

PATHFINDER SOCIETY®

Year of Factions' Favor



THE BLOODCOVE BLOCKADE

By Nicholas Wasko



Author • Nicholas Wasko
Development Lead • John Compton
Contributing Artists • Alex Alexandrov, Maja Djeke, and Marko Horvatin
Cartographers • Jason Engle, Robert Lazzaretti, and Corey Macourek

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developer • Adam Daigle
Development Coordinator • Amanda Hamon Kunz
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Crystal Frasier, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Michael Sayre, Chris Sims, and Linda Zayas-Palmer
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HOW TO PLAY

Pathfinder Society Scenario #9-15: The Bloodcove Blockade is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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GM RESOURCES

The Bloodcove Blockade uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). You can find these rules in the Pathfinder Reference Document online at paizo.com/prd, and the relevant rules from the *Bestiary*, *Bestiary 3*, and *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

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

THE BLOODCOVE BLOCKADE

By Nicholas Wasko



As the gripli tribes of the Kaava Lands opened up to their new allies in the Pathfinder Society, a group of tribal elders approached several key Society leaders in the region with a dire request. Long ago the tribe's ancestors discovered a powerful asura named Parveen was sealed away within a ruined Ghol-Gan temple in Kaddodi. The wards that bound Parveen were fading, but the griplis had employed their ancient art of fiend-keeping to supplement the seals and prevent the asura from returning to full strength. Thus far the griplis have averted Parveen's release, but a new mining operation funded by the Aspis Consortium now threatens to destroy what remains of the temple's original wards. The Kaava Lands are subject to no court, and even then the griplis' testimony would mean little before the Consortium's might. If the Society is to shut down the mines and keep Parveen from devastating the Kaava Lands, it needs to both strangle the Aspis supply lines and secure proof that might convince potential allies to join the cause.

Hoping to learn more, the Society asked several contacts to investigate regional leads. The mining operation originated out of Bloodcove, so the Society first turned to Malika Fenn, its longtime undercover agent in the Aspis-controlled city, to investigate the mining outfit's logistics. Unbeknownst to Malika, however, the Consortium had identified her as a Pathfinder agent years earlier, fed her false intelligence, and spied on her in return. When she began prying into the mining operation, Aspis overseers decided to act, subduing Malika and imprisoning her in an undisclosed location.

Now Fola Barun, the Pathfinder Society's newly confirmed contact in the Kaava Lands, has confirmed that the Aspis Consortium's mining operation is actively dismantling the Kaddodi temple complex and threatening to free the asura within. The griplis don't have the strength to oust the well-supplied Aspis operation alone. Instead, only a combined effort from the Pathfinder Society and local power brokers can shut down the operation and avert the fiend's release.

SUMMARY

Fola Barun and Guaril Karela meet the PCs just outside Bloodcove, where they explain how a new Aspis mine in

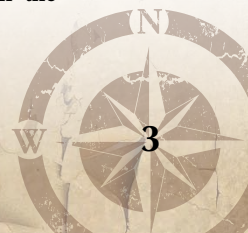
WHERE ON GOLARION?

This adventure takes place in Bloodcove, a dangerous city that straddles the Vanji River on the west coast of the Mwangi Expanse. The city rises above the silt-choked water on a foundation of mangrove roots crisscrossed by wooden walkways, and the trade port attracts a wide range of native Mwangi, merchants, and pirates. For more information about Bloodcove, see *Pathfinder Campaign Setting: Heart of the Jungle* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores, and online at paizo.com.



Kaddodi may release a powerful asura unless the Pathfinder Society can shut it down. Guaril's local contacts have identified the business handling the mining venture's logistics: a company called the Vanji Prospector's Guild. The PCs infiltrate the Guild's headquarters, recovering incriminating documents and freeing the imprisoned Pathfinder operative Malika Fenn.

After the PCs raid the Vanji Prospector's Guild, the clock starts ticking as Aspis agents prepare to counterattack. The PCs must use the evidence they found to convince several of Bloodcove's independent powerbrokers to cut off the Consortium's supply lines.



To halt shipments by sea, the PCs meet with Erwyn Harvacus, the leader of the Saltroot druid circle. Erwyn's druids manipulate Bloodcove's mangroves to extort the city's merchants, clearing the docks for those who earn or buy Harvacus's favor and overgrowing the moorings of those who spurn him. The PCs can broker an alliance by addressing his concerns or blackmail him with information recovered from the Vanji Prospector's Guild.

To intercept land-bound supplies, the PCs seek out Ungala, a guerilla warrior who the Society has helped before. Ungala wishes to help, but cannot commit her operation to the cause because a mysterious force has been murdering her soldiers. The PCs identify the killer as one of Parveen's loyal asuras, whom the PCs must defeat to earn Ungala's aid.

With everything in place, the PCs must escape Bloodcove and signal the blockade to begin. As the PCs travel up the Vanji River to rendezvous with Fola and Guaril, an Aspis bounty hunter named Kemendu ambushes the party. The longer it takes the PCs to complete their previous objectives, the more prepared Kemendu is when he confronts them.

GETTING STARTED

Read or paraphrase the following to begin the adventure.

Sputtering lanterns light the grimy common room of the Poppy's Bloom, a tobacconist-turned-boardinghouse on the outskirts of Bloodcove's harbor. Two figures emerge from the room's darkest corner—the tattooed half-elf Fola Barun and Guaril Karela of the Exchange faction. Fola shrinks into her cloak to avoid being seen, whereas Guaril looks around with a nostalgic glint in his eye.

"You can take the Sczarni out of the city, but you can't take the city out of the Sczarni," Guaril sighs wistfully. "Not to say Bloodcove and Riddleport are the same, but with a little work we could make it more like home... if you're willing to lend a hand."

"Let's not get ahead of ourselves," whispers Fola tensely, glancing about for eavesdroppers. "The matter at hand is greater than a single port. I've met with the gripli tribes in the Kaava Lands and they've confirmed some troubling reports. A ruined temple that the Society recently surveyed in Kaddodi has a powerful asura sealed within its walls. The griplis have maintained the fiend's prison for generations, but the Aspis Consortium recently began mining the temple grounds for minerals. Their operation appears to be threatening the temple's wards, and should the mining continue, the asura could be released. If we are to prevent an ancient evil from devastating the Kaava Lands, we must halt the Aspis operations around that temple."

"That's where we come in," Guaril says with a smirk. "The Exchange faction has been exerting pressure on the mine's business partners, but to shut it down for good, we need to hit its foundations in Bloodcove. Aspis agents rarely honor legal obstacles, so we'll be returning to my 'family values.' A company called the Vanji Prospectors' Guild runs the logistics for the Aspis mining outfit. Your job is to get in and grab anything that makes the Consortium's

business practices unpalatable. From there we approach some of Bloodcove's movers and shakers, expose the Consortium's misdeeds, and convince them to strangle the mining outfit's supply lines. With a little luck, we may free this city from Aspis coils and earn some new business partners in one fell swoop."

Fola adds, "We've already identified two community leaders who may be sympathetic to our cause: Erwyn Harvacus of the Saltroot druid circle, and Ungala, a guerilla warrior the Society has met before. Ultimately we need to shut down the Consortium's supply lines, by land and by sea. Furthermore, we need to orchestrate the whole thing while deep in Aspis-controlled territory. We'll cover your tracks as best we can, but I suggest you move quickly to minimize any attempts to retaliate."

After explaining the mission, Fola and Guaril answer the PCs' questions as best they can and help secure equipment without drawing suspicion. They also inform the PCs about available resources based on the PCs' previous exploits (see the sidebar on page 5). Fola and Guaril request that the PCs investigate Malika Fenn's disappearance even if the PCs don't ask about the Vanji Prospector's Guild.

What is the Vanji Prospector's Guild? Guaril shrugs and reports, "It once was a minor contractor for the Consortium, used to support mining operations without drawing unwanted attention. The Guild handles everything—personnel, revenue, supplies, even prisoners moving to and from the mine—so the guild house should be rich with secrets about the outfit's inner workings. The building is guarded, certainly, but you are strong, savvy, and more than capable of getting in and out without too much trouble. Just remember that nobody likes being attacked, and the longer you can avoid drawing blades, the longer you'll be able to search. If you have to punch someone, just remember to grab what you can and then get out. We'll run interference while you infiltrate the guild house, but afterward you need to finish the mission before they can mobilize an effective counterattack."

What evidence should we look for? Guaril makes some suggestions. "Find anything we can use to drive a wedge between the Consortium and our potential new allies. Look for transactions that work against Harvacus's interests or stolen Mwangi relics that will anger Ungala." Guaril looks to Fola then adds, "Also, the Society is a family that looks after its own, and the undercover agent Malika Fenn vanished before we began planning this job. We suspect Aspis agents caught her too close to the mining operation. Keep an eye out, and tell her Guaril sent you."

Who is Erwyn Harvacus? Fola responds. "He leads the Saltroots, a druid circle heavily involved in maintaining Bloodcove's dockyards. The entire city is built atop a giant mangrove copse, so druids capable of reshaping the root network wield considerable influence. Those in Harvacus' good graces have ready access to usable landings, but those who anger him often find their moorings overgrown or



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their docks literally wandering off. The Consortium pays Erwyn a small fortune to keep things running smoothly, so you will have to convince him that ending that arrangement is worth the cost.”

Who is Ungala? Fola reports, “She’s an enemy of any foreigner trying to get rich by pilfering cultural relics from the Mwangi Expanse. She leads a band of guerilla raiders on missions to capture smugglers and return artifacts to their rightful owners, for a nominal fee, of course. We suspect the Aspis mining operation is supplementing their income with stolen relics, so it shouldn’t be too hard to win Ungala’s support if you can find proof.

Faction Notes: Before the PCs depart, Guaril Karela pulls aside any members of the Exchange faction. He informs the PCs that this mission provides an opportunity wrestle control of Bloodcove from Aspis hands and gain a foothold in an otherwise insular market—particularly one versed in rare treasures and smuggled goods. To give his associates a fighting chance, however, Guaril needs local power brokers willing to commit to a long-term alliance. He sees Erwyn Harvacus as an ideal business partner, and Guaril asks the PCs to do their best to earn the druid’s respect and make a positive first impression on behalf of the Exchange.

Diplomacy (gather information) or Knowledge (local)

The PCs may know more about the city of Bloodcove and its criminal power brokers.

15+: Bloodcove was built atop a forest of giant mangroves at the Vanji River delta. The mangroves’ root systems still support much of the city’s foundation, and regular maintenance is necessary to keep growing roots from tearing buildings apart. The Saltroot druid circle plays a key role in tending the mangroves, giving the Saltroots leverage in a city otherwise run by mercantile interests.

20+: The Saltroot’s leader, Erwyn Harvacus, uses the circle’s influence to extort money from merchants who use the docks his druids maintain. He launders this money by investing in local plantations, protecting the Saltroot’s finances as long as the crops prosper (which he ensures with regular castings of *plant growth*).

25+: Harvacus rarely double-crosses those who pay into his racket, but he makes an exception for those who work with fiends. Two of his brothers perished in the Mendevian Crusades, and he’s held a grudge against all evil outsiders ever since.

Knowledge (geography or history)

The PCs may know more about the Mwangi Expanse and its various peoples.

15+: Bloodcove serves as a bastion of urbanization in a region that largely remains the domain of wilderness and tribes of Mwangi natives, ranging from humans along the

Previous Experiences

So long as at least one PC has earned credit for any of the following scenarios, the PCs gain the respective benefit listed below.

#6-09: By Way of Bloodcove: Ungala makes contact shortly after learning the PC has returned to Bloodcove, asking them to meet her at the hideout of a soldier who survived an encounter with a mysterious creature hunting her forces. The PCs automatically find Ungala and can question her witness with no risk of delay.

#6-16: Scions of the Sky Key, Part 3: The Golden Guardian: If a PC still has the Vaneir’s Friend boon, the Aspis turncoat provides all the information about the Vanji Prospector’s Guild that the PCs could learn by canvassing the guild house.

#7-10: The Consortium Compact: The former Aspis smuggler Magali knows the typical features of Aspis storage warehouses, warning the PCs about the likelihood of a secret loading bay and a trap. The PCs receive a +8 circumstance bonus on Perception checks to find the secret door and the trap in area **A4**, and a +4 circumstance bonus on Disable Device checks to either open the secret door or disable trap. The PCs can make these checks untrained.

#9-10: Signs in Senghor: Shinri Dells’s journal provides enough information to pass as the monk’s representative, automatically convincing the bouncers to allow access to the overseers. The overseers immediately reveal the Twelve Rites tablet and **Handout #2** in area **A4**. Furthermore, the PCs can mention Lutebu Alrati’s name to reroll one Bluff or Diplomacy check against the overseers after seeing the result but before learning the outcome.

coast to gripplis, lizardfolk, and other races further inland. Each tribe boasts its own unique cultural heritage, though many formed among the ruins of much older civilizations deeper in the jungle.

20+: Several Bloodcove-based profiteers, including Aspis agents and members of House Cartahegn, regularly steal, smuggle, or exploitatively swindle cultural relics from local tribes to be sold abroad. The practice fans divisions between native populations and foreigners within the city. Bloodcove’s law enforcement generally favors the looters, so local dissidents, including Ungala and her guerillas, have started to steal relics back by force.

25+: Stealing cultural relics is a lucrative but risky business. Many Mwangi artifacts contain ancient magic that even tribal leaders don’t fully understand. Tampering with these items can release powerful curses upon the unwary.

RACING THE CONSORTIUM

The Aspis Consortium controls much of Bloodcove’s commerce, and attempting to undermine them in their



Scaling Guild House Reconnaissance

To accommodate a group of four PCs, one successful check reveals both the layout of the building and the creatures dwelling within. Two successes reveal the passcode that grants a meeting with the overseers. Additional successes still grant the cumulative +2 bonus on skill checks to infiltrate the site.

own territory inevitably draws their ire. Over the course of this scenario, Aspis agents identify the Pathfinders and organize a counterattack as the PCs try to escape. Complications that arise as the PCs complete their mission are tracked as delays, a general indicator for how long the PCs have taken to finish their tasks and how much time the Consortium has to plan an ambush. The more delays the PCs accumulate throughout the adventure, the more difficult the encounter in area **D** becomes.

As a guideline, so long as the PCs are maintaining a healthy pace through the adventure, they should not earn any delays except where listed in the scenario. If the PCs pursue an unexpected tactic that would take a considerable amount of time (usually anything that takes 30 minutes or more) or draw considerable attention to themselves, it might be appropriate to tally an additional delay. As a courtesy, consider advising the players that an otherwise clever strategy might take a long time to complete.

If the PCs spend a very long amount of time on an activity, such as resting 8 hours or waiting a long time for a different time of day, they earn 5 delays.

A. THE VANJI PROSPECTORS' GUILDHOUSE

The Vanji Prospector's Guild operates out of a small building overhanging the Vanji River, with most of its rooms supported by large mangrove roots. Each room has good wooden doors, smooth wooden walls and floors, and ceilings roughly 12 feet high. Windows provide normal illumination in areas **A1**, **A2**, and **A3**. The waterlogged ground beneath the guild house functions as a shallow bog (*Pathfinder RPG Core Rulebook* 427), and the sluggish Vanji River requires a successful DC 10 Swim check to traverse.

PCs can canvass the guild house ahead of time with a successful DC 18 Climb, Diplomacy, Disguise, Stealth, or Swim check (DC 21 in Subtier 6–7) to find an advantageous spot to observe from afar. Each PC can attempt one such check before Guaril insists the mission commence to stay on schedule. Divinations like *clairaudience/clairvoyance*, *detect thoughts*, or *scrying* provide information as though the caster had automatically succeeded at her skill check. One success reveals the layout of the building, allowing the PCs to see the map before approaching. Two successes

identify the guards as two unarmored bouncers in the storefront and two elf wizards overseeing the business from the office. Three successes reveal that customers who ask to “inspect their dividends from the Kaddodi project” are brought to the overseers to discuss valuables recovered from the mining operation. Any additional successes provide a cumulative +2 circumstance bonus on all skill checks made to infiltrate the guild house. If a PC fails a check, the bungled surveillance arouses suspicion, earning the PCs one delay.

A1. Boardwalk

Bloodcove's waterfront features numerous boardwalks that allow pedestrians to travel unimpeded above the mangrove roots and marshland surrounding the Vanji River. The overseers in area **A3** automatically spot any PCs who approach on the boardwalk without making an effort to remain hidden. If the PCs behave suspiciously (e.g. casting spells, drawing weapons, etc.) the overseers prepare for battle (see area **A3**).

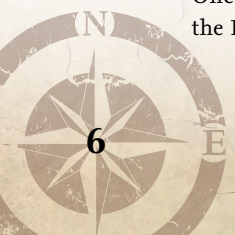
A2. Storefront (CR 4 or CR 7)

A polished table stands in the center of the room, surrounded by windows overlooking the Vanji River. The trunk of a massive mangrove grows through the northern wall, with two large roots breaking through the otherwise smooth wooden floor. A staircase ascends to the east, flanked by cabinets stuffed with leather-bound journals and waterproof scroll cases.

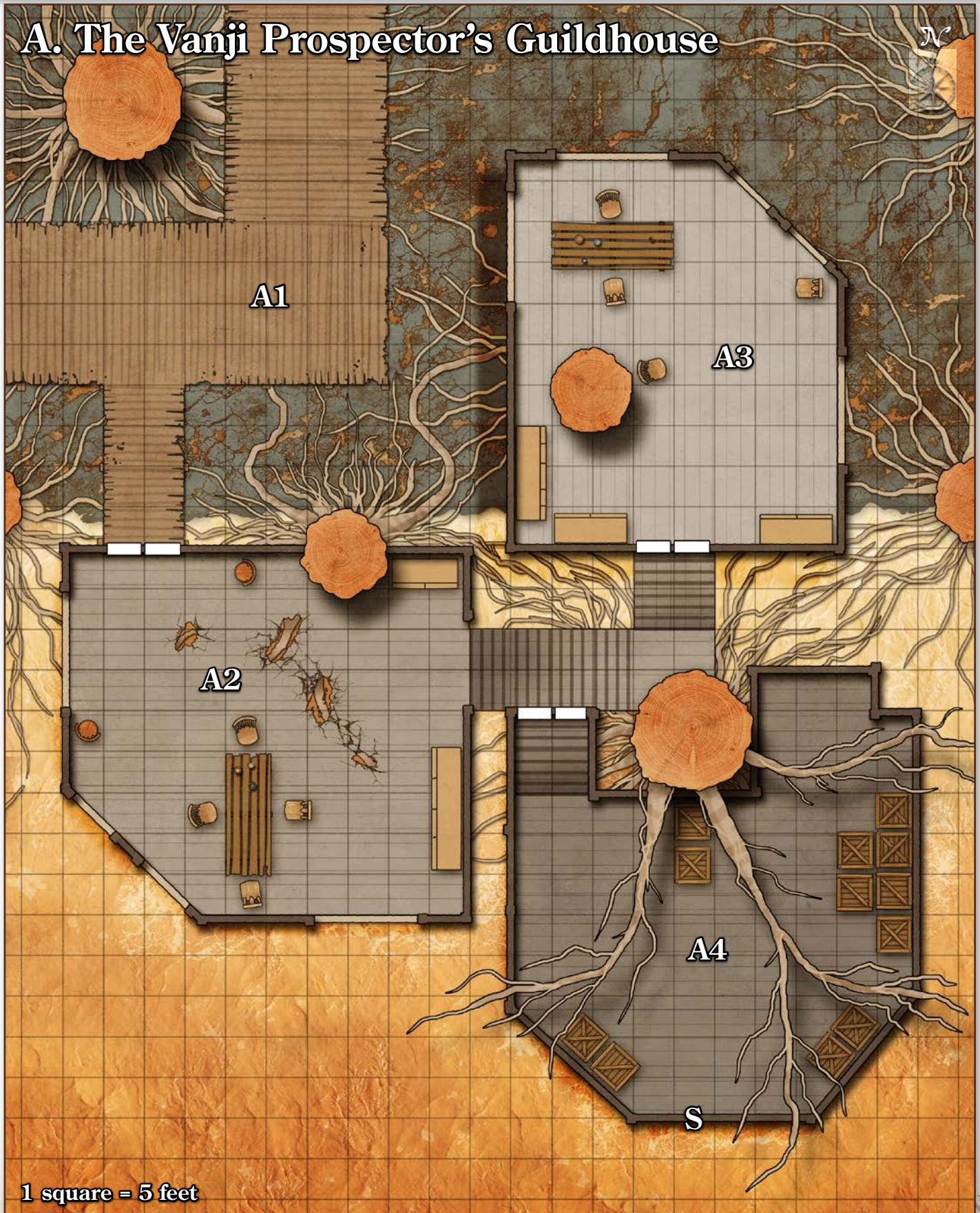
The Vanji Prospector's Guild receives clients in this room, where they discuss logistics and catalog reports from field operations. The guild only works with clients screened by the Aspis Consortium, so walk-in customers are usually detained here until they can be properly evaluated or convinced to do business elsewhere.

Creatures: Two bouncers guard this room, halting anyone who enters and asking about their business with the guild. They are generally wary of unexpected visitors, turning away those who come without an appointment. They listen to those who claim to have business with the guild, but if the PCs insist on staying when asked to leave, or try to force their way through this room, the bouncers attack. In Subtier 6–7, a trained tiger lounges in the sunlight along the south wall and uses its keen sense of smell to monitor for invisible intruders.

A PC who succeeds at a DC 18 Bluff or Intimidate check (DC 21 in Subtier 6–7) can convince the bouncers that the PCs are approved clients, in which case one bouncer fetches the overseers from area **A3**. Telling the bouncers that the PCs wish to “inspect their dividends from the Kaddodi project” automatically convinces them to bring the PCs to the overseers in room **A3**.



A. The Vanji Prospector's Guildhouse



Scaling Encounter A2

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

Subtier 3–4: The bouncers are pulling a double shift. Give each bouncer the fatigued condition and reduce their uses of Stunning Fist by 2 each.

Subtier 6–7: Remove the trained tiger.

Subtier 3–4 (CR 4)

BOUNCERS (2)

CR 2

LN vigilant bodyguards (*Pathfinder RPG NPC Codex* 97, see page 23)

hp 20 each

TACTICS

Before Combat If alerted by the overseers (see area A3), the bouncers drink their *potions of mage armor*, *potions of owl's wisdom*, and *potions of magic weapon*.

During Combat The bouncers use disarm combat maneuvers and their Stunning Fist feat to halt intruders, focusing attacks on those attempting to reach areas A3 or A4.

Morale The bouncers attempt to retreat to area A3, drink their *potions of cure light wounds*, and join the overseers if reduced to 10 hit points or fewer.

Subtier 6–7 (CR 7)

BOUNCERS (2)

CR 4

LN cruel devotees (*Pathfinder RPG NPC Codex* 98, see page 23)

hp 31 each

TACTICS

During Combat The bouncers use disarm combat maneuvers and their Stunning Fist feat to halt intruders, focusing attacks on those attempting to reach areas A3 or A4.

Morale The bouncers attempt to retreat to area A3, drink their *potions of cure light wounds*, and join the overseers if reduced to 15 hit points or fewer.

TIGER

CR 4

hp 45 (*Pathfinder RPG Bestiary* 265, see page 24)

Hazards: Two thick, branching mangrove roots jut out between the floorboards, functioning as an uneven flagstone floor (*Pathfinder RPG Core Rulebook* 411) in the squares containing the roots. The stairs are steep and function as difficult terrain.

Development: Any combat in area A2 alerts the overseers if they are not already aware (see area A3).

Rewards: If the PCs do not defeat, trick, or otherwise bypass the bouncers, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 269 gp.

Out of Subtier: Reduce each PC's gold earned by 418 gp.

Subtier 6–7: Reduce each PC's gold earned by 567 gp.

A3. Office (CR 4 or CR 7)

Arched windows line the walls of the northern half of the room, providing an expansive view of the surrounding boardwalks. Two wingback chairs with rich upholstery stand on either side of a large desk in the center of the room. Elaborate maps of the Vanji River delta and the Kaava Lands decorate the trunk of a giant mangrove bursting through the center of the room.

Guild leaders meet in this room to plan operations and provide updates to Aspis representatives.

Creatures: Two guild overseers manage the day-to-day affairs of the office while also monitoring for intruders. The Aspis Consortium deliberately leaves gaps in the overseers' knowledge of clients so as to maintain plausible deniability if the Vanji Prospector's Guild becomes compromised, so the overseers assume anyone the bouncers clear for access is a valid client. The overseers only trust those who are screened by the bouncers, attempting to capture or kill anyone who directly invades area A3. In Subtier 6–7, a conjured mephitis acts as a servant to the overseers.

If the PCs successfully pose as clients, they're brought to meet the overseers here and receive updates on how the guild's operations have grown. These developments include the establishment of new overland shipping routes and successful initiatives to drive back native populations that interfere with excavation. A PC can convince the overseers to reveal evidence of various obstacles and other negative developments with a successful DC 10 Bluff check (DC 12 in Subtier 6–7). Each successful Bluff check reveals one piece of evidence from the list below, beginning with whatever best fits the PC's line of inquiry. Each Bluff check after the first increases the DC by 4 as the overseers become more suspicious.

- The overseers have several personnel files that detail the composition, fitness, and training of their operations staff, including the son of Erwyn Harvacus (see *Treasure* on page 9).
- There is a collection of shipping manifests that detail where the guild is spending resources (see *Treasure* on page 10).
- To demonstrate a return on investment, the overseers can show off numerous stolen cultural relics from the Mwangi Expanse that are stored in the warehouse (see *Treasure* on page 10).
- To show off their security, the overseers can show off the captured spy Malika Fenn, who is currently tied up in area A4 (see *Development* on page 11).
- So long as the PCs have already succeeded at two or



more Bluff checks, earning a greater measure of the elves' trust, the overseers can show off the records of investment the Aspis Consortium has provided for many individuals in and around Bloodcove—including Erwyn Harvacus as a form of leverage in case that relationship sours (see *Treasure* on page 10).

Failing a Bluff check causes the overseers to conclude the meeting and escort the PCs out, though with a successful DC 22 Diplomacy check (DC 25 in Subtier 6–7), a PC can convince the elves to continue the discussion. If the PCs fail this Diplomacy check, succeed but later fail another Bluff check, or are caught trying to steal anything, the overseers insist that the PCs leave, attacking if the PCs refuse.

As necessary, the elves escort the PCs through the guild house, such as to area **A4** to show them the evidence there. By combining a distraction with another successful Bluff check, the PCs can convince the overseers to leave the PCs unattended for up to 3 minutes.

Subtier 3–4 (CR 4)

GUILD OVERSEERS (2)

CR 2

NE battle mages (*Pathfinder RPG NPC Codex* 179, see page 24)
hp 19 each

TACTICS

Before Combat If the overseers notice anything suspicious, they shout a warning down to the bouncers in area **A2**, activate their *bird feather tokens* to alert Aspis allies of an attack, and then cast a series of spells from their scrolls and wands in the following order: *mirror image*, *see invisibility*, *shield*, and *mage armor*.

During Combat The overseers first use their *scrolls of glitterdust* on the PCs, focusing first on any invisible targets they identify. They use their spells and scrolls to attack the PCs, or they use their *scrolls of enlarge person* on the bouncers in area **A2**.

Morale An overseer tries to flee if reduced to 4 or fewer hit points.

STATISTICS

Combat Gear *feather token (bird)*, *potion of cure moderate wounds*, *scroll of enlarge person*, *scroll of glitterdust*, *scroll of see invisibility*, *scroll of magic weapon*, *scroll of obscuring mist*, *scroll of scorching ray*

Subtier 6–7 (CR 7)

GUILD OVERSEERS (2)

CR 4

NE jungle wizards (*Pathfinder RPG NPC Codex* 180, see page 25)
hp 28 each

OFFENSE

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

3rd—empowered *burning hands* (DC 16), *displacement*, *slow* (DC 17)

2nd—*flaming sphere* (DC 17), *spider climb*, *summon swarm*, *web* (DC 16)

Scaling Encounter A3

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

Subtier 3–4: The overseers are pulling a double shift. Give each overseer the fatigued condition.

Subtier 6–7: Remove the advanced salt mephit.

1st—*burning hands* (DC 16), *enlarge person* (DC 15), *feather fall*, *grease*, *shield*

0 (at will)—*dancing lights*, *ghost sound* (DC 14), *mage hand*, *touch of fatigue* (DC 14)

TACTICS

Before Combat If the overseers notice anything suspicious, they shout a warning down to the bouncers in area **A2**, activate their *bird feather tokens* to alert Aspis allies of an attack, and then cast series of spells in the following order: *mage armor*, *see invisibility*, *shield*, and *displacement*.

During Combat The overseers cast *slow* and *web* on their opponents, then cast *summon swarm* into the web. If opponents are escaping the web, the overseers cast *flaming sphere* or empowered *burning hands* on them, using their scrolls of *pyrotechnics* to blind enemies near a *flaming sphere*. They cast *enlarge person* on the bouncers in area **A2** if possible.

Morale An overseer tries to flee if reduced to 8 or fewer hit points.

STATISTICS

Combat Gear *feather token (bird)*, *potion of cure moderate wounds*, *scroll of pyrotechnics*, *scroll of see invisibility*, *scroll of stinking cloud*

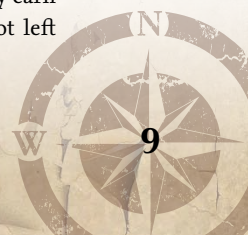
ADVANCED SALT MEPHIT

CR 4

hp 25 (*Pathfinder RPG Bestiary* 294, 202, see page 24)

Treasure: Each overseer wears a ring that bypasses the trap in area **A4**. A *wand of mage armor* (20 charges) rests on the desk. Additionally, several personnel files currently under review are open on the desk, which the overseers present if PCs ask about the quality of the Kaddodi mine's crew. One file indicates that Erwyn Harvacus' son, Erlan, is becoming discontent with the Consortium's work and wishes to leave (see **Handout #1**). A PC can steal this document without being noticed by succeeding at a DC 18 Sleight of Hand check (DC 21 in Subtier 6–7).

Development: If the overseers successfully use their *bird feather tokens* to alert the Consortium, Aspis enforcers begin assembling to retaliate. Fola and Guaril can redirect these agents until the PCs escape, but the more time they spend harassing the Aspis response team, the more exposed the Pathfinder operation becomes. For every minute the PCs spend in the guild house after the alarm is raised, they earn one delay (maximum five delays). If the PCs have not left



after 10 minutes, Guaril arrives and frantically calls for the PCs to evacuate the premises.

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

Subtier 3–4: Reduce each PC's gold earned by 328 gp.

Out of Subtier: Reduce each PC's gold earned by 478 gp.

Subtier 6–7: Reduce each PC's gold earned by 628 gp.

A4. Storage (CR 3 or CR 6)

The sloped walls of this dank warehouse merge with thick mangrove roots that arch overhead, their processes spun through the room like a tangled wooden web. Several crates bearing the Aspis Consortium's seal are tucked between the roots. The sound of splashing water echoes throughout the room as the Vanji River laps up against the floor.

The room holds supplies bound for the Aspis mining operation, as well as valuables recovered from the dig sites. The room remains dark most of the time, though the overseers use magic to light the room for guests. Aspis agents load and unload cargo from riverboats via a secret door in the southern wall, which a PC can locate with a successful DC 20 Perception check (DC 23 in Subtier 6–7) from inside or outside the room.

Creatures: Malika Fenn was brought here to await interrogation when Aspis agents captured her. She appreciates the PCs' help in freeing her. Malika has had some negative interactions with Guaril, so if informed that he sent the PCs, she rolls her eyes in exasperation before tersely assuring the PCs that she'll send him an appreciative letter. If the PCs ask about rivals undermining the Kaddodi operation, the overseers bring the PCs to Malika to demonstrate the fate of those who interfere in Aspis affairs. Use a freelance thief (*Pathfinder RPG NPC Codex* 147) to approximate Malika's statistics, except she has no gear and is bound to the roots (5 hp, Strength DC 25) in the northwest corner.

Hazards: The mangrove roots extend from the ceiling to the floor and function as light undergrowth (*Pathfinder RPG Core Rulebook* 426). The secret door is heavy and prone to falling. Opening it quietly requires a successful DC 18 Disable Device or Knowledge (engineering) check (DC 21 in Subtier 6–7), or a strong PC can lift it gently either by having at least a 16 Strength or succeeding at a DC 13 Strength check. Failure means the door crashes into the river, alerting everyone inside.

Trap: The mangrove roots are enchanted to become dangerous if unauthorized individuals try to pass through them. Anyone attempting to pass through the undergrowth activates the trap. Touching the roots with a bypass ring worn by the overseers (see area A3) deactivates the trap for 5 minutes.

Subtier 3–4 (CR 3)

MANGROVE ROOT TRAP

CR 3

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect spell effect (*spike growth*, Reflex DC 15 to avoid injuries that slow movement); multiple targets (all targets in undergrowth squares); **Duration** 10 rounds

Subtier 6–7 (CR 6)

MANGROVE ROOT TRAP

CR 6

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect spell effect (*wall of thorns*); multiple targets (all targets in undergrowth squares); **Duration** 10 rounds

Treasure: The wooden crates against the southwest wall contain ship manifests detailing where guild resources are spent to keep the operation running, which the overseers present if PCs ask about the operation's logistics. It notes that the rare seeds and minerals used to placate the Saltroot druids come from several operations throughout the Fever Sea, which frequently relocate due to the damage they inflict on the surrounding environment when harvesting these resources.

The crates against the eastern wall include numerous cultural relics stolen from various Mwangi tribes, which the overseers show the PCs if asked about return on investments in the operation. Among them is a stone slab engraved with runes and a handwritten note from Lutebu Alrati, director of the Kaddodi mine, describing it as one of a set of tablets called the Twelve Rites and warning correspondents about similar items that may contain curses (see **Handout #2**). Identifying either of these among the other materials requires about one minute of active searching and a successful DC 18 Appraise or Perception check (DC 22 in Subtier 6–7).

The crates against the mangrove trunk contain detailed records of investments in and around Bloodcove, accompanied by an incomplete cipher. A PC can decode the cipher with a successful DC 18 Knowledge (local) or Linguistics check (DC 21 in Subtier 6–7) and 10 minutes of study, and the encoded logbooks catalog which businesses received investments from the Saltroot druids. Aspis agents have been tracking Erwyn Harvacus's finances as a security measure in case their relationship with the Saltroot druid circle sours. Although his investments aren't especially scandalous, many of them are secret and could damage his reputation for being an unbiased businessperson if made public.

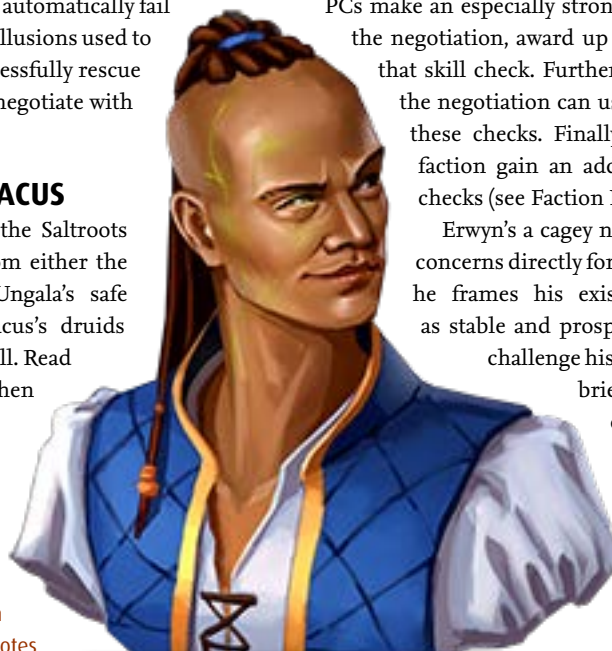


Development: Malika overheard several sensitive conversations while imprisoned here and tells the PCs where to find each piece of evidence described on page 10, providing a +8 circumstance bonus on skill checks to find them if the PCs can communicate with her. The PCs can release Malika as a full-round action, though if the overseers notice, they immediately attack. The overseers pay little attention to Malika, so they automatically fail any saves required to notice any illusions used to cover her escape. If the PCs successfully rescue Malika, she offers to help them negotiate with Erwyn Harvacus.

MEETING ERWYN HARVACUS

Guaril secures a meeting with the Saltroots shortly after the PCs return from either the Vanji Prospector's Guild or Ungala's safe house, joining them as Harvacus's druids lead them to a secret meeting hall. Read or paraphrase the following when the PCs begin their meeting.

Beneath one of Bloodcove's more secluded boardwalks stretches an arched hall, its walls formed from intertwined mangrove roots and its mossy floor firm despite the Vanji's marshy banks. Motes of light float above a long table carved from a single massive tree trunk. Several large stones line the table, each sculpted into an ornate chair by druidic magic.



ERWYN
Harvacus

The Saltroot druids maintain several isolated halls hidden beneath Bloodcove's infrastructure, moving between sites to prevent anyone—even the Aspis Consortium—from tracking their activities too closely. They receive the PCs in one such hall, its amenities reshaped to resemble a conference room.

Erwyn Harvacus greets the PCs with an air of curiosity. He welcomes new opportunities to expand his influence in Bloodcove but currently sees no good reason to shut down the Aspis Consortium's operations. In order to convince Harvacus to cooperate, the PCs must persuade him either that the Society would make a more amicable ally than the Consortium or that he would benefit from teaching the Consortium not to take his services for granted. Guaril attempted to persuade Erwyn on his own earlier, but the two got off on the wrong foot. Erwyn would rather discuss the Aspis mine with the Pathfinders who have seen the Consortium's operation firsthand.

Convincing Erwyn to cooperate requires the PCs to address his concerns, with details for each concern

described below. Each concern has several key skills listed, and succeeding at a DC 24 check (DC 27 in Subtier 6–7) with a key skill allows the PC to convince Erwyn regarding that particular concern. A PC can also use other skills so long as her strategy seems reasonable (e.g. using Intimidate to convey a point better handled delicately), but the DC for these skills is 4 higher, if possible at all, at the GM's discretion. If the PCs make an especially strong argument while roleplaying the negotiation, award up to +4 circumstance bonus on that skill check. Furthermore, PCs who contribute to the negotiation can use the aid another action with these checks. Finally, members of the Exchange faction gain an additional edge with these skill checks (see Faction Notes on page 12).

Erwyn's a cagey negotiator who never states his concerns directly for fear of seeming weak. Instead, he frames his existing business arrangements as stable and prosperous, waiting for the PCs to challenge his assumptions. Following some

brief small talk, a PC can uncover one of Erwyn's concerns with a successful DC 18 Profession (merchant) or Sense Motive check (DC 21 in Subtier 6–7). For every 5 by which the PC exceeds this DC, she learns one additional objection of the three

listed below. The PCs can elect to take longer during the negotiations (earning one delay) in order to learn all of his objections without a skill check.

Alternatively, the PCs might learn one

or more of his objections through clever roleplaying.

Aspis Patronage (Diplomacy or Intimidate): The Consortium has never crossed the Saltroots, always pays in full, and often pads its payments with rare seeds and minerals valuable to druidic spellcasting. As a result, Erwyn considers the Consortium a reliable customer and is loath to lose such a lucrative arrangement. If asked about this objection, Erwyn says the Consortium is one of his best "customers," always providing a surplus to the Saltroots and honoring their druidic values. Erwyn argues that canceling his agreement with the Consortium is just bad business. With a successful check, the PCs can convince Erwyn to abandon (or at least suspend) his deal with the Aspis. The shipping manifests (area A4) and the note indicating Aspis agents knowingly traffic in fiend-cursed items (area A4) each provides a cumulative +4 circumstance bonus on this check.

Erlan's Employment (Bluff or Intimidate): Aspis overseers hired Erwyn's son, Erlan, for a managerial position to strengthen ties with Harvacus. Erlan fears turning on the Consortium would result in his son losing a lucrative job



at best and possibly being kidnapped by Aspis agents at worst. If asked about this objection, Erwyn says that the Consortium provides gainful employment for both himself and his family, and he sees no reason to bite the hand that feeds him. With a successful check to influence the druid, the PCs can convince Erwyn to pull his son out of Aspis employment. The personnel file indicating that Erlan dislikes working for the Consortium (area A3) and the decoded logbooks indicating that the Consortium has been tracking Saltroot investments (area A4) each provides a cumulative +4 circumstance bonus on this check.

Pathfinder Society Perks (Bluff or Diplomacy): Harvacus hears much of what happens in Bloodcove and knows the Pathfinder Society successfully undermined Aspis operations before. The Society's past successes have impressed the druid, but he remains concerned that cooperating with Pathfinders would cause upheaval in the status quo that currently serves him well. If asked about this objection, Erwyn refers to the Society as an invasive species that might disrupt the economic ecosystem he tries to maintain. PCs can sell an alliance with the Pathfinder Society with a successful skill check. Testimony from freed Malika Fenn (area A4) and the trophy taken from Evrishu's corpse (area C) each provides a cumulative +4 circumstance bonus on this check.

Treasure: If the PCs successfully address two or more of Erwyn's concerns, he offers them a token of good faith to assure them of his interest in working with the Pathfinder Society. In Subtier 3–4, this gift includes an *alluring golden apple*^{UE}, an *oil of align weapon (good)*, and a polished amber nodule that contains an ancient centipede and functions as a *pearl of power* (1st level). In Subtier 6–7, this gift instead includes an *oil of align weapon (good)* and an *ochre bag of tricks* (functions as a *bag of tricks* that produces a dire bat [1–30], crocodile [31–60], constrictor snake [61–85], or gorilla [86–100]).

Development: If the PCs only address one of Erwyn's concerns successfully, he requires several hours of intense negotiations before he agrees to enact temporary restrictions of Aspis shipping—much less judge the quality of the Society as a business partner. This additional time spent bargaining earns the PCs one delay. If the PCs address two of Erwyn's concerns, he agrees to embargo the Consortium's ships only until the Kaddodi mining operation is shut down. If the PCs successfully resolve all of Erwyn's concerns, he decides the Pathfinder Society might make a stronger

ally than the Consortium, and he agrees to blockade Aspis ships indefinitely while setting up a new partnership with Guaril's associates.

Failing to resolve any of Erwyn's concerns causes him to dismiss the Pathfinders as provocateurs who would do more harm than good for his business. If the PCs discovered either his son's personnel file (area A3) or the logbooks describing the Saltroot investments (area A4), they can use this information to blackmail Harvacus into cooperating in the short-term. This functions as if the PCs automatically resolved one concern, though it poisons Harvacus's opinion of the Pathfinder Society.

As long as the PCs secure some measure of cooperation with Harvacus, he arranges for them to provide a signal of the PCs' choice once they wish to begin the blockade, such that all participating parties can target Aspis operations at the same time.

Faction Notes: Resolving all of the Erwyn's concerns is a top priority for Guaril's plan to gain a foothold for Exchange faction operatives in Bloodcove's black market. If any PCs are members of the Exchange faction, Guaril joins the PCs during negotiations, and he can vouch for the PCs if things go awry. PCs can call upon Guaril's aid once during the discussion to reroll a single skill check to

sway Erwyn. Once this happens, however, the druid grows suspicious of Guaril's intentions and has him removed from the meeting.

Rewards: If the PCs only resolve one of Erwyn's concerns or blackmailed him into cooperation, cross the *alluring golden apple*, *oil of align weapon*, *pearl of power*, and *ochre bag of tricks* off the PCs' Chronicle sheets, and reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 141 gp.

Out of Subtier: Reduce each PC's gold earned by 353 gp.

Subtier 6–7: Reduce each PC's gold earned by 566 gp.

Recruiting Ungala

Tracking down Ungala is easier said than done. She counts many of Bloodcove's elite among her enemies, which prevents her from moving about the city openly. Furthermore, a string of recent attacks against her fighters has forced Ungala into hiding, with only a few trusted contacts venturing out into Bloodcove's streets. Finding her requires a successful DC 20 Diplomacy, Knowledge (local), or Survival check (DC 23 in Subtier 6–7) to identify her operatives. Failing this check indicates the PCs find Ungala but waste valuable time while doing so, earning them one delay.



Once the PCs find her, Ungala expresses her willingness to support the Society's mission, but she cannot help because her operation is currently under siege. Three weeks ago, a mysterious entity began murdering her soldiers around Bloodcove, crippling her operation and forcing her remaining guerillas to lay low. The killer has resisted all attempts to magically discern its nature, and only one victim, a man named Embele, survived one of the attacks. Embele went into hiding, so finding him for questioning earns the PCs one delay even with Ungala's aid. Alternatively, they can use speak with dead to question the killer's most recent victim, whose corpse Ungala has recovered for burial.

Firsthand accounts describe the attacker as a pair of spiked monstrosities, their bodies interwoven in a seemingly impossible knot. Despite its twisted appearance, the attacker moved gracefully, swinging its curved knives so quickly it seemed a blur. Fighting back was futile, for even wounds that pierced its thick hide quickly healed. With a successful DC 15 Knowledge (planes) check, a PC can identify the attacker as an adhukait asura, as if the PCs had seen the attacker themselves.

If the PCs show **Handout #2** to Ungala, she realizes that the attacks started just after a raid in which they reclaimed a stone tablet matching the letter's description. She quickly retrieves the relic in question, which the PCs can evaluate with a DC 18 Knowledge (arcana) or Linguistics check (DC 22 in Subtier 6–7). The PCs may retry this check, but each attempt earns one delay. If successful, the PC assesses that the tablet still has some power over the asura. Specifically, reading a key passage backward while within 60 feet of the fiend as a move action prevents it from teleporting for 1 hour and causes it to attack the reader. For each additional round after the first that the bearer continues reciting as a move action, the asura takes a cumulative –1 penalty on attack rolls and to its AC (maximum –3). If the recitation ceases for whatever reason, this penalty ends and resets, but the asura remains unable to teleport.

The PCs have enough time to purchase additional gear before confronting the asura. Identifying the asura ahead of time allows the PCs to purchase particularly useful equipment, such as *oils of align weapon* (good).

B. ASURA AMBUSH (CR 6 OR CR 9)

The asura's *nondetection* aura and teleportation ability makes it difficult to track, so Ungala recommends the PCs travel to the marshy path just outside of Bloodcove where they conducted their last raid before the attacks began (and where Ungala recovered the stone tablet that contained the adhukait's spirit). The attacker already killed two of her soldiers on this path, so she suspects it plans and launches its attacks from this area.

The path leads north to a ruined guard post Ungala used to stage raids, surrounded by a mossy bog studded with

Scaling Encounter B

To accommodate a group of four PCs in both subtiers, reading the tablet's inscription backward also dismisses all of Evrishu's active spell-like abilities, including any summoned asuras. If the PCs fail to mention the tablet or identify its properties, Ungala automatically brings it up before the PCs leave and informs the PCs how to use the inscription.

wetland trees. A circle of blasphemous tokens and human remains suggests that the asura has been returning here between attacks. The PCs approach from the southwest. Also see Hazards on page 16.

Creature: Ungala's forces are being hunted by an adhukait called Evrishu, who was previously trapped in a cursed stone tablet at the Kaddodi temple. Aspis agents found Evrishu's prison and carefully stashed it in a shipment they expected to be burglarized, hoping the thieves would release the fiend and succumb to its attacks. The House Cartahegn, one Bloodcove's ruling families and the Consortium's primary competitor in trafficking Mwangi relics, sent minions to steal the relic. Unfortunately, Ungala's guerillas stole the tablet back a few days later and accidentally released the asura. Evrishu is loyal to Parveen and believes killing Ungala's forces will keep the Aspis mine operational, hastening Parveen's release.

Subtier 3–4 (CR 6)

EVRISHU	CR 6
Degenerate adhukait (<i>Pathfinder RPG Bestiary</i> 6 288, <i>Pathfinder RPG Bestiary</i> 3 22)	
LE Medium outsider (asura, evil, extraplanar, lawful)	
Init +1; Senses all-around vision, darkvision 60 ft.; Perception +15	
Aura elusive (30 ft.)	
DEFENSE	
AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)	
hp 58 (9d10+9); regeneration 5 (good weapons, good spells)	
Fort +4, Ref +9, Will +7; dual mind, +2 vs. enchantments	
DR 5/good; Immune curse effects, disease, flanking, poison;	
Resist acid 10, electricity 10; SR 18	
OFFENSE	
Speed 40 ft.	
Melee 2 mwk kukris +13/+8 (1d4+3/18–20), 2 claws +7 (1d4+1)	
Special Attacks dance of disaster	
Spell-Like Abilities (CL 6th; concentration +7)	
At will— <i>feather fall</i> , <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>spider climb</i>	
3/day— <i>blink</i> , <i>blur</i> , <i>mirror image</i> , <i>spike growth</i> (DC 14)	
1/day— <i>summon</i> (level 4, 1 adhukait 35%)	



B. Asura Ambush



1 square = 5 feet

Pathfinder Flip-Mat Classic: Swamp

THE BLOODCOVE BLOCKADE

TACTICS

Before Combat Evrishu casts *blur* and *mirror image* on itself when it sees the PCs approaching, using Stealth to hide in the canopy and avoid being noticed until it is prepared to fight.

During Combat Evrishu casts *spike growth* behind the PCs to prevent escape. Then it uses its dance of disaster to attack unarmored foes before turning to heavily armored targets.

Morale Evrishu uses *greater teleport* to escape if reduced to 10 hit points or fewer, allowing its regeneration to heal it back to half its total hit points before returning to the battle.

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 24

Feats Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves

Skills Acrobatics +11, Bluff +11, Escape Artist +17, Intimidate +7, Knowledge (planes) +5, Perception +15, Perform (dance) +8, Stealth +11; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

Other Gear mwk kukris (2)

SPECIAL ABILITIES

Dance of Disaster (Su) Whenever an adhukait hits with a melee attack during a full action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement—it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

Dual Mind (Su) An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.

Subtier 6–7 (CR 9)

EVRISHU

CR 9

Adhukait fighter 2 (*Pathfinder RPG Bestiary* 322)

LE Medium outsider (asura, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft.; Perception +22

Aura elusive (30 ft.)

DEFENSE

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)

hp 117 (11d10+57); regeneration 5 (good weapons, good spells)

Fort +11, **Ref** +13, **Will** +10; dual mind, +1 vs. fear, +2 bonus vs. enchantment spell

Defensive Abilities all-around vision; **DR** 5/good;

Immune curse effects, disease, flanking, poison; **Resist** dual mind, acid 10, electricity 10; **SR** 18

OFFENSE

Speed 40 ft.

Melee 2 mwk kukri +18/+13/+8 (1d4+6/18–20), 2 claws +12 (1d4+3)

Special Attacks dance of disaster

Spell-Like Abilities (CL 6th; concentration +8)

At will—*feather fall*, *greater teleport* (self plus 50 lbs. of objects only), *spider climb*

3/day—*blink*, *blur*, *mirror image*, *spike growth* (DC 14)

1/day—*summon* (level 4, 1 adhukait 35%)

TACTICS

Before Combat Evrishu casts *blur* and *mirror image* on itself when it sees the PCs approaching, using Stealth to hide in the canopy and avoid notice until it is prepared to fight.

During Combat Evrishu casts *spike growth* behind the PCs to prevent escape. Then it uses its dance of disaster to attack unarmored foes before turning to heavily armored targets.

Morale Evrishu uses *greater teleport* to escape if reduced to 20 hit points or fewer, allowing its regeneration to heal it back to half its total hit points before returning to the battle.

STATISTICS

Str 22, **Dex** 21, **Con** 21, **Int** 13, **Wis** 18, **Cha** 14

Base Atk +11; **CMB** +17; **CMD** 33

Feats Acrobatic Steps, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Nimble Moves, Wind Stance

Skills Acrobatics +19, Bluff +14, Escape Artist +17, Intimidate +13, Knowledge (planes) +9, Perception +22, Perform (dance) +13, Stealth +19; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

Other Gear mwk kukris (2)

SPECIAL ABILITIES

Dance of Disaster (Su)

Whenever an adhukait hits with a melee attack during a full-attack action, it can move 10 feet before making its next attack. The adhukait's normal speed



does not limit this movement—it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

Dual Mind (Su) An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.

Hazards: The green marshland functions as shallow bog (*Pathfinder RPG Core Rulebook* 427). The trees rise 30 to 40 feet above the ground, their branches interwoven with vines to form a dense canopy. A DC 15 Climb check is sufficient to climb a tree, while a DC 10 Climb check allows a creature to traverse the canopy. The canopy can support up to 400 pounds per 10-foot square (Evrishu weighs 300 pounds), with excess weight causing the branches and vines to break and fall to the ground. The ruined walls of the guard post function as narrow hedgerows (*Core Rulebook* 427).

Treasure: Evrishu loathes religious paraphernalia and has also attacked several priests in the area, adding trophies of the kills to the improvised shrine to the southeast. In Subtier 3–4, there is an *aegis of recovery*^{UE} resembling a butterfly made of leaves, a local representation of Shimye-Magalla, a Bonuwat janiform deity combining Desna and Gozreh. In Subtier 6–7 there is also a snakeskin *vest of escape* with 40 fangs of different serpents sewn into it, possibly tied to the Green Faith.

Development: Slaying Evrishu earns Ungala's support. She arranges for them to provide a signal to her once the blockade begins, so all participating parties can target Aspis operations at the same time.

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

Subtier 3–4: Reduce each PC's gold earned by 176 gp.

Out of Subtier: Reduce each PC's gold earned by 392 gp.

Subtier 6–7: Reduce each PC's gold earned by 609 gp.

C. ESCAPING BLOODCOVE (CR 6+ OR 9+)

Neither Harvacus nor Ungala are willing to act independently for fear of the Consortium's full might, so they agree to begin the blockade only once they receive a coordinated signal from the Pathfinder Society. In order to successfully trigger the start of the blockade, the PCs must escape Bloodcove and report the agreed-upon signal to their superiors. Even if the PCs are with Guaril Karela, he warns that the PCs should get out of the city before the Consortium can retaliate properly. With Aspis agents on high alert, traveling through the harbor becomes too perilous. Instead, the PCs must either flee on foot or take a boat up the Vanji River to rendezvous with Fola and her retainers. The PCs can choose either option. With a successful DC 18 Survival check (DC 21 in Subtier 6–7) or creative use of magic, the PCs have the option to create a false trail, reducing their number of delays by two. Though failing this check consumes precious time

and instead earns the PCs one delay.

Ultimately the Consortium identifies the PCs' escape route and orchestrates an ambush along their path. If the PCs travel on foot, the ambush occurs along the waterlogged trails in Bloodcove's hinterlands. If the PCs travel by boat, the ambush occurs at a narrower stretch of the Vanji, where the mangroves encroach deep into the river and form a stretch of marshy banks.

Creatures: The Consortium, intent on removing the Pathfinder Society's agents, began preparing a response once they learned that the Vanji Prospector's Guild was compromised. They turned to Kemendu, a bounty hunter with a strong track record for hunting down fugitives from Bloodcove on short notice. Although professional, Kemendu's chatty. During combat he's willing to quip and taunt the PCs, such as informing them that they've made powerful enemies in Bloodcove or genuinely complimenting a combatant while confirming that even such skill won't save her.

With Aspis resources at his disposal, Kemendu determines who the PCs are and quickly adapts to how they plan to leave the city. He sets up an ambush along the PCs' preferred escape route, making additional preparations based on how many delays the PCs earned. These preparations are cumulative.

0–1 Delays: Kemendu arrives just before the PCs, allowing him only enough time to perform the actions listed in his Before Combat tactics.

2–4 Delays: Kemendu arrives several minutes before the PCs, allowing him to set six freezing traps in squares he expects the PCs to reach (see Traps below).

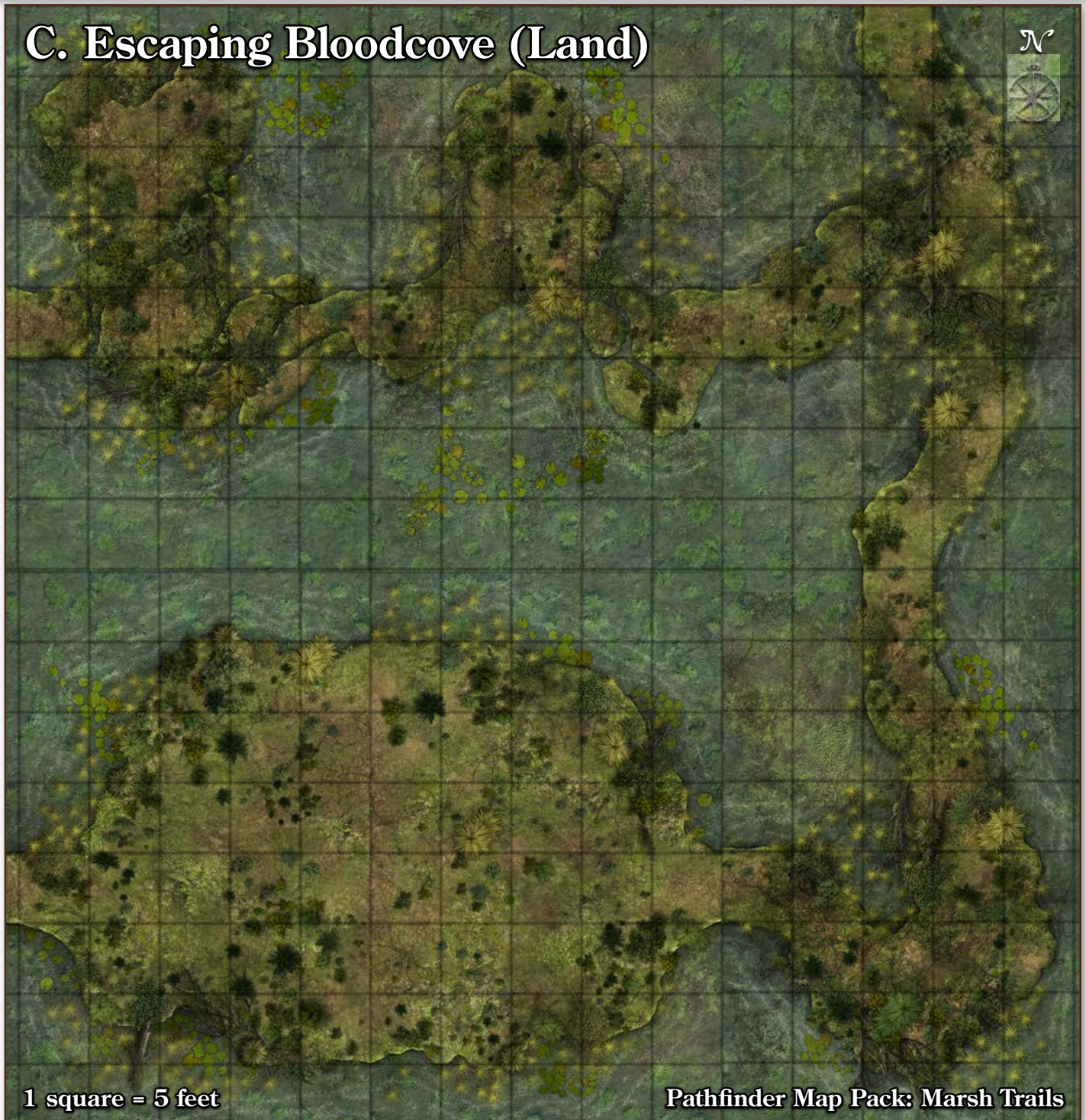
5–7 Delays: Kemendu arrives almost an hour before the PCs, allowing him to cast charm animal on a giant crocodile (Subtier 3–4) or an elasmosaurus (Subtier 6–7). The animal aids him in the fight, increasing the encounter's CR by 1.

8+ Delays: Kemendu coordinates his ambush with an Aspis wizard who casts the following spells on him (CL 7th): *heroism*, *keen edge*, *resist energy (acid)*, *resist energy (cold)*, and *stoneskin*. These spells remain in effect during the encounter.

Subtier 3–4 (CR 6+)

KEMENDU	CR 6
Male human ranger 7	
NE Medium humanoid (human)	
Init +9; Senses Perception +13	
DEFENSE	
AC 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)	
hp 60 (7d10+28)	
Fort +6, Ref +10, Will +5; +1 vs. fear	
DR 10/melee or magic (40 points); Immune fire (48 points)	
OFFENSE	
Speed 30 ft.	
Melee dagger +9/+4 (1d4+1/19–20) or scimitar +9/+4 (1d6+1/18–20)	

C. Escaping Bloodcove (Land)



1 square = 5 feet

Pathfinder Map Pack: Marsh Trails

Ranged +1 composite longbow +14/+9 (1d8+2/x3)

Special Attacks combat style (archery), favored enemies (elves +2, humans +4)

Spells Prepared (CL 4th; concentration +7)

2nd—*protection from energy*

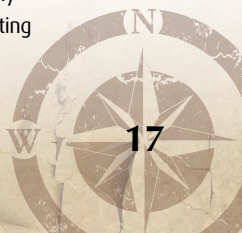
1st—*anticipate peril*SM (DC 14), *charm animal* (DC 14)

TACTICS

Before Combat Kemendu drinks his *potion of aid*, *potion of*

cat's grace, and *potion of protection of arrows*, then uses his *scroll of water walk* on himself. He casts *anticipate peril* and *protection from energy* on himself, defaulting to protection against fire, but switching to an energy type the PCs use frequently if the PCs earned three or more delays.

During Combat Kemendu targets a spellcaster with his *hushing arrow* first, then attacks the PCs with his bow. He uses Deadly Aim, Manyshot, and Rapid Shot to maximize damage, reverting

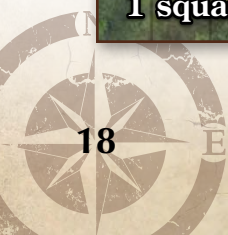


C. Escaping Bloodcove (Water)



1 square = 5 feet

Pathfinder Flip-Mat: Basic Terrain
 Pathfinder Map Pack: Armada
 Pathfinder Map Pack: Marsh Trails



THE BLOODCOVE BLOCKADE

to normal attacks if his shots miss frequently. He uses *water walk* to traverse the bogs or the river, attempting to lure approaching PCs toward his animal companion or traps if possible.

Morale Kemendu never abandons a contract, and he does not flee. He fights to the death or until forced to surrender due to insurmountable circumstances.

Base Statistics Without *aid*, *anticipate peril*, *cat's grace*, *protection from arrows*, and *protection from energy*, Kemendu's statistics are **Init** +3; **AC** 17, touch 13, flat-footed 14; **hp** 60; **Ref** +8, **Will** +5; **DR** none; **Immune** none; **Melee** dagger +8/+3 (1d4+1/19–20) or scimitar +8/+3 (1d6+1/18–20); **Ranged** +1 *composite longbow* +11/+6 (1d8+2/×3); **Dex** 16; **CMD** 21; **Skills** Stealth +13.

STATISTICS

Str 12, **Dex** 20, **Con** 13, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 23

Feats Deadly Aim, Endurance^B, Far Shot, Learn Ranger Trap^{UM}, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +11, Handle Animal +9, Knowledge (geography) +10, Perception +13, Stealth +15, Survival +13, Swim +11

Languages Common, Polyglot

SQ favored terrain (swamp +2), hunter's bond (constrictor snake named Netto), freezing trap (6/day), track +3, wild empathy +6, woodland stride

Combat Gear *potion of aid*, *potion of cat's grace*, *potion of cure moderate wounds*, *potion of darkvision*, *potion of protection of arrows*, *scroll of water walk*; **Other Gear** +1 studded leather, +1 *composite longbow* (+1 Str) with 40 arrows, *hushing arrow*^{UE}, dagger, scimitar

NETTO

CR —

Constrictor snake

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +7, **Will** +4

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +9 (1d4+10 plus grab)

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

Special Attacks constrict (1d4+10)

STATISTICS

Str 24, **Dex** 16, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 24 (can't be tripped)

Feats Combat Reflexes, Iron Will

Tricks Attack, Down, Heel, Stay, Track

Skills Acrobatics +3 (–1 to jump), Climb +19, Perception +5, Stealth +3, Swim +19

GIANT CROCODILE (5+ DELAYS)

CR 3

Pathfinder RPG Bestiary 295, 51

N Large animal

Init +0; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 8, flat-footed 15 (+7 natural, –2 size)

hp 28 (3d8+15)

Fort +8, **Ref** +3, **Will** +2

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +6 (2d6+6 plus grab) and tail slap +1 (3d6+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks death roll (2d6+9 plus trip)

STATISTICS

Str 23, **Dex** 10, **Con** 21, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +10 (+14 grapple); **CMD** 20 (24 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +0 (+8 in water), Swim +14; **Racial Modifiers** +8 on Stealth in water

SQ hold breath

SPECIAL ABILITIES

Death Roll (Ex) When

grappling a foe of its size or smaller, a crocodile can perform a death



KEMENDU



Scaling Encounter C

To accommodate a group of four PCs in both subtiers, reduce the number of delays the PCs earned by 3. If this results in fewer than 0 delays, Kemendu does not complete his preparations listed in Before Combat.

roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for 84 rounds before it risks drowning.

Sprint (Ex) Once per minute a crocodile can sprint, increasing its land speed to 40 feet for 1 round.

Subtier 6–7 (CR 9+)

KEMENDU

CR 9

Male human ranger 10

NE Medium humanoid (human)

Init +10; **Senses** Perception +16

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 armor, +5 Dex, +3 natural)

hp 96 (10d10+37)

Fort +9, **Ref** +12, **Will** +8; +1 vs. fear

Defensive Abilities evasion; **Immune** fire (84 points)

OFFENSE

Speed 40 ft.

Melee dagger +12/+7 (1d4+1/19–20) or

scimitar +12/+7 (1d6+1/18–20)

Ranged +1 composite longbow +17/+12 (1d8+2/×3)

Special Attacks combat style (archery), favored enemies (dwarves +2, elves +4, humans +4)

Spells Prepared (CL 7th; concentration +10)

3rd—*fickle winds*^{UM}

2nd—*barkskin*, *protection from energy*

1st—*anticipate peril*^{UM} (DC 14), *charm animal* (DC 14), *longstrider*

TACTICS

Before Combat Kemendu drinks his *potion of aid* and *potion of cat's grace*, then uses his *scroll of water walk* on himself. He casts *fickle winds* on himself and his animal companion. He then casts *anticipate peril*, *barkskin*, and *protection from energy* on himself, defaulting to protection against fire, but switching to an energy type the PCs frequently use if the PCs earned three or more delays.

During Combat Kemendu uses his *sandals of quick reaction*^{UE} to make a full attack with his bow in the surprise round, targeting a spellcaster with his *hushing arrow* first. He then uses Deadly Aim, Manyshot, and Rapid Shot to maximize damage, reverting to normal shots if his attacks fail. He uses

water walk to traverse the bogs or the river, attempting to lure approaching PCs towards his animal companion or traps if possible.

Morale Kemendu never abandons a contract, and he does not flee. He fights to the death or until forced to surrender due to insurmountable circumstances.

Base Statistics Without *aid*, *anticipate peril*, *barkskin*, *cat's grace*, *longstrider*, and *protection from energy*, Kemendu's statistics are **Init** +3; **AC** 18, touch 13, flat-footed 15; **hp** 89; **Ref** +10, **Will** +8; **Immune** none; **Speed** 30 ft.; **Melee** dagger +11/+6 (1d4+1/19–20) or scimitar +11/+6 (1d6+1/18–20); **Ranged** +1 composite longbow +14/+8 (1d8+2/×3); **Dex** 16; **CMD** 24; **Skills** Stealth +16.

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +10; **CMB** +12; **CMD** 26

Feats Deadly Aim, Endurance^B, Far Shot, Learn Ranger Trap^{UM}, Manyshot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +5 (+9 to jump), Climb +14, Handle Animal +12, Knowledge (geography) +13, Perception +16, Stealth +18, Survival +16, Swim +14

Languages Common, Polyglot

SQ favored terrain (swamp +4, water +2), hunter's bond (constrictor snake named Netto), freezing trap (6/day), track +5, wild empathy +9, woodland stride

Combat Gear *potion of aid*, *potion of cat's grace*, *potion of cure moderate wounds*, *potion of darkvision*, *sandals of quick reaction*^{UE}, *scroll of water walk*; **Other Gear** +2 studded leather, +1 composite longbow (+1 Str) with 60 arrows, *hushing arrow*^{UE}, dagger, scimitar

NETTO

CR —

Constrictor snake

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 51 (6d8+24)

Fort +9, **Ref** +10, **Will** +5; +4 morale bonus vs. enchantment effects

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +10 (1d4+10 plus grab)

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

Special Attacks constrict (1d4+10)

STATISTICS

Str 25, **Dex** 17, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +4; **CMB** +12 (+16 grapple); **CMD** 25 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Tricks Attack, Down, Guard, Heel, Stay, Track

Skills Acrobatics +3 (–1 to jump), Climb +19, Perception +5, Stealth +5, Swim +19

THE BLOODCOVE BLOCKADE

ELASMOSAURUS (5+ DELAYS)

CR 7

hp 105 (*Pathfinder RPG Bestiary* 84, see page 23)

Hazards: If the PCs travel by land, waterlogged squares function as deep bog (*Pathfinder RPG Core Rulebook* 427). If the PCs travel by river, the Vanji River requires a successful DC 10 Swim check to traverse. The elevated pathways are normal terrain.

Traps: With enough delays, Kemendu sets six ranger traps either along the swamp trails or across the river. If the PCs travel on foot, he sets the traps on the dry paths between the bogs. If the PCs travel down the Vanji River via boat, Kemendu modifies his traps to anchor boats that trip them, buoyed to the surface by inflated bladders while ropes anchor them to large rocks below the surface. He sets them across the river in a line, evenly spaced to minimize the chance a boat slips between them.

Both Subtiers

RANGER FREEZING TRAP

CR –

Type magic; **Perception** DC 16 (18 in Subtier 6–7); **Disable**

Device DC 16 (18 in Subtier 6–7)

EFFECTS

Trigger location; **Reset** none

Effect The trap creates a burst of ice that damages and encases the triggering creature. The creature takes 1d3+2 points of cold damage (1d3+3 in Subtier 6–7) and is entangled and stuck to the ground, similar to the effect of a tanglefoot bag. A successful DC 16 Reflex save (18 in Subtier 6–7) halves the damage and means the creature is not stuck to the floor by the ice. If a boat hits the trap, the ice latches onto the hull and anchors the ship unless the PC piloting the boat succeeds at a DC 16 Profession (sailor) check (DC 18 in Subtier 6–7). All creatures aboard the ship must succeed at the Reflex save or fall prone due to the sudden stop. The ice is 3 inches thick (5 inches in Subtier 6–7), has hardness 0 and 9 hit points (15 hit points in Subtier 6–7), and melts in 2d4 rounds.

Rewards: If the PCs do not defeat Kemendu, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 378 gp.

Out of Subtier: Reduce each PC's gold earned by 657 gp.

Subtier 6–7: Reduce each PC's gold earned by 936 gp.

CONCLUSION

Upon escaping Bloodcove the PCs rendezvous with Fola and Guaril to debrief. The PCs reveal how to signal the start of the embargo, which Fola and Guaril promise to do once they've communicated these details with their own contacts

and superiors. Before long, Aspis ships begin struggling to make landfall in Bloodcove, and Pathfinder allies report that traffic to the Kaddodi mining operation quickly diminishes in the face of frequent raids. With the mine's supply lines compromised, Fola and her agents begin planning ways to further cripple the excavation projects before it undermines Parveen's prison. Fola makes a point of asking that the PCs remain in the area in case further intervention is necessary.

If the PCs rescued Malika Fenn, she thanks them for releasing her and posits that it may be time for her to relocate now that Bloodcove has become so dangerous for her. Rescuing Malika also earns each PC the Malika's Aid boon on their Chronicle sheet. If the PCs convinced Erwyn Harvacus to form a long-term alliance with the Pathfinder Society, Guaril grins broadly and assures the PCs that he plans to make the partnership worthwhile for the druid. He also tells the PCs he plans to keep them in mind if he needs to negotiate with the Saltroots again and guarantees that the Exchange's leadership will remember how they helped him get a foothold in Bloodcove.

REPORTING NOTES

If the PCs rescued Malika Fenn, check box A. If they resolved all of Erwyn Harvacus' concerns and recruited the Saltroot druids for a long-term alliance, check box B. If they blackmailed Erwyn into cooperating with the blockade, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully recruit both Erwyn and Ungala and escape Bloodcove alive, they successfully implement a blockade against Aspis operations in the city. This earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs successfully complete their secondary mission if they accomplish at least three of the following five goals: recover at least one piece of evidence from the Vanji Prospector's Guild without bloodshed; rescue Malika Fenn from the guild house; resolve at least two out of three of Erwyn Harvacus' concerns during negotiations; identify Evrishu as an adhukait asura before fighting it; recruit both Erwyn and Ungala before gaining 5 or more delays. Succeeding earns each PC 1 additional Prestige Point.

FACTION NOTES

If the party successfully resolved all of Erwyn Harvacus' concerns and recruited him for a long-term alliance, grant each PC belonging to the Exchange faction the Saltroot Intermediary boon on their Chronicle sheet.



HANDOUT #1: PERSONNEL File

Personnel ID#: 22547

Name: Erlan Harvacus

Occupation: Dockyard Manager, Bloodcove

Special Considerations: Son of Erwyn Harvacus. Protect employee and maintain cordial relationship at all costs.

Note: Erlan appears to be rapidly losing interest in managerial tasks and has filed several complaints. Submitted a transfer request to Community Outreach department to provide a more dynamic work environment. Still awaiting response.

HANDOUT #2: Letter to Shinri

Dear Shinri,

Here is the tablet we recovered from the Zaddodi mine that may be one of the Twelve Rites you described. Please let the Guild's overseers know if this is the tablet you seek so we can discuss payment.

A word of caution: be wary purchasing similar relics should they arise in Bloodcove's markets. We've encountered other engraved tablets containing spirits that don't have mortals' best interests at heart. I can use them as bait to punish those who steal from our operations, but I'd hate to see an upstanding ascetic such as yourself spend hard-earned coin on a cursed relic.

It's been a pleasure doing business with you.
-Lutebu Alrati

HANDOUT #3: TRACKING DELAYS

Over the course of this scenario, the PCs might earn one or more delays that indicate additional time or information that allows the Aspis Consortium to lay an ambush in area D. This handout provides a place to track any delays the PCs earn.

Encounter	Event	Delays
Area A	Failed check to canvass guild house	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Area A3	Overseers sound the alarm	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Erwyn Harvacus	Time spent learning objections	<input type="checkbox"/>
Erwyn Harvacus	Successfully resolve only one objection	<input type="checkbox"/>
Finding Ungala	Time spent finding Ungala	<input type="checkbox"/>
Finding Ungala	Find the eyewitness	<input type="checkbox"/>
Finding Ungala	Time spent studying tablet	<input type="checkbox"/>
Area D	Time spent laying a false trail (failed)	<input type="checkbox"/>
Area D	Lay a false trail	[-2 delays]
—	Four-player adjustment	[-3 delays]

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

ELASMOSAURUS

Long-necked and long-tailed, this large, predatory reptile glides through the water on four powerful flippers.

ELASMOSAURUS CR 7

Pathfinder RPG Bestiary 84

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 20, touch 11, flat-footed 17 (+2 Dex, +1 dodge, +9 natural, -2 size)

hp 105 (10d8+60)

Fort +14, **Ref** +9, **Will** +6

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +13 (2d8+12)

Space 15 ft.; **Reach** 20 ft.

STATISTICS

Str 26, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +7; **CMB** +17; **CMD** 30 (34 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Toughness

Skills Perception +14, Swim +16

MONKS

CRUEL DEVOTEES CR 4

Pathfinder RPG NPC Codex 98

Human monk 5

LE Medium humanoid (human)

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

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 31 (5d8+5)

Fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or

mwk siangham +7 (1d6+3) or

unarmed strike flurry of blows +6/+6 (1d8+3)

Ranged javelin +4 (1d6+3)

Special Attacks flurry of blows, stunning fist (5/day, DC 15)

STATISTICS

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

Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 23 (25 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist

Skills Acrobatics +7 (+12 when jumping), Climb +8, Intimidate

+7, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +9

Languages Common

SQ fast movement, high jump, ki pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.

Combat Gear *potions of cure light wounds* (2); **Other Gear** javelin, mwk siangham, *cloak of resistance* +1, *ring of protection* +1, 347 gp

VIGILANT BODYGUARD CR 2

Pathfinder RPG NPC Codex 97

Human monk 3

LN Medium humanoid (human)

Init +5; **Senses** Perception +10

DEFENSE

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

hp 20 (3d8+3)

Fort +4, **Ref** +4, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +5 (1d6+2) or

nunchaku +4 (1d6+2) or

unarmed strike flurry of blows +3/+3 (1d6+2)

Ranged shuriken +3 (1d2+2)

Special Attacks flurry of blows, stunning fist (3/day, DC 15)

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 10, **Wis** 19, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 20

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +7 (+11 when jumping), Climb +6, Intimidate +5, Perception +10, Sense Motive +10, Stealth +7, Survival +5, Swim +6

SQ fast movement, maneuver training

Combat Gear *potions of cure light wounds* (3), *potion of mage armor*, *potion of magic weapon*, *potion of owl's wisdom*, smokesticks (3); **Other Gear** dagger, nunchaku, shuriken (20), *bracers of armor* +1, 30 gp

SALT MEPHIT

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

ADVANCED SALT MEPHIT CR 4

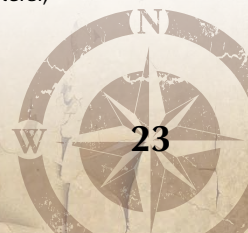
Pathfinder RPG Bestiary 294, 202

N Small outsider (varies)

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

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 Dex, +1 dodge, +5 natural, +1 size)



hp 25 (3d10+9); fast healing 2

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

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +7 (1d3+3)

Special Attacks breath weapon (15-foot cone, 1d4 damage and sickened, Reflex DC 15 partial), dehydrate

Spell-Like Abilities (CL 6th; concentration +10)

1/day—*glitterdust* (DC 16), *summon* (level 2, 1 mephrit of the same type 25%)

STATISTICS

Str 17, **Dex** 19, **Con** 16, **Int** 10, **Wis** 15, **Cha** 18

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative

Skills Bluff +10, Fly +12, Knowledge (planes) +6, Perception +8, Sense Motive +8, Stealth +14

Languages Common, Terran

SPECIAL ABILITIES

Breath Weapon (Su) A salt mephrit can breathe a cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A DC 15 Reflex save halves the damage and negates the sickened effect. The mephrit can use this breath weapon once every 4 rounds.

Dehydrate (Su) Once per day, a salt mephrit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 16 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex) A salt mephrit's fast healing works only in arid environments.

TIGER

This powerful feline predator moves with a deadly grace, its reddish-orange fur slashed with black stripes.

TIGER

CR 4

Pathfinder RPG Bestiary 265

N Large animal

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

DEFENSE

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

hp 45 (6d8+18)

Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 40 ft.

Melee 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)

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

Special Attacks pounce, rake (2 claws +10, 1d8+6)

STATISTICS

Str 23, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

WIZARDS

BATTLE MAGE

CR 2

Pathfinder RPG NPC Codex 179

Elf wizard 3

NE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

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

hp 19 (3d6+6)

Fort +2, **Ref** +3, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6/18–20)

Ranged mwk longbow +4 (1d8+1/x3)

Special Attacks hand of the apprentice (6/day)

Wizard Spells Prepared (CL 3rd; concentration +6)

2nd—*mirror image*, *scorching ray*

1st—*magic missile*, *shield*, *shocking grasp*

0 (at will)—*daze* (DC 13), *detect magic*, *light*, *resistance*

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

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

Feats Combat Casting, Point-Blank Shot, Scribe Scroll

Skills Acrobatics +4, Climb +2, Knowledge (arcana) +9, Knowledge (history) +7, Perception +5, Spellcraft +9 (+11 to identify magic item properties), Stealth +4

Languages Common, Draconic, Elven, Orc, Sylvan

SQ arcane bond (rapier), elven magic, weapon familiarity

Combat Gear *potion of cure moderate wounds*, *scroll of glitterdust*, *scroll of invisibility*, *scroll of magic weapon*, *scrolls of mirror image* (2), *scroll of obscuring mist*, *scroll of protection from evil*, *scroll of scorching ray*, *wand of mage armor* (20 charges); **Other Gear** mwk longbow with 20 arrows, mwk rapier, spellbook, 113 gp

JUNGLE WIZARD

CR 4

Pathfinder RPG NPC Codex 180

Elf transmuter 5

NE Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)

THE BLOODCOVE BLOCKADE

hp 28 (5d6+8)

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

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk longsword +3 (1d8/19–20)

Ranged shortbow +5 (1d6/×3)

Arcane School Spell-Like Abilities (CL 5th; concentration +9)
7/day—telekinetic fist (1d4+2 bludgeoning)

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

3rd—*beast shape I*, empowered *burning hands* (DC 16),
displacement

2nd—*invisibility*, *spider climb*, *summon swarm*, *web* (DC 16)

1st—*burning hands* (DC 16), *feather fall*, *grease*, *mage armor*, *obscuring mist*

0 (at will)—*dancing lights*, *ghost sound* (DC 14), *mage hand*, *touch of fatigue* (DC 14)

Opposition Schools divination, enchantment

STATISTICS

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

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

Feats Empower Spell, Improved Initiative, Lightning Reflexes,
Scribe Scroll, Spell Focus (evocation)

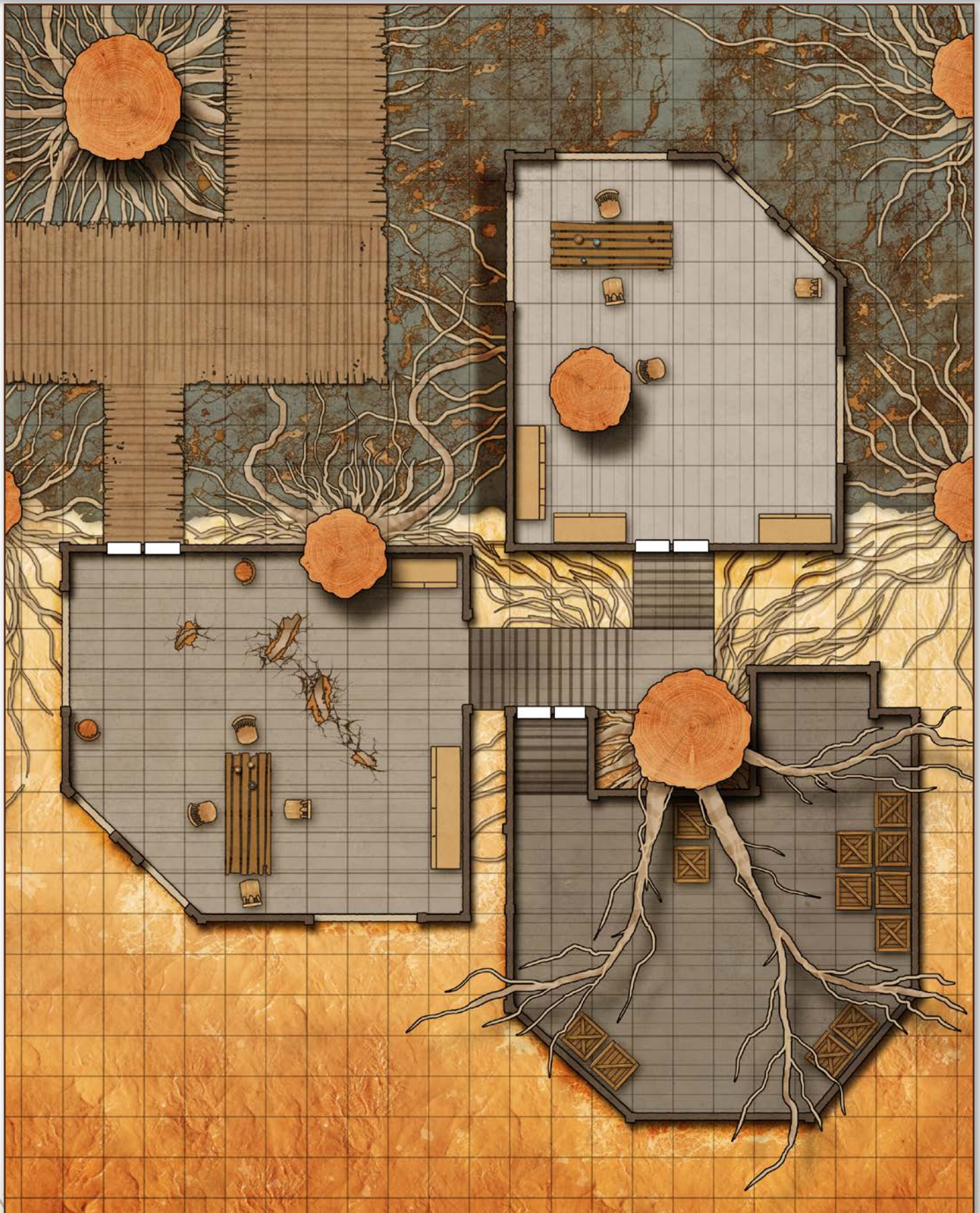
Skills Acrobatics +7, Climb +3, Fly +7, Knowledge (arcana)
+12, Knowledge (geography) +10, Knowledge (history) +9,
Knowledge (nature) +11, Perception +7, Spellcraft +12 (+14
to identify magic item properties), Survival +4, Swim +1

Languages Common, Draconic, Elven, Gnome, Goblin, Orc

SQ arcane bond (monkey), elven magic, physical
enhancement +2, weapon familiarity

Combat Gear *potion of cure moderate wounds*, *potions of pass without trace* (2), *scroll of cat's grace*, *scroll of pyrotechnics*, *scroll of stinking cloud*, *scroll of web*; **Other Gear** mwk longsword, shortbow with 20 arrows, *amulet of natural armor* +1, spellbook, 104 gp





THE BLOODCOVE BLOCKADE

Pathfinder Society Scenario #9-15: The Bloodcove Blockade

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

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

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☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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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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Pathfinder Society Scenario #9-15: The Bloodcove Blockade

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ **Malika's Aid:** You rescued Malika Fenn in Bloodcove. Until she settles in another area to continue her work with the Society, she's happy to coach you on tracking, wilderness medicine, and woodlore. You can check one of the boxes that precedes this boon before attempting a Heal, Knowledge (geography), Knowledge (nature), or Survival check to roll the check twice and take the better result. You are treated as trained for the purpose of that skill check, and if your modifier is lower than +5, treat it as +5 for the purpose of this check.

☐ ☐ ☐ **Saltroot Intermediary (Exchange Faction):** You have brokered a deal between the Exchange and a dangerous druid circle called the Saltroots. As a demonstration of his group's power, the leader Erwyn Harvacus has imbued you with a small amount of druidic magic. You can cast any of the following spell-like abilities below by checking the listed number of boxes that precede this boon. If you are at least 7th level, you also gain access to the second list of spell-like abilities. Once you have checked all of the boxes, one of your veins turns a deep green, signifying your ties to the Saltroots but granting no other effects.

For these spell-like abilities, use your character level as your caster level, and use your Wisdom bonus to determine saving throw DCs and your concentration bonus.

Any Level: *entangle* (1 box), *speak with plants* (2 boxes), *tree shape* (mangrove only, 1 box), *wood shape* (1 box)

Level 7+: *blight* (1 box), *repel vermin* (2 boxes), *water breathing* (1 box)

Subtier 3-4

aegis of recovery (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
alluring golden apple (400 gp; *Ultimate Equipment* 276)
bird feather token (300 gp)
bracers of armor +1 (1,000 gp)
hushing arrow (547 gp; *Ultimate Equipment* 156)
pearl of power (1st level; 1,000 gp)
wand of mage armor (20 charges; 300 gp, limit 1)

Subtier 6-7

+2 *studded leather armor* (4,175 gp)
aegis of recovery (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
amulet of natural armor +1 (2,000 gp)
bird feather token (300 gp)
cloak of resistance +1 (1,000 gp)
ochre bag of tricks (8,500 gp; functions as a *bag of tricks* that produces a dire bat [1-30], crocodile [31-60], constrictor snake [61-85], or gorilla [86-100])
ring of protection +1 (2,000 gp)
sandals of quick reaction (4,000 gp; *Ultimate Equipment* 232)
vest of escape (5,200 gp)
wand of mage armor (20 charges; 300 gp, limit 1)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	646	1,292
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	1,150	2,299
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-7	1,653	3,306
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	EXPERIENCE		
EXPERIENCE	Starting XP		GM's Initials
	XP Gained (GM ONLY)		
	Final XP Total		
	Initial Prestige		Initial Fame
	Prestige Gained (GM ONLY)		GM's Initials
FAME	Prestige Spent		
	Current Prestige	Final Fame	
	Starting GP		GM's Initials
	GP Gained (GM ONLY)		GM's Initials
	Day Job (GM ONLY)		
GOLD	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #