



THE DEEPMARKET DECEPTION

By Nathan King



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Pathfinder Society Scenario #7–15

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Pathfinder Society Scenario #7–15: The Deepmarket Deception is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). 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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THE DEEPMARKET DECEPTION

BY NATHAN KING



In 4711 AR, the Ruby Phoenix Tournament promised its victor an item from the vaults of the legendary sorceress Hao Jin. Determined to win the tournament's prize, the Aspis Consortium partnered with the Golden League, a crime syndicate based in Goka with networks across Tian Xia. The League planned to enter the tournament and operate its betting rings. Meanwhile, the Aspis Consortium agreed to fix the competition to ensure the Golden League's victory. If their plan had succeeded, the Golden League would have made a fortune from gamblers and given the Consortium their prize—the *Hao Jin Tapestry*, an unassuming gateway to Hao Jin's private demiplane.

However, these carefully laid plans fell apart when the Pathfinder Society won the tournament instead. Both the Aspis Consortium and the Golden League blamed the other and demanded recompense for the costly failure. However, the organizations managed to maintain a tenuous alliance. The Aspis Consortium provided muscle to help Golden League recoup its losses, while the Golden League researched a way for Aspis agents to enter Hao Jin's demiplane.

The League's research progressed slowly, and so the Aspis Consortium sought other allies to create a backdoor to the demiplane. Although the Consortium did manage to do so, the Pathfinder Society captured the entrance after less than a year, trapping dozens of Aspis agents within. High-ranking Aspis agent Ascalar Vruul unsuccessfully tried to strong-arm the Golden League into helping him create further entrances to the tapestry. Without the Golden League's assistance, Vruul met his end at the hands of Pathfinder agents. Around the same time, the Consortium ignored the League's request for aid against the Pathfinder Society, and the League suffered an embarrassing defeat. The Consortium and the League blamed each other for both of these failures and severed their alliance.

When the Aspis-League partnership crumbled, the Consortium turned its attention away from Goka. With Vruul's demise, the highest-ranking Aspis agent in the

WHERE ON GOLARION?

The Deepmarket Deception begins in the city of Goka, but moves to a web of underground communities beneath the streets of Goka called Undermarket. From there, the action takes place in the deepest levels of Undermarket, a maze of forgotten ruins and hewn caverns called Deepmarket. For more information about Goka, see the *Pathfinder Campaign Setting: Dragon Empires Gazetteer*. This book is available in bookstores and game stores everywhere and online at paizo.com.



city was the ambitious but cautious ratfolk Tseka. Tseka's cunning and her extensive knowledge of Goka's criminal underbelly allowed her to quietly cultivate power, but her fortunes still suffered greatly when the Consortium pulled most of its resources from the region.

Tseka may have left the Consortium entirely if a faction of radical Aspis leaders had not invited her to help craft a plan to topple the Pathfinder Society. This new faction, called the Korholm Agenda, coordinated a staggering attack on the Grand Lodge in Absalom, resulting in the extraction of an army of Aspis-led militants from the *Hao Jin Tapestry* and the theft of numerous relics from the Society's vaults.

In the aftermath of this attack, the Pathfinder Society is searching for the members of the Korholm Agenda.

GM RESOURCES

The *Deepmarket Deception* makes use of the following Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4* (B4), *Pathfinder RPG Monster Codex* (MC), and *Pathfinder RPG NPC Codex*. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at paizo.com/prd. The relevant rules from the *Bestiary* volumes and the *NPC Codex*, as well as the statistics from the *Monster Codex*, are reprinted at the end of the scenario for the GM's convenience.

Fortunately for the Society, a secretive contact within the Aspis Consortium is funneling them information. This contact's latest piece of intelligence points the Pathfinders toward Tseka. The Pathfinders now have the opportunity to eliminate the consortium's operations in Goka while taking down one of their most dangerous foes.

SUMMARY

The PCs begin their adventure in the Lantern Lodge in Goka, where they meet with Venture-Captain Amara Li. She requests that they track down the influential Aspis operative Tseka, who is hiding in Deepmarket below the city. The venture-captain provides the PCs with a small package of contraband and asks them to head to the black markets below to gather information.

In the underbelly of Goka, the PCs interact with a handful of locals who give them information about the area and advice for blending in to their surroundings. During their investigation, the PCs meet a cunning pipefox named Yrishi, who offers to guide them to Tseka's base in exchange for proof of an alliance between the Aspis Consortium and a well-known thieves' guild, the Dragon Fangs. To reach Tseka's stronghold, the PCs must pass through an Aspis checkpoint with cunning or violence. Slums past the checkpoint hides the entrance to the abandoned temple of Lamashtu where Tseka and her allies wait.

Within this temple, the PCs come across another group of Aspis sentries, as well as a myceloid and his fungal allies, if time permits. Further inside the complex, the

PCs encounter a wayang alchemist and his gruesome, ratlike creations. If the PCs make it past these threats, they can finally confront Tseka and cripple the Aspis Consortium's operations in Goka.

GETTING STARTED

Read or paraphrase the following to the players to get the adventure underway.

As the early dawn's light crests over the Wall of Heaven mountain range, the Lantern Lodge is already bustling with activity. The sound of clashing swords echoes in the air from a nearby training area, and a group of Pathfinder agents silently meditates in the front courtyard. The lodge's doors open, revealing a long corridor and a faint floral aroma wafts gently in the air. Sturdy shelves laden with artifacts from all corners of Tian Xia line the corridor's walls. Venture-Captain Amara Li emerges from a door labeled "Taldor Room" in a fine cherry-red kimono.

"Good morning, Pathfinders. I hope your travels have been safe and enjoyable," Li says. "Please, come inside." The Taldor Room is an opulent meeting space with a solid mahogany table and ornately carved chairs. Its walls are adorned with ornamental weapons and portraits of noble families in resplendent finery. Elegant porcelain teacups and plates sit in front of each chair, and several platters of fruit, cakes, and cheeses occupy the center of the table, surrounding a steaming pot of tea.

The venture-captain pours herself a cup of tea and continues, "As I'm sure you are aware, the Grand Lodge was attacked a few months ago. Since then, the Society has been following any and all leads that could help us find and arrest the Aspis criminals behind the assault. From Varisia to Nirmathas to Absalom itself, the Society has successfully gathered a substantial amount of information about Aspis operations. We have combined our own resources with the reports of a turncoat within the Consortium whom we have taken to calling 'Three Rings' to create a list of vital Aspis operatives all across Golarion. One in particular, Tseka, lives beneath Goka, in a warren of tunnels and ruins called Undermarket. Specifically, she lives in its deepest levels, known as Deepmarket. Tseka works from the shadows, and makes most of her profits from black market trades.

"Deepmarket is a dark and dangerous community of criminals, thieves, and outcasts. Those who don't know the area or have



AMARA LI

connections to protect them make easy targets. I recommend using a little subterfuge to help yourselves blend in, and to give Tseka as little time to prepare for your approach as possible." The venture-captain places a small wooden chest on the table and says, "To get inside Deepmarket, I propose that you pose as smugglers bringing in a fresh round of contraband. Once there, find Tseka. We know that she has valuable information, so do everything in your power to bring her back alive, and collect whatever documents you find in her base of operations. I do not know where within Deepmarket she resides. Gather what information you can from the locals in Undermarket, and seek out a guide to help you navigate these treacherous waters. Do you have any questions?"

Venture-Captain Amara Li does her best to answer the PCs' questions. Her responses to likely inquiries are listed below.

What is Undermarket and how do we get there? "As Goka grew, its rulers assimilated nearby cities, won territory through battle, and purchased land from local people. Through these acquisitions, Goka laid claim to the tunnels underneath the city. Few people venture down there unless they have to. Most of the people who dwell in Undermarket are criminals, thieves, or black market traders, and they keep its entrances inconspicuous."

What can we expect to find in Deepmarket? "It is said that the area contains ancient passageways that connect to the Darklands. Over the years, many of that subterranean realm's denizens have made these tunnels their homes. I strongly recommend finding a guide to avoid getting lost in the warren."

What should we look for in a guide? "A local guide would be best, as outsiders are unlikely to know which places and people to avoid, but be careful whom you trust below the city. Unscrupulous individuals prey on travelers, picking their pockets or leading them into ambushes."

Amara Li supplies the PCs with a disguise kit and two scrolls of *disguise self*, as well as a chest full of contraband. The chest contains a total of 7 pieces of contraband—a dose of blue whinnis poison, a pistol from Alkenstar, a piece of bawdy artwork depicting a Gokan celebrity, jade unholy symbols of Fumeiyoshi, Lady Nanbyo, and Lamashtu, and an engraved darkwood box containing half a dozen oracular fingerbones smuggled out of Po Li.

Diplomacy (gather information) or Knowledge (local)

Based on the results of a Diplomacy check to gather information or Knowledge (local) check, the PCs might acquire more information about the culture and people of Undermarket. Each PC gains all of the information whose DC is less than or equal to the result of her check.

THE PRICE OF INFORMATION

Many NPCs in this scenario charge the PCs pieces of contraband in exchange for information. While the PCs can often use skill checks to get around some or all of the cost, it is possible that the PCs will run out of contraband during this scenario, or that they will refuse to part with one or more of the contraband items. If the PCs wish to pay for information in gold, one piece of contraband is equivalent to 100 gp in Subtier 3–4 or 200 gp in Subtier 6–7.

10+: Almost anything can be found in the black markets of Undermarket under Goka, including drugs, poisons, gambling, slaves, and even firearms.

15+: Rumors hold that one of the many entrances into Undermarket resides inside a silk shop named the Cresting Blossom. Ordinary customers use currency to purchase wares; however, those who provide contraband to the proprietor gain access to a secret tunnel leading far beneath the city.

20+: Whispers from the ratfolk of Undermarket tell of the Aspis Consortium's renewed recruitment efforts in the last few months.

Knowledge (dungeoneering or geography)

Based on the results of a Knowledge (dungeoneering) or Knowledge (geography) check, the PCs might know more about the terrain beneath the streets of Goka. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

10+: Undermarket is comprised of large caverns. A canal flows through it, allowing contraband shipments to flow in from the Embaral Ocean.

15+: Deeper into Undermarket, lost crypts, burial chambers, and ancient churches litter the ominous caverns. Even locations that seem to be abandoned are frequently repurposed.

20+: Rumors hold that an entrance into the Darklands resides in Deepmarket, hidden among the dozens of tunnels that wind down for miles into the darkness.

Once the PCs have made any purchases they wish to make in Goka, they can begin looking for an entrance to Undermarket. If the PCs wish to don disguises before doing so, have them give their Disguise skill modifiers. Roll secretly for each PC and note their results. Because the PCs are unfamiliar with Undermarket and its nuances, their disguises seem slightly out of place on the streets of Goka. Though there are no negative mechanical effects for the PCs who decide to put on disguises now, they draw curious looks and snickers from passersby until they enter the black markets under the city and learn more about Undermarket's social cues and body language.

SCALING FINDING THE SNAKES

To accommodate a group of 4 PCs, reduce the DCs of all skill checks to influence NPCs and all Diplomacy checks to gather information by 2.

FINDING THE SNAKES

Gossip is not in short supply in Goka; a PC who succeeds at a DC 15 Diplomacy check to gather information discovers that the nearest entrance to Undermarket is through the Cresting Blossom, a local silk shop in the trade district of Goka, and knows where to find the shop. If the PCs fail this skill check, the shady merchant **Skavvek** (CN male ratfolk rogue 2) approaches them and offers to show them the closest way into Undermarket if they prove that they have legitimate business there and make it worth his while. Securing his aid costs the PCs two pieces of contraband. In Subtier 6–7, he demands three pieces of contraband. The PCs can reduce the cost to one piece of contraband if they succeed at a DC 15 Diplomacy or Profession (merchant) check (DC 19 in Subtier 6–7). If statistics for this merchant are necessary, use the ratfolk tinkerer statistics on page 31.

When the PCs open the door to the Cresting Blossom, the sound of chiming bells greets them. Inside the shop, the lone merchant **Sheng** (N male human expert 3) dusts a multicolored glass vase prominently displayed on the counter. The shop's walls are lined with fine silk tapestries, and its shelves are stocked with fine glasswork. The secret entrance to Undermarket is hidden behind one of the tapestries behind the counter. The PCs locate this entrance if they succeed at a DC 25 Perception check (DC 30 in Subtier 6–7), or if they lift the tapestry.

The shopkeeper greets the PCs and asks them what merchandise they seek this day. If the PCs mention Undermarket, the shopkeeper nods slowly and says, "The sun doesn't set without a price. What does it take from you?" If the players do not realize that he is asking them to pay to gain access, the PCs can attempt a DC 15 Linguistics check to understand his inference. If the PCs do not offer payment, he eventually whispers, "What are you offering to gain access below?" Sheng allows them to pass through to Undermarket in exchange for two pieces of contraband. Alternatively, the PCs can talk their way out of the fee if they succeed at DC 18 Bluff or Diplomacy check (DC 21 in Subtier 6–7). The shopkeeper is used to interacting with tough people, and is difficult to intimidate; the PCs must succeed at a DC 22 Intimidate check (DC 26 in Subtier 6–7) to frighten him into revealing the entrance. If the PCs refuse to trade their contraband for access or talk their way out, the shopkeeper becomes increasingly annoyed and after

3 rounds, asks the PCs to pay up or leave. If the PCs threaten or assault the shopkeeper, he warns them that the guard on the other side of the path to Undermarket won't let them past without his permission. If statistics for Sheng are necessary, use the statistics for a shopkeep from page 284 of the *Pathfinder RPG GameMastery Guide*.

Once the PCs pay Sheng or talk or threaten their way out of the fee, the merchant looks around carefully and then nods towards the tapestry behind him. Pulling the cloth back, he reveals a door that is flush with the wall. Beyond the door, a 50-foot-tall metal spiral staircase descends into darkness. The shopkeeper tells the PCs that the stairs end at a single doorway. He also warns them that they must knock five times before entering to signal to the guard that they paid the toll.

Into Undermarket

The original purpose of the caverns of Undermarket was twofold. The area was a place for farmers to store their excess crops and a haven for the populace to take shelter from natural disasters. As Goka grew, the tunnels grew larger and deeper to house the expanding population. Eventually, many of the city's trade unions moved to Undermarket, opening an underground harbor to move their goods without government oversight, knowing these grottoes rarely saw use. This freedom attracted a slew of other groups looking to make quick money, including thieves' guilds, gambling halls, crime rings, and illegal drug trade. As time went on, upstanding citizens who could afford safer lodgings moved out of Undermarket, leaving the destitute to claim their abandoned homes. The city's parliament doesn't fully grasp what illicit activity takes place beneath their feet, and has avoided investigating too closely, lest it be forced to crack down on a thriving segment of Goka's economy.

When the PCs exit the doorway at the base of the stairwell, they enter into a dimly lit, musty cavern. As long as they knock five times before opening the door, a guard opens the door for them and nods as they walk past him. If the PCs do not knock first, the guard attacks. Use the statistics for an Aspis sentry (or an elite Aspis sentry in Subtier 6–7) on page 10. The map *Pathfinder Flip-Mat: Slum Quarter* is well suited for this encounter if one becomes necessary. Once the PCs make it past the guard, read or paraphrase the following.

The warming light from the sun has been replaced with a flickering orange glow that emanates from torches stationed throughout the entirety of this cavern. Buildings made of various types of wood and stone line the walls of this immense grotto, while other ramshackle shops snake their way through the causeway. A large canal in the middle of the cave moves ocean water deeper into the chamber. Multiple slapdash

docks with accompanying dinghies bob slowly on the canal. A large building stretches across the canal, its exterior caked in barnacles and algae. The smell of salt water lingers in the air.

Creatures: As the PCs travel through Undermarket looking for clues and a guide to take them to Tseka, they encounter a wide variety of people. Many of these people lead rougher lives than the citizens on the surface, working as smugglers, mercenaries, or merchants peddling contraband.

If the PCs succeed at a DC 16 Diplomacy check to gather information or Knowledge (local) check (DC 19 in Subtier 6–7), they find someone who can provide useful information. Three knowledgeable citizens are detailed in the Key Informants section below. As the PCs interact with each of these citizens, they obtain information from the Intelligence of the Markets section on page 8. As a rule of thumb, the PCs should need to interact with two different people to discover all of the listed intelligence. For example, the first knowledgeable citizen the PCs interact may provide information about two of the topics, while the second provides information about the other two. If the PCs come up with a different way to obtain critical intelligence, feel free to substitute other skills or abilities in place of the ones listed in the Key Informants section as long as they fit the situation and don't break the investigation. While the information from the Intelligence of the Markets section is not necessary to discern the location of Tseka's hideout, it may prove valuable in the PCs' fight against the Aspis Consortium.

The PCs are likely to search for a guide shortly after arriving in Undermarket. If they succeed at a DC 19 Diplomacy check to gather information (DC 23 in Subtier 6–7), they learn about several less-than-reputable guides, such as the greedy wayang **Odemi** (NE female wayang illusionist 1). They hear that Odemi seeks out travelers to lead through a baffling maze of back-alley "shortcuts", and then demands that they pay her extra money to convince her not to leave them in the middle of nowhere. However, instead of falling into the disreputable guide's trap, the PCs catch the attention of the pipefox **Yrishi** (N female pipefox^{B4}). See the Yrishi the Guide section on page 8 for more information.

If the PCs fail the Diplomacy check to find a guide by 5 or less, they are directed to Odemi without learning of her underhanded schemes. Furthermore, their search catches the ears of clandestine Aspis supporters. See area A on page 9 for how this revelation influences the behavior of Aspis agents. Odemi boasts that she knows every tunnel and back way in Undermarket. While her claim is somewhat of an exaggeration, she does have an excellent sense of the twisting passages of the underground city. She demands a payment of one piece

of contraband up front. If the PCs ask her about Tseka or the Aspis Consortium, she shares the information about Tseka from the Intelligence of the Markets section (see page 8), while also mentioning that Tseka's base is cleverly hidden. If the PCs do not interfere with her plan, the wayang leads them in circles, then demands an additional payment of two pieces of contraband to lead them out of the maze of back alleys. She spins a dire story of what may happen if they do not pay her. She warns that murderous thieves lurk in the shadows, and claims that without her help, they will surely wander into places that only a madman would dare enter. Odemi counts on her story to convince the PCs to part ways with their money—she flees if the PCs attack her, yelling "You'll be sorry!" before casting *vanish* (*Pathfinder RPG Advanced Player's Guide* 253) and attempting to disappear into the shadows. If statistics for Odemi are needed, use the statistics for a wayang on page 274 of *Pathfinder RPG Bestiary 4*. Consider using *Pathfinder Flip-Mat: Slum Quarter* to represent the area if the PCs are eager for combat. Even if the PCs pay Odemi a second time, she does not actually know where Tseka's base is located, and she eventually flees from the PCs using the same tactics described above.

The PCs may notice the wayang's malign intentions before she has a chance to trick them. A PC who succeeds at a DC 15 Sense Motive check (DC 19 in Subtier 6–7) realizes that Odemi has no idea where to find Tseka's base. If the PCs do allow the wayang to guide them, they can still avoid getting lost. A PC who succeeds at a DC 17 Survival or Knowledge (geography) check (DC 21 in Subtier 6–7) quickly realizes that the wayang is leading them in circles and knows the way back to Undermarket's entrance.

Soon after their encounter with Odemi, the PCs find the pipefox Yrishi. Proceed to the Yrishi the Guide section on page 8.

Key Informants

Unless stated otherwise, the DC for the listed skills for each individual below is DC 16 for Subtier 3–4 and DC 20 for Subtier 6–7.

Dorice Vaut (CN female human warrior 4): Dorice is tall with short hair and wears a scuffed breastplate and a sword at her hip. Orphaned at a young age, Dorice only knows the life of a sellsword. She occasionally takes jobs with local thieves' guilds, such as the Dragon's Fang. Reluctant to trust the PCs, she requests a show of force or test of skill. Dorice entertains conversation after at least half of the PCs show off with a successful Acrobatics, CMB, or Strength check. If the PCs aren't interested in her requests or fail to impress her, Dorice offers to part with her knowledge for a fistful of platinum. The PCs can buy her information with two pieces of contraband, or one piece if they succeed at a Diplomacy check.

Kuniko (N female tengu expert 2): Kuniko is paranoid at the slightest of movements, squawking at imaginary figures she believes are going to shake her down for her debts. She was once an officer on an opium-smuggling vessel. However, to stave off boredom in her months at sea, she decided to sample some of the cargo and developed an addiction to it. Eventually, her hallucinations grew too difficult to hide, and she was fired from her post and fined for theft. A PC who succeeds at a DC 15 Heal check recognizes that Kuniko is addicted to a drug, and that she has taken significant Constitution and Wisdom damage. Kuniko wears rags over her matted deep blue feathers, and makes a meager living begging on the streets of Undermarket. She speaks fluent Common, Minkaian, Tengu, and Tien, and knows a smattering of words and phrases in several other languages. The PCs can persuade her to share what she knows by taking actions to assist her with the symptoms of her addiction, such as casting *lesser restoration* to remove some of her ability score damage. They can also persuade her to reveal information by calming her nerves with a successful Bluff or Diplomacy check, or by paying her at least one item of contraband. If the PCs attempt an Intimidate check against Kuniko, she screams in terror and flees.

Omeck Amani (N male human expert 3): Omeck is an exotic reagent merchant who sells ingredients with a variety of magical and alchemical uses. Tseka is among his regular clients. Omeck is tall and thin, with short black hair and beady brown eyes. He speaks so quickly that his words trip over themselves, and immediately attempts to peddle his wares into the hands of anyone who listens. Omeck becomes uneasy if his conversation with the PCs progresses past small talk, but he calms down and is willing to provide information if the PCs succeed at a Bluff or Diplomacy check. The PCs earn a +5 bonus on this skill check if they offer an item of contraband in trade or buy something from his shop worth at least 50 gp. Omeck begrudgingly shares information if the PCs succeed at an Intimidate check, but he alludes to “friends” who he promises will pay a visit to the PCs if they lay a finger on him.

Intelligence of the Markets

Any of the key informants can provide some of the intelligence below as the PCs come in contact with them. Feel free to modify the quotes below to better match the direction of the PCs’ questioning.

Blending in to the Crowd: The informant addresses any PCs who failed a DC 10 Disguise check or who have not yet attempted a Disguise check. “Looking like that, I’d be surprised if they didn’t deliver you to Tseka dead. If you’re looking to blend in, you aren’t doing a good job. Bright colors, baggy and flowing clothing aren’t going to

get you a deal down here, it’s only going to get you killed. Nobody’s going to bat an eye if you get robbed without carrying something to defend yourself, either.” If a PC succeed at his skill check by 5 or more, the informant continues, “One of them Pathfinders came down here a few years ago and almost got killed because he wasn’t minding his own business, like you right now.”

Getting into Deepmarket: “Deepmarket isn’t a friendly place and I wouldn’t want to be actively trying to go there. Rumor has it that the Aspis set up a base down there a few years back; they’ve set up checkpoints and everything. It had been quiet until just recently. Something about an attack and a traitor from that Lodge building has caused their numbers to rise.” If a PC succeeded at her skill check by 5 or more, the informant also shares the following. “I’ve heard the Aspis got their hands on one of those Lantern agents that was working for some group called the Shadow something a few years ago.” A PC who succeeds at a DC 10 Knowledge (local) check recognizes that the “Lantern agents” refers to Pathfinder agents operating out of the Lantern Lodge, and that “Shadow something” likely refers to the Shadow Lodge, a formerly prominent splinter faction within the Pathfinder Society.

Tseka: “She’s the one in charge of Aspis business down here. Not that I’ve ever seen her. Few people have. They say she keeps to the shadows, and anyone who crosses her winds up dead before they can even blink.” If a PC succeeded at his skill check by 5 or more, the informant shudders and whispers, “She does a lot of trade in poisons and magical components. It’s a lucrative market, but like I said before, don’t go getting any ideas about skimming a bit of her profits. She’s not the merciful type.”

The Underground Markets of Goka: “Most of the commodities found in the streets and alleys of Goka come from Undermarket, though some of the rarer products come from Deepmarket or even the Darklands. The rarer the item, the farther you have to go underground to find it. You can find anything your heart desires somewhere in the trade guilds, for a price. The Aspis have eyes on everything that goes in and out of the tunnels here, and Tseka is always watching.” If a PC succeeded at her skill check by 5 or more, the informant continues, “Recently, she has been sending her lackeys to do all her dirty work, especially that one that used to wear that silly compass around his neck.” If any of the PCs openly wears a *wayfinder*, the informant points to it and says, “Come to think of it, the compass looks just like the one you’re wearing now. Not that I’m asking any questions as to why. I just thought you should know.”

Yrishi the Guide

As trade organizations moved into Undermarket, trade in exotic and illegal goods flourished. The rapid change

attracted an inquisitive pipefox named Yrishi to the bowels of Goka. For years, she has watched from the shadows, learning everything she could of the area and its inhabitants.

She is curious about what draws well-off outsiders like the PCs to wander around Undermarket. However, the shy pipefox does not initially feel comfortable showing her face, and she attempts to sneak up on the PCs. Unless the PCs succeed at a DC 29 Perception check, they do not notice the pipefox approaching. While still hidden, Yrishi asks from the shadows, “Do you know where you are going? You seem lost.” The pipefox cautiously asks the party questions about who they are and why they’re in Undermarket. If the PCs mention the Aspis Consortium or Deepmarket, Yrishi’s ears perk up, and she moves into the light. Yrishi is a minute serpentine creature with smoky gray fur and amber eyes.

After introducing herself to the PCs, she apologizes for spying on them, and explains that she can’t trust many people in Undermarket. She tells the PCs that she’s interested in knowledge of all kinds, but especially of the magical kind.

If the PCs are reasonably polite to her, she asks them to tell her something most people don’t know, or to show her some interesting magic. If the PCs succeed DC 16 Knowledge (any) check (DC 20 in Subtier 6–7), cast a divination spell, or cast a visually flashy spell, the pipefox is impressed. If they do not impress her, her ears flatten and she looks disappointed, but she offers to help the PCs anyway. She informs the PCs that she knows where to find Tseka’s hideout, and that she will show them the way as long as they agree to share whatever secrets they find within. She mentions she recently heard that the Aspis have begun trying to ally with a group of alley bashers named the Dragon Fangs and their partnership has piqued her interest. Yrishi also tells the PCs that she heard that someone who wore a *wayfinder* defected to the Aspis Consortium a few years back.

As Yrishi guides the PCs to Tseka’s warren, she opens up to any spellcasters in the group, asking questions about spells, magic, and rituals. After about 2 hours of travel, Yrishi suggests that PCs don disguises, as they are about to approach an Aspis checkpoint. She helps the PCs by asking them to hide anything that might make them stand out, such as jewelry, flashy clothing, dangerous weapons, and *wayfinders*. Once the PCs come up with disguises and cast any spells that they wish to assist themselves, have each PC give you the final modifier to her Disguise skill. Roll secretly for each PC and note the results. Feel free to provide up to a +4 circumstance bonus to PCs based on the specific features they include in their disguises.

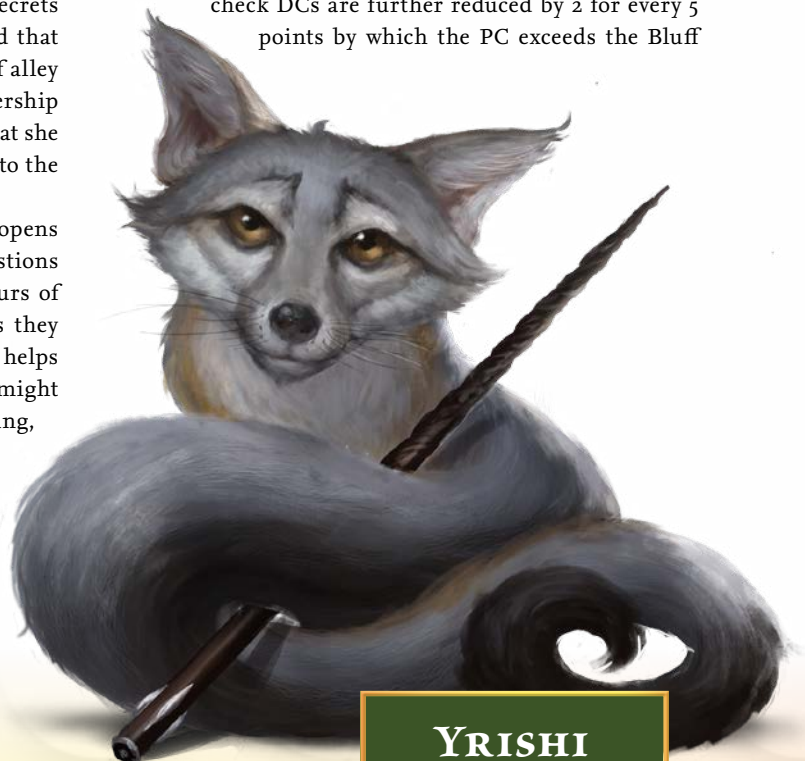
A. ASPIS CHECKPOINT (CR 5 OR CR 8)

After traveling for two hours, the PCs come to a chokepoint in a cavern that the Aspis Consortium uses as a checkpoint. Yrishi disappears into the shadows, promising to meet the PCs on the other side and wishing them good fortune. The pipefox sneaks through the checkpoint without getting caught by any of the Aspis agents. As the PCs approach the checkpoint, read or paraphrase the following.

Purple and yellow bioluminescent fungi line the base of the walls of this tunnel. A thin, shallow stream of water flows lazily through the passageway.

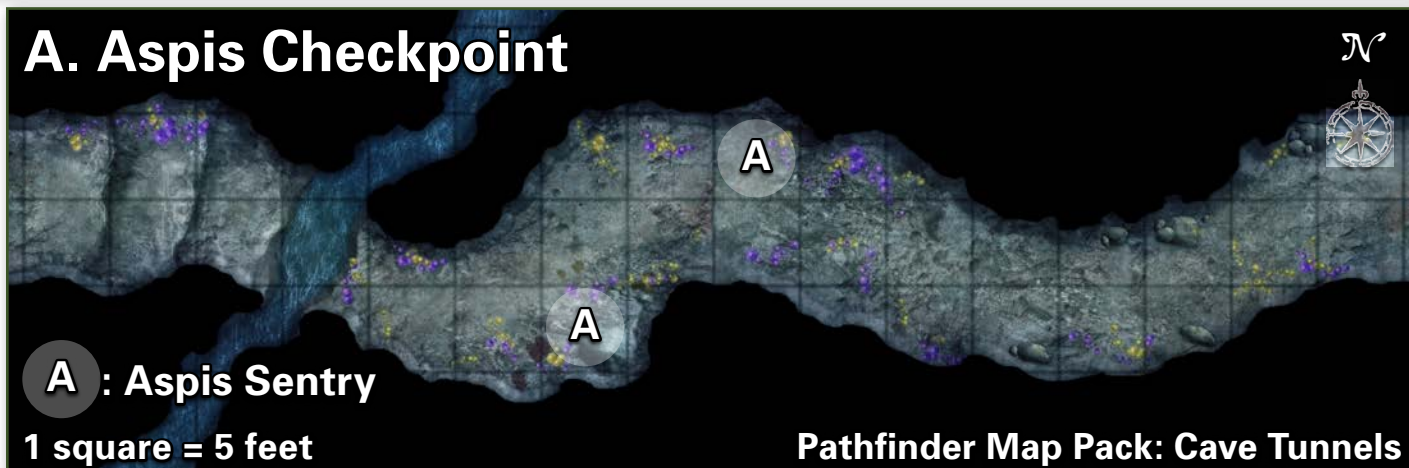
Creatures: Stationed at this checkpoint are two Aspis agents. Their tasks are to oversee any contraband coming through the passageway and to watch for suspicious individuals. As the PCs approach, the agents stop them and ask them to state their business. If the PCs mention that they are carrying contraband, one Aspis agent demands to see it and inspect it. These agents are vigilant, but they are not expecting trouble unless the PCs met with Odemi (see page 7). If so, the DCs of all of the PCs’ Bluff checks in this encounter increase by 5.

A fast talking PC can distract the Aspis agents during the inspection with a successful DC 14 Bluff or Diplomacy check (DC 18 in Subtier 4–5). If a PC succeeds on this check, the guards are less attentive in their search of the PCs, and the DCs of subsequent Disguise checks in this encounter are reduced by 2. The Disguise check DCs are further reduced by 2 for every 5 points by which the PC exceeds the Bluff



YRISHI

A. Aspis Checkpoint



SCALING ENCOUNTER A

Make the following adjustments to accommodate a group of four PCs. The Aspis sentries have been on duty for multiple shifts and have the fatigued condition. Reduce the DCs of all of the PCs' skill checks in this encounter by 2.

check DC. Before clearing them to leave, the Aspis agents give the PCs a quick once-over; PCs who fail at a DC 14 Disguise check (DC 18 in Subtier 6–7) gain the guards' notice. If more than half the PCs succeed at this check, the Aspis agents allow them to pass, telling them to use the passphrase "The serpents rise again" to let the next checkpoint know they are clear.

If more than half the party fails this Disguise check, the Aspis agents become suspicious and ask the PCs what they are hiding. At this point, unless a PC succeeds at a DC 20 Bluff check and provides a plausible explanation for the faults in their disguises (DC 24 in Subtier 4–5), the guards remain wary. If the PC succeeds at this Bluff check, the guards let them past without trouble. If the PCs fail this Bluff check, or do not attempt one, the guards pretend to accept whatever excuse the PCs offer, and wave them on. The guards do not give the PCs the passphrase and wait until after the PCs leave before sending word to Tseka of suspicious people heading into Deepmarket. See area B1 on page 11 for the details on how this message raises the Aspis agents' suspicions. A PC can attempt a DC 15 Sense Motive check to notice that the guards do not trust them. No matter how suspicious the guards become, they only attack the PCs if the PCs attack them first, and otherwise allow the PCs to pass through the checkpoint.

The Aspis sentries in Subtier 3–4 do not carry the consumable gear or loose coins listed in their statistics in the *Pathfinder RPG NPC Codex*, and the elite Aspis sentries do not have the listed *belt of giant's strength* +2. The statistics below reflect these adjustments.

Subtier 3–4 (CR 5)

ASPIS SENTRIES (2)

CR 3

Border guard (*Pathfinder RPG NPC Codex* 129, see page 29)

hp 30 each

Gear mwk chain shirt, mwk composite longbow (+2 Str) with 20 arrows, mwk falchion

TACTICS

During Combat The sentries open combat with their bows, focusing their attacks on elven PCs first. If they cannot fire their bows without provoking an attack of opportunity, they switch to their falchions.

Morale The sentries flee to seek reinforcements if reduced to 5 or fewer hit points.

Subtier 6–7 (CR 8)

ELITE ASPIS SENTRIES (2)

CR 6

Harrying brute (*Pathfinder RPG NPC Codex* 99, see page 29)

hp 45 each

OFFENSE

Melee mwk sai +9 (1d4+3) or unarmed strike flurry of blows +9/+9/+4 (1d8+3)

Ranged dagger +6 (1d4+3/19–20)

TACTICS

Before Combat The sentries each drink a *potion of mage armor* if they anticipate a fight.

During Combat The sentries use scorpion style to slow their opponents and attack with flurry of blows. Depending upon the PCs' fighting style, they may use their sais to disarm the PCs, or stunning fist to stun them.

Morale The sentries flee to seek reinforcements if reduced to 10 or fewer hit points.

STATISTICS

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

Base Attack +5; **CMB** +10; **CMD** 24

Combat Gear *potions of cure light wounds* (2), *potions of mage armor* (2), *potions of magic weapon* (2); **Other Gear** dagger, mwk sai, *cloak of resistance* +1, 395 gp

Development: After passing through the checkpoint, the PCs can head to the Aspis Consortium's base in Deepmarket. Farther along the tunnel, small communities of recently constructed but shoddy structures connected by narrow tunnels give way to large caverns littered with dilapidated buildings, the homes of squatters too poor to afford to live anywhere else. If the PCs ask around Deepmarket about Tseka's base and succeed at a DC 15 Diplomacy check to gather information (DC 19 in Subtier 6–7), they find an old beggar who whispers that it was once a “temple of nightmares” before becoming “a place where people disappear,” and now the “snakes have it.” The locals do not know any other relevant information beyond the information in the Intelligence of the Markets section on page 8. Yrishi leads the PCs through Deepmarket, frequently pausing to listen for trouble. Eventually, the caverns shrink, turning into crude, winding tunnels.

Rewards: If the PCs fail to defeat or bypass this checkpoint, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 204 gp.

Out of Subtier: Reduce each PC's gold earned by 301 gp.

Subtier 6–7: Reduce each PC's gold earned by 398 gp.

B. SNAKE'S WARREN

The winding tunnels end at an ancient building nestled against a rock wall. This building was once a temple of Lamashtu, but space limitations in Deepmarket keep most abandoned buildings from remaining empty for too long. It became the den of a secretive guild of assassins that fell apart after a bloody period of subterfuge and betrayal, and it is now the home of the base of operations for the Aspis Consortium under Goka.

Unless otherwise noted, the ceilings inside the complex are 10 feet high, and all of the rooms are dark. However, every room except area **B2** has four torches set in wall sconces at a comfortable height for a Medium creature to reach, which the PCs can light. Lighting all of the torches in a room increases the light level to normal light.

As the PCs approach the stronghold, read or paraphrase the following.

The tunnels open slightly into a small cavern that ends in a wall of worked stone. An iron door bearing a raised image of a three-eyed beast on its face prevents entrance.

A PC who succeeds at a DC 10 Knowledge (religion) check identifies the three-eyed beast as the unholy symbol of Lamashtu. Yrishi is

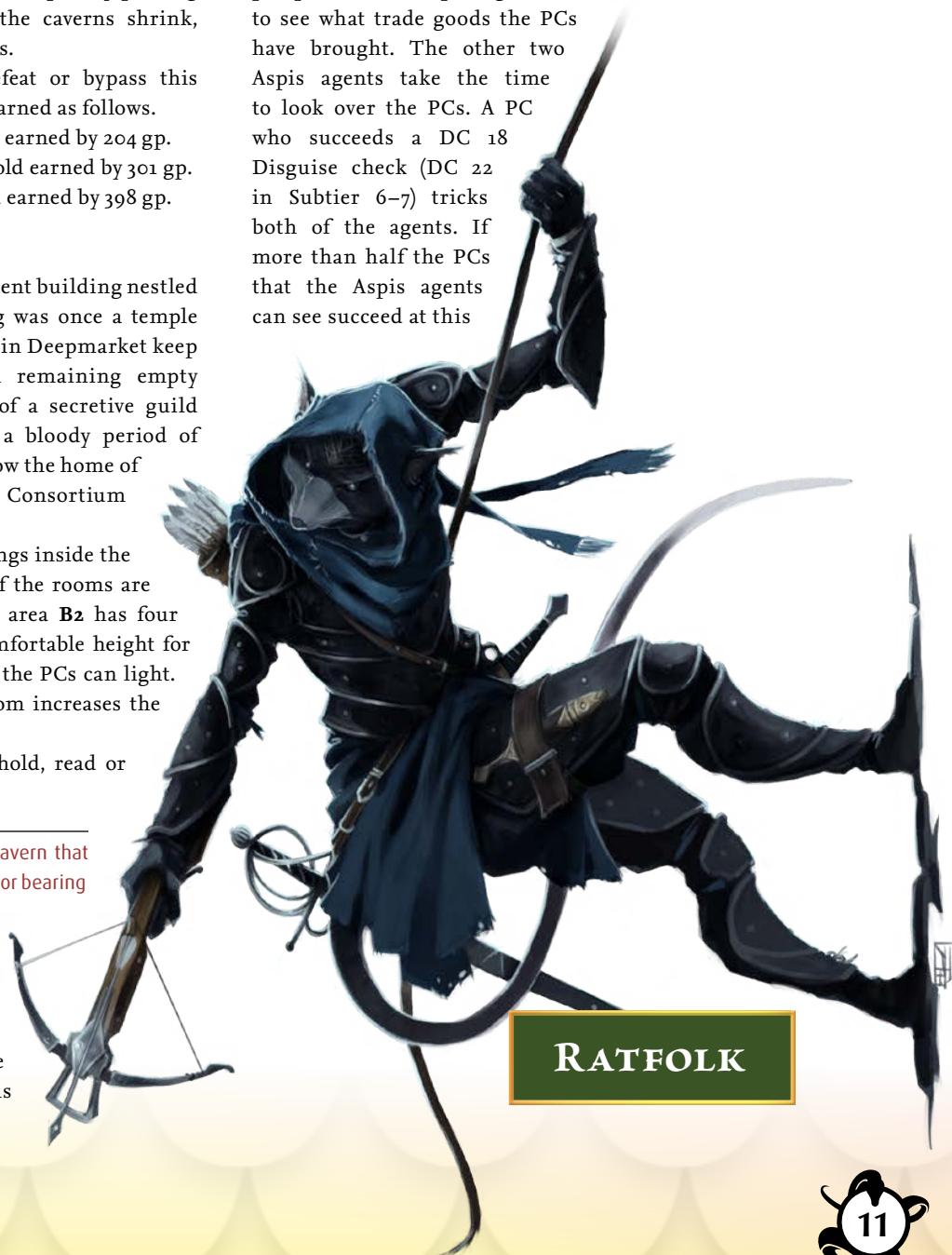
afraid to enter the building, and says that she will meet the PCs again when they leave.

B1. Entry Hall (CR 6 or CR 9)

Four exits lead out of this sparsely furnished room—an iron double door to the northwest, and three wooden doors leading south, east, and southeast. Worn wooden benches line the walls, and discarded bottles are scattered across the floor.

The guards on duty here drink away their boredom and set their empty bottles on the ground.

Creatures: Three Aspis agents are stationed at this checkpoint. As the PCs approach, the agents stop them and ask for the passphrase. If the PCs provide the passphrase, an Aspis agent asks to see what trade goods the PCs have brought. The other two Aspis agents take the time to look over the PCs. A PC who succeeds a DC 18 Disguise check (DC 22 in Subtier 6–7) tricks both of the agents. If more than half the PCs that the Aspis agents can see succeed at this



RATFOLK

B. Snake's Warren



1 square = 5 feet

check, the Aspis agents allow them entrance into the compound. If half or more of the party fail this check, the Aspis agents attack.

If the PCs do not provide passphrase, a quick-witted PC can trick the agents by succeeding at a DC 16 Bluff check (DC 20 in Subtier 6–7) to convince them that the previous agents must have forgotten to give them the passphrase. If the guards in area A sent word to watch for suspicious characters, the DC of this Bluff check increases by 10. If the PCs fail this Bluff check, the agents attack.

The PCs might return to this room after defeating Tseka. If they do, any guards in this room attempt to flee, and surrender if the PCs block their escape.

Subtier 3–4 (CR 6)

ASPIS SCOUNDRELS (2)

CR 1

Male ratfolk tinkerer (*Pathfinder RPG Monster Codex* 178, see page 31)

hp 16 each

Combat Gear *potion of cure light wounds*, tanglefoot bag;

Other Gear leather armor, light crossbow with 10 bolts, mwk dagger, mwk thieves' tools

TACTICS

During Combat The Aspis scoundrels use their swarming ability to maneuver into a flanking position and attack with their masterwork daggers.

Morale An Aspis scoundrel retreats farther into the complex if he is alone and reduced to fewer than 5 hit points. Otherwise, he fights to the death.

ASPIS SENTINEL

CR 5

Female ratfolk troubleshooter (*Pathfinder RPG Monster Codex* 178, see page 31)

hp 42

Combat Gear *potion of invisibility*, *wand of shocking grasp* (CL 4th, 12 charges); **Other Gear** +1 studded leather, hand crossbow with 10 bolts, mwk rapier, *cloak of resistance* +1, mwk thieves' tools, 55 gp

TACTICS

During Combat The Aspis sentinel uses her swarming ability to maneuver into a flanking position and attack with her rapier or with *shocking grasp* from her wand (she must succeed at a DC 20 Use Magic Device check to activate the wand). If a mundane item costing 55 gp or less would be useful to her, she uses her Pack Rat feat to retrieve it. For example, she might use this ability to have a backup rapier if the PCs disarm her, or to produce an alchemical item such as a smokestick or tanglefoot bag to hamper the PCs.

Morale The Aspis sentinel retreats farther into the complex if she is alone and reduced to fewer than 8 hit points. Otherwise, she fights to the death.

SCALING ENCOUNTER B1

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

Subtier 3–4: Remove one Aspis scoundrel from the encounter, and remove the sentinel's *potion of invisibility*. The PCs instead find this potion on a side table—it belongs to Yekai in area B8, and the Aspis agents are afraid to use it.

Subtier 6–7: Remove one Aspis sentinel from the encounter, and remove the remaining sentinel's *potion of invisibility*. The PCs instead find this potion on a side table—it belongs to Yekai in area B8, and the Aspis agents are afraid to use it.

Subtier 6–7 (CR 9)

ASPIS CAPTAIN

CR 7

Female ratfolk expedition leader (*Pathfinder RPG Monster Codex* 180, see page 31)

hp 72

Ranged mwk composite longbow +12/+7 (1d6+2/x3)

Combat Gear *potion of cure serious wounds*; **Other Gear** mithral chain shirt, +1/mwk two-bladed sword, mwk composite longbow (+2 Str) with 20 arrows, *cloak of resistance* +1

TACTICS

During Combat The Aspis captain uses her swarming ability to maneuver into a flanking position and attacks with her two-bladed sword, targeting human PCs first.

Morale The Aspis captain retreats farther into the complex if she is alone and reduced to fewer than 15 hit points. Otherwise, she fights to the death.

ASPIS SENTINELS (2)

CR 5

Female ratfolk troubleshooter (*Pathfinder RPG Monster Codex* 178, see page 31)

hp 42 each

Combat Gear *potion of invisibility*, *wand of shocking grasp* (CL 4th, 12 charges); **Other Gear** +1 studded leather, hand crossbow with 10 bolts, mwk rapier, *cloak of resistance* +1, mwk thieves' tools, 55 gp

TACTICS

During Combat Each Aspis sentinel uses her swarming ability to maneuver into a flanking position and attacks with her rapier or with *shocking grasp* from her wand (she must succeed at a DC 20 Use Magic Device check to activate the wand). If a mundane item costing 55 gp or less would be useful to a sentinel, she uses her Pack Rat feat to retrieve it. For example, a sentinel might use this ability to have a backup rapier if the PCs disarm her, or to produce an alchemical item such as a smokestick or tanglefoot bag to hamper the PCs.

OPTIONAL ENCOUNTER

The creatures in area **B3** are an optional encounter and can be omitted if time is running short. Run this encounter only if more than 2 hours remain in which to complete the scenario; otherwise, the myceloid completed its negotiations with Tseka a few days ago and has already departed with its allies.

Morale An Aspis sentinel retreats farther into the complex if she is alone and reduced to fewer than 8 hit points. Otherwise, she fights to the death.

Development: After making their way through the Aspis agents in the entry hall with subterfuge or force, the PCs can enter the complex. At this point, the PCs may throw off their disguises or keep them on in an attempt to gain further access unfettered.

Rewards: If the PCs fail to defeat or bypass the agents in the entry hall, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 319 gp.

Out of Subtier: Reduce each PC's gold earned by 655 gp.

Subtier 6–7: Reduce each PC's gold earned by 991 gp.

B2. Hall of Nightmares

The walls of this circular room are covered in painted scenes of fear and torment. The stone ceiling rises in a craggy dome that is haphazardly carved with disembodied eyes, talons, fangs, and other monstrous features.

In the center of the room, rusty brown stains run down from a circular dais, which holds a stained marble bowl and a collection of rusty daggers. A jagged black rune covers up most of the floor. Tattered and moldy bedrolls are pushed into the corners of the room.

This room was once the ritual chamber of the temple of Lamashtu. A PC who succeeds at a DC 15 Knowledge (planes) or Knowledge (religion) check recognizes that the symbol inlaid in the floor is the rune of Lamashtu, goddess of madness, monsters, and nightmares. The priests and priestesses of Lamashtu who lived in this temple performed nightly sacrifices to their goddess in the offering bowl, and then fell asleep on top of

her rune, waiting for the nightmares to take them. Since then, this room has been used as a causeway to different sections of the stronghold. None of the stronghold's current inhabitants are willing to stay in the room for long. A PC carrying an unholy symbol of Lamashtu, such as the jade symbol from the beginning of the scenario, must succeed at a DC 15 Will save (DC 19 in Subtier 6–7) or receive a vision depicting their worst fear. PCs who fail this saving throw are shaken for 24 hours and are subject to the *nightmare* spell the next time they fall asleep. This is a mind-affecting fear effect.

B3. Myceloid Emissary (CR 6 or CR 9)

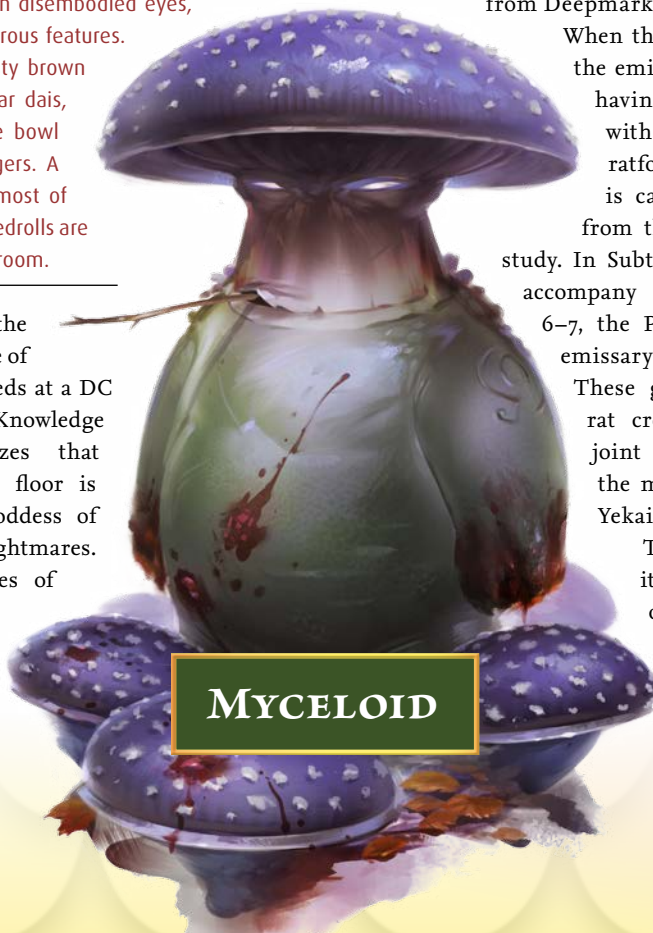
A flourishing mass of purple fungus separates the western portion of this room. Two cages lined with straw and fungal spores sit ajar against the north wall. To the east, smooth stone covered in scorched images of screaming faces gives way to rough stone.

The fungal mass reaches nearly to the ceiling, forming a barricade. Tseka and her ratfolk allies have been gradually expanding this room by tunneling into the stone to the east.

Creatures: To grow her influence in Deepmarket, Tseka knew that she needed to create any and all alliances she could, by force or trade. Tseka scouted into a nearby Darklands entrance and found an unlikely but deadly ally—a colony of myceloids that feast on creatures from Deepmarket and the Darklands.

When the PCs arrive this chamber, the emissary is preparing to leave, having just concluded negotiations with Tseka about its role in the ratfolk's next moves in Goka. It is carefully collecting samples from the fungal mass for future study. In Subtier 3–4, two fungus leshys accompany the myceloid. In Subtier 6–7, the PCs instead encounter the emissary with two fungal kirriks. These grotesque, fungus-infested rat creatures are the result of joint experimentation between the myceloid and the alchemist Yekai Deathhand in area **B8**.

The myceloid emissary and its allies do not join any other combat encounters in Tseka's base. They are unwilling to risk their own safety to protect Tseka or her followers.



MYCELOID

Subtier 3–4 (CR 6)

FUNGUS LESHYS (2)

CR 2

hp 15 each (*Pathfinder RPG Bestiary* 3 177, see page 29)

TACTICS

During Combat The fungus leshys attack with their natural bites and claws.

Morale A fungus leshy quickly flees if reduced to fewer than 3 hit points.

MYCELOID

CR 4

hp 37 (*Pathfinder RPG Bestiary* 3 196, see page 30)

TACTICS

During Combat The myceloid attacks with its claws.

Morale The myceloid flees if it is reduced to fewer than 5 hit points.

Subtier 6–7 (CR 9)

INFESTED KIRRIXES (2)

CR 4

Variant fungal kirrix (*Pathfinder RPG Bestiary* 4 116, *Pathfinder RPG Monster Codex* 184)

N Large plant (augmented)

Init +5; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision, scent; **Perception** +9

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 38 each (4d8+20)

Fort +9, **Ref** +5, **Will** +2

Defensive Abilities poisonous blood; **Immune** disease, plant traits

OFFENSE

Speed 20 ft., burrow 5 ft., climb 10 ft.

Melee bite +9 (1d8+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks expel pathogens, poison spore cloud (DC 17)

TACTICS

During Combat The fungal kirrixes expend two uses of their expel pathogens ability to spray purple pox onto the PCs. They use their poison spore cloud abilities to affect as many PCs as possible without including the myceloid, who is not immune to the poison, then enter melee with their bite attacks.

Morale The infested kirrixes fight to the death.

STATISTICS

Str 22, **Dex** 13, **Con** 21, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +11; **CMD** 22 (30 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Climb +14, Perception +9, Stealth +2

Languages Common, Sylvan (can't speak)

SQ compression, fungal metabolism, harbor pathogens

SPECIAL ABILITIES

Expel Pathogens (Ex) When an infested kirrix hits with its bite attack, it can infect its target using its harbor pathogens

SCALING ENCOUNTER B3

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

Subtier 3–4: Remove one fungus leshy from the encounter. The remaining fungus leshy flees if it is reduced to fewer than 8 hit points.

Subtier 6–7: Remove one fungal kirrix from the encounter. The myceloid cast *barkskin* earlier in the day and doesn't have the spell available during combat.

ability with one disease it has stored, even if that disease can't normally be contracted via an injury. It can do this 5 times per day. Alternatively, a kirrix can expend two uses of this ability to spray a disease in a 15-foot cone, exposing all creatures in the cone to the disease even if it can't normally be contracted by contact. Doing so depletes the kirrix's reserve of that disease.

Fungal Metabolism (Ex) An infested kirrix breathes, but does not eat or sleep.

Harbor Pathogens (Ex) A kirrix's body has innate features that let it clean up and contain diseases within ratfolk warrens. The kirrix can store up to two types of diseases at a time. A kirrix can harmlessly digest an unwanted disease as a full-round action. If it ingests a diseased creature's blood (either by licking an open wound or biting the creature), it can produce an antiplague secretion, which it can use on itself or apply to others. Treat this as though the kirrix were using the Heal skill to treat disease with a +12 bonus. These kirrixes harbor the disease purple pox—see the myceloid diplomat's statistics on page 16 for a description of this disease.

Poison Spore Cloud (Ex) Once per day, a fungal creature can release a choking cloud of spores in a 15-foot-radius spread that lingers in the air for 10 rounds. This cloud functions as an inhaled poison. Any breathing creature in the cloud must succeed at a Fortitude save or inhale the spores. A creature that remains in the area of the spore cloud must continue to attempt Fortitude saves against its effects. Multiple spore clouds from multiple fungal creatures require multiple saves from any creature in an area where the clouds overlap.

Fungal Spores: Poison—inhaled; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage and fatigued for 1 minute; *cure* 2 consecutive saves.

Poisonous Blood (Ex) A fungal creature's blood and flesh are ingested poisons. Any creature that makes a bite attack against a fungal creature, swallows one whole, or otherwise ingests part of one must succeed at a Fortitude save or be afflicted by the poison.

Fungal Blood or Flesh: Poison—ingested; *save* Fort DC 17; *frequency* 1/minute for 6 minutes; *effect* 1 Str damage, 1 Dex damage, and nauseated for 1 minute; *cure* 2 consecutive saves.

MYCELOID DIPLOMAT

CR 7

Myceloid druid (blight druid) 5 (*Pathfinder RPG Bestiary* 3 196, *Pathfinder RPG Advanced Player's Guide* 98)

NE Medium plant

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

Aura miasma (DC 16)

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 94 (10d8+50)

Fort +13, **Ref** +3, **Will** +11

DR 5/slashing; **Immune** plant traits; **Resist** cold 10, fire 10, sonic 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee 2 claws +10 (1d6+4 plus disease)

Special Attacks spore cloud, wild shape 1/day

Spell-Like Abilities (CL 5th; concentration +5)

1/day—spore domination (DC 14)

Domain Spell-Like Abilities (CL 5th; concentration +9)

5/day—bleeding touch (2 rounds)

Druid Spells Prepared (CL 5th; concentration +9)

3rd—*animate dead*^o, *call lightning* (DC 17), *contagion* (DC 17)

2nd—*barkskin*, *bull's strength*, *death knell*^o (DC 16), *pox pustules*^{APG} (DC 16)

1st—*cause fear*^o (DC 15), *entangle*, *obscuring mist*, *produce flame*, *summon nature's ally I*

0 (at will)—*light*, *read magic*, *resistance*, *stabilize*

D Domain spell; **Domain** Death

TACTICS

Before Combat If the myceloid believes that there are intruders in the base, it casts *bull's strength* and *barkskin*. The effects of these spells are included in its statistics.

During Combat The myceloid uses his spells offensively to capture as many PCs as he can to take back to his colony.

Morale The myceloid attempts to flee once reduced to 10 or fewer hit points.

Base Statistics Without *barkskin* and *bull's strength*, the myceloid's statistics are **AC** 17, touch 11, flat-footed 16;

Melee 2 claws +8 (1d6+2 plus disease); **Str** 15; **CMB** +8; **CMD** 19.

STATISTICS

Str 19, **Dex** 13, **Con** 20, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21

Feats Improved Initiative, Improved Natural Attack (claw), Iron Will, Natural Spell, Skill Focus (Stealth)

Skills Diplomacy +10, Handle Animal +8, Heal +12, Linguistics +2, Perception +17, Sense Motive +9, Spellcraft +6, Stealth +20, Survival +14; **Racial Modifiers** +4 Sense Motive, +4 Survival

Languages Common, Druidic, Tien, Undercommon; telepathy 60 ft.

SQ nature bond (Death domain), nature sense, vermin empathy, woodland stride

SPECIAL ABILITIES

Disease (Su) *Purple Pox*—inhaled or injury; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Wis and 1d2 Con damage; cure 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully grown myceloid. Additionally, as long as a creature takes at least 7 points of Wisdom damage from the purple pox, it must make a DC 17 Will save each day to avoid becoming affected by a *lesser geas* (no HD limit) that compels the sickly character to seek out the nearest myceloid colony in order to offer itself up for spore domination. The save DCs are Constitution-based.

Spore Cloud (Ex) Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

Spore Domination (Sp) This spell-like ability functions as *charm monster*, but functions only against creatures currently infected with purple pox.

Development: If the PCs search the myceloid and succeed at a DC 15 Perception check, they find a contract that shows its colony has allied with a faction called the Korholm Agenda. In the contract, the myceloid promises to supply rare fungi in exchange for experimental alchemical brews and several live kirrixes.

B4. Training Hall

Three practice dummies stand in the southern section of this room. They wear pendants around their necks bearing crude replicas of *wayfinders*. A ceremonial gown rent by several bloodstained stab marks hangs on the western wall. With a DC 16 Knowledge (local or nobility) check, the PCs recognize that the gown appears to be the ceremonial attire of members of Goka's parliament. This gown is a trophy taken by the assassins who once occupied this building.

B5. Barracks

The Aspis Consortium uses this room as a makeshift barracks. They stack cots and personal belongings along the north wall. A PC who succeeds at a DC 20 Perception check locates a secret door in the south wall, as well as the secret door at the other end of the short tunnel that opens into the corridor outside of area B7.

B6. Storage

This room contains tools, barrels of water, and other mundane items. The door connecting this room to area **B9** is barred and barricaded from the other side. A PC who succeeds at a DC 30 Strength check can break the door and the bar while tossing the barricade aside in a single standard action. Each time a PC fails this Strength check by 10 or less, the DC of future strength checks to break the door decreases by 2. The PCs may also attempt to destroy the door with damage. The door and barricade together have hardness 5 and 80 hit points.

Development: Attempting to break down the barricade is noisy. If the PCs smash into the barricade and have not yet defeated Yekai Deathhand from area **B8**, the alchemist comes over to investigate. He orders his kirrixes to stay in area **B8**, and then he attempts to use hit and run tactics to lure the PCs into his pit trap at the entrance of area **B8**.

B7. Makino's Bedroom

This hollow holds a bed and makeshift dresser. A journal rests atop the dresser, a serpent etched over a picture of an open compass on its face.

This is the home of Makino Tokaji, the Pathfinder-turned-Aspis agent that aids Tseka. Two of the four torches in this room are lit, bathing the room in dim light. If the PCs read the journal on the dresser, they discover that Makino's betrayed the Society after meeting up with someone called "the Spider", and decided to join the Aspis Consortium out of spite after a group of Pathfinders "chased her into the blade of a murderous madman". His journal also reveals that if the Pathfinders ever find him, Tseka plans to pretend to trade him away in exchange for leaving her in peace, but asserts that she would never actually let the Pathfinders take him. A PC who succeeds at a DC 18 Perception check locates a secret hallway in the east wall that leads to area **B8**.

B8. The Plague Doctor (CR 6 or CR 9)

This wide, open chamber smells of rotten flesh and harsh chemicals. A curved workbench with dozens of drawers sits against the southern wall of this room, its surface covered with surgical tools, body parts, and alchemical items. On the workbench, a hairless six-legged rat the size of a housecat floats in a vat of blue liquid. The creature's body is covered in surgical wounds that have been carefully sutured shut.

Tseka has kept her operation small in an attempt to make sure that Gokan officials—and more importantly, the Pathfinder Society—do not notice her. In her investigations in Deepmarket, Tseka met a wayang

SCALING ENCOUNTER B8

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

Subtier 3–4: Yekai Deathhand used 4 of his bombs and his mutagen earlier in the day. The pit trap is shallower and easier to find: reduce the Perception DC to locate the pit trap to 20, and the depth of the pit to 20 feet. Falling into a 20-foot-deep pit deals 2d6 falling damage.

Subtier 6–7: Remove one kirrix from the encounter, and remove the blue whinnis poison from the spikes at the bottom of the pit trap. Yekai Deathhand used 5 of his bombs and his extract of *haste* earlier in the day.

alchemist that showed exceptional promise. In exchange for resources to practice his craft, Tseka hired "Doctor" Yekai Deathhand and unilaterally declared him a bronze agent, even counterfeiting a badge for him to carry. For his part, Yekai helped Tseka create several kirrix to protect their base. The six-legged rat floating in his incubation chamber is his latest creation, though it will need several months to grow to its full size.

A secret door in the west wall leads to area **B7** (DC 18 Perception check to notice).

Creatures: Yekai spends most of his time in this room absorbed in his experiments. One of his kirrixes defends him (or two kirrixes, in Subtier 6–7). The *flask of reconcoction* listed in Yekai's gear is a discounted version of the one that appears on page 172 of *Pathfinder RPG Pathfinder Unchained*, and is printed in full on this scenario's Chronicle sheet.

Trap: Yekai built a camouflaged pit trap into the floor to house any rebellious or unacceptable kirrix, and to deter people from interrupting his work. In Subtier 6–7, the bottom of the pit is covered in poisoned spikes.

Subtier 3–4 (CR 6)

CAMOUFLAGED PIT TRAP

CR 3

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. square area)

KIRRIX

CR 3

hp 34 (*Pathfinder RPG Monster Codex* 184, see page 30)

TACTICS

During Combat The kirrix sprays a cone of bubonic plague on the PCs. It tries to hit as many PCs as possible, even if that requires including Yekai in the area. It applies filth fever to its first bite attack.

Morale The kirrix fights to the death to protect Yekai.

SPECIAL ABILITIES

Diseases (Ex) The kirrix carries the following diseases.

Bubonic Plague: Disease—ingested or inhaled; save Fort DC 17; onset 1 day; frequency 1/day; effect 1d4 Con damage and 1 Cha damage and target is fatigued; cure 2 consecutive saves.

Filth Fever: Disease—ingested; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

YEKAI DEATHHAND

CR 3

Male wayang alchemist 4 (*Pathfinder RPG Bestiary* 4 274, *Pathfinder RPG Advanced Player's Guide* 26)

NE Small humanoid (wayang)

Init +5; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 16, flat-footed 14 (+1 armor, +5 Dex, +2 natural, +1 size)

hp 29 (4d8+6)

Fort +6, **Ref** +10, **Will** +1; +5 vs. disease, +2 vs. poison, +2 vs. shadow spells

OFFENSE

Speed 50 ft.

Melee spear +3 (1d6–1/x3)

Ranged bomb +10 (2d6+4 fire)

Special Attacks bomb 9/day (2d6+4 fire, DC 16)

Spell-Like Abilities (CL 4th; concentration +5)

1/day—*ghost sound* (DC 11), *pass without trace*, *ventriloquism* (DC 12)

Alchemist Extracts Prepared (CL 4th; concentration +8)

2nd—*cure moderate wounds*, *see invisibility*
1st—*bomber's eye*^{APG}, *expeditious retreat*, *reduce person* (DC 15), *true strike*

TACTICS

Before Combat Yekai drinks his Dexterity mutagen, a vial of antiplague, and his extract of *expeditious retreat*. The effects of these buffs are included in his statistics.

During Combat Yekai fights with his bombs. Depending upon how well he is doing in the fight, he may intentionally exclude downed PCs using precise bombs so that they can later serve as experimental subjects. When he falls to fewer than 20 hit points, he drinks his *cure moderate wounds* extract.

Morale Yekai fights to the death, attempting to delay the PCs for as long as possible.

Base Statistics Without his Dexterity mutagen and *expeditious retreat*, Yekai's statistics are **AC** 15, touch 14, flat-footed 12;

Ref +8, **Will** +2; **Speed** 20 ft.; **Ranged** bomb +8; **CMD** 15;

Skills Disable Device +12, Stealth +13

STATISTICS

Str 8, **Dex** 20, **Con** 12, **Int** 18, **Wis** 9, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 17

Feats Extra Bombs^{APG}, Point-Blank Shot, Precise Shot, Throw Anything

Skills Craft (alchemy) +11, Disable Device +14, Heal +6, Knowledge (arcana) +9, Knowledge (nature) +11, Perception +8, Spellcraft +11, Stealth +15, Use Magic Device +7; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Abyssal, Aklo, Common, Draconic, Wayang

SQ alchemy (alchemy crafting +4), discoveries (acid bomb, precise bombs [3 squares]), light and dark, mutagen (+4/–2, +2 natural armor, 40 minutes), poison use, shadow magic, swift alchemy

Combat Gear *potion of lesser restoration*, *potion of remove disease*, alchemists' fire (4), antiplague^{APG} (5), antitoxin (2), rhinarium paste^{MC}, smelling salts^{APG},

Other Gear padded armor, spear, *cloak of resistance* +1, *flask of reconcoction* (see page 35), alchemist's kit^{APG}, formula book (contains all prepared extracts), mwk thieves' tools, bronze Aspis Consortium badge

Subtier 6–7 (CR 9)

POISONED SPIKED PIT TRAP CR 5

Type mechanical; **Perception** DC 25;

Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft-deep pit (3d6 falling damage); pit

YEKAI
DEATHHAND

spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each plus poison (blue whinnis); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. square area) *Blue Whinnis Poison*: Poison—injury save Fort DC 14 frequency 1/round for 2 rounds; *initial effect* 1 Con damage; *secondary effect* unconsciousness for 1d3 hours; *cure* 1 save.

KIRRIXES (2) CR 3

hp 34 each (*Pathfinder RPG Monster Codex* 184, see page 30)

TACTICS

During Combat The kirrixes spray cones of bubonic plague on the PCs. They try to hit as many PCs as possible, even if that requires including Yekai in the area. They apply filth fever to their first bite attacks.

Morale The kirrixes fight to the death to protect Yekai.

SPECIAL ABILITIES

Diseases (Ex) The kirrixes carry the following diseases.

Bubonic Plague: Disease—injury or inhaled; save Fort DC 17; onset 1 day; frequency 1/day; effect 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves.

Filth Fever: Disease—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

YEKAI DEATHHAND CR 7

Male wayang alchemist 8 (*Pathfinder RPG Bestiary* 4 274, *Pathfinder RPG Advanced Player's Guide* 26)

NE Small humanoid (wayang)

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 16, flat-footed 16 (+3 armor, +5 Dex, +2 natural, +1 size)

hp 86 (8d8+35)

Fort +11, **Ref** +14, **Will** +4; +6 vs. poison, +2 vs. shadow spells

OFFENSE

Speed 50 ft.

Melee spear +8/+3 (1d6-1/x3)

Ranged bomb +15/+10 (4d6+4 fire)

Special Attacks bomb 13/day (4d6+4 fire, DC 18)

Spell-Like Abilities (CL 8th;

concentration +9)

1/day—*ghost sound* (DC 11), *pass*

without trace, *ventriloquism* (DC 12)

Alchemist Extracts Prepared (CL 8th;

concentration +12)

3rd—*arcane sight*, *cure serious wounds*, *haste*, *heroism*

2nd—*blur*, *cure moderate wounds* (2), *false life*, *spider climb*

1st—*bomber's eye*^{APG}, *comprehend languages*, *expeditious retreat*, *reduce person* (DC 14), *true strike*

TACTICS

Before Combat Yekai drinks his Dexterity mutagen, as well as his extracts of *arcane sight*, *expeditious retreat*, and *false life*, and uses a charge of his wand of *heroism*. The effects of these buffs are included in his statistics. **During Combat** On the first round, Yekai drinks his extract of *haste*. On future rounds, he makes full attacks with his bombs, mixing damaging bombs with dispelling bombs to remove the PCs' buffs. Depending upon how well he is doing in the fight, he may intentionally exclude downed PCs using precise bombs so that they can later serve as experimental subjects. The first time Yekai falls to fewer than 20 hit points, he drinks his extract of *cure serious wounds*.

Morale Yekai fights to the death, attempting to delay the PCs for as long as possible.

Base Statistics Without his Dexterity mutagen, *expeditious retreat*, *false life*, and *heroism*, Yekai's statistics are **AC** 16, touch 14, flat-footed 13; **hp** 73; **Fort** +8, **Ref** +9, **Will** +2; **Speed** 20 ft.; **Ranged** bomb +11/+6; **Dex** 16, **Wis** 10; **CMD** 17; **Skills** Craft (alchemy) +15 (+23 to create alchemical items), Disable Device +16, Heal +11, Knowledge (arcana) +15, Knowledge (nature) +10, Perception +13, Spellcraft +15, Stealth +17, Use Magic Device +10

STATISTICS

Str 8, **Dex** 20, **Con** 14, **Int** 18, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 19

Feats Extra Bombs^{APG}, Extra Discovery^{APG}, Point-Blank Shot, Precise Shot, Throw Anything, Toughness

Skills Appraise +6, Bluff +2, Climb +1, Craft (alchemy) +17 (+25 to create alchemical items), Diplomacy +2, Disable Device +20, Disguise +2, Escape Artist +7, Fly +9, Heal +12, Intimidate +2, Knowledge (arcana) +17, Knowledge (nature) +12, Perception +14, Ride +7, Sense Motive +1, Spellcraft +17, Stealth +21, Survival +1, Swim +1, Use Magic



Device +12; **Racial Modifiers** +2 Perception, +2 Stealth
Languages Abyssal, Aklo, Common, Draconic, Wayang
SQ alchemy (alchemy crafting +8), discoveries (acid bomb, dispelling bomb, explosive bomb, fast bombs, precise bombs [3 squares]), light and dark, mutagen (+4/-2, +2 natural armor, 80 minutes), poison use, shadow magic, swift alchemy
Combat Gear *potion of cure serious wounds, potion of lesser restoration, potion of remove disease, wand of heroism* (5 charges), alchemists' fire (4), antiplague^{APG} (5), antitoxin (2), rhinarium paste^{MC}, smelling salts^{APG}; **Other Gear** +1 leather armor, spear, *cloak of resistance* +1, *flask of reconcoction* (see page 35), alchemist's kit^{APG}, formula book (contains all prepared extracts), mwk thieves' tools, bronze Aspis Consortium badge, 35 gp

Development: Tseka is likely to hear the sound of combat from this room, but she does not join the fight. Instead, she takes steps to prepare for a fight in area **B9**, as listed in her tactics on page 23 for Subtier 3–4 or page 24 for Subtier 6–7.

Yekai's Aspis Consortium badge is not official. Tseka promoted him unilaterally and hired a forger to create his badge. A PC who succeeds at a DC 18 Knowledge (local) check (DC 22 in Subtier 6–7) detects the forgery. If a PC owns a legitimate Aspis Consortium badge, the PCs gain a +5 circumstance bonus on this skill check.

Reams of paper that exhaustively detail Yekai's experimental processes are crammed into drawers underneath the table. These notes include his procedure for creating kirrixes and his ideas for refining his *flask of reconcoction*. Many of the pages are stained with blood or alchemical ingredients.

While Yekai's papers fill most of the space under the table, the eastern row of drawers is packed with Tseka's notes. She has not bothered to lock these drawers—trusting that no lock could survive the skills of her ratfolk allies, she instead buries information among stacks of trade documents detailing the purchase of magical reagents. Some of these reagents are circled. A PC who peruses the documents and succeeds at a DC 15 Knowledge (arcana) check determines that most of the circled reagents are used in conjuration spells.

Letters hidden among the trade documents detail arrangements between Tseka and a local thieves' guild called the Dragon Fangs. They reveal that she regularly hired them to beat up her enemies and to replace local merchant's trade documents with forgeries. Tseka's documents also disclose that she was gathering magical reagents by a variety of means, including stealing them in transit and purchasing them legally. She also compiled extensive lists of ingredients and lists of prices. A PC who succeeds at a DC 15 Profession (merchant)

check realizes that this document compares the prices for goods across dozens of different merchants, and recognizes shorthand on the document that suggests that Tseka was planning on starting her own business and undercutting the competition. A small wooden coffer in the back of the bottom drawer contains narrow bars of a dull, dark gray metal. A PC who succeeds at a DC 18 Appraise check determines that the metal is glaucite, an alloy of adamantine and iron that can only be found in Numerian ruins.

The drawers also contains evidence that links Tseka to the Korholm Agenda, a faction within the Aspis Consortium that has defied standard practice of avoiding direct conflict with the Society. These notes include schematics depicting various rooms in the Grand Lodge, and speak of plans to have someone named Marnarius lead an army out of the *Hao Jin Tapestry*. Tseka encoded further information about the Korholm Agenda on the back of one of the trade documents in scented ink. A PC or companion creature with the scent ability or the keen senses racial trait who succeeds at a DC 10 Perception check notices that one of the trade documents carries a very careful array of dozens of subtle smells. Each precisely placed odor encodes a different letter in the Dark Folk language. Only PCs who perceive the array of odors are capable of interpreting it—spells such as *comprehend languages* and *tongues* alone are not sufficient. Such PCs can interpret the notes if they succeed at a DC 25 Linguistics check. PCs who speak Dark Folk or who are under the effects of a spell such as *comprehend languages* or *tongues* receive a +15 bonus on this skill check. If the PCs interpret the letter, give them **Player Handout #1: Tseka's Secret Message** on page 27. The bold sentences in the handout represent Tseka's most recent writing, which has a stronger odor. Note that the rhinarium paste in Yekai's backpack grants a creature the scent ability for 1 hour.

Rewards: If the PCs fail to defeat Yekai Deathhand, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 228 gp.

Out of Subtier: Reduce each PC's gold earned by 384 gp.

Subtier 6–7: Reduce each PC's gold earned by 541 gp.

B9. Tseka's War Room (CR 7 or CR 10)

This large chamber's walls are covered maps, documents, notes and missives. Pins and daggers jut out of the maps in different spots. A raised stage takes up the southeast corner of the room. Four pillars support its lofty ceiling.

Tseka uses this room as a war room to strategize about missions as well as negotiations with potential allies. The door to area **B6** is barred and barricaded with heavy furniture. This furniture provides difficult terrain in areas within 10 feet of the door. Eight torches in this room are

lit, bathing the room in normal light. The room's ceiling is 20 feet high. The two secret doors out of this room (DC 20 Perception to locate) open to tunnels that lead into the basements of buildings in Deepmarket. Another secret door leads under the stage, which the PCs can find with a successful DC 20 Perception check.

Creatures: Even if the PCs do not declare that they are Pathfinders, Tseka assumes that only the Pathfinder Society would have the combination of resources and motivation to track her to her base. Nonetheless, she wants to hear what they have to say before attacking them. Trusting in the fact that few have seen her true face, she hides in the shadows and orders one of her subordinates to pretend to be her. In Subtier 3–4, the fake Tseka is a ratfolk scoundrel, and in Subtier 6–7, she is a ratfolk sentinel. If the PCs speak to the fake Tseka for 1 minute and succeed at a DC 20 Sense Motive check, they get a hunch that the ratfolk isn't who she claims to be. Alternatively, the PCs can catch the impostor in a lie. While the ratfolk has a thorough knowledge of Tseka's plans, she is not a particularly skilled at deception. If PCs talk her into a corner or ask particularly specific questions, they can catch her in a lie with a successful DC 12 Sense Motive check (DC 17 in Subtier 6–7).



MARNARIUS'S BLADE

If at least one of the players brings a Chronicle sheet from *Pathfinder Society Scenario #6–98: Serpents Rise* with the boon Spoils of the Siege (Marnarius), Marnarius's successes in *Serpents Rise* allowed him to procure a deadly blade for his patron. The *Serpents Rise* Chronicle sheet can be applied to any of the player's characters, not just the one participating in this scenario. In Subtier 3–4, Tseka gains a *lesser sword of subtlety*, as detailed below. In Subtier 6–7, she instead gains a *sword of subtlety*. If the PCs defeat Tseka, players with the Spoils of the Siege (Marnarius) boon earn the Marnarius's Blade boon on their Chronicle sheets for this scenario, which allows them to purchase the sword. Players who earn this boon in Subtier 6–7 can choose to purchase a *lesser sword of subtlety* instead of a standard *sword of subtlety*.

LESSER SWORD OF SUBTLETY

PRICE
9,310 GP

SLOT none

CL 7th

WEIGHT 2 lbs.

AURA moderate illusion

This +1 *short sword* with a thin, dull gray blade provides a +2 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.

A *lesser sword of subtlety* can be upgraded to a *sword of subtlety* following the standard rules for upgrading magic items.

CONSTRUCTION REQUIREMENTS

COST 13,500 GP

Craft Magic Arms and Armor, *blur*

As the PCs enter the chamber, the false Tseka addresses the PCs from atop the stage in the southeast corner of the room. Meanwhile, the real Tseka hides in the shadows behind one of the room's pillars (in Subtier 6–7, her shadow Despair lurks in the square just below her). Makino stands in the square next to the secret door in the north wall, and any other ratfolk in the encounter hide beneath the stage, waiting to open the secret door below the stage if combat erupts.

A haughty ratfolk speaks from a raised stage in the southeast corner of the room. "Welcome, Pathfinders. I can't say I'm glad to see you. Are you more of Colson Maldris's lackeys, here on another one of his murderous missions? Everyone's heard about what you did to Ascalar Vruul. I assure you, no one here has bothered to blackmail that lout with evidence of his many indiscretions. Perhaps instead you are here

SCALING ENCOUNTER B9

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

Subtier 3–4: Remove one Aspis scoundrel from the encounter. Makino cast both *fire breath* and *magic missile* earlier in the day. Remove Tseka's dose of purple worm poison and one of her doses of shadow essence. She poisons both of her weapons with shadow essence.

Subtier 6–7: Remove both Aspis scoundrels from the encounter. Makino expended his empowered *scorching ray*, empowered *burning hands*, *mirror image*, and *magic missile* before combat, and Tseka has already cast *shadow conjuration*. Remove Tseka's dose of nightmare vapor and one of her doses of shadow essence. She poisons both of her weapons with shadow essence.

to pledge your services to a far more lucrative organization? After all, you have shown some skill in locating this place." She laughs. "It only took you, what, three years?"

The false Tseka proposes a trade: their traitor Makino for her freedom. The real Tseka has no intention of giving Makino to the PCs, but she wishes to gauge the PC's interest in their former comrade, so she told her body double that she plans to make this trade. PCs who succeed at a DC 18 Sense Motive check (DC 21 in Subtier 6–7) spot inconsistencies in Tseka's lie to her ally. If the PCs mention they know about the ruse from Makino's journal in area B8, the false Tseka chastises Makino for his idiocy and starts becoming anxious. With her bargaining chip gone, the fake Tseka chuckles and tells the PCs she'll kill them like her agents did the PCs' fellows at the Grand Lodge. This lie gives the PCs a chance to catch on to the ruse if they haven't already.

If the PCs do not defeat Yekai Deathhand before reaching area B9, the alchemist also participates in this combat. He orders his kirrixes to stay in area B8, and then he attempts to use hit-and-run tactics to lure the PCs away from Tseka and into his pit trap at the entrance of area B8. Tseka and her allies in area B9 do not chase the PCs into the laboratory, as they are wary of what traps the alchemist may have prepared.

Subtier 3–4 (CR 7)

ASPIS SCOUNDRELS (2)

CR 1

Female ratfolk tinkerer (*Pathfinder RPG Monster Codex* 178, see page 31)

hp 16 each

Combat Gear *potion of cure light wounds*, tanglefoot bag

Other Gear leather armor, light crossbow with 10 bolts, mwk dagger, mwk thieves' tools

TACTICS

Before Combat One of the Aspis scoundrels pretends to be Tseka in an attempt to catch the PCs off-guard. The other hides underneath the stage.

During Combat The scoundrels fight defensively and use their swarming ability to provide Tseka with flanking.

Morale As long as Tseka remains in the fight, the scoundrels fight to the death. If Tseka surrenders, they surrender as well.

MAKINO TOKAJI

CR 3

Male human evoker 4

NE Medium humanoid (human)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 34 (4d6+16)

Fort +6, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +2 (1d6–1)

Special Attacks intense spells (+2 damage)

Arcane School Spell-Like Abilities (CL 4th; concentration +8)
7/day—force missile (1d4+2)

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

2nd—*darkness*, *darkvision*, *fire breath*^{APG} (DC 17), *mirror image*

1st—*burning hands* (2, DC 16), *mage armor*, *magic missile*,
shocking grasp

0 (at will)—*light*, *mage hand*, *message*, *ray of frost*

Opposition Schools divination, necromancy

TACTICS

Before Combat Makino cast *darkvision* and *mage armor* earlier in the day. The effects of these spells are included in his statistics.

During Combat Makino uses his area-of-effect spells, attempting to catch as many PCs in the blasts as possible. If the PCs focus their efforts on him, he uses his *scroll of invisibility* and then casts defensive spells while invisible before returning to the fight.

Morale Makino fights to the death, suspecting the PCs will arrest him, deliver him to the Lantern Lodge and try him for treason.

STATISTICS

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

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

Feats Combat Casting, Scribe Scroll, Spell Focus (evocation), Toughness

Skills Appraise +10, Bluff +4, Knowledge (arcana) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (planes) +10, Linguistics +8, Perception +5, Spellcraft +11

Languages Common, Dark Folk, Elven, Minkaian, Tien, Undercommon

SQ arcane bond (mwk quarterstaff)

Combat Gear *scroll of identify, scroll of invisibility, scroll of obscuring mist*; **Other Gear** mwk quarterstaff, *cloak of resistance* +1, spell component pouch, spellbook (contains all prepared spells), broken *wayfinder*, bronze Aspis Consortium badge

TSEKA

CR 5

Female ratfolk rogue (poisoner) 5/shadowdancer 1
(*Pathfinder RPG Bestiary* 3 231, *Pathfinder RPG Advanced Player's Guide* 134)

N Small humanoid (ratfolk)

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

DEFENSE

AC 19, touch 16, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 size)

hp 47 (6d8+17)

Fort +4, **Ref** +10, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee +1 *short sword* +9 (1d4+1/19–20)

Ranged shortbow +8 (1d4/×3)

Special Attacks sneak attack +3d6, swarming

TACTICS

Before Combat As the sounds of PCs' approach echoes into their chamber from area **B8**, Tseka hides in the shadows. She poisons her short sword with purple worm poison and her dagger with shadow essence.

During Combat Tseka attacks lightly armored PCs first, repointing her blade as a move action when needed. She uses her swarming ability and Spring Attack to flank with her ratfolk allies. She uses hide in plain sight to hide in the shadows of the room's pillars between attacks.

Morale Tseka attempts to flee if reduced to 10 or fewer hit points. If she cannot flee, she surrenders.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 17

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +13, Bluff +8, Craft (alchemy) +8 (+10 to create or identify poisons), Diplomacy +6, Intimidate +6, Knowledge (dungeoneering) +6, Knowledge (local) +6, Linguistics +5, Perception +12, Perform (dance) +6, Sense Motive +5, Sleight of Hand +9, Stealth +17; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Dark Folk, Tien

SQ hide in plain sight, master poisoner, poison use, rogue talents (finesse rogue, swift poison^{APG})

Combat Gear purple worm poison, shadow essence (3), *potion of cure light wounds*; **Other Gear** mwk studded leather, +1 *short sword*, mwk dagger, shortbow with 20 arrows, *cloak of resistance* +1, gold Aspis Consortium badge, silver Aspis

Consortium badge wrapped in a crumpled letter (**Player Handout #2** on page 27)

SPECIAL ABILITIES

Poison (Ex) Tseka carries the following poisons.

Purple Worm Poison: Poison—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves.

Shadow Essence: Poison—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *initial effect* 1 Str drain; *secondary effect* 1d2 Str damage; *cure* 1 save.

Subtier 6–7 (CR 10)

ASPIS SCOUNDRELS (2)

CR 1

Male ratfolk tinkerer (*Pathfinder RPG Monster Codex* 178, see page 31)

hp 16 each

Combat Gear *potion of cure light wounds*, tanglefoot bag

Other Gear leather armor, light crossbow with 10 bolts, mwk dagger, mwk thieves' tools

TACTICS

During Combat The scoundrels fight defensively and use their swarming ability to provide Tseka with flanking.

Morale As long as Tseka remains in the fight, the scoundrels fight to the death. If she surrenders, they surrender as well.

ASPIS SENTINEL

CR 5

Female ratfolk troubleshooter (*Pathfinder RPG Monster Codex* 178, see page 31)

hp 42

Combat Gear *potion of invisibility* **Other Gear** +1 *studded leather*, hand crossbow with 10 bolts, mwk rapier, *cloak of resistance* +1, mwk thieves' tools, 55 gp

TACTICS

Before Combat The Aspis sentinel pretends to be Tseka in an attempt to catch the PCs off-guard.

During Combat The Aspis sentinel uses her swarming ability to maneuver into a flanking position and attack with her rapier. If a mundane item costing 55 gp or less would be useful to her, she uses her Pack Rat feat to have it stored away on her person. For example, she might use this ability to have a backup rapier if the PCs disarm her, or to produce an alchemical item such as a smokestick or tanglefoot bag to hamper the PCs.

Morale As long as Tseka remains in the fight, the sentinel fights to the death. If Tseka surrenders, so does the sentinel.

MAKINO TOKAJI

CR 6

Male human evoker 7

NE Medium humanoid (human)

Init +1; **Senses** darkvision 60 ft., Perception +8

DEFENSE

AC 15, touch 12, flat-footed 14 (+4 armor, +1 Dex)

hp 58 (7d6+28)

Fort +5, **Ref** +4, **Will** +7

Immune disease

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +3 (1d6–1)

Special Attacks intense spells (+3 damage)

Arcane School Spell-Like Abilities (CL 7th; concentration +11)
7/day—*force missile* (1d4+3)

Wizard Spells Prepared (CL 7th; concentration +11)

4th—*detonate*^{APG}, *dragon's breath*^{APG} (DC 20), empowered
scorching ray

3rd—empowered *burning hands* (DC 17), *fireball* (DC 19),
haste, *slow* (DC 17)

2nd—*darkness*, *darkvision*, *fire breath*^{APG} (DC 18), *mirror*
image, *resist energy*

1st—*burning hands* (2, DC 17), *mage armor*, *magic missile*,
shield, *shocking grasp*

0 (at will)—*light*, *mage hand*, *message*, *ray of frost*

Opposition Schools divination, necromancy

TACTICS

Before Combat Makino cast *darkvision* and *mage armor* earlier in the day. The effects of these spells are included in his statistics. If he hears the PCs approach, he also casts *resist energy (fire)* and *shield* on himself. These spells are not included in his statistics.

During Combat Makino uses his area-of-effect spells, attempting to catch as many PCs in the blasts as possible, starting with *dragon's breath*. He uses his *lesser selective metamagic rod* to exclude his allies from his area spells of 3rd level and lower, and casts *haste* if he can set up a situation where he can target Tseka. If he fears for his life, he uses his *scroll of invisibility* and then casts defensive spells while invisible before returning to the fight.

Morale Suspecting that the PCs will arrest him and deliver him to the Lantern Lodge to try him for treason if they capture him alive, Makino casts *detonate* once reduced to 10 hit points, and selects an element that isn't fire.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 13

Feats Combat Casting, Deceitful, Empower Spell, Greater Spell Focus (evocation), Spell Focus (evocation), Toughness

Skills Appraise +12, Bluff +9, Disguise +2, Knowledge (arcana) +14, Knowledge (dungeoneering, engineering, geography, history, and planes) +10, Linguistics +8, Perception +8, Spellcraft +14

Languages Common, Dark Folk, Elven, Minkaian, Tien, Undercommon

SQ arcane bond (mwk quarterstaff)

Combat Gear *potion of cure serious wounds*, *scroll of identify*, *scroll of invisibility*, *scroll of obscuring mist*, *lesser selective metamagic rod*^{APG}; **Other Gear** mwk quarterstaff, *cloak of*

resistance +1, spell component pouch, spellbook (contains all prepared spells), broken *wayfinder*, bronze Aspis Consortium badge

TSEKA

CR 8

Female ratfolk rogue (poisoner) 5/shadowdancer 4

(*Pathfinder RPG Bestiary* 3 231, *Pathfinder RPG Advanced Player's Guide* 134)

N Small humanoid (ratfolk)

Init +4; **Senses** darkvision 90 ft.; Perception +14

DEFENSE

AC 19, touch 16, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 size)

hp 80 (9d8+32)

Fort +5, **Ref** +11, **Will** +5

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 20 ft.

Melee +1 *virulent shortsword* +10/+5 (1d4+1/19–20)

Ranged shortbow +11/+6 (1d4/×3)

Special Attacks sneak attack +3d6, swarming

Shadowdancer Spell-Like Abilities (CL 4th; concentration +4)
1/day—*shadow conjuration* (DC 14), *silent image* (DC 11)

TACTICS

Before Combat When she hears the PCs approach, Tseka hides in the shadows. She poisons her shortsword with her nightmare vapor poison, using her lasting poison talent. She uses *silent image* to create an illusion of a ratfolk holding a resplendent shortsword standing in front of her proxy and guarding her.

During Combat Tseka attacks lightly armored PCs first, repointing her +1 *virulent shortsword* as a move action when needed. She uses Spring Attack to emerge from the shadows and retreat again, counting on a combination of her stealth, Despair's position, and her ratfolk allies' swarming ability to grant her a sneak attack each round. She uses her shadow jump ability to prevent too many PCs from clustering around her location. If the PCs affect her with a spell that reveals her, such as *faerie fire* or *glitterdust*, she attempts to remove it with her *oil of dispel magic*. If enough of her allies fall, she considers using *shadow conjuration* to mimic *summon monster III*, summoning 1d3 giant spiders.

Morale Tseka attempts to flee if reduced to 15 or fewer hit points. If she cannot flee, she surrenders.

STATISTICS

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

Base Atk +6; **CMB** +5; **CMD** 20

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Toughness, Weapon Finesse

Skills Acrobatics +16, Bluff +11, Craft (alchemy) +11 (+13 to create or identify poisons), Diplomacy +6, Intimidate +4, Knowledge (dungeoneering) +8, Knowledge (local) +8, Linguistics +5, Perception +14, Perform (dance) +6, Sense Motive +8, Sleight of Hand +10, Stealth +20; **Racial Modifiers**

+2 Craft (alchemy), +4 Handle Animal to influence rodents,
+2 Perception, +2 Use Magic Device

Languages Common, Dark Folk, Tien

SQ hide in plain sight, master poisoner, poison use, rogue talents (finesse rogue, lasting poison^{APG}, swift poison^{APG}), shadow jump, summon shadow

Combat Gear *oil of dispel magic*, *potion of cure moderate wounds*, nightmare vapor (injury), shadow essence (3);
Other Gear mwk studded leather, +1 virulent^{MC} shortsword, mwk dagger, shortbow with 20 arrows, *cloak of resistance* +1, gold Aspis Consortium badge, silver Aspis Consortium badge wrapped in a crumpled letter (**Player Handout #2** on page 27)

SPECIAL ABILITIES

Poison (Ex) Tseka carries the following poisons.

Nightmare Vapor: Poison—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1 Wis damage and confused for 1 round; cure 2 saves.

Shadow Essence: Poison—injury; save Fort DC 17; frequency 1/round for 6 rounds; initial effect 1 Str drain; secondary effect 1d2 Str damage; cure 1 save.

DESPAIR

CR —

Shadow companion

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)
hp 40 (3d8+6)

Fort +4, **Ref** +8, **Will** +3; +4 vs. channeled energy

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +8 (1d6 Strength damage)

TACTICS

During Combat Despair attacks whomever Tseka is targeting, hoping to combine its Strength damage with Tseka's poison to take their foes down quickly.

Morale Despair fights until it is destroyed to defend Tseka. If the ratfolk flees, it does its best to cover her escape.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 21

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8; **Racial Modifiers** +4 Stealth in dim light, −4 in bright light

SQ strength damage

SPECIAL ABILITIES

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Development: The maps on the wall are of locations of attacks that Tseka is organizing. A PC who succeeds at a DC 15 Knowledge (local) check discerns that the maps are an architectural layout of Goka, a sketch of the interior of the Lantern Lodge, and a detailed drawing of an unexceptional multicolored tapestry covered in abstract patterns—the *Hao Jin Tapestry*.

If the PCs search Tseka's belongings, they find her silver badge wrapped in an admonishing letter from A. X. Adrius (**Player Handout #2** on page 27). A PC who succeeds at a DC 15 Knowledge (local) check knows that A. X. Adrius is the public face of the Aspis consortium's leadership, and that he shares power with the consortium's anonymous shadowy board of patrons. Her gold badge is a forgery, which the PCs detect if they succeed at a DC 18 Knowledge (local) check (DC 22 in Subtier 6–7). If a PC owns a legitimate Aspis Consortium badge, the PCs gain a +5 circumstance bonus on this skill check.

Finally, the PCs find an unsent missive addressed to someone named Marnarius sitting on the stage (**Player Handout #3** on page 28).

Rewards: If the PCs fail to defeat Tseka, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 517 gp.

Out of Subtier: Reduce each PC's gold earned by 898 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,279 gp.

CONCLUSION

Yrishi meets up with the PCs soon after they exit Tseka's base and eagerly asks them to report the information they found within. Even if the PCs leave the base via one of the secret tunnels, it does not take the pipefox long to find them. As long as the PCs share proof of the Tseka's alliance with the Dragon Fangs, she thanks them for teaching her something new, as well as for giving her a chance to get to know more about them and the Society they serve. In addition, Yrishi pledges her service to the PCs. The PCs earn the Curious Pipefox boon on their Chronicle sheets.

PCs who defeat Yekai Deathhand and find his *flask of concoction* earn the Yekai Deathhand's Marvel boon on their Chronicle sheets.

News of Tseka's defeat spreads quickly through Uppermarket. If she escapes the PCs, she goes into hiding to lick her wounds and devise new plans to grow her influence. Amara Li is disappointed that the PCs were not able to stop Tseka, but she assures them that the ratfolk will need some time to recover from the blow that they dealt to her operations. If the PCs kill Tseka, Amara Li shakes her head, and remarks that the information Tseka knows is well worth the price of bringing her back to life. Finally, if the PCs bring Tseka back alive, Amara Li praises their skill and ingenuity and moves the ratfolk to

a secure location for interrogation. Regardless of whether or not the PCs return with Tseka, Amara Li praises the PCs for putting an end to Tseka's schemes. The Lantern Lodge and the Pathfinder Society are one step closer to bringing the Aspis Consortium to justice, and the PCs have dealt a crippling blow to the Aspis Consortium's interests in Goka.

If the PCs tell Amara Li what they found out regarding Makino and his betrayal, she tells the PCs she that thought Makino was dead, but that she now realizes that not even Goka is immune from the corrupting power of the Aspis Consortium and the reach of the Shadow Lodge. She thanks the PCs for their discovery, and says, "It is always a pleasure to work with Pathfinders from different parts of the world. Please convey my gratitude to the Grand Lodge, and let the Masters know that Tian Xia will always welcome the Society. I hope that we meet again someday." If any PCs are former members of the Lantern Lodge faction, she assures them that the Lantern Lodge is flourishing, thanks in no small part to their efforts.

Reporting Notes

If the PCs defeated Tseka but she fled, check box A on the reporting sheet. If the PCs killed Tseka, check box B. If the PCs brought Tseka back to the Pathfinder Society alive, check box C. If the PCs recovered the Aspis Consortium and Korholm Agenda intelligence from areas **B8** and **B9**, check box D.

Primary Success Conditions

The PCs fulfill their primary mission if they remove Tseka from power.

Secondary Success Conditions

Characters who earned at least 1 XP as a member of the Lantern Lodge faction prior to playing this adventure automatically succeed on their secondary success condition. Other PCs must successfully complete two or more of the following four tasks: find Yrishi without encountering Odemi first, bypass area **A** without violence or making the guards suspicious enough to raise an alarm, recover the Aspis/Korholm Agenda intelligence in areas **B8** and **B9**, and bring Tseka back to the Lantern Lodge alive.

PLAYER HANDOUT #1: TSEKA'S SECRET MESSAGE

The other members of the Agenda were no fools. They all took great pains to conceal their identities. Disguises and illusions dancing through the meeting chamber make the task of identification more difficult, but here is what I know for sure.

The leader betrayed a hint of a Thuvian accent in an otherwise carefully flat tenor voice. **The leader has clearly taken precautions against divination magic.**

One woman spoke with a voice I have heard only rarely, from the Iblydan archipelago.

Another woman's voice was distant, as though she were in a trance. There was something eerie and unnatural about it that I couldn't quite place. Whatever language is the source of her accent, I have never heard it.

Perhaps the easiest to track down will be the Varisian man, who allowed a distinctly Sczarni turn of phrase slip into his speech. **Varisian contacts have confirmed his identity: Madreki Gael.**

PLAYER HANDOUT #2: LETTER FROM ADRIUS

Tseka,

For a supposedly bright agent, you seem to be struggling with a basic truth: you are a silver agent. You are not a gold agent and have never been a gold agent, and you are doing a fine job of campaigning against your own promotion with your childish antics.

If I catch you stepping outside the bounds of your authority again, my next letter to you will contain your shiny new bronze badge. Do I make myself clear?

As for your latest request, the patrons are not prepared to release more funding to your cause at this time.

A. V. Adrius

PLAYER HANDOUT #3: LETTER TO MARNARIUS

Marnarius,

I am growing increasingly concerned that I haven't heard from you since the report on your glowing success at the Pathfinder's Grand Lodge. I have tried to supply you with the means to rebuild your life, but I've heard rumors that your desire for vengeance is preventing you from accepting my help. Take some time to enjoy your accomplishments and revel in the harm that you have already caused to the Society. Don't let the Pathfinders drive you to throw your life away chasing wild schemes, and please, Marnarius, stop placing your trust in the hands of people who have already failed the Consortium in the past.

Regards,
Tseka

APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

BORDER GUARD

CR 3

Pathfinder RPG NPC Codex 129

Half-orc ranger 4

NE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

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

hp 30 (4d10+4)

Fort +5, **Ref** +8, **Will** +2

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+3/18–20)

Ranged mwk composite longbow +9 (1d8+2/×3)

Special Attacks favored enemy (elves +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8

Languages Common, Orc

SQ favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3

Combat Gear +1 flaming arrows (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*;

Other Gear mwk chain shirt, mwk composite longbow (+2 Str) with 20 arrows, mwk falchion, *elixir of hiding*, 26 gp

FUNGUS LESHY

CR 2

Pathfinder RPG Bestiary 3 177

N Small plant (leshy, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 15 (2d8+6)

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

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft.

Melee bite +2 (1d6), 2 claws +2 (1d3)

Ranged puffball +4 (1 plus spores)

Special Attacks spores

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*pass without trace*

STATISTICS

Str 10, **Dex** 15, **Con** 16, **Int** 7, **Wis** 14, **Cha** 15

Base Atk +1; **CMB** +0; **CMD** 12

Feats Blind-Fight

Skills Stealth +10 (+14 in swamps and underground), Survival +3 (+7 in swamps and underground); **Racial Modifiers** +4 Stealth and Survival in swamps and underground

Languages Druidic, Sylvan; plantspeech (fungi)

SQ change shape (Small fungus; tree shape), verdant burst

DESCRIPTION

Mismatched eyes dot this plant creature's thick mushroom cap, while below works an overlarge maw set with pale fungal teeth.

SPECIAL ABILITIES

Puffball (Ex) A fungus leschy can spit a puffball as a standard action. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target struck (but not adjacent targets) with the fungus leschy's spores. The puffball has a range increment of 20 feet.

Spores (Ex) A fungus leschy is riddled with molds and spores. Anytime a fungus leschy takes damage, a cloud of spores bursts from its body, forcing all adjacent creatures to make a DC 14 Fortitude save or have their vision reduced to 10 feet for 1 minute. Spending a full-round action to wash one's eyes with water ends this effect. The save DC is Constitution-based.

HARRYING BRUTE

CR 6

Pathfinder RPG NPC Codex 99

Human monk 7

LN Medium humanoid (human)

Init +5; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 45 (7d8+10)

Fort +7, **Ref** +7, **Will** +9; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee mwk sai +10 (1d4+4) or unarmed strike flurry of blows +10/+10/+5 (1d8+4)

Ranged dagger +6 (1d4+4/19–20)

Special Attacks flurry of blows, stunning fist (7/day, DC 16)

TACTICS

Before Combat The monk drinks his *potion of mage armor*.

Base Statistics Without mage armor, the monk's statistics are AC 16, touch 16, flat-footed 14.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Step Up, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +10 (+25 when jumping), Climb +9, Intimidate +6, Knowledge (history) +5, Knowledge

(local) +3, Knowledge (religion) +6, Perception +11, Perform (percussion) +6, Sense Motive +13, Swim +10

Languages Common

SQ fast movement, high jump, ki pool (6 points, magic), maneuver training, purity of body, slow fall 30 ft., wholeness of body

Combat Gear *potions of cure light wounds* (2), *potions of mage armor* (2), *potions of magic weapon* (2); **Other Gear** dagger, mwk sai, *belt of giant strength* +2, *cloak of resistance* +1, 395 gp

KIRRIX

CR 3

Pathfinder RPG Monster Codex 184

N Large magical beast

Init +6; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +6, **Will** +2

Immune disease

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee bite +7 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks expel pathogens

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 21 (29 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Climb +12, Perception +9, Stealth +3

Languages Common (can't speak)

SQ compression, harbor pathogens

DESCRIPTION

This sleek, weasel-like rodent has exaggerated whiskers and six short but stout legs.

SPECIAL ABILITIES

Expel Pathogens (Ex) When a kirrix hits with its bite attack, it can infect its target using its harbor pathogens ability (if any) with one disease it has stored, even if that disease can't normally be contracted via an injury. It can do this a number of times per day equal to its Constitution modifier. Alternatively, a kirrix can expend two uses of this ability to spray a disease in a 15-foot cone, exposing all creatures in the cone to the disease even if it can't normally be contracted by contact. Doing so depletes the kirrix's reserve of that disease.

Harbor Pathogens (Ex) A kirrix's body has innate features that let it clean up and contain diseases within ratfolk warrens. A kirrix collects diseases by consuming them off of objects or from the air (typically contact, ingested, or inhaled diseases), by ministering to a diseased creature (typically ingested or injury diseases), or by fighting a creature that

imparts diseases and being subjected to one. The kirrix can store up to two types of diseases at a time in an organ near its throat. (A typical kirrix has filth fever and bubonic plague stored.) A kirrix can harmlessly digest an unwanted disease as a full-round action. If the creature consumes a mold or another substance that causes disease, it clears the surface of disease. If it ingests a diseased creature's blood (either by licking an open wound or biting the creature), it can produce an antiplague secretion, which it can use on itself or apply to others. Treat this as though the kirrix were using the Heal skill to treat disease with a +12 bonus.

MYCELOID

CR 4

Pathfinder RPG Bestiary 3 196

NE Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +4

DR 5/slashing; **Immune** plant traits; **Resist** cold 10, fire 10, sonic 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d6+3 plus disease)

Special Attacks spore cloud

Spell-Like Ability (CL 6th; concentration +6)
1/day—spore domination (DC 14)

STATISTICS

Str 17, **Dex** 11, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 16

Feats Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Perception +6, Sense Motive +5, Stealth +9, Survival +5;

Racial Modifiers +4 Sense Motive, +4 Survival

Languages Undercommon; telepathy 60 ft. (myceloids and purple pox sufferers only)

DESCRIPTION

This shambling fungus creature bears a strong resemblance to a rotund human, but with a mushroom cap for a head.

SPECIAL ABILITIES

Disease (Su) Purple Pox: inhaled or injury; *save* Fort DC 15; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Wis and 1d2 Con damage; cure 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully-grown myceloid. Additionally, as long as a creature takes at least 7 points of Wisdom damage from the purple pox, it must make a DC 15 Will save each day to avoid becoming affected by a *lesser geas* (no HD limit) that compels the sickly character to seek out the nearest myceloid colony in order to offer itself up for spore domination. The save DCs are Constitution-based.

Spore Cloud (Ex) Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

Spore Domination (Sp) This spell-like ability functions as *charm monster*, but functions only against creatures currently infected with purple pox.

RATFOLK EXPEDITION LEADER CR 7

Pathfinder RPG Monster Codex 180
Ratfolk ranger 8 (*Pathfinder RPG Bestiary* 3 231)
N Small humanoid (ratfolk)

Init +3; **Senses** low-light vision; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 armor, +3 Dex, +1 dodge, +1 shield, +1 size)

hp 72 (8d10+24)

Fort +9, **Ref** +10, **Will** +4

OFFENSE

Speed 30 ft.

Melee +1 *two-bladed sword* +9/+4 (1d3+4/19–20), mwk two-bladed sword +9/+4 (1d6+1/19–20)

Ranged +1 *composite longbow* +13/+8 (1d6+3/×3)

Special Attacks combat style (two-weapon), favored enemy (animals +2, humans +4), swarming

Ranger Spells Prepared (CL 5th; concentration +6)
2nd—*barkskin*
1st—*endure elements*, *longstrider*

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 23

Feats Dodge, Endurance, Exotic Weapon Proficiency (two-bladed sword), Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (two-bladed sword)

Skills Climb +9, Craft (alchemy) +3, Handle Animal +6, Heal +8, Knowledge (dungeoneering, geography, nature) +8, Perception +14, Ride +10, Spellcraft +6, Stealth +18, Survival +12, Swim +7 **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Gnome

SQ favored terrain (desert +4, urban +2), hunter's bond (companions), surface sprinter^{MC}, swift tracker, track +4, wild empathy +7, woodland stride

Combat Gear *oil of magic weapon*, *potion of cure serious wounds*; Other Gear mithral chain shirt, +1 *composite longbow* (+2 Str) with 20 arrows, +1/mwk *two-bladed sword*, *cloak of resistance* +1, 149 gp

RATFOLK TINKERER CR 1

Pathfinder RPG Monster Codex 178

Ratfolk rogue 2 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

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

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 16 (2d8+4)

Fort +1, **Ref** +6, **Will** –1

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee mwk dagger +6 (1d3/19–20)

Ranged light crossbow +5 (1d6/19–20)

Special Attacks sneak attack +1d6, swarming

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 13

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +8, Climb +5, Craft (alchemy) +5, Disable Device +11, Escape Artist +8, Knowledge (dungeoneering) +7, Knowledge (local) +7, Perception +6, Sleight of Hand +8, Stealth +12, Swim +5, Use Magic Device +7 **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Gnome, Goblin, Undercommon

SQ rogue talents (finesse rogue), trapfinding +1

Combat Gear *potion of cure light wounds*, *potion of pass without trace*, acid, alchemist's fire, mwk bolts (5), tanglefoot bag; **Other Gear** leather armor, light crossbow with 10 bolts, mwk dagger, mwk thieves' tools, 121 gp

RATFOLK TROUBLESHOOTER CR 5

Pathfinder RPG Monster Codex 178

Ratfolk rogue 6 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

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

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 42 (6d8+12)

Fort +5, **Ref** +10, **Will** +4

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk rapier +10 (1d4/18–20)

Ranged hand crossbow +9 (1d3/19–20)

Special Attacks sneak attack +3d6, swarming

STATISTICS

Str 11, **Dex** 18, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +3; **CMD** 17

Feats Deft Hands, Pack Rat^{MC}, Weapon Finesse

Skills Acrobatics +13 (+9 when jumping), Appraise +7, Bluff +5,

Climb +6, Craft (alchemy) +3, Diplomacy +5, Disable Device +20, Escape Artist +13, Knowledge (local) +10, Perception +12, Sense Motive +10, Sleight of Hand +6, Stealth +17, Use Magic Device +10 **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Undercommon

SQ rogue talents (fast stealth, quick disable, trap spotter), trapfinding +3

Combat Gear *elixir of hiding*, *potion of cure light wounds*, *potions of invisibility* (2), *wand of shocking grasp* (CL 4th, 12 charges), acid (2); **Other Gear** +1 *studded leather*, hand crossbow with 10 bolts, mwk rapier, *cloak of resistance* +1, grappling hook, mwk thieves' tools, silk rope (50 ft.), 314 gp



Pathfinder Society Scenario #7-15: The Deepmarket Deception

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points _____

Character Name _____

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Pathfinder Society Scenario #7-15: The Deepmarket Deception

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Curious Pipefox: Yrishi the pipefox wishes to continue adventuring with you. A spellcaster of at least 7th level may take Yrishi as a familiar with the Improved Familiar feat. You must provide a copy of *Pathfinder RPG Bestiary 4* as if pipefoxes were available as in the Additional Resources document.

Instead of taking Yrishi as a familiar, you can ask her to perform research for you. Cross the boon off your Chronicle sheet before attempting a Knowledge (history or religion) check to treat your result as if it were 25, even if you are not trained in the skill. Alternatively, you may gain a +5 bonus on the check.

Marnarius's Blade You defeated Tseka and claimed the blade that Marnarius gifted to her. You may purchase a *lesser sword of subtlety* (see page 21). A *lesser sword of subtlety* is a +1 *shortsword* that provides a +2 bonus on its wielder's attacks and damage rolls when he is making a sneak attack with it. If you played this scenario in Subtier 6-7, you may purchase either a *lesser sword of subtlety* or *sword of subtlety*.

Yekai Deathhand's Marvel: Yekai Deathhand invented the *flask of reconcoction*, a device that duplicates potions. With his notes, you can refine his invention over time. The flask grows in power as you gain levels. If you purchase this item, you earn less treasure to compensate for its increased abilities. So long as you own the flask, reduce all gold you earn on Chronicle sheets by 5% (rounded down) until you reach 14th level.

The listed price assumes that you are 3rd or 4th level. If you purchase the item when you are higher level, pay the cost listed for your level in the bauble column on page 160 of *Pathfinder RPG Pathfinder Unchained* instead of 300 gp. Likewise, if you sell the item, use the corresponding value to calculate its effective market price. See page 160 of *Pathfinder Unchained* for information about scaling magic items.

FLASK OF RECONCOCTION

PRICE
300 GP

SLOT none

CL 4th

WEIGHT —

AURA faint conjuration and divination

SCALING bauble

This flask can hold a single ounce of liquid. If a potion of a 1st-level spell is poured into the flask, the flask's interior analyzes the potion. If the wielder drinks a potion directly from the flask, the flask bubbles, as strange reagents mix within it. After 1 week, the flask produces a new potion of the same 1st-level spell at minimum caster level. If anyone empties the flask before the week is over, they gain no benefit and the flask stops recreating the potion. The flask can reconcoct a potion of a 2nd level spell in a week if the owner is at least 8th level or in a day if the owner is at least 10th level. The flask can reconcoct a 3rd level potion in a week if its owner is at least 12th level, or in a day if its owner is at least 14th level.

CONSTRUCTION REQUIREMENTS

COST 9,250 GP

Craft Wondrous Item, *alchemical allocation*^{APG}

All Subtiers

antiplague (50 gp; *Pathfinder RPG Advanced Player's Guide* 182)
cloak of resistance +1 (1,000 gp)
flask of reconcoction (price varies)
lesser sword of subtlety (9,310 gp)
potion of remove disease (750 gp)
purple worm poison (700 gp; limit 1)
shadow essence (250 gp; limit 3)
smelling salts (25 gp; *Advanced Player's Guide* 182)
wand of shocking grasp (CL 4th, 12 charges; 720 gp, limit 1)

Subtier 6-7

+1 virulent shortsword (8,310 gp; *Pathfinder RPG Monster Codex* 177)
lesser selective metamagic rod (3,000 gp; *Pathfinder RPG Advanced Player's Guide* 295)
nightmare vapor (injury poison; 1,800 gp, limit 1)
oil of dispel magic (750 gp)
potion of cure serious wounds (750 gp)
sword of subtlety (22,310 gp)
wand of heroism (5 charges, 1,125 gp)
wand of shocking grasp (CL 4th, 12 charges, 720 gp, limit 2)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

3-4

647

1,293

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

1,128

2,256

SUBTIER ☐ Slow ☐ Normal

6-7

1,610

3,219

SUBTIER ☐ Slow ☐ Normal

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—

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total