Pezzack shifted the balance of power in favor of the Galtans. As promised, the Liberty's Edge faction provides you with training in Galtan methods. You may reroll an attack roll to confirm a critical hit. You must make the choice to reroll before the GM reveals whether or not the critical hit confirmed. Once you use this boon, cross it off of your Chronicle Sheet.

Pezzacki Thistle (Liberty's Edge): Your actions in Pezzack shifted the balance of power in favor of the White Thistles. As promised, the Liberty's Edge faction provides you with training in the White Thistle's methods. You may use this boon to reroll a Craft, Diplomacy, or Perform check, but you must make the choice to reroll before the GM reveals whether or not the check succeeds. Once you use this boon, cross it off your Chronicle sheet.

Skillful Barterer: Your experience bartering in Pezzack prepares you to negotiate without coin. Once during a scenario, while in a settlement of at least 100 people, you may trade up to 300 gp worth of non-magical equipment for non-magical equipment of equivalent value. You may not receive coins, gems, or other money as a part of this trade. After you use this boon, cross it off your Chronicle sheet.

All Subtiers

oil of daylight (750 gp)
pearl of power (1st level spell; 1,000 gp)
scroll of remove fear (CL 4th; 100 gp)
snag net (30 gp; *Pathfinder RPG Advanced Race Guide* 201)
wand of investigative mind (6 charges; 540 gp, limit 1; *Pathfinder RPG Advanced Class Guide* 165)
wand of mage armor (10 charges; 150 gp, limit 1)

Subtier 4–5

cloak of resistance +1 (1,000 gp)
scroll of fly (375 gp)
scroll of invisibility (150 gp)
scroll of mirror image (150 gp)
wand of investigative mind (16 charges; 1,440 gp, limit 1; *Pathfinder RPG Advanced Class Guide* 165)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	1–2	255	510
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	Out of Subtier	603	1,205
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	8–9	950	1,900
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—
MAX GOLD	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=	Final XP Total	
EXPERIENCE	Initial Prestige		
	Initial Fame		
	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	=	Prestige Spent	
FAME	Current Prestige		
	Final Fame		
	Starting GP		
	+	GM's Initials	
	GP Gained (GM ONLY)		
GOLD	+	GM's Initials	
	Day Job (GM ONLY)		
	=	Gold Spent	
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #