



THE SLAVE MASTER'S MIRROR

By Sam Polak



The Slave Master's Mirror

Pathfinder Society Scenario #6–11

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By SAM POLAK



A team of Pathfinder agents recently completed a covert mission at the request of Lady Darchana Madinani, second spell lord of Absalom and archdean of the Arcanamirium. She had discovered a plot to sell specially prepared slaves to Absalom's noble families and use them as scrying beacons for long-range magical espionage. The Pathfinders captured the ship that brought the slaves to Absalom and traced its origin to the Katapeshi city of Okeno, notorious for its slave market known as the Fleshfair. Among the clues the Pathfinders recovered was a scrap of partially burned stationary signed "Muhlia." Investigation has confirmed this to mean Pasha Muhlia al'Jakri, a once-prominent representative of Qadiran interests in Absalom and the Pathfinder Society.

Muhlia al'Jakri vanished abruptly after murdering Taldan Baron Jacquo Dalsine in 4711 AR—which she committed in revenge for her own sister's murder. Al'Jakri sold her services to the Aspis Consortium, and in time she grew very close to one of its agents, Aglorn Desimire. The Society soon after killed Aglorn and later his brother Tancred. These events have turned her fully against the Pathfinder Society, and she has directed her expertise as a spymaster and assassin toward foiling its plans.

Years before this, al'Jakri acquired a unique magical scrying mirror, after assassinating its previous owner during her rise to power in Qadira. Wary of the mirror's strange curse, she kept it in storage until recently, when her desire for revenge against the Pathfinder Society grew more powerful than her caution. Through her connections in Katapesh, Al'Jakri has spun a web of slaves carefully planted with influential families in Absalom, and she uses the mirror to remotely observe those slaves, gathering useful information that will help her to sabotage Absalom and strike at the heart of the Society.

To prepare her slaves and manage her spy operation unseen, al'Jakri has moved into a remote fort on Stonespine Island. Through a mixture of intimidation and bribery, she took charge of tribe of gnolls and employs them as go-betweens when buying and selling slaves. Few would suspect al'Jakri would work so closely with the

WHERE ON GOLARION?

This scenario takes place on Stonespine Island, named for the spine of stony peaks that crosses its length. The island sits in the northern reaches of the Obari Ocean between Katapesh and Qadira. Its main settlement, the port city called Okeno, is known for its fleets of yellow-sailed ships and the Fleshfair, one of Golarion's largest slave markets. For more information about Katapesh, check out the *Pathfinder Campaign Setting: The Inner Sea World Guide* or *Pathfinder Campaign Setting: Dark Markets, A Guide to Katapesh*, available in hobby stores and bookstores everywhere and online at paizo.com.



creatures, as she publicly disdains gnolls—which obscures her connection to these slavers to anyone who would investigate. Additionally, al'Jakri disguises herself with veils constantly, and her gnolls simply don't care about who she is beyond taking her money and advantage of her skill with Lamashtu's sacred knives. Al'Jakri also has a djinni servant that she has placed in the "training hall," who teaches the slaves enough about etiquette, cooking, cleaning, and attending to nobility that they might pass as high class servants in Absalom's auction houses.

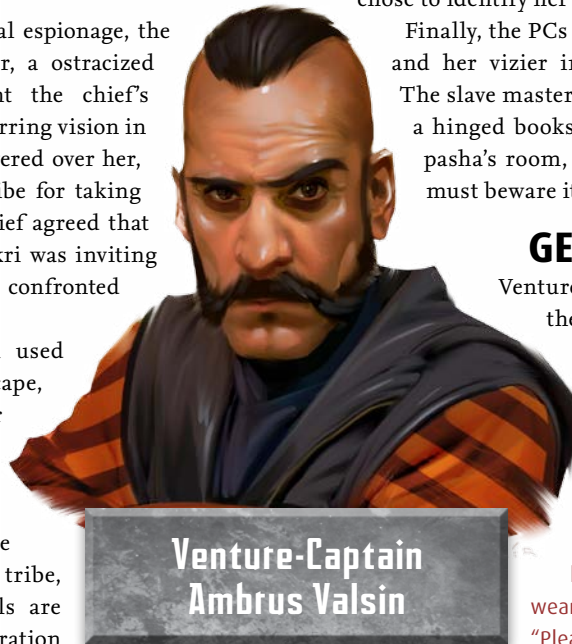
The Red Ridge gnoll tribe, a small band led by a flind named Chau, has been happy to play along and take her patron's money. As the Pathfinder Society began to track

GM RESOURCES

This adventure makes use of the following Pathfinder RPG Products; the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Monster Codex* (MC), *Pathfinder RPG NPC Codex*, and *Pathfinder RPG Ultimate Equipment* (UE). You can find these rules in the Pathfinder Reference Document online at paizo.com/prd, and the relevant pages from *Monster Codex* are reprinted at the back of this scenario for the GM's convenience.

down the source of the magical espionage, the tribe's most reclusive member, a ostracized witch named Rothur, sought the chief's attention. She recounted a recurring vision in which an enormous hyena towered over her, laughing and shaming her tribe for taking orders from a human. The chief agreed that continuing to work with al'Jakri was inviting trouble, and together they confronted the pasha.

Rather than fight, al'Jakri used her *boots of teleportation* to escape, planning to return at a later date to take the gnolls by surprise and replace them with more manageable minions. Chau wasted no time announcing her victory to the tribe, and all the Red Ridge gnolls are preparing for a victory celebration when the PCs arrive.



Venture-Captain
Ambrus Valsin

SUMMARY

The PCs meet with Ambrus Valsin and Lady Darchana Madinani at the Grand Lodge in Absalom and receive their mission to track down the source of the scrying effect that Lady Darchana, a highly distinguished wizard, recently observed at a party. Ambrus and Darchana offer the PCs a ship and advice on how to infiltrate the secret base of the group that's been preparing slaves to serve in noble houses for use as *scrying* targets.

If the PCs go along with the plan of posing as slaves, they have little opportunity to explore Okeno before a group of gnoll slavers purchases them and marches them inland to the hideout. It's a three-day walk, during which the PCs have the opportunity to ruin their cover and fight their captors before reaching the hideout. If the PCs don't agree to pose as slaves, the gnolls quickly purchase other slaves at the Fleshfair; the PCs can track the group and raid the hideout while being fully equipped, but the

gnolls are more prepared for an assault from outside. If some of the PCs do pose as slaves, the gnolls lead their prisoners into their hideout's slave quarters and lock them in, leaving several Lamashtu-touched hyenas as guards. The PCs can then break out and recover their gear before defeating the gnolls in the stronghold and searching for the *scrying* device.

Reaching that chamber requires the PCs pass through a large hall where slaves are trained to be acceptable servants for Absalom's nobility. Al'Jakri's bound djinni Jairo stands guard here, and he reluctantly bars the PCs' passage unless they can guess the password his master chose to identify her allies.

Finally, the PCs encounter the gnoll tribe's chief and her vizier in al'Jakri's ransacked quarters. The slave master's mirror itself is hidden behind a hinged bookshelf in a small closet off of the pasha's room, but any who would gaze into it must beware its curse.

GETTING STARTED

Venture Captain Ambrus Valsin meets the PCs in his office in the Grand Lodge. Read or paraphrase the following to get the adventure underway.

As a clock chimes the hour, Ambrus Valsin opens the door to admit his guests then resumes his seat next to a grey-eyed woman wearing the robes of an academic. "Please seat yourselves quickly so we can begin. This is Lady Darchana

Madinani, archdean of Absalom's premier school of the arcane, the Arcanamirium. She's has come to the Pathfinder Society on delicate business."

Darchana takes a moment to greet any Pathfinders she's met in previous scenarios before continuing the briefing.

"As Second Spell Lord of Absalom, I continually investigate magical attempts to attack our home. The Pathfinder Society recently aided one of my investigations by capturing a disguised Okeno slave ship used for several months to transport various unfortunates to Absalom for sale as slaves to the city's noble families. Normally this would be legal, yet it seems someone has marked each of these slaves for use as divination foci. I can't ignore the threat posed by such an insidious spy network. With the capture of that ship, we're now in an excellent position to strike back at the hidden mastermind behind the slave-scrying.

"Know that I do not come to the Pathfinder Society lightly. I am taking on a calculated political risk by asking you to

handle this investigation for me. But my long friendship with your master of spells Aram Zey has given me confidence in the abilities—and discretion—of Pathfinder agents.

“Using my own spells, I acquired an image of the slaver: a humanoid woman wearing a heavy veil and peering into a mirror. Her clothing is common in Kelish fashion, and I could sense her location was somewhere underground on Stonespine Island.

“Although we could pursue conventional means of tracking down the slavers, I have taken measures to ensure our quarry does not see you coming, and I would appreciate a similar effort from you. I propose disguising yourselves either as slaves for sale or possibly the slavers selling them. If successful, you need only allow our enemy’s agents to escort you to their hidden stronghold. Once inside, it should be a modest challenge for you to escape and take their leader by surprise.” Lady Darchana pauses for emphasis. “Your goals are to capture the veiled spymaster and to bring the scrying mirror I observed back to Absalom for further study. If the spymaster dies before she is brought here, that would be regrettable but also understandable.”

“Before you get too concerned,” Ambrus adds quickly, “it isn’t the Society’s practice to sell our field agents into slavery. We’re sending you with a reliable cover story and a magical edge we can discuss in a moment. This isn’t just because it’s a dangerous assignment; we also found the name ‘Muhlia’ associated with the captured Okeno ship. It’s not a common name, but if haven’t kept up with recent history, I can understand why you may not remember her. Pasha Muhlia al’Jakri was an associate of ours who represented Qadira’s interests to the Pathfinder Society. Three years ago, she departed following very ugly circumstances in Taldor and hasn’t been seen since. If it’s true that she’s building a spy network in Absalom, we need to head off the threat she poses to the society before she can strike.”

The PCs may have a few questions before they embark on their mission. If the PCs show little interest in asking questions, have Lady Darchana and Ambrus Valsin give an abridged summary of the information below.

You really want us to get captured? Darchana answers this question. “We have considered other options, but posing as slaves gives you the best chance of taking the spymaster we seek by surprise. Besides, if you fail, we have every reason to believe you’ll simply be shipped back to Absalom where it’s convenient to retrieve you.” She means this to be reassuring, but fails to come off as so.

Can’t we ask the slaves about their experience? Darchana remarks, “Since we know they have been prepared for use as scrying targets, it would be unwise to risk tipping off our enemies before we’re even within striking distance. Even those we have questioned under guarded circumstances have done little beyond confirm what we already know.”

Ambrus Valsin adds, “We do have a detailed report from Rilla, a Pathfinder who spent some time as a prisoner of our enemies. Rilla remembers being separated from the other Pathfinders while in Katapesh, taken to Okeno, then marched inland to a little fort with a lot of gnolls.

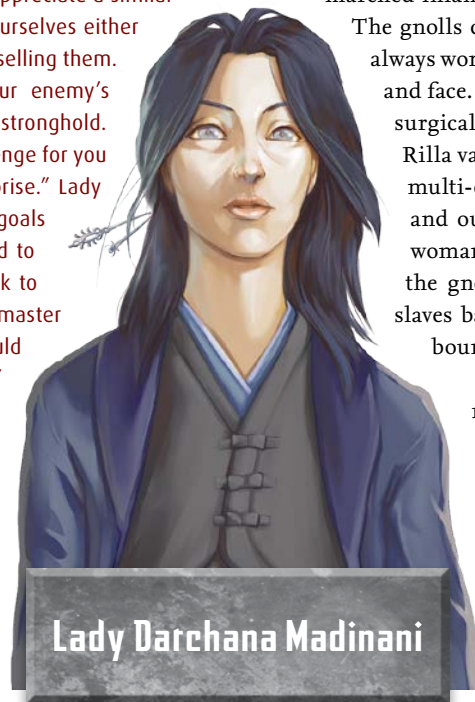
The gnolls deferred to a humanoid woman who always wore a heavy veil that concealed her head and face. At least once, the veiled woman used surgical tools to take some of Rilla’s blood. Rilla vaguely recalls lessons on how to serve multi-course meals and help nobles into and out of fancy clothes. When the veiled woman was satisfied with Rilla’s progress, the gnolls marched her and several other slaves back to Okeno and put her on a ship bound for Absalom called the *Kat Season*.

“The gnolls tend to nap or just relax during the day, trying to avoid being given chores. At night, they’re more active and alert, and usually several of them leave the fort to go hunting. Rilla wished she could help us more, but her memory of the last few months is hazy. We found and removed a curse placed on her to weaken her resistance to divination, which may also explain this memory issue.”

What else should we know about Muhlia al’Jakri?

Ambrus sighs before responding. “Muhlia is a resourceful negotiator and agent who was known for nursing grudges even before she disappeared. Over the past several years, her name has appeared documents recovered from Aspis Consortium operations. We believe she may have had a close connection to the Desimire brothers Aglorn and Tancred, both associated with the Consortium and slain during conflicts with the Society. Muhlia favors deception and ambushes, so be on your guard.”

What magical support are we getting? Ambrus Valsin excitedly rubs his hands together as a proud grin cracks his businesslike expression. “Thought you’d never ask! I’ve brought one of our experiments out of development for a field test,” he explains while planting a boot on an unremarkable cedar chest. “This is a magic chest warded in much the same way as our craftspeople sometimes enchant small pouches. From the outside, it’s nonmagical and holds whatever you put in it as expected. However,



Lady Darchana Madinani

if you speak the right command word before it's opened, it instead accesses a secret, extradimensional space that can hold several hundred pounds of gear. It's yours to use on this trip and should help smuggle most of your gear through Okeno. The forged paperwork we're sending with you notes the chest is part of the shipment." Valsin demonstrates the chest's use and command word. "Anything else you want to bring needs to be something you can hide on your person and keep hidden."

Lady Darchana nods her approval and adds, "I can also shrink one essential tool or weapon for each of you. It should provide you enough of an edge in breaking out and recovering the rest of your gear." She then casts *shrink item* on one item per PC.

Faction Notes: Major Colson Maldris, head of the Liberty's Edge faction, approaches any of his faction's agents as they're preparing for their mission. He puts a loose bundle of maps he's carrying down on a nearby table to have a hand free for saluting those PCs.

"I have heard about your participation in Darchana's plan, and I'm proud to know that you're involved. Daring acts like these strike terror in the hearts of slavers and give hope to the subjugated. I know you're unlikely to have—or leave—many witnesses, but if you can strike fear into the hearts of this villainous operation's leadership, strike down the more dangerous and oppressive slavers in a dramatic way, or just be seen battling in the defense of the oppressed, we can share your exploits and inspire a new wave of freedom fighters." He considers his advice for a moment and adds, "But don't throw your life away trying to burn Okeno to the ground. Pick your fights carefully, and return a hero."

A PC who succeeds at a DC 12 Knowledge (geography) or DC 17 Perception check can identify the charts Maldris carries as maps of Cheliox. PCs who exceeding the check by 5 or more also see that someone has circled the cities of Pezzack and Westcrown on one of the maps before Maldris rolls up the bundle and marches off to plan another mission. He smiles knowingly at any inquiries about Cheliox and informs his agents that even more daring missions are in the works, but the PCs should first focus on the task at hand.

Knowledge (local)

The PCs may already be familiar with gnolls and their various habits.

6+ Gnolls are humanoids with hyena-like features. They are cruel and tend to keep packs of hyenas as pets.

11+ Gnolls love hunting but try to make slaves do everything else for them.

16+ Gnolls are primarily nocturnal, typically worship Lamashtu, and are known to kill and eat sentient creatures. Some exceptionally aggressive, strong, and

clever gnolls are known as flinds, and they typically rise quickly to the top of their pack hierarchies. They're known for using flail-like weapons called flindbars.

A. ACROSS STONESPINE ISLAND

PCs who plan to pose as slaves need to remove or hide their gear and don cheap tunics or loincloths. To complete the outfit, they must also don a slave collar, a metal band outfitted with a keyed lock. The collars must remain strong enough to pass casual inspection, but a PC can attempt to rig a collar when to open without needing tools or keys as a full-round action; this is a DC 25 Disable Device check attempted when placing the collar. PCs who plan to pose as slavers should take care to hide symbols of any organizations with a reputation for freeing slaves, such as holy symbols of Cayden Cailean or the Sword and Eagle of Andoran. Animal companions, familiars too large to conceal, or special mounts may have difficulty passing as the slavers' pets and should wear collars in order to pose as part of the merchandise. Slave traders who frequent Okeno are known to purchase animals and monsters almost as regularly as humanoids, so even rare or unusual creatures won't look out of place in the pens waiting to be sold.

Have the players describe their disguises, but other than determining whether a PC wishes to take 10 or roll (and calculating any other modifiers resulting from special preparations), wait to calculate the results of any Disguise and Sleight of Hand checks until the PCs are actually in Okeno and under inspection. Each PC can receive aid from one other PC on any of these checks.

Once the PCs are ready, a Pathfinder agent leads them into the Coins district, where a nervous Kelishite slave trader named Mahjub Mahdi writes up the appropriate paperwork to identify the PCs as slaves bound for Stonespine Island. He then transports them to the impounded Okeno slave ship, which is already outfitted with a new crew loyal to Lady Darchana and additional cargo bound for southern coasts. The voyage south is fairly uneventful.

A1. The Fleshfairs

Sharks casually feed on cast-off corpses that float like buoys marking the channel into Yellow Harbor. This close to Okeno, the rocky mountain range that gives Stonespine Island its name is a blur against the sky, hidden by the city's haze of smoke and dust. Each pier is crowded with yellow-sailed slave galleys, pirate clippers, and the occasional, heavily armed merchant ship. Past a row of taverns, the slave markets are smelly and crowded, packed with auction blocks and pens.

If all of the PCs are posing as slaves, several other Pathfinder agents travel with them disguised as slavers.

They lead the PCs as far as the Fleshfairs, Okeno's slave market. The group is met at the pier by one of the harbormasters, and given directions to a specific pen in the Fleshfair. There a harbormaster consults a logbook and tells any disguised slavers that they're right on time, should expect their client to arrive for pickup later that day, and can place the merchandise in one of the pens until then. As if on cue, a pair of gnolls ambles toward the group and inquires about their shipment. The harbormaster grins, identifies the PCs as the cargo in question, and calls over several assistants to finalize the transaction.

The gnolls expect a handful of slaves from the ship and are aware that their humanoid ally sometimes asks that particular slavers be escorted to the headquarters for meetings. As a result, the gnolls are amenable to escorting a few slavers in addition to the chattel they're expected to purchase. Have the PCs attempt their Disguise and Sleight of Hand checks now to represent their earlier attempts to hide gear and disguise their features. After giving each of the PCs a quick visual assessment (taking 10 on their Perception checks, resulting in a 15 in Subtier 3–4 and a 16 in Subtier 6–7), the gnolls bind the slaves' hands with rope and link the slave collars together on a rope leash. If the gnolls notice weapons or jewelry, they stop and take extra time to search their prisoners, taking 20 and gaining the +4 bonus to spot hidden items while frisking a creature. The same results if the gnolls see through a disguise, and they don't hesitate to swipe valuables and weapons from a PC disguised as a slaver, citing some combination of “expenses” and “safety.” The gnolls add any gear they confiscate to the box the PCs brought with them, and although they are aware that some weapons and accessories are likely to be magic, they don't have the means to identify specific items. They're also wary of using an unknown magic item—both out of concern for unintended consequences as well as the punishment they would receive for taking loot without first splitting it with the pack.

Creatures: Hargur and Vangru are gnolls near the bottom of their pack's hierarchy, and though they aren't fond of the week-long round-trip to pick up slaves, they relish the opportunity to be in charge. They amuse themselves on the trip by casually threatening their captives; however, they know their own treatment at the end of the journey depends on how many slaves they can bring home, and so they stop short of physical violence unless they feel the need to make an example of a particularly rebellious prisoner. Hargur speaks Common fluently and particularly enjoys speculating aloud about which slave he thinks would taste the best and why. Vangru's Common is not as good, and he prefers to repeat Hargur's punch lines back to him or simply break into barking laughter. They have brought along

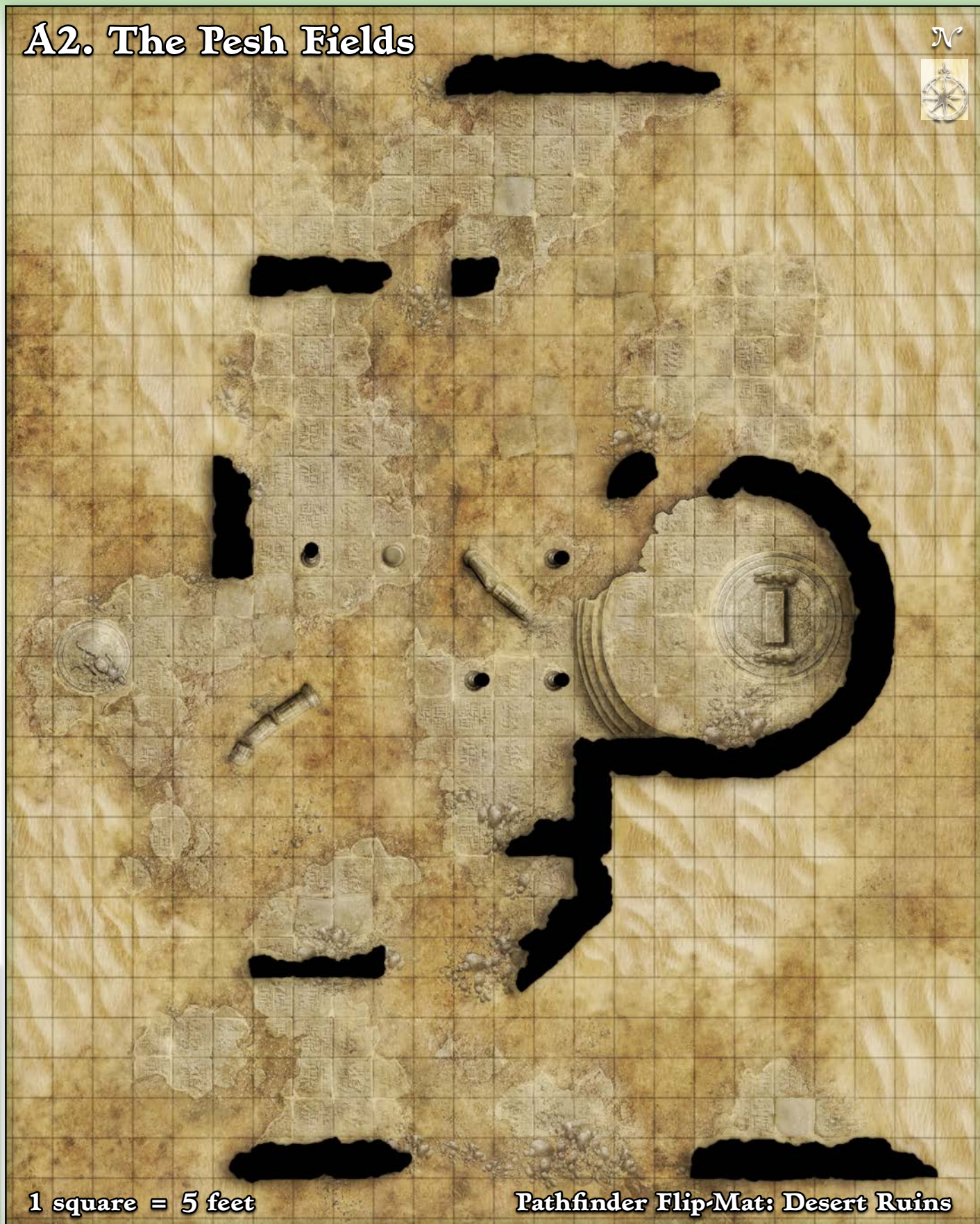
a trained hunting hyena named Snapper, but beyond echoing Vangru's laughter, it tends to remain quiet and leaves the slaves alone. See area **A2** for the gnolls' and Snapper's statistics.

There are three other slaves who are part of the gnolls' expedition: **Gima** (CG female halfling rogue 2; see page 9), a recently captured member of the Bellflower Network; **Talmin** (LE male human expert 2), a bitter Kelishite who recently sold himself into slavery to settle his debts; and **Epanas** (N female human warrior 2), a Kellid hunter from Numeria who has spent several years enslaved in her homeland and Katapesh. During the trip, Hargur and Vangru tend to overlook small amounts of chatter among their chattel, but only so long as nobody seems to be planning to escape or having too much fun; they intervene (often with attacks that deal 1d3+5 points of nonlethal damage to all involved) if the slaves seem too chatty or mention freedom. This allows the PCs to surreptitiously learn a bit about the other slaves, though a PC should attempt a Bluff check when sending a hidden message. Any spellcasting or other supernatural effects the gnolls observe earns that PC a savage beating (dealing 4d3+20 points of nonlethal damage or unconsciousness, whichever happens first).

Development: If the PCs decide to attack the gnolls at the Fleshfairs, they may still be able to salvage their mission. The market is full of guards, but individual slave traders employ many of them; their primary concern is making sure the disturbance stays contained to a small area and doesn't encroach on their clients' turf. This gives the PCs a brief window in which to fight and escape before risking any interference by Okeno authorities. See the Development section in area **A2** for ideas on how to proceed if the PCs fight the gnolls before reaching the hideout.

Faction Notes: By infiltrating a slaving operation, Liberty's Edge faction PCs are in their element. It is ill advised for the PCs to pick a fight so early when there's nothing to gain. Instead, they should consider befriending some of their fellow slaves. All three NPCs are willing to chat a bit about how they ended up in Okeno, and Gima includes a smattering of farming references such as “failing to predict the weather” or “a bad harvest.” These references are enough for a PC who succeeds at a DC 15 Knowledge (local) check to identify her as a member of the Bellflower Network, a predominantly halfling organization that helps slaves escape from Cheliox (and has recently performed work in other regions). If a PC informs her of the Pathfinders' mission, she approves of their intentions but remains stressed by her recent capture. Gima plays an important role in the following encounter, and developing a rapport with her now can grant the PCs an edge later.

A2. The Pesh Fields



SCALING ENCOUNTER A2

A group of four PCs that chooses to fight the gnolls find their captors are particularly inattentive during the trip, and those PCs receive a +5 bonus on any skill checks made to act in the surprise round (e.g. Bluff checks to feign harmlessness, Sleight of Hand to draw hidden weapons, Stealth checks to move unseen, etc.).

A2. The Pesh Fields (CR Varies)

With slaves in tow, Hargur and Vangru lead their tiny caravan northeast past cultivated fields of pesh cacti that surround Okeno and to a small ruin near the road with just enough of a superstructure left to provide some shade. Here the gnolls, who are naturally nocturnal, decide to stop for a rest.

Creatures: Gima is a refugee from the Chelish city Corentyn and a member of the Bellflower network, an organization that works to smuggle slaves across the border to freedom in Andoran. A former slave herself, she has been fighting panic since her capture by Okeno pirates and is ready to risk anything to escape. Feeling this is her last opportunity to be free, she takes advantage of the gnolls' drowsiness to attempt an escape.

First, perceptive PCs may sense her intention to escape with a successful DC 20 Sense Motive or DC 22 Perception check. If they catch on quickly, the PCs can persuade her to wait with a successful DC 26 Diplomacy or Intimidate check. Mentioning their plans to escape later provides a +5 bonus on the check. Unless the PCs stop her, she uses improvised lockpicks made from small animal bones and pesh cactus spines to remove her slave collar and starts running away from the gnolls. The gnolls first check the other slaves to make sure only one is escaping, then they order Snapper to fetch the fleeing halfling. In this case, the hyena tries to trip and drag the runaway back without making lethal bite attacks.

The PCs can help Gima in a number of ways, but they should balance how much to risk revealing their skills, powers, and equipment to the gnolls. If any of the PCs are posing as slavers, they can offer to recapture Gima for the gnolls, though purposefully failing to catch her requires a successful DC 20 Bluff. If the gnolls aren't convinced, they accuse the PCs of being liars and attack. If the PCs are slaves, they can distract the gnolls or Snapper long enough to give Gima a commanding head start by succeeding at a DC 18 Bluff, Handle Animal, or wild empathy check (or another appropriate skill check at the GM's discretion).

The PCs may also simply abandon their ruse and fight their gnoll escorts. If the PCs don't intervene, the gnolls beat Gima and leave her body for animals, telling the other slaves to take in this example of punishment for disobedience.

Both Subtiers

GIMA

CR 1

Female halfling rogue 2

CG Small humanoid (halfling)

Init +3; **Senses** Perception +6

DEFENSE

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

hp 14 (2d8+2)

Fort +2, **Ref** +7, **Will** +0; +2 vs. fear

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee unarmed strike +3 (1d2+1 nonlethal)

Special Attacks sneak attack +1d6

STATISTICS

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

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

Feats Deceitful

Skills Acrobatics +10 (+6 when jumping), Bluff +8, Climb +3, Disable Device +9, Disguise +8, Escape Artist +8, Knowledge (local) +6, Perception +6, Sleight of Hand +8, Stealth +12, Survival +1; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Goblin, Halfling

SQ trapfinding +1

Subtier 3–4 (CR 5)

HARGUR AND VANGRU

CR 3

Gnoll bruisers (*Pathfinder RPG Monster Codex* 95)

hp 27 each

TACTICS

During Combat The gnolls initially try to avoid permanently damaging any of their slaves, but the more damage the gnolls sustain, the more lethal they become.

Morale If either gnoll is reduced to 7 or fewer hit points, it flees back to the fort (see area B).

STATISTICS

Languages Common, Gnoll

SNAPPER

CR 1

Hyena (*Pathfinder RPG Bestiary* 179)

hp 13

TACTICS

During Combat Snapper is inclined to chase anything that seems to be running away, and the gnolls receive a +5 bonus on any Handle Animal checks made to command him to attack such prey.

SPECIAL ABILITIES

Training (Ex) Snapper has been trained for the hunting special purpose and knows the following tricks: attack, down, fetch, heel, seek, and track.

FORT STONEJAWS INHABITANTS

Fort Strongjaws is a functional stronghold operated by gnolls with a clear hierarchy. The following summarizes the occupants and their general behavior so that the GM can better track which inhabitants respond to the PCs' actions and how.

Chau: Exceptionally strong and ambitious even for a flind, Chau negotiated her pack's slave-trading deal with an Aspis Consortium agent in Okeno soon after she split from her previous pack and took command. Though she still doesn't completely understand al'Jakri's position in human politics, she's beginning to grasp the risk involved in working for al'Jakri. During this adventure, Chau spends most of her time indoors, where she busily loots Muhlia's rooms (area C1).

Rothur: In her youth, Rothur ate a pugwampi—an act that ostricized her from her tribe, but also what she credits for her supernatural ability to manipulate bad luck. She still wears the pugwampi's skull and knotted strips of its hide on a necklace. During this adventure, Rothur spends most of her time in Muhlia's rooms, studying al'Jakri's notes and planning to turn the mirror to her own use.

Farug: Chau's second in command is a formidable fighter in his own right and spends most of his time trying to impress his chief. Unlike most of the other gnolls, he tries to remain sober and guard the fort while she's busy looting al'Jakri's rooms.

Mutant Hyenas: Some of the tribe's largest hyenas received a blessing from Lamashtu through a ritual that involved feeding them specially treated trollhound blood.

Other Gnolls: While the PCs visit the fort, many of the pack's lower-ranking gnolls and hyenas are out hunting or serving a rotation on one of the slave ships Muhlia employs. The gnolls typically keep one guard in the watchtower at all times, and they've been taking this watch duty seriously since they spotted a juvenile roc soaring in the area.

Korshad, the slave overseer: Despite being a slave, Korshad enjoys special privileges due to his ability to speak both Common and Gnoll, thus can relay instructions to the other slaves. The gnolls have rewarded him in the past for warning them when the other slaves were planning to escape. He's of two minds regarding his predicament, both appreciating the minor benefits he receives while also feeling that he should be helping the other slaves as his former patron Sarenrae would want.

Subtier 6–7 (CR 8)

HARGUR AND VANGRU

CR 6

Gnoll lieutenants (*Pathfinder RPG Monster Codex* 96)

hp 55 each

TACTICS

During Combat The gnolls initially try to avoid permanently damaging any of their slaves, but the more damage the gnolls sustain, the more lethal they become.

Morale If either gnoll is reduced to 12 or fewer hit points, it flees back to the fort (see area B).

STATISTICS

Skills Perception +4, Intimidate +12

Languages Common, Gnoll

SNAPPER

CR 3

Hyenadon (*Pathfinder RPG Bestiary* 179)

hp 26

TACTICS

During Combat Snapper is inclined to chase anything that seems to be running away, and the gnolls receive a +5 bonus on any Handle Animal checks made to command him to attack such prey.

SPECIAL ABILITIES

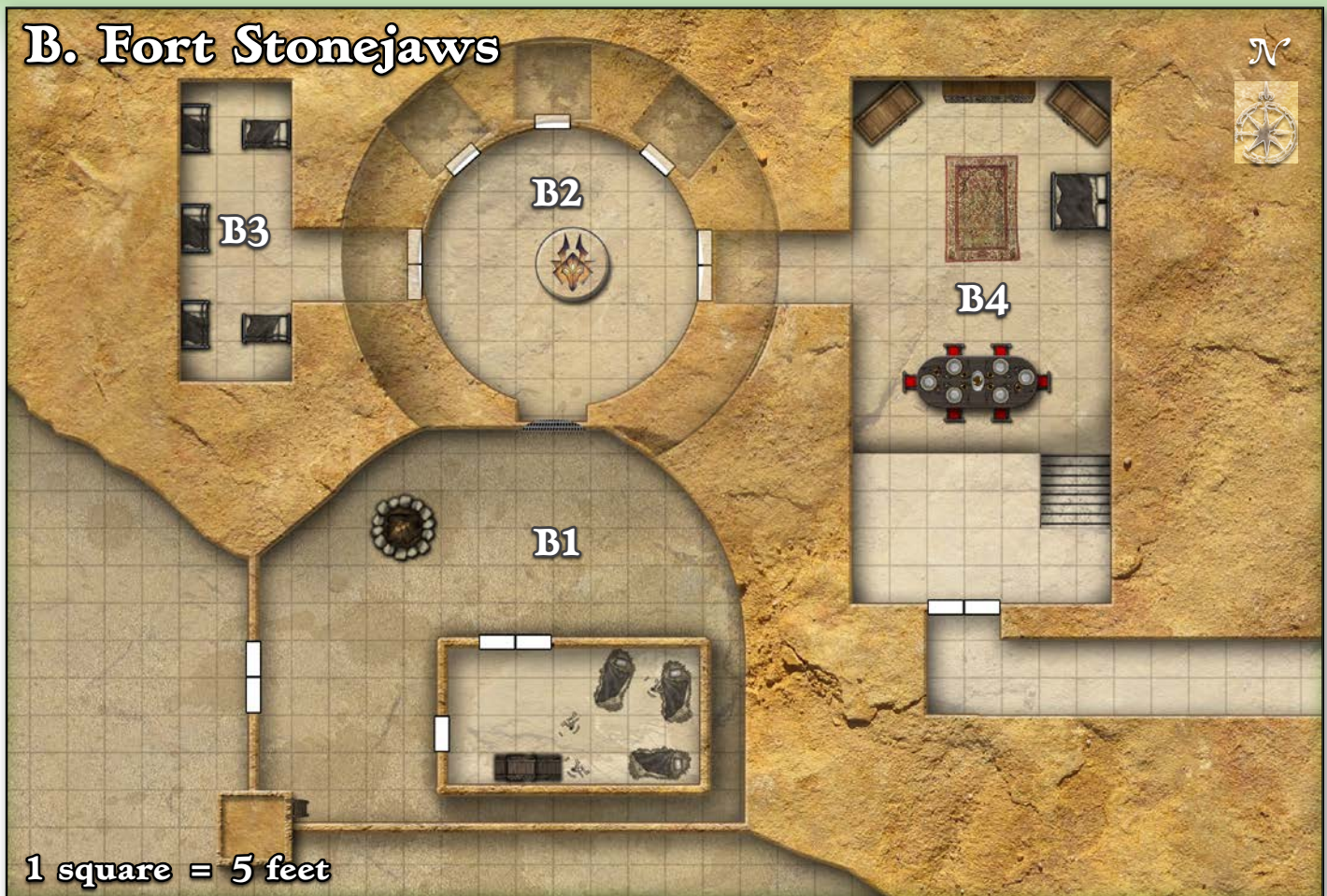
Training (Ex) Snapper has been trained for the hunting special purpose and knows the following tricks: attack, down, fetch, heel, seek, and track.

Development: If the PCs use magic or produce previously concealed weapons or tools, the gnolls become suspicious and search them again. If anyone recaptures Gima, she's despondent and avoids working with any of the PCs involved for the rest of the adventure unless they can convince her with a successful DC 20 Bluff or Diplomacy check that this was part of a bigger plan. She can later help the PCs to pick any locks, though she flees the slavers at the earliest opportunity.

If the PCs kill the gnolls or allow them to flee, the Pathfinders face the challenge of breaking into the gnolls' hideout without the ruse that would get them inside easily. If the PCs capture one of the gnolls alive, they may be able to question him and learn the way to the gnolls' hideout. Otherwise the PCs can attempt a DC 20 Survival check to follow the trail and find the fort by themselves before the gnolls notice that their friends are late. Failure means the gnolls are on alert either because a gnoll has either returned with a warning or the group is suspiciously late. See area B for information on how the gnolls increase security.

Faction Notes: Liberty's Edge faction PCs fulfill a major part of their faction's mandate by helping Gima escape, but they can still succeed at this part of their faction's goal by convincing Gima to stay quiet and cooperate with a later jailbreak. If Gima loses her faith in the Liberty's Edge faction PCs—such as by being caught by the PCs or by the PCs doing nothing to slow Snapper—the PCs must convince her to trust them again (see Development, above) in order to impress her and strengthen the faction's relationship with the Bellflower Network.

B. Fort Stonejaws



Although the Liberty's Edge faction PCs likely value the other slaves' health, ensuring these captive NPCs' wellbeing is particularly important to Silver Crusade faction PCs. These PCs contribute to their faction's goals if they intercede on another's behalf and take any physical punishment the gnolls dole out. If the PCs don't invite the gnolls' punishments in the first place, Silver Crusade PCs have effectively achieved this goal.

Rewards: If the PCs fail to defeat the gnolls in combat, reduce each PC's gold earned as follows. Ignore this reduction if the PCs instead defeat the hyenadons in area B2.

Subtier 3–4: Reduce each PC's gold earned by 275 gp.

Out of Subtier: Reduce each PC's gold earned by 511 gp.

Subtier 6–7: Reduce each PC's gold earned by 747 gp.

A3. A Roc and a Hard Pace

On the morning of the third day of travel, a roc flies high overhead, casting its shadow across the group. The gnolls seem worried and order their prisoners to hustle for the remainder of the trip. Each PC takes 1d6 points of nonlethal damage and becomes fatigued (Fortitude DC 16 negates both). Eliminating this nonlethal damage also eliminates the fatigue. If the PCs have already killed or chased off the gnolls, consider skipping the roc flyby entirely.

B. FORT STONEJAWS

In the early 4600's AR, a group of Okeno pirates made nervous by the restoration of Osirion's dynastic rule built a fort in the mountains to serve as a last redoubt in case Osirion decided to conquer Stonespine Island. As it turned out, Osirion had little interest in the territory, and in time the fort was forgotten.

The Red Ridge gnoll pack claimed this location as their home about three years ago, naming it "Fort Stonejaws" after deciding the hollow in the cliff looks like a fanged mouth. Though they currently live in the most easterly reaches of Katapesh, they emigrated from the deserts of western Katapesh and have heard stories of adventurers who liberated a gnoll tribe from a magical mirage. Al'Jakri's arrival didn't change much for the gnolls, aside from giving them funding to buy far more slaves than they had before. The increased number of slaves are easily able to handle the pack's mending and cleaning, and Al'Jakri only allows the pack to kill and eat slaves who prove particularly difficult discipline, so the gnolls spend most of their time resting during the day and hunting wild animals at night.

The typical daytime posts for members of the pack include one gnoll in the watchtower with a longbow, and two hyenas in the courtyard. The remaining gnolls are

SCALING ENCOUNTER B1

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

Subtier 3–4: Remove one gnoll bruiser from the encounter.

Subtier 6–7: Remove one gnoll lieutenant from the encounter.

typically found in their hammocks or playing dice in the barracks.

Breaking Out: If the PCs are still successfully disguised as slaves, they can gather some useful information as the gnolls lead them inside the fort. On arriving at the gate, a gnoll in the watchtower shouts down to the ones escorting the PCs, exclaiming, “You missed it! Chief finally ran the veiled lady off! We’re gonna celebrate tonight with her best wine!” Even those who don’t speak Gnoll can tell that she’s in a good mood and might catch her use of the Common word “wine.” Once inside, the PCs have a moment to survey the gnolls’ defenses, including the iron portcullis over the cave entrance in area **B1**, the kennels in area **B2**, and the slave pen in area **B3**. This also gives the PCs a glimpse into gnoll culture as hyenas laze or lope around in the courtyard and several gnolls lounge inside the barracks playing a dice game.

The gnolls order the PCs carrying the chest to leave it on the floor in the center of area **B2**. They then lead the slaves past the guard hyenas to the slave pen and tell any PCs disguised as slavers to wait outside the kennels until the chief is ready to see them. If more than half of the PCs are disguised as slavers, one of the gnolls remains in the room to keep an eye on them.

If the gnolls in area **B1** hear combat while the PCs are breaking out—likely when the hyenas attack—they take 2 rounds to gather their weapons and reach the gate leading to area **B2**. If the PCs can close the gate in that time, they can buy some valuable time before the gnolls can join the fight. The gnolls spend 1 round bickering with one another about the gate being closed before one of them begins attempting Strength checks to open it (see area **B1**).

Breaking In: If the PCs are breaking into the fort from outside, they need to overcome the foes in the courtyard and watchtower; the chance of having to fight a large number of gnolls is much higher than if the PCs successfully infiltrated the fort and are breaking out.

If the gnolls sent to bring back slaves are late, or if they’ve returned injured with stories about dangerous slaves wielding weapons and magic, the fort is on high alert. The gnolls first bar the front gate, making it harder to open. Then they gather their weapons and stay ready to fight in the yard rather than relaxing inside the barracks.

Finally, rather than leave the entrance to the caves open, the gnolls call their mutant hyenas out into the yard and lower the portcullis across the cave entrance to prevent the slaves from sneaking out.

B1. The Bailey (CR 6 or CR 9)

A wall of ochre bricks bristles at its base with sharp stakes, barring entrance to a deep round hollow in the red rocky cliff. The wall curves at a small watchtower with a leather tent roof. Beyond the wall, the cliff rises over a hundred feet, its lower reaches dotted with shallow caves.

The masonry wall is 10 feet high, 2 feet thick, and composed of the same reddish stone that makes up the cliff (hardness 8, 180 hp). Sharpened wood stakes around the base of the wall make falling from it more dangerous, and a creature bull rushed or knocked into one of the squares adjacent to the wall’s exterior takes 1d6 points of additional piercing damage. The gate consists of a pair of strong wood doors with an average lock (hardness 5, 20 hp, break DC 23). If the gnolls have barred the door, the door’s break DC increases to 28.

An iron portcullis over the cave entrance is attached to a winch by a thick rope (4 hp), and a lever release inside the entrance can cause the gate to close quickly. The gnolls have also attached a block and tackle that they can use from the courtyard to lift the portcullis with only a successful DC 20 Strength check. Otherwise the portcullis requires a successful DC 25 Strength check to lift or break down. The bars have hardness 10 and 60 hp. The cliff above the fort is 110 feet high, and a PC can scale it with a successful DC 25 Climb check.

A freestanding structure serves as a barracks for most of the gnolls. Its doors are in poor repair and are unlocked. There is little within other than bedding and the gnolls’ gear.

Creatures: Day or night, one of the gnolls other than Farug is always on guard duty in the watchtower. If alerted by the sounds of fighting, the gnolls jump up to join the battle immediately. If the PCs were escorted into the fort, they may recognize the gnolls who led them here among their opponents. If Hargur and Vangru aren’t able to join the combat, two other gnolls who would otherwise be out hunting replace them. If the gnolls are on alert, add one gnoll bruiser (Subtier 3–4) or gnoll lieutenant (Subtier 6–7) to the encounter.

Subtier 3–4 (CR 6)

FARUG

CR 3

Gnoll rageborn (*Pathfinder RPG Monster Codex* 94)

hp 49

TACTICS

During Combat Farug uses lethal force to quell any serious slave uprising, and he switches to nonlethal attacks if it seems clear that he's winning the fight. He barks commands at his subordinates and tends to get frustrated when they can't match his tactical cunning.

Morale As Chau's second in command, Farug has to continually demonstrate his strength or lose prestige. He fights until incapacitated.

GNOLL BRUISERS (2)

CR 3

hp 27 each (*Pathfinder RPG Monster Codex* 95)

TACTICS

During Combat The gnolls follow Farug's lead and deal nonlethal damage if he does.

Morale The gnolls know better than to throw away their lives. If either gnoll is reduced to 7 or fewer hit points, it flees. Both gnolls flee if the PCs defeat Farug in a spectacular way.

Subtier 6–7 (CR 9)

FARUG

CR 6

Male gnoll barbarian (pack rager) 5 (*Pathfinder RPG Bestiary* 155, *Pathfinder RPG Monster Codex* 92)

CE Medium humanoid (gnoll)

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

DEFENSE

AC 17, touch 9, flat-footed 16 (+6 armor, +1 Dex, +2 natural, –2 rage)

hp 86 (6 HD; 2d8+5d12+40)

Fort +12, **Ref** +2, **Will** +4

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk greataxe +15/+10 (1d12+10/x3), bite +8 (1d6+3)

Ranged mwk javelin +8 (1d6+7)

Special Attacks rage (15 rounds/day), rage powers (no escape)

TACTICS

During Combat Farug uses lethal force to quell any serious slave uprising, and he switches to nonlethal attacks if it seems clear that he's winning the fight. He barks commands at his subordinates and tends to get frustrated when they can't match his tactical cunning.

Morale As Chau's second in command, Farug has to continually demonstrate his strength or lose prestige. He fights until incapacitated.

Base Statistics When not raging, Farug's statistics are **AC** 19, touch 11, flat-footed 18; **hp** 72; **Fort** +10, **Will** +2; **Melee** mwk greataxe +13/+8 (1d12+7/x3), bite +6 (1d6+2); **Str** 20, **Con** 17; **CMB** +11, **CMD** 22; **Skills** Climb +9.

STATISTICS

Str 24, **Dex** 12, **Con** 21, **Int** 8, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +13; **CMD** 22

Feats Coordinated Reposition^{MC}, Power Attack, Snapping Jaws^{MC}, Step Up, Weapon Focus (greataxe)

Skills Acrobatics +5, Climb +11, Perception +9, Survival +8

Languages Gnoll

SQ fast movement

Combat Gear *potion of cure moderate wounds*, alchemist's fire (3); **Other Gear** mwk breastplate, mwk greataxe, mwk javelin, *amulet of natural armor* +1, 119 gp

GNOLL LIEUTENANTS (2)

CR 6

hp 55 each (*Pathfinder RPG Monster Codex* 96)

TACTICS

During Combat The gnolls follow Farug's lead and deal nonlethal damage if he does.

Morale The gnolls know better than to throw away their lives. If either gnoll is reduced to 7 or fewer hit points, it flees. Both gnolls flee if the PCs defeat Farug in a spectacular way.

Faction Notes: Liberty's Edge faction PCs should contribute to Farug's defeat in a spectacular way, such as confirming a critical hit against him, reducing him to 0 or fewer hit points, demoralizing him with an Intimidate check during combat, or dealing damage to him while in view of one or more NPC slaves.

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

Subtier 3–4: Reduce each PC's gold earned by 244 gp.

Out of Subtier: Reduce each PC's gold earned by 448 gp.

Subtier 6–7: Reduce each PC's gold earned by 652 gp.

B2. The Kennels (CR 4 or CR 7)

A stone dais painted with a hyena-like face occupies the center of this round chamber. A wide, eight-foot-high ledge runs around the perimeter of the room with a crude ladder to the east connecting the floor and elevated area. To the south, an iron portcullis hangs over the entrance to the caves. Several shallow caves with wooden gates and floors covered in straw open into this room from the north. A door to the east and a door with a barred grille to the west lead to other parts of the stronghold. A shattered wooden box and several dozen scraps of sodden, torn paper lie scattered across the floor.

The gnolls allow their hyenas to roam the fort freely but use the shallow gated caves as kennels to lock up other useful animals like camels, jackals, or the occasional trollhound. If the PCs bring animal companions, unconcealed familiars, or mounts, the gnolls shut those creatures inside separate kennels and close the gates with a simple wooden bar.

The hyenadons here are capable of jumping to the area below without harm, though they have to be careful enough while doing so that they cannot charge in the

SCALING ENCOUNTER B2

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

Subtier 3–4: The transformation rituals have left the hyenadon with deleterious mutations in addition to its new powers. It gains vulnerability to acid and fire, and its neck and jaws are now so rigid that it loses the ability to trip creatures that it bites.

Subtier 6–7: Replace the advanced mutant hyenadons with two mutant hyenadons from Subtier 3–4.

process. They're able to ascend the ladder to reach the ledge but cannot replace the ladder if it is knocked down.

Creatures: One or two hyenadons, mutated in a ritual involving trollhound blood, are usually left here to guard the slaves during the day. These beasts, as large as horses, are especially well suited to guard duty by the extra eyes in the center of their foreheads and behind their ears. During the night when the slave quarters are locked up, the gnolls often take their hyenas out hunting.

Subtier 3–4 (CR 4)

MUTANT HYENADON

CR 4

Variant hyenadon (*Pathfinder RPG Bestiary* 179)

Init +2; **Senses** all-around vision, low-light vision, scent;

Perception +8

Weakness light sensitivity

hp 26; regeneration 2 (acid or fire)

Subtier 6–7 (CR 7)

ADVANCED MUTANT HYENADONS (2)

CR 5

Advanced variant hyenadons (*Pathfinder RPG Bestiary* 294, 179)

Init +4; **Senses** all-around vision, low-light vision, scent;

Perception +10

Weakness light sensitivity

hp 34 each; regeneration 2 (acid or fire)

Development: The wood and paper debris are what little remains of the flind Chau's first round of ransacking al'Jakri's suite. This box of letters didn't hold the flind's attention for long, and she threw it and several other seemingly worthless goods into the hyenas' pit for them to destroy. The hyenas have shattered the box, consuming much of its contents and shredding the rest. With a successful DC 15 Intelligence, Linguistics, or Perception check, a PC can piece together some information from a few scraps of paper. What's most noteworthy are a few surviving signatures, including one by "—orn Desimire," one by "M. Sloan," and one from "Jacquo Dals—."

Rewards: If the PCs fail to defeat or bypass the hyenadons, reduce each PC's gold earned as follows. Ignore this reduction if the PCs instead defeated the gnolls in area A2.

Subtier 3–4: Reduce each PC's gold earned by 275 gp.

Out of Subtier: Reduce each PC's gold earned by 511 gp.

Subtier 6–7: Reduce each PC's gold earned by 747 gp.

B3. The Slave Pens

The slave quarters consist of a single long room with several bunk beds against the back wall, a pair of buckets in the corner, and a heavy wood door that can be barred from outside.

Creatures: Korshad Satevis, a Kelishite man wearing a pale linen scarf about his head and an excessively wide grin on his face, resides here with two other slaves, not including the new arrivals. If the PCs are disguised as slaves, he greets them and quickly establishes the ground rules and pecking order. The other slaves hang back, waiting to see how the PCs respond.

"Welcome! I am Korshad, overseer for our masters. Though I wear a collar, you'll find it's best to do as I say! Now, they lock us in at night when they go hunting, but mostly we have the run of the place, nearly as much liberty as the hyenas. You'll be trained to be excellent house slaves, then taken back to the ships to be sold to nice noble families. It may seem harsh, but if you take to it, it's probably a better life than you were used to before. Meanwhile you should get some rest and we can begin your lessons in the morning. As the proverb says, 'When the day is hottest, even the busy must rest and wait.'"

He nods in approval if the PCs seem to respect his words, and if they scorn him or start causing trouble, he matter-of-factly informs them that their disobedience is only going to anger the gnolls. With a successful DC 12 Intimidate check, the PCs can cow the man into silence while they attempt their escape, otherwise he threatens to call for help, making good on this threat if the PCs persist. He has kept his spellcasting abilities a secret from the gnolls so far, and he avoids casting spells unless convinced to aid the PCs or in fear for his life.

Korshad bears a birthmark on his right arm that bears an uncanny resemblance to Sarenrae's holy symbol, which a PC can spot with a successful DC 20 Perception check and identify with a successful DC 10 Knowledge (religion) check. He raises his arms to ward off anyone who aggressively confronts him, reducing the Perception DC by 10. The same mark drew Korshad to train as a priest of the Dawnflower, but a series of poor judgments on his part frustrated him and resulted in his leaving the faith. He still regrets those events from years ago, yet no

matter how much he longs to be worthy of the priesthood, he believes his service to the gnolls has condemned him in the goddess's eyes. He's willing to speak of his past to anyone who asks—after all, conversation might distract the PCs from causing more trouble. A PC who leverages Korshad's guilt against him receives a +2 bonus on Intimidate checks against him. A PC who instead appeals to the man's kindness can convince him to remain quiet with a successful DC 15 Diplomacy check. See the faction notes section on page 15 for more options.

All Subtiers

KORSHAD SATEVIS

CR 1/3

Human adept 1

N Medium humanoid (human)

Init -1; **Senses** Perception +1

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 6 (1d6+3)

Fort +0, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

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

1st—*bless*, *cure light wounds*

0—*guidance*, *light*, *mending*

STATISTICS

Str 11, **Dex** 8, **Con** 11, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +0; **CMB** +0; **CMD** 9

Feats Lightning Reflexes, Toughness

Skills Intimidate +2, Knowledge (religion) +4, Linguistics, +1, Survival +5

Languages Common, Gnoll

Development: The PCs might decide to spend the night rather than break out of the slave quarters immediately. If they do so, the gnolls searching al'Jakri's room locate and identify several magic items that they can use during their encounter in area C1. (See that area for more details.)

Faction Notes: Those these slaves would welcome being free from the gnolls, they're initially skeptical about any plans to break out and evade their captors. One of the most enduring images in Liberty's Edge faction lore is the daring hero giving a stirring speech to the oppressed before liberating them, and PCs belonging to that faction have just such an opportunity—even if their delivery needs to be more quietly reassuring than loud and dramatic. A PC who succeeds at a DC 15 Bluff, Diplomacy, or Perform (acting, comedy, oratory, or sing) check convinces the other slaves that their liberation is imminent. (In Subtier 6–7, the gnolls' abuses leave the slaves more difficult to inspire, increasing the DC to 18.) Once inspired, any of the slaves other than Korshad are

SCALING ENCOUNTER B4

Jairo is less wary of a group of four PCs and greets them with an initial attitude of friendly.

willing to accompany the PCs, follow basic instructions, and assist in non-combat tasks. Otherwise, the slaves consider the PCs' plans dubious and remain in this room until the PCs have cleared a safe path to escape. Inspiring the slaves contributes to the Liberty's Edge faction goals only if a member of that faction performs the task. If any PC purposefully endangers any of these slaves (such as tricking them into triggering traps), the Liberty's Edge PCs don't receive credit toward their faction goal.

Korshad is a minor impediment to the PCs' mission, but he's also a former priest discouraged by his perceived inability to measure up to the teachings of Sarenrae. If he had his druthers, he would have persevered and served in a temple rather than serve in a gnoll fortress, yet his silent desire for redemption goes beyond physical comforts. He is an ideal candidate for a Silver Crusade PC to take under her wing and steer back toward the path of good. Doing so requires more than just a skill check, though such a check could contribute to the PCs' success. Whatever method the PCs choose should involve at least two steps: one to convince him to recommence his training (or at least actively pursue a good life, even if it doesn't involve a divine patron) and another to inspire him to persevere no matter the odds. Silver Crusade faction PCs might pursue radically different approaches to reforming the overseer, so the exact mechanic used to determine their success is flexible. The GM should aim to include one skill check, such as a Diplomacy check to speak convincingly or a Knowledge (religion) check to cite relevant passages in a benevolent deity's holy text. The PC should also perform one act of selflessness, charity, sacrifice, or another virtue while Korshad is near. It's possible that the PCs employ a completely different tact that departs from this model but that you deem effective, earning the PCs credit as normal.

B4. The Training Hall (CR 5 or CR 8)

Pasha Muhlia al'Jakri appreciates the finer things in life, and even as she plotted the downfall of the Pathfinder Society, she arranged to live in relative comfort among a pack of Katapeshi gnolls. The décor in this section of the caves is an abrupt change from the dusty and unfinished slave quarters. This large room includes many of the trappings of a noble household: a table laid with fancy place settings, a vanity and wardrobe that would be at home in a lady's boudoir, oversized oil paintings of stuffy nobles, a grand staircase and balcony, and even a chandelier suspended from the ceiling.

With a successful DC 15 Knowledge (local or nobility) check, a PC can identify two of the portrait subjects as Aglorn and Tancred Desimire, two brothers whom Pathfinder Society agents killed while clashing with the Aspis Consortium and demonic forces from the Worldwound respectively. A PC who has received credit for *Pathfinder Society Scenario #3–24: Storming the Diamond Gate* automatically identifies Aglorn, and one who has received credit for *#4–09: The Blakros Matrimony* or *#5–25: Vengeance at Sundered Crag* automatically recognizes Tancred Desimire.

Creatures: Al’Jakri only brought one servant with her to Fort Stonejaws: a djinni named Jairo the Enlightener, whom she keeps here to produce food, wine, and fine clothing so she doesn’t have to import her own provisions or rely on the gnolls for her meals. She’s also ordered the djinni to teach the slaves the basics of being a successful noble house slave. Finally, she ordered him to prevent any of the slaves from trying to sneak into her quarters. In Subtier 6–7, Jairo’s instructions also prohibit him from granting any wishes except to al’Jakri—an order that he is happy to follow.

Though he is a reluctant participant in the slave trade, the djinni begins with an initial attitude of indifferent toward the PCs, invisibly observing the visitors for a moment before dismissing his spell and welcoming them grandiloquently. If the PCs greet him politely when he appears, he graciously offers the PCs a meal and some wine, but he warns them that he’s bound to fight them if they insist on going upstairs to his master’s rooms. Proposals to free Jairo amuse him, and he explains that the PCs would have to catch his master and take the magic ring she uses to command him. However, he can allow them to pass peacefully if they can guess al’Jakri’s secret password within two tries. The djinni’s orders prevent him from revealing the password explicitly, but he’s willing to offer hints depending on his attitude toward the PCs.

Indifferent or better: “Well, what is a password? More than a simple physical key, it’s a spoken declaration of belonging or devotion to a cause. What could be that important to Pasha Muhlia al’Jakri?”

Friendly or better: “Like many mortals, she is consumed by a mad quest, her every spare thought given to plotting the downfall of a group called the Pathfinder Society. I honestly find her a bit of a bore, but I do wonder how the that group wronged her to provoke such wrath.”

Helpful: As above, and “My master has few friends these days, but I suspect that was not always the case. Her password sounds like a mortal’s name, someone she was fond of in the past, I would guess.”

The password is “Desimire.” If the PCs fail to guess within two tries, Jairo informs them that he cannot in good conscience allow them to pass. If the PCs are particularly friendly and polite, he’s willing to overlook one wrong guess, giving the PCs one more attempt.

If the PCs have found any of the hints to the password elsewhere in the fort—the information given by Valsin about al’Jakri’s connection to the Desimire brothers, the signatures in area **B2** or the identity of those in the portraits in area **B4**—and don’t have an immediate guess, a character can attempt a DC 20 Intelligence check to piece together mentally that “Desimire” is the password. Each clue beyond the first the PCs have grants a +4 cumulative circumstance bonus to the check; count the hint that Jairo gives if he’s friendly as a clue for the purpose of a bonus.

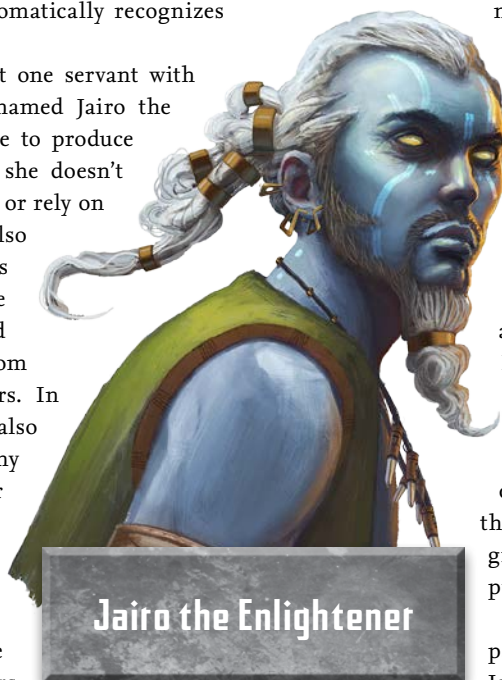
Even if the PCs fail to guess the password, it is possible to bypass Jairo nonviolently by convincing him that they are exceptions to al’Jakri’s orders. For example, they might convince him that they aren’t slaves, or that al’Jakri’s definition of “slave” is narrow enough that the PCs don’t qualify. Even though Jairo has no love for his master, he takes his duties seriously and is leery about exploiting loopholes; convincing him to exploit a clause in his orders requires the PCs to succeed at a DC 27 Bluff or Diplomacy check (DC 32 in Subtier 6–7).

If the PCs try to ascend to travel through the south door without appeasing Jairo, he attacks.

Subtier 3–4 (CR 5)

JAIRO THE ENLIGHTENER CR 5	
Male djinni (<i>Pathfinder RPG Bestiary</i> 139)	
hp 52	
TACTICS	

During Combat Jairo combines his spell-like abilities and natural strength to keep foes away from the southern door. When facing multiple foes at once, he favors his whirlwind form.



C. The Pasha's Suite



C : Chau
H : Hyena
R : Rothur

1 square = 5 feet

Morale Jairo is bound to serve Pasha Muhlia al'Jakri's commands, and he fights to the death if necessary.

Subtier 6–7 (CR 8)

JAIRO THE ENLIGHTENER CR 8

Male noble djinni (*Pathfinder RPG Bestiary* 139)

CG Large outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, –1 size)

hp 75 (10d10+20)

Fort +5, **Ref** +11, **Will** +9

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +15 (1d6+6) or
mwk falchion +16/+11 (2d6+9/18–20)

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

Special Attacks air mastery, whirlwind (1/10 minutes, 10–50 ft. tall, 1d8+6 damage, DC 19)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, astral plane, or material plane only)

3/day—*quicken invisibility* (self only)

1/day—*create food and water*, *create wine* (as *create water*,

but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *wind walk*

TACTICS

During Combat Jairo combines his spell-like abilities and natural strength to keep foes away from the southern door. When facing multiple foes at once, he favors his whirlwind form.

Morale Jairo is bound to serve Pasha Muhlia al'Jakri's commands, and he fights to the death if necessary.

STATISTICS

Str 23, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +10; **CMB** +17; **CMD** 32

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*invisibility*), Wind Stance

Skills Appraise +15, Craft (wine) +15, Fly +23, Knowledge (nobility) +8, Knowledge (planes) +15, Perception +15, Sense Motive +15, Spellcraft +15, Stealth +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

Other Gear mwk falchion

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Treasure: The wardrobe in the northeast corner contains a few items taken from some of the slavers'

SCALING ENCOUNTER C1

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

Subtier 3–4: Eliminate the area's hazards. Further, Chau has imbibed a large amount of the pasha's wine and has the sickened condition.

Subtier 6–7: Chau has looked into the *mirror of treacherous sight* (see page 21) and succumbed to its curse, imposing a –4 penalty on her attack rolls, ability checks, saving throws, and skill checks.

previous prisoners; an *all tools vest* (*Pathfinder RPG Ultimate Equipment* 220), a *key of lock jamming* (*Ultimate Equipment* 307), and a *potion of cure serious wounds*. In Subtier 6–7, there is also a pair of *sandals of quick reaction* (*Ultimate Equipment* 232) and a *corset of the vishkanya* (*Ultimate Equipment* 214).

Development: If the PCs guess the password correctly, they earn the djinni's respect both for cleverly avoiding violence and for knowing their enemies so well. He informs them that the gnoll tribe's chief has gone into the pasha's suite and brought along another gnoll that the others avoid. As Jairo understands it, this other gnoll violated a taboo and now bad luck follows wherever she goes.

The door to the south leads to a corridor that extends around 100 feet before reaching area C1.

Faction Notes: Even though liberating Jairo is beyond the scope of this adventure, both Liberty's Edge and Silver Crusade faction PCs should still treat the enslaved djinni with courtesy.

Improving Jairo's attitude to friendly or helpful in addition to resolving the encounter nonviolently reinforces the respective factions' reputations as righteous forces of good.

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

Subtier 3–4: Reduce each PC's gold earned by 272 gp.

Out of Subtier: Reduce each PC's gold earned by 566 gp.

Subtier 6–7: Reduce each PC's gold earned by 860 gp.

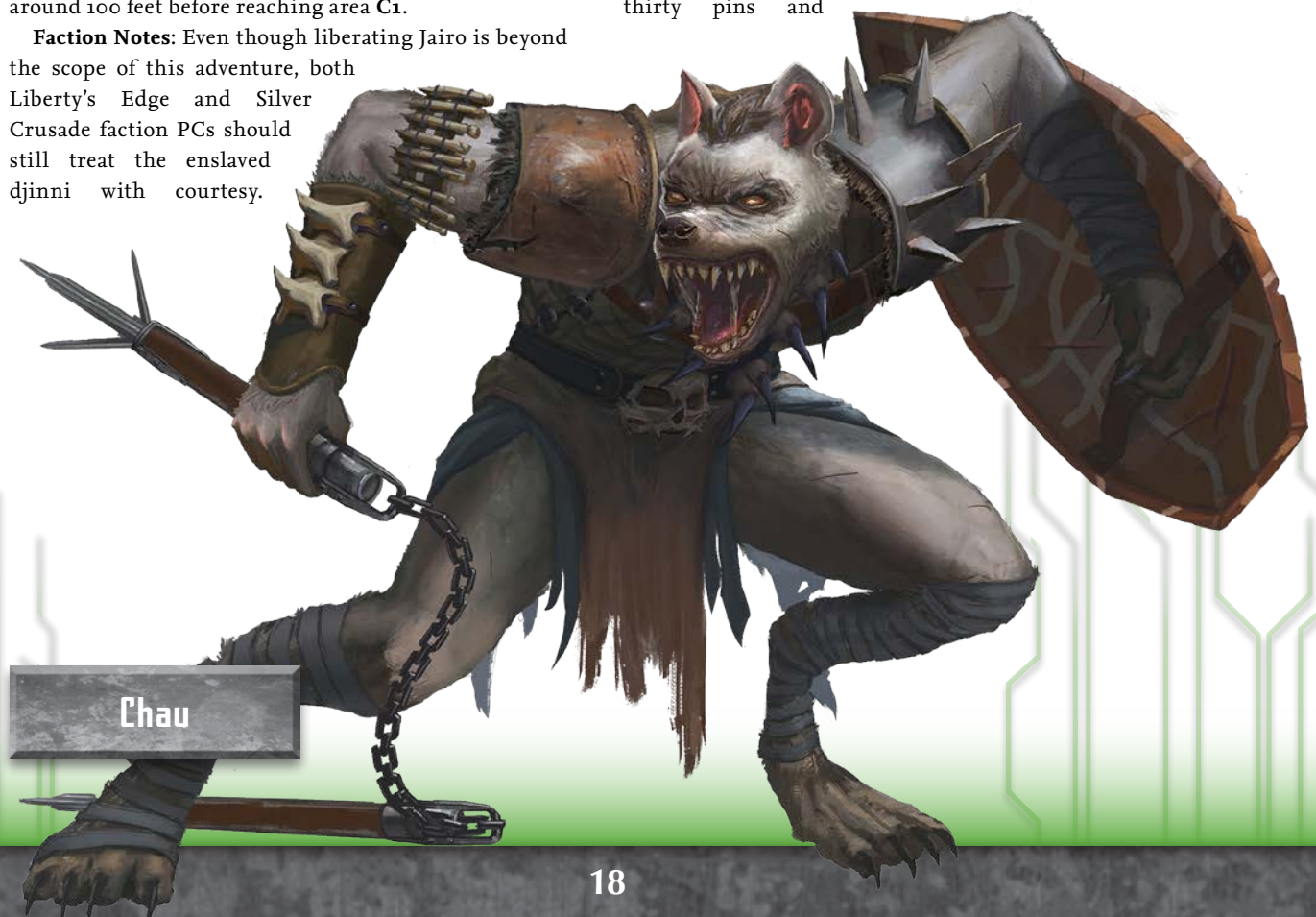
C. THE PASHA'S SUITE

Al'Jakri maintained personal quarters deeper in the stronghold, far away from the unappealing smell of gnolls.

C1. Living Quarters (CR 6 or CR 9)

A shallow reflecting pool is set into the tile floor, flanked by plush divans. Beyond two marble supporting columns, a heavy curtain separates the sitting room from the bedroom. A large map of Absalom hangs on the south wall, riddled with pins and crossed with colorful thread.

The curtains are opaque and block line of sight, but they are only anchored to a rod near the ceiling and pose no real obstacle to movement. The map of Absalom bears over a hundred pins tipped with beads of wax in half a dozen colors; many red, blue, and green strings connect various pins together. About thirty pins and



several pieces of string lie on the ground under the map, where Chau grew weary of trying to decipher the map's color-coded system and swatted it out of frustration. The map hangs on the south wall and is vulnerable to damage during the combat here. If a fire or acid effect affects one of the adjacent squares and deals 5 or more points of damage, the map is destroyed; 10 points of cold, electricity, sonic, or any other damage also destroys the map or scatters the pins and string enough to make it indecipherable.

PCs who succeed at a DC 20 Perception check while searching the bookshelf find a slim volume entitled *The Slave Master's Mirror*. Attempting to remove the book unlatches the bookcase, which can rotate on a central axis to access area C2.

Creatures: There are two gnolls in this room: the chief Chau—a powerful breed of gnoll known as a flind—and a witch named Rothur. Chau, who took control of the Red Ridge tribe upon coming of age, savagely killing the ruling matron, and leveraging her own strength and the Rothur's supernatural powers to keep the other gnolls from challenging her. She later moved the pack to less contested hunting grounds on Stonespine Island, a territory made all the more lucrative by the gnolls' alliance with al'Jakri. Chau has spent much of her time since al'Jakri's departure ransacking the room for valuables and examining her newfound wealth. Much of the pasha's clothing now lies on the floor, stretched and torn as Chau tried the garments on, but found them all ill-fitting and toss them on the floor in frustration. In Subtier 6–7, Chau's favorite hunting hyena, Snack, accompanies her as she searches the room.

Rothur was among the weaker members of the tribe until five years ago, when she committed a act taboo in gnoll culture: consuming the flesh of a pugwampi, a type of gremlin that gnolls associate with bad luck. She did this out of a need to rebel against the tribe, and the tribe ostracized her until she began to demonstrate strange abilities associated with luck. Rothur used her spells to convince the tribe to accept her lest they fall victim to her curses, and by aiding Chau's coup Rothur has secured a place of power. The many books have held her attention, and she has performed a preliminary examination of al'Jakri's notes.

Hazards: Al'Jakri's room, especially the east section beyond the curtain, contains a number of hazards with which the gnolls are familiar with but that may surprise the PCs. The decorative reflecting pool is only a few inches deep, but the tiles at its bottom are smooth and surprisingly slippery. Treat the entire area as though it were under the effects of a *grease* spell (Reflex DC 15).

The chair northwest of the bed has spring-loaded manacles for both a creature's hands and feet, and a creature that moves or is moved into the chair's square

must succeed at a DC 15 Reflex save to avoid having a hand trapped in one of these restraints. If it fails the first save, it must make a second save at the same DC or have both hands caught. A creature caught by the chair is entangled and cannot use the restrained arm or move from the chair's square until it escapes (hardness 10, 10 hp, Strength DC 26, Disable Device DC 25). The key for the manacles is on top of the cabinet to the north—just out of reach of the typical bound creature.

That glass-fronted cabinet is enchanted with a permanent *prestidigitation* effect to keep it cold and contains several racks filled with labeled vials of blood. The first time a creature is pushed into a square adjacent to the cabinet, the glass shatters and deals 1d6 points of slashing damage and 1d6 points of cold damage to that creature.

Finally, the bookcase that conceals the secret door rotates to access area C2. Although opening the secret door typically requires a successful DC 20 Perception check to find the release that allows one to shift the bookcase, slamming into the shelves can send a creature careening into the small room beyond. The bookshelf continues to rotate and snaps shut after spinning 180 degrees, sealing the creature inside unless it succeeds at a DC 16 Reflex save. Finding the mechanism to open the door from area C2 requires a successful DC 20 Perception check.

Subtier 3–4 (CR 6)

CHAU	CR 6
Female flind ranger 2 (<i>Pathfinder RPG Monster Codex</i> 100)	
CE Medium humanoid (gnoll)	
Init +4; Senses darkvision 60 ft.; Perception +12	
DEFENSE	
AC 21, touch 14, flat-footed 17 (+2 armor, +4 Dex, +2 natural, +3 shield)	
hp 55 (4d8+2d10+26)	
Fort +12, Ref +9, Will +6	
OFFENSE	
Speed 30 ft.	
Melee mwk flindbar +8 (1d8+6), +1 <i>heavy shield</i> +8 (1d4+3 plus bull rush)	
Ranged shortspear +9 (1d6+6)	
Special Attacks combat style (weapon and shield ^{APG}), favored enemy (humans +2)	
TACTICS	
Before Combat If Chau hears someone approaching down the hall, she activates her <i>wand of aspect of the bear</i> . She then hides behind the curtained partition to ambush the intruders.	
During Combat Chau attacks with her flindbar before using her shield bash to push enemies out of reach or into dangerous obstacles. She taunts her foes by boasting of her past slaving and fighting accomplishments.	

Morale Chau is the ruler of this territory and doesn't back down even under deadly circumstances.

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 10, **Wis** 17, **Cha** 13

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

Feats Improved Shield Bash, Power Attack, Shield Slam, Two-Weapon Fighting

Skills Acrobatics +3 (–1 when jumping), Climb +8, Handle Animal +10, Intimidate +6, Perception +12, Survival +8

Languages Common, Gnoll

SQ weapon familiarity, track +1, wild empathy +3

Combat Gear *potion of cure moderate wounds*, *wand of aspect of the bear*^{APG} (15 charges), liquid ice^{UE} (2); **Other Gear** leather armor, +1 heavy wooden shield, mwk flindbar^{MC}, shortspear, *cloak of resistance* +1, clay unholy symbol of Lamashtu, 289 gp

ROTHUR

CR 2

Female gnoll witch (bouda) 2 (*Pathfinder RPG Bestiary* 155, *Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Monster Codex* 92)

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 11, touch 10, flat-footed 11 (+1 natural)

hp 26 (2d8+2d6+10)

Fort +5, **Ref** +0, **Will** +7

OFFENSE

Speed 30 ft.

Melee spear +3 (1d8+1/×3)

Ranged spear +2 (1d8+1/×3)

Special Attacks hexes (bouda's eye^{MC}, cackle)

Witch Spells Prepared (CL 2nd; concentration +3)

1st—*ill omen*^{APG}, *inflict light wounds* (DC 12), *mage armor* 0 (at will)—*bleed* (DC 11), *detect magic*, *putrefy food and drink*^{APG}, *touch of fatigue* (DC 11)

Patron Trickery

TACTICS

Before Combat If she hears enemies approaching, Rothur casts *mage armor* and hides behind the curtained partition.

During Combat Rothur uses her spells and hexes to assist Chau and cripple her enemies.

Morale Rothur recognizes a losing battle and tries to escape if the PCs defeat Chau.

STATISTICS

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

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

Feats Combat Casting, Iron Will

Skills Perception +6, Sense Motive +6, Spellcraft +8

Languages Common, Gnoll

SQ fetish^{MC}

Combat Gear *wand of pox pustules*^{APG} (13 charges), *lesser pugwampi braid* (see page 21); **Other Gear** spear, 178 gp

Subtier 6–7 (CR 9)

CHAU

CR 8

Female flind ranger 5 (*Pathfinder RPG Monster Codex* 100)

CE Medium humanoid (gnoll)

Init +8; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 armor, +4 Dex, +2 natural, +3 shield)

hp 86 (9 HD; 4d8+5d10+41)

Fort +13, **Ref** +10, **Will** +7

OFFENSE

Speed 20 ft.

Melee mwk flindbar +11/+6 (1d8+6), +1 *bashing heavy shield* +11/+6 (1d8+4 plus bull rush)

Ranged shortspear +12 (1d6+6)

Special Attacks combat style (weapon and shield), favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +6)

1st—*hunter's howl*^{APG} (DC 15), *resist energy*

TACTICS

Before Combat If Chau hears someone approaching down the hall, she activates her *wand of aspect of the bear*. She then hides behind the curtained partition to ambush the intruders.

During Combat Chau attacks with her flindbar before using her shield bash to push enemies out of reach or into dangerous obstacles. She taunts her foes by boasting of her past slaving and fighting accomplishments.

Morale Chau is the ruler of this territory and doesn't back down even under deadly circumstances.

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 10, **Wis** 18, **Cha** 13

Base Atk +8; **CMB** +14; **CMD** 28

Feats Endurance, Improved Initiative, Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Shield Slam, Two-Weapon Fighting

Skills Acrobatics +6, Climb +11, Handle Animal +13, Intimidate +9, Perception +16, Survival +12

Languages Common, Gnoll

SQ favored terrain (desert +2), hunter's bond (animal), track +2, weapon familiarity, wild empathy +6

Combat Gear *potion of cure moderate wounds*, *wand of aspect of the bear*^{APG} (15 charges), liquid ice^{UE} (2); **Other Gear** mwk hide armor, +1 *bashing heavy wooden shield*, mwk flindbar^{MC}, shortspear, *cloak of resistance* +1, clay unholy symbol of Lamashtu, 439 gp

SNACK

CR —

Male hyena animal companion (*Pathfinder RPG Bestiary* 179)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 12 (+3 Dex, +1 dodge, +2 natural)

hp 19 (3d8+6)

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

OFFENSE

Speed 50 ft.

Melee bite +3 (1d4+1 plus trip)

STATISTICS

Str 10, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Dodge, Mobility

Skills Perception +7

SQ tricks (aid, attack, down, fetch, heel, seek, track)

ROTHUR

CR 6

Female gnoll witch (bouda) 6 (*Pathfinder RPG Bestiary* 155, *Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Monster Codex* 92)

CE Medium humanoid (gnoll)

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

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 52 (2d8+6d6+22)

Fort +8, **Ref** +5, **Will** +10

OFFENSE

Speed 30 ft.

Melee spear +5 (1d8+1/×3)

Ranged spear +5 (1d8+1/×3)

Special Attacks hexes (bouda's eye^{MC}, cackle, evil eye [-2, 1 round, DC 14], misfortune [1 round, DC 14])

Witch Spells Prepared (CL 6th; concentration +7)

3rd—*bestow curse* (DC 14), *lightning bolt* (DC 14)

2nd—*mirror image*, *see invisibility*, *touch of idiocy*

1st—*cure light wounds*, *ill omen*^{APG}, *inflict light wounds* (DC 12), *mage armor*

0 (at will)—*bleed* (DC 11), *detect magic*, *putrefy food and drink*^{APG}, *touch of fatigue* (DC 11)

Patron Trickery

TACTICS

Before Combat If she hears enemies approaching, Rothur casts *mage armor*, *mirror image*, and *see invisibility*. She then hides behind the curtained partition.

During Combat Rothur uses her spells and hexes to assist Chau and cripple her enemies. She uses her touch spells only if the PCs approach her, but doesn't otherwise get close.

Morale Rothur recognizes a losing battle and tries to escape if the PCs defeat Chau.

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 16

Feats Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes

Skills Heal +11, Perception +8, Sense Motive +8, Spellcraft +10

Languages Common, Gnoll

SQ fetish^{MC}

NEW MAGIC ITEMS

LESSER PUGWAMPI BRAID

PRICE
300 GP

SLOT none

CL 3rd

WEIGHT 2 lbs.

AURA faint necromancy

Bad luck lingers in this greasy braid of dried pugwampi hide. As an immediate action, the braid's bearer can unravel the braid (which destroys it), to force a target within 5 feet to roll twice and take the lower result the next time it makes a d20 roll. This is a mind-affecting effect that does not work on humanoids with the gnoll subtype, animals, or gremlins. A creature under the effect of a luck bonus is immune to this effect.

CONSTRUCTION

COST 21,000 GP

Craft Wondrous Item, *ill omen*^{APG} or *pugwampi's grace* (*Pathfinder Campaign Setting: Inner Sea Magic* 59)

MIRROR OF TREACHEROUS SIGHT

PRICE
42,000 GP

SLOT none

CL 10th

WEIGHT 30 lbs.

AURA moderate divination

This polished obsidian oval is set in a silver standing frame that's inlaid with lapis lazuli crescent moons and magical incantations in a delicate Kelish script.

The mirror functions as a *crystal ball*. In addition, a creature who looks into the mirror and sees its own reflection is targeted by a *bestow curse* effect (DC 16 Will negates), imposing a -4 penalty on attack rolls, saving throws, skill checks, and ability checks. Wearing a mask, veil, or exceptional disguise (Disguise DC 25) allows a creature to use the mirror without triggering this effect.

CONSTRUCTION

COST 21,000 GP

Craft Wondrous Item, *bestow curse*, *scrying*

Combat Gear *scroll of dispel magic* (CL 10th), *wand of pox pustules*^{APG} (13 charges), *lesser pugwampi braids* (3; see sidebar); **Other Gear** *spear, cloak of resistance* +1, 268 gp

Treasure: Among the books on the bookshelf are several hundred pages of notes written in Kelish. These are al'Jakri's scrying records, a cross-reference of the slaves whose blood samples are in the chest (and which noble houses they serve), and a timeline of specific events she observed while watching them—all written in her own shorthand and describing only a fraction of the observations suggested by her marked map of Absalom. Her desk also contains several large blocks of beeswax dyed a variety of colors.

Development: So long as the map of Absalom survived the encounter, a PC can attempt to decipher some of al'Jakri's complex system of pins, string, and color codes with a successful DC 25 Knowledge (geography, local, or nobility) check; this DC increases to 28 in Subtier 6–7. Doing so allows the PC to ascertain major patterns in the placement of pins and string suggesting al'Jakri has found ways to spy on not only a dozen Absalom families but also a large number of the city's more prestigious institutions, such as the Forae Logos and the Arcanamirium. Decoding the map entirely would take days and would still rely on considerable speculation without additional data—especially thanks to Chau's removing a large number of pins—but the PCs' discoveries provide an essential first step in cracking the pasha's plans.

The PCs can also roll up the map carefully so as to transport it back to the Grand Lodge, but doing so without dislodging more pins requires great care. Unless a PC succeeds at a DC 15 Dexterity or Sleight of Hand check while stowing the map, he dislodges more markers and drastically reduces its usefulness. If the PCs come up with a clever way of marking the pins' locations and colors in some permanent manner, they can transport the map without needing to attempt any checks.

Faction Notes: Liberty's Edge faction PCs should contribute to Chau's defeat in a spectacular way, such as confirming a critical hit against her, reducing her to 0 or fewer hit points, demoralizing her using Intimidate during combat, or dealing damage to her while in view of one or more NPC slaves.

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

Subtier 3–4: Reduce each PC's gold earned by 486 gp.

Out of Subtier: Reduce each PC's gold earned by 745 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,005 gp.

C2. The Scrying Chamber

Behind the rotating bookshelf is a small, unlit room carved out of the hill. The room is unadorned and contains only the *mirror of treacherous sight*, a scrying device that acts much like a *crystal ball* (see the sidebar on page 21).

Development: As the PCs prepare to depart Fort Stonejaws, Lady Darchana contacts one of the PCs who most impressed her during their meeting (or one that seems the most leaderlike) by casting *sending*. The character receives the following missive.

"What is your status? Have you accomplished your objectives? Please reply in no more than twenty-five words."

The *sending* spell allows the PCs to take a moment to discuss their reply, and if the PCs have access to similar magic, they can use it to transmit a longer message;

however, recalling their objectives and effectively communicating their findings is critical to conveying the right message about the competence of the Pathfinder Society. Successfully conveying to Lady Darchana that the PCs have secured the mirror but not the one who operated it contributes to the PCs' secondary success conditions, provided they do so before leaving the island.

Conclusion

With Chau defeated and the *mirror of treacherous sight* in the Pathfinders' hands, the remaining members of the Red Ridge tribe scatter into the wilds of Stonespine Island and gradually regroup over the course of several weeks. Jairo, if he survived any conflict with the PCs, informs them as they leave that he remains bound to perform al'Jakri's will but hopes to meet them again under pleasant circumstances. A day after the PCs depart the fortress, Jairo returns to his home plane and awaits the pasha's summons. The PCs have little difficulty securing enough basic provisions to get themselves and any liberated slaves to Okeno. There, a ship awaits them to take them back to Absalom.

Once the PCs return to the Grand Lodge, Ambrus Valsin debriefs them and lets them know that they have accomplished a great deal despite al'Jakri's escape. He then debriefs them for several minutes about how the enchanted cedar chest performed in the field before concluding the meeting. He advises everyone to remain in Absalom for the next several days as he works with Lady Darchana to ensure she has all of the information she needs to predict the pasha's next step.

If the PCs resolved the encounter with Jairo nonviolently and improved his attitude to friendly or helpful, grant the Djinni's Admiration boon on their Chronicle sheets.

Reporting Notes

If the halfling Gima survived until the end of the scenario and viewed the actions of the Liberty's Edge faction PCs (or PCs in general if not Liberty's Edge faction PCs were present) favorably, check box A on the scenario's reporting sheet. If the PCs successfully inspired the overseer Korshad to seek redemption (see area B3), check box B. If the PCs received the Djinni's Admiration boon on their Chronicle sheets, check box C.

Primary Success Condition

PCs who recover the *mirror of treacherous sight* and bring it to the Grand Lodge succeed at their primary mission and earn 1 Prestige Point.

Secondary Success Condition

The PCs have several opportunities to secure additional intelligence and strengthen Lady Darchana's perception

of the Society, and they must perform at three of these four tasks to fulfill their secondary objectives. First, they can deliver al'Jakri's map of Absalom (see area **C1**) to the Grand Lodge with most of its markings intact. Second, the PCs can successfully decipher the map's system of pins and string. Third, they can transport the majority of the pasha's notes in area **C1** to the Grand Lodge for analysis. Finally, they can respond to Lady Darchana's *sending* spell by informing her of the mirror's status and al'Jakri's absence. Succeeding at three or all of these goals causes Lady Darchana to convey her esteem to Aram Zey; the PCs earn 1 additional Prestige Point.

Faction Notes

Liberty's Edge faction PCs have several opportunities to defeat slavers, liberate slaves, and advance the cause of freedom. Members of this faction should accomplish three

of the following five goals during the scenario: contribute to the defeat of Farug or Chau in a spectacular way (see area **B1** for details; succeeding at this task against both gnolls counts as two successes), work with Gima to ensure her escape (see area **A2**), earn the Djinni's Admiration boon, or inspire the gnolls' slaves (see area **B3**). Fulfilling these objectives earns each Liberty's Edge faction PC the Daring Rescue boon on his Chronicle sheet.

Silver Crusade faction PCs have several opportunities to bring comfort to others and guide wayward souls back to the path of righteousness. Fulfilling the faction's goals requires the PCs perform two of the following three tasks: Ensure that no slaves suffer abuse at the hands of their gnoll captors (see area **A2**), redeem Korshad (see area **B3**), or earn the Djinni's Admiration boon. Fulfilling these objectives earns each Silver Crusade faction PC the Force of Good boon on her Chronicle sheet.

Pathfinder Society Scenario #6–11: The Slave Master's Mirror

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 _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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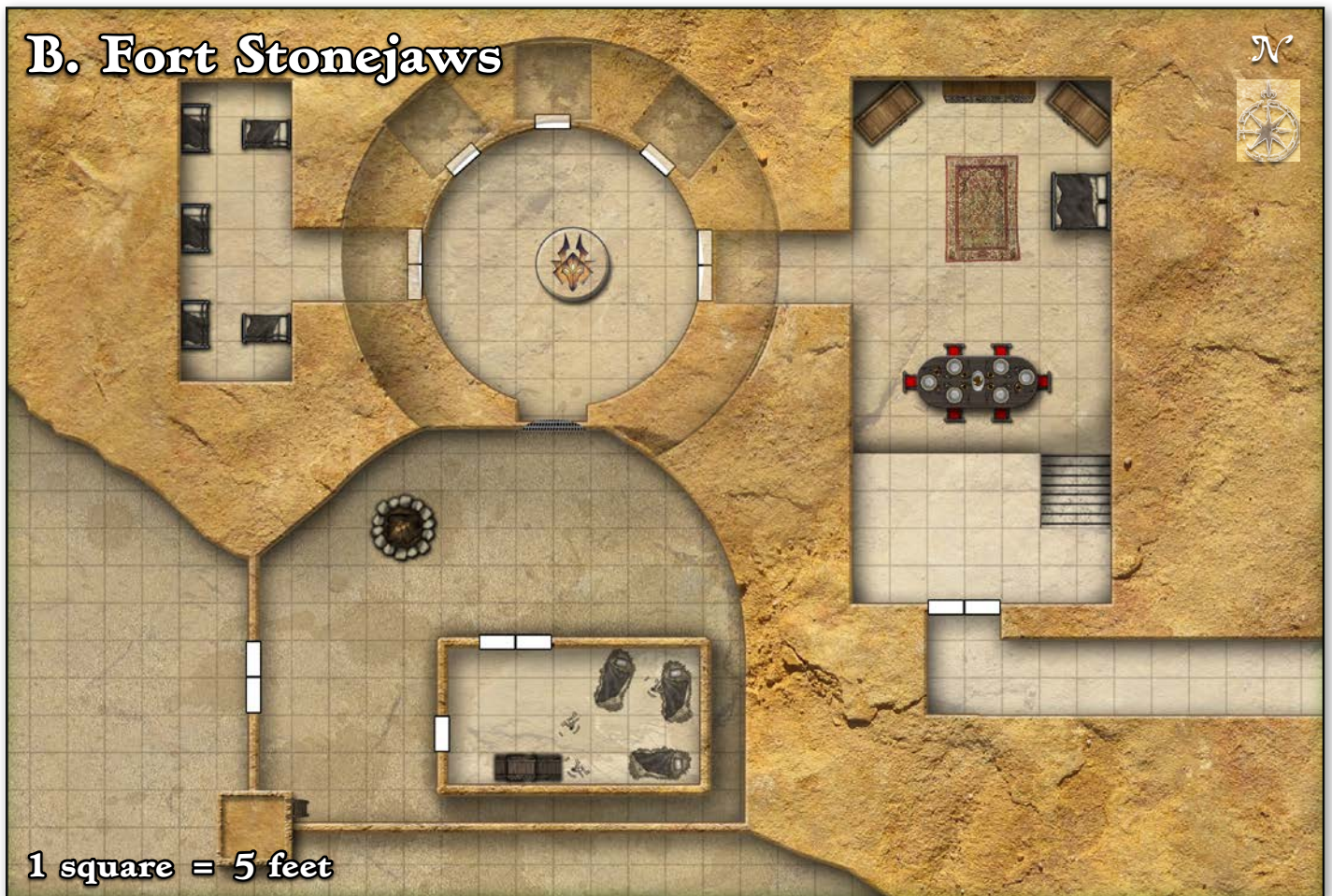
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B. Fort Stonejaws



C. The Pasha's Suite



NEW RULES

The methods, materials, and magic of the gnolls focus on their pack mentality and their brutal, savage nature.

GNOLL ARCHETYPES

The following archetypes are common among gnolls.

Bouda (Witch)

These strange and often solitary witches have a strong connection to curses, the evil eye, and hyenas.

Alignment: Because of the dark nature of her magic, a bouda must be of an evil alignment. If a character with the bouda archetype ceases to be evil, she loses the ability to use all alternate class features granted by this archetype (but still retains all other witch class features), though she's still considered to be a bouda when taking further levels in the witch class. A bouda regains use of all archetype alternate class features if she atones for her violations (see the *atonement* spell on page 245 of the *Pathfinder RPG Core Rulebook*).

Fetish: A bouda keeps a small fetish: sometimes a carved idol, other times a necklace adorned with teeth or bones. A bouda's spells come from the will of evil spirits residing in the fetish, and its ability to hold spells functions in a manner identical to the way a witch's spells are granted by her familiar. The bouda must commune with her fetish each day to prepare her spells and can only prepare spells stored in the fetish.

At 3rd level, a bouda can use her fetish to deliver touch spells a number of times per day equal to $1/4$ her witch level (minimum 1). When casting a touch spell, as a free action she can use this ability. When she does, she can deliver her spell as a ranged touch spell within a range of 30 feet. At 10th level, she can deliver these spells within a range of 60 feet. At 15th level and higher, she can deliver these spells within a range of 90 feet.

This ability replaces the familiar class feature.

Bouda's Eye (Su): A bouda's gaze can bestow ill fortune on her enemies. This hex can affect a creature within 30 feet that the bouda can see. The target takes a -2 penalty on one of the following (bouda's choice): AC, ability checks, attack rolls, saving throws, or skill checks. The hex lasts for a number of rounds equal to $3 +$ the bouda's Intelligence modifier. A successful Will saving throw reduces the duration of the hex to 1 round. Once per day when the bouda uses this hex, she can impose two different penalties on the target instead of just one. If the bouda takes the evil eye hex, it increases the number of different penalties she can impose on the hex's target by 1. At 8th level, the penalties imposed by this hex increase to -4 . This is a mind-affecting effect.

This hex must be taken as a bouda's 1st-level hex, and only a bouda can take this hex.

Hyena Shape (Su): At 10th level, a bouda gains the ability to turn into a hyena or dire hyena and back again a number of times per day equal to her Intelligence modifier. This ability functions as *beast shape II*, except for the following. The effect lasts for 1 hour per witch level, or until the bouda changes back. Changing form (to animal or back) is a standard action that does not provoke attacks of opportunity. At 20th level, a bouda can change her form at will. If a bouda dies while in hyena shape, she does not revert back to her true form.

The bouda does not lose the ability to speak while in animal form, and can communicate with hyenas and dire hyenas as if under the effects of *speak with animals*. Furthermore, while in this form, the bouda gains the benefit of the Natural Spell feat, even if she does not meet the prerequisites.

This ability replaces the major hex granted at 10th level.

Pack Rager (Barbarian)

Barbarian rages can be a thing of savage beauty, exhibiting a lethal grace. While such uncontrolled displays of carnage often disregard group tactics, there are those barbarians whose rages inspire and spur on their allies during the ferocious dance of death.

Bonus Feat: At 2nd level and every 4 levels thereafter, the pack rager can take a bonus teamwork feat. This teamwork feat must also be a combat feat. This ability replaces the rage powers gained at 2nd, 6th, 10th, 14th, and 18th level.

Raging Tactician: At 7th level, while a pack rager is raging, she grants a single teamwork feat she knows to all allies within 30 feet who can see and hear her. She chooses the feat at the start of the rage, and cannot change it during the rage. An ally who moves more than 30 feet away from the raging pack rager loses access to the feat, but regains it again each time he moves back within 30 feet of the raging pack rager. Allies do not need to meet the prerequisites of these teamwork feats.

At 13th level, the pack rager chooses two teamwork feats when she enters a rage, and grants her allies the use of both of those feats when they are within 30 feet of her.

At 16th level, the pack rager grants these teamwork feats as long as her allies are within 60 feet of her.

At 19th level, the pack rager chooses three teamwork feats when she enters a rage, and grants her allies the use of all three feats when they are within 60 feet of her.

This ability replaces the damage reduction class feature.

GNOLL FEATS

Gnolls have access to the following feats, some of which enhance the tactics of gnoll packs.

Coordinated Reposition (Teamwork)

You are skilled in coordinating combat positioning with your allies.

Prerequisite: Step-Up.

Benefit: Whenever an ally with this feat who is threatening a creature you are threatening takes a 5-foot step, you can move 5 feet as an immediate action. This movement does not provoke attacks of opportunity.

Disarm Partner (Combat, Teamwork)

When your ally fails to disarm an opponent within your reach, you can try to disarm that same foe.

Prerequisite: Base attack bonus +1.

Benefit: When an ally with this feat fails a disarm combat maneuver check made on his turn against an opponent within your melee reach, as an immediate action you can attempt a disarm combat maneuver check against that foe.

Improved Disarm Partner (Combat, Teamwork)

You are ever the opportunist.

Prerequisites: Disarm Partner, base attack bonus +5.

Benefit: When an ally with this feat fails a disarm combat maneuver check made on his turn against a foe that's within your melee reach, you can make an attack of opportunity against that foe. If that attack of opportunity hits the foe, you can also attempt a disarm combat maneuver check against that opponent as part of that attack of opportunity.

Snapping Flank (Combat, Teamwork)

You can make a swift bite attack against a flanked foe.

Prerequisites: Base attack bonus +9, bite attack.

Benefit: Whenever you are flanking with an ally who also has this feat, as a swift action you can make a bite attack against the opponent you and your ally are flanking.

Snapping Jaws (Combat)

When enemies get too close, your jaws tear flesh and bone.


Prerequisites: Base attack bonus +1, gnoll.

Benefits: You can use your bite as a natural weapon. This is a primary attack that deals 1d6 points of damage.

GNOLL EQUIPMENT

The following weapon is a favorite of flinds (see page 100), but is sometimes used by other gnolls who master its use.

FLINDBAR	PRICE 9 GP
	TYPE exotic




This one-handed weapon is similar to a nunchaku in that it consists of a pair of bars linked with heavy chain. However, a flindbar's bars are made of iron and are capped with a ring of spikes or studs. Since it's much heavier than a nunchaku, it is not a light weapon.

EXOTIC WEAPON	PRICE	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
One-handed melee weapon								
Flindbar	9 gp	1d6	1d8	×2	—	6 lbs.	B and P	Disarm, trip

GNOLL MAGIC ITEMS

The following magic items are favored by gnolls and flinds.

HUNTER'S NOSE RING		PRICE 10,000 GP
SLOT head	CL 3rd	WEIGHT —
AURA faint transmutation		
		This nose ring seems to be braided from five platinum strands. It grants its wearer the scent ability (<i>Pathfinder RPG Bestiary</i> 304) along with a +4 competence bonus on Perception checks involving smell and on Survival checks to track using scent.
CONSTRUCTION REQUIREMENTS		COST 5,000 GP
Craft Wondrous Item, <i>bloodhound</i> ^{APG} , platinum ring worth 250 gp		

HYENA SHAWL		PRICE 11,000 GP
SLOT head	CL 8th	WEIGHT —
AURA moderate abjuration and necromancy		
When wrapped around the neck and jaw, this swath of black cloth lets its wearer see normally in a sandstorm (her vision isn't reduced, nor does she take the -4 penalty on Perception checks) and avoid taking nonlethal damage from the storm.		
Once per day on command, the shawl's wearer can emit a strange cackling. Enemies within 30 feet of the shawl's wearer who can hear the cackling must succeed at a DC 16 Will saving throw or become frightened for 1 round. Those who succeed at the saving throw are shaken for 1d4 rounds instead. Both of the cackle's effects are sonic mind-affecting fear effects.		
CONSTRUCTION REQUIREMENTS		COST 5,500 GP
Craft Wondrous Item, <i>fear</i>		

PUGWAMPI BRAID		PRICE 9,000 GP
SLOT none	CL 8th	WEIGHT 1 lb.
AURA moderate necromancy		
This braid, crafted from strips of pugwampi pelts, is 1 inch in diameter and 12 inches long. It can be carried in the hand like a riding crop or worn as an adornment.		
Once per day with a command word, the owner of the braid can create a 5-foot-radius aura around the braid for 1 minute. Creatures other than the owner within the aura must roll twice and use the lower result whenever a situation calls for a d20 roll. This is a mind-affecting effect that does not work on humanoids with the gnoll subtype, animals, or gremlins. A creature under the effect of a luck bonus is immune to the aura.		
CONSTRUCTION REQUIREMENTS		COST 4,500 GP
Craft Wondrous Item, <i>bestow curse</i>		

GNOLL BARBARIANS

Gnoll barbarians feed off one another's rage, and use pack tactics to savage their enemies.

GNOLL RAGEBORN

CR 3

XP 800

Gnoll barbarian (pack rager) 2 (see page 92)

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 9, flat-footed 15 (+6 armor, +1 Dex, +1 natural, -2 rage)

hp 49 (4 HD; 2d8+2d12+22)

Fort +11, Ref +1, Will +3

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk greataxe +10 (1d12+9/×3), bite +4 (1d6+3) or bite +9 (1d6+9)



Ranged mwk javelin +5 (1d6+6)

Special Attacks rage (9 rounds/day)

TACTICS

Base Statistics When he's not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 41; **Fort** +9, **Will** +1; **Melee** mwk greataxe +8 (1d12+6/×3), bite +7 (1d6+6); **Str** 19, **Con** 16; **CMB** +7, **CMD** 18; **Skills** Climb +6.

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 18

Feats Coordinated Reposition*, Snapping Jaws*, Step Up

Skills Acrobatics +3, Climb +8, Perception +6, Survival +6

Languages Gnoll

SQ fast movement

Combat Gear *potion of cure moderate wounds*, alchemist's fire (3); **Other Gear** mwk breastplate, mwk greataxe, mwk javelins (2), 18 gp

GNOLL PACKLORD

CR 9

XP 6,400

Gnoll barbarian (pack rager) 8 (see page 92)

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 9, flat-footed 17 (+7 armor, +1 Dex, +2 natural, -2 rage)

hp 124 (10 HD; 2d8+8d12+58)

Fort +16, Ref +5, **Will** +7

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—

OFFENSE

Speed 30 ft.

Melee +1 *falchion* +17/+12 (2d4+11/18–20), bite +11 (1d6+3) or bite +16 (1d6+10)

Ranged mwk javelin +11/+6 (1d6+7)

Special Attacks rage (21 rounds/day), rage powers (quick reflexes, swift foot +5 feet), raging tactician* (30 ft.)

TACTICS

Base Statistics When she's not raging, the barbarian's statistics are **AC** 20, touch 11, flat-footed 19; **hp** 104; **Fort** +14, **Will** +5; **Melee** +1 *falchion* +15/+10 (2d4+8/18–20); **Ranged** mwk javelin +11/+6 (1d6+5); **Str** 20, **Con** 17; **CMB** +14, **CMD** 25.

STATISTICS

Str 24, **Dex** 13, **Con** 21, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +16; **CMD** 25

Feats Cleave, Disarm Partner*, Improved Disarm Partner*, Power Attack, Snapping Flank*, Snapping Jaws*, Step Up

Skills Acrobatics +11, Perception +10, Survival +14

Languages Gnoll

SQ fast movement

Combat Gear alchemist's fire; **Other Gear** +1 breastplate, +1 *falchion*, mwk javelin, *amulet of natural armor* +1, *cloak of resistance* +2, 4 gp

GNOLL SKIRMISHERS

Employing a mix of cunning and brute force, skirmishers thrive in a pack hierarchy.

GNOLL BRUISER

CR 3

XP 800

Gnoll fighter 1/rogue 1

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 27 (4 HD; 3d8+1d10+9)

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

OFFENSE

Speed 30 ft.

Melee greatclub +6 (1d10+6)

Ranged javelin +4 (1d6+4)

Special Attacks sneak attack +1d6

TACTICS

During Combat A bruiser flanks with its packmates whenever possible, and takes time to reposition if separated from allies.

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 6, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 19

Feats Dodge, Mobility, Power Attack

Skills Acrobatics +9, Perception +5, Survival +8

Languages Gnoll

SQ trapfinding +1

Combat Gear *potions of cure light wounds* (2), alchemist's fire (2), tanglefoot bags (2); **Other Gear** greatclub, javelins (5), *daredevil boots*^{UE}

These massive gnolls pound enemies into submission.

GNOLL WARDEN

CR 10

XP 9,600

Gnoll ranger (skirmisher) 9 (*Pathfinder RPG Advanced Player's Guide* 128)

CE Medium humanoid (gnoll)

Init +3; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 14, flat-footed 18 (+6 armor, +3 Dex, +1 dodge, +2 natural)

hp 89 (11 HD; 2d8+9d10+31)

Fort +13, **Ref** +11, **Will** +6

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee +1 *scimitar* +15/+10 (1d6+5/18–20)

Ranged +1 *composite longbow* +15/+10 (1d8+5/x3)

Special Attacks combat style (archery), favored enemy (dwarves +2, humans +4), hunter's tricks 5/day (aiding attack, hateful attack, trick shot)

STATISTICS

Str 18, **Dex** 17, **Con** 15, **Int** 10, **Wis** 13, **Cha** 6

Base Atk +10; **CMB** +14; **CMD** 28

Feats Dodge, Endurance, Manyshot, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow)

Skills Acrobatics +11 (+7 when jumping), Climb +15, Heal +7, Perception +15, Stealth +14, Survival +15

Languages Gnoll

SQ favored terrain (desert +4, jungle +2), hunter's bond (companions), swift tracker, track +4, wild empathy +7, woodland stride

Combat Gear *potion of invisibility*, alchemist's fire (2); **Other Gear** +1 *scale mail*, +1 *composite longbow* (+4 Str) with 20 arrows, +1 *scimitar*, *amulet of natural armor* +1, *cloak of resistance* +2, 94 gp

The warden often serves as a gnoll pack's forward scout, tracking prey and wearing it down with pursuit before her packmates swoop in to attack.



GNOLL WAR LEADERS

The alpha of a pack assigns leadership roles as she sees fit.

GNOLL SERGEANT

CR 4

XP 1,200

Gnoll ranger 3

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)

hp 38 (5 HD; 2d8+3d10+13)

Fort +9, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee spear +8 (1d8+6/×3)

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

Special Attacks combat style (archery), favored enemy (humans +2)

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Climb +11, Knowledge (nature) +4, Perception +9, Survival +9

Languages Gnoll

SQ favored terrain (desert +2), track +1, wild empathy +1

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

Other Gear mwk chain shirt, mwk composite longbow (+4 Str) with 20 arrows, spear, *cloak of resistance* +1

The lowest of gnoll war leaders, sergeants are always eager to prove their mettle in order to move up in the dominance hierarchy of the pack.

GNOLL LIEUTENANT

CR 6

XP 2,400

Gnoll fighter 5

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +1 natural, +1 shield)

hp 55 (7 HD; 2d8+5d10+19)

Fort +10, **Ref** +3, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee +1 *scorpion whip* +14/+9 (1d4 +9)

Ranged mwk javelin +8/+3 (1d6+5)

Special Attacks weapon training (flails +1)

TACTICS

During Combat The gnoll lieutenant demoralizes foes and lashes out with his scorpion whip from a distance.

STATISTICS

Str 20, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 22

Feats Dazzling Display, Exotic Weapon Proficiency (whip), Improved Whip Mastery^{UC}, Intimidating Prowess, Power Attack, Weapon Focus (whip), Whip Mastery^{UC}

Skills Intimidate +16

Languages Gnoll

SQ armor training 1

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, alchemist's fire (3), thunderstones (2);

Other Gear mwk splint mail, mwk light steel shield, +1 *scorpion whip*^{UE}, mwk javelin, *cloak of resistance* +1, 15 gp

Gnoll lieutenants use intimidation and the crack of their scorpion whips to push lesser members of the pack into battle and to demoralize their enemies.



FLIND

This powerfully built, hyena-like humanoid is larger than the average gnoll and has a cunning, cruel gaze.

FLIND

CR 3



XP 800

NE Medium humanoid (gnoll)

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

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee flindbar +6 (1d8+6/×2 plus disarm, trip)

Ranged composite longbow +5 (1d8+4/×3)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 12, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +7; **CMD** 19

Feats Improved Initiative, Power Attack

Skills Handle Animal +8, Intimidate +5, Perception +6

Languages Common, Gnoll

SQ weapon familiarity

ECOLOGY

Environment warm plains or deserts

Organization solitary, pair, hunting party (1 flind, 1–4 gnolls and 1–2 hyenas), band (10–100 gnolls [30% flinds and 50% noncombatant children], 1 sergeant of 3rd level per 20 adults, 1 leader of 4th–6th level, and 5–8 hyenas), or tribe (20–200 gnolls [30% flinds and 50% noncombatant children] plus 1 sergeant of 3rd level per 20 gnolls, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)

Treasure standard (studded leather, composite longbow [Str +4] with 20 arrows, flindbar*, other treasure)

SPECIAL ABILITIES

Weapon Familiarity: Flinds are always proficient with flindbars.

Flinds are slightly larger, more intelligent, and of a stockier build than gnolls, and it's a common misconception that flinds are an entirely separate race. Though interbreeding may one day make them so, flinds are actually the product of controlled breeding practices by the dominant females of gnoll packs.

The slyest and largest female gnolls sanctified by the chosen of Lamashtu are paired with the most savage males, and a little more than half the time, the resulting litter includes at least one flind. The flind pup is often female. A breeding female flind produces only flinds, though flinds' litters tend to be smaller than those of normal gnolls. Male flinds who breed with female gnolls produce a litter with a flind about three quarters of the time.

More capable of focus, cunning, and planning than gnolls, flinds are typically found in leadership roles within gnoll bands and tribes, and frequently lead hunting parties. Like gnolls, flinds use ambush tactics and often make slaves of surviving foes, yet a flind is more likely to go on the offensive when the odds are closer to even. Flinds still prefer the advantage of attacking in numbers—they just don't need the advantage to be overwhelming. In addition to using intimidation against enemies, flinds embrace flanking tactics and specialized uses of their unusual weapon, the flindbar.

Flinds assign gnolls lower in the pack hierarchy the task of crafting flindbars (see page 93). Flinds are very particular about these weapons, and a gnoll who fails to properly weight and polish a flindbar can expect a savage mauling from the flind who demanded the weapon.

A flind is roughly 7 feet tall and weighs between 280 and 315 pounds. Flinds have brindled or spotted fur, and are primarily russet in color with patches of black.





Pathfinder Society Scenario #6–11: The Slave Master's Mirror

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Daring Rescue (Liberty's Edge faction): Your strengthened connections to the Bellflower Network and continued dedication to the rescue of innocents has earned you the respect of your freedom-fighting colleagues. You may cross this boon off your Chronicle sheet when spending Prestige Points to recover your body and gear to reduce the Prestige Point cost by 3 (minimum 0).

Djinni's Admiration: You have won the admiration of the captive djinni Jairo. Although you were unable to secure his freedom from an enemy of the Society, he may be able to repay your kindness in the future.

Force of Good (Silver Crusade faction): Your conviction to redeeming wayward souls and protecting the defenseless manifests even in your magic and martial prowess. As a free action when casting a spell with the good descriptor that deals damage, you can cross this boon off your Chronicle sheet to increase the spell's caster level by 2; however, half of the damage dealt to creatures other than undead and outsiders with the evil subtype is nonlethal damage. Alternatively, you may cross this boon off your Chronicle sheet to grant a weapon you wield the *holy* weapon enhancement for 3 rounds, but half of all of the weapon's damage dealt to creatures other than undead and outsiders with the evil subtype is nonlethal damage.

Gnoll Tactics: You first-hand experience with gnoll tactics and cultural traditions gives you a headstart in incorporating their unique styles into your own training. So long as you possess this boon, all of your Pathfinder Society Organized Play characters have access to the following feats and archetypes from *Pathfinder RPG Monster Codex* as if they appeared on the Additional Resources page: Coordinated Reposition, Disarm Partner, Improved Disarm Partner, Snapping Flank, the pack rager barbarian archetype, and the flindbar.

LESSER PUGWAMPI BRAID

PRICE
300 GP

SLOT none

CL 3rd

WEIGHT 2 lbs.

AURA faint necromancy

CONSTRUCTION

COST 21,000 GP

Craft Wondrous Item, *ill omen*^{APG} or *pugwampi's grace*
(*Pathfinder Campaign Setting: Inner Sea Magic* 59)

Bad luck lingers in this greasy braid of dried pugwampi hide. As an immediate action, the braid's bearer can unravel the braid (which destroys it), to force a target within 5 feet to roll twice and take the lower result the next time it makes a d20 roll. This is a mind-affecting effect that does not work on humanoids with the gnoll subtype, animals, or gremlins. A creature under the effect of a luck bonus is immune to this effect.

All Subtiers

Subtier 6–7

all tools vest (*Pathfinder RPG Ultimate Equipment* 220)
cloak of resistance +1 (1,000 gp)
crystal ball (42,000 gp)
daredevil boots (1,400 gp; *Ultimate Equipment* 230)
lesser pugwampi braid (300 gp, limit 3)
key of lock jamming (*Ultimate Equipment* 307)
wand of aspect of the bear (15 charges; 1,350 gp;
Pathfinder RPG Advanced Player's Guide 203)
wand of pox pustules (13 charges; 1,170 gp; *Pathfinder RPG Advanced Player's Guide* 236)

+1 bashing heavy wooden shield (4,157 gp)
amulet of natural armor +1 (2,000 gp)
corset of the vishkanya (*Ultimate Equipment* 214)
sandals of quick reaction (*Ultimate Equipment* 232)
scroll of dispel magic (CL 10th; 750 gp, limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3–4	639	1,277
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	1,136	2,271
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6–7	1,632	3,264
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	Starting XP		
	+	GM's Initials	
GOLD	XP Gained (GM ONLY)		
	=	Final XP Total	
	Initial Prestige		
	Initial Fame		
GOLD	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	—	Prestige Spent	
	Current Prestige		
GOLD	Final Fame		
	Starting GP		
	+	GM's Initials	
	GP Gained (GM ONLY)		
GOLD	+	GM's Initials	
	Day Job (GM ONLY)		
	—	Gold Spent	
	=	Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #