



THE HYDRA'S FANG INCIDENT™

BY TIM HITCHCOCK

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PATHFINDER SOCIETY SCENARIO 02

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Pathfinder Society Scenario 02: The Hydra's Fang Incident is a Pathfinder Society Scenario designed for Tiers 1-2 (1st and 2nd level characters) and 4-5 (4th and 5th level characters.) This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 15 of this product.

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THE HYDRA'S FANG INCIDENT

BY TIM HITCHCOCK

Nobody likes Darsielle Du Moire, bloody nobody. Born the third son of a wealthy Chelaxian count, the young blueblood prided himself for squandering his family's fortunes on debauchery and hedonism. Mocking the courtly traditions and old laws with arrogant disregard, the pampered brat recklessly offended high-ranking Chelish nobles, evoking the scorn of his father's once trusted allies. To rid himself of damning social embarrassments, the elder Du Moire gifted his son with a small sailing vessel and a privateer's writ. He sent the cocksure lad off into the oceans, confident either bloodthirsty pirates or disgruntled crewmen would soon dispose of him.

Ironically, Darsielle took to a privateer's life like a jackal upon the carcass of a fallen stag. In a few short seasons, he sank half a dozen pirate ships, as well as one or two Andoren vessels that he claimed were unmarked. Due to tales of his ruthlessness, the infamy of his sip, the Hydra's Fang, spread. Of his original crewmen, few remained. Men he tired of, he keelhailed and fed their bones to the greedy sharks. He quickly replaced those possessing too much honor with scurvy whelps he'd plucked from crews of ships he'd sunk. Thus, by the end of the year, Darsielle commanded a crew of nothing but contemptible bastards.

In the spring of 4708, Du Moire sailed into Westcrown and superciliously demanded to be crowned admiral of the Chelish dragoon fleet, a demand that was flatly denied. Neither his arrogance nor his recklessness sat well with the current high-admiral, Astran Throne. Compounding matters, the Andoran government accused Du Moire of deliberately attacking free Andoren ships. Dubbing his attacks "acts of war," they threatened to retaliate unless the Chelish government placed a cease-and-desist upon the *Hydra's Fang*. Soon after, several of the imperial families called for the privateer's head.

Upon official word of his condemnation, Darsielle fled Westcrown and went on a rampage, foundering ships and looting small towns up and down the Andoren coast. This time, the Andorens responded with a formal declaration of war. Hoping to avoid conflict, the Chelish diplomats promised to permanently rid the Inner Sea of the *Hydra's Fang*, provided they stay their attacks. Andoran accepted a temporary treaty, giving Cheliox 30 days to make good on their offer.

A fortnight later, Darsielle struck the small Andoren village of Wittleshine, burning it to the ground. He churned the ivory sands to black ash, butchering scores of fishermen and seaweed farmers before dragging off the living in slave chains. Keeping their word, Chelish dragoons attempted to stop him by ambushing him with two battleships just off shore. Chelish rear-admiral Gusarre the Bleak led the dragoons and in a radical maneuver rammed the prow his ship, the *Righteous Fury*, into the *Hydra's Fang's* hull. Unfortunately, one of Darsielle's men got off a lucky retaliatory shot that struck Gusarre in the throat, pitching the admiral into the angry waters. In the disarray, Darsielle's men set the *Righteous Fury's* sails aflame with a barrage of tarred arrows. Du Moire quickly piloted a narrow escape, while the remaining Chelish ship chose to aid their allies rather than give pursuit—a poor decision, for which her captain was later hanged.

With the *Hydra's Fang's* badly damaged hull taking on water, Darsielle desperately sought safe harbor in the one port where he could still pull favors, Diobel. In the city of scoundrels, he'd done a decent amount of business pawning off pirated goods. While Diobel itself remains difficult to enter unannounced, in the far harbor one can still moor a ship in relative anonymity.

DIOBEL

Diobel stands upon the flooded ruins of a former siege town on the western coast of the Isle of Kortos. The inner harbor is fortified by a gigantic maze of derelict war-barges, crumbling break walls, and haphazard jetties constructed from the rubble and iron of ancient fortifications. Only smaller vessels can fit through the maze, so warships and large merchant galleys must anchor further out in the open waters off Kortos. As a formal display, any ships seeking to moor in port must first send ashore representatives to register with local officials. Registered boats receive a temporary harbormaster's pass, after which they can ship in goods in flat-bottomed barges or rowboats. These crafts are led into the maze, pulled along a series of dock-lined canals that weave through the twisted passages. The maze enters first into the Shallows, a wide bay sheltered from the main harbor. The Shallows then flows beneath the main docks into the Underdocks, a shadowy series of walkways that traverses shoals along the rocky shoreline. Scattered through at various intervals are barnacle-and-algae-crusted stone bunkers and small floating docks concealing rowboats, barges, and other small transports. The bunkers provide shelters to many of the port's seedier denizens, storage facilities, and on occasion structural stability to the town itself. Ladders and pylons connect the Underdocks to the rest of the port above.

SUMMARY

The PCs meet a fellow Pathfinder in a crumbling old tavern called The Tails, and then head out to Lubor's Imports in the hopes of picking up a lead on Du Moire's location. They arrive to find Lubor and his men slain and a few of Darsielle's agents still skulking about his shop. A trapdoor at Lubor's leads down into the twisting canals and slime-slick walkways of the Underdocks, the stomping ground of the mysterious Kortos Consortium. There they face agents of the Consortium and their pet sea cat before rowing out through the city's locks to the harbor where the *Hydra's Fang* is moored. Sahuagin allies of Myraxus Threshadows accost the party en route, and when they reach the *Fang*, they find a deadly Du Moire and his thugs awaiting them, along with a few undead slaves left moldering in the flooded lower deck of the ship.

DIOBEL

Large Town; AL N

GP Limit 3,500 gp; **Assets** 848,750 gp

DEMOGRAPHICS

Population 4,850

Type isolated (human 99%, other 1%)

AUTHORITY FIGURES

Kelves Ragewynd LN male human aristocrat 11 (Chancellor),

Saphyre Margruel N female human Wizard 9 (High Advisor),
Harimolt Grimsly, LE male human rogue 7/ shadowdancer 2
(The Silent Edict), **Alyxus Gloamwise** NE female half-elf ranger
5/Assassin 3 (Prime Enforcer)

NOTES

Diobel is run by elected members of the merchant's council known as the Kortos Consortium. Electorate terms are generally long, with some members holding their positions for decades. More often than not, those who take on the Consortium's responsibilities end up forfeiting or retiring their other business ventures (usually shipping companies) and settle down in Diobel as career politicians. Technically, the Consortium is a free and independent organization open to any merchant willing to pay Consortium dues. The Consortium makes concerted efforts to reduce the trafficking of contraband, stolen merchandise, and tax-free imports, as well as the exporting of contraband Kortosian artifacts that fall outside Absalom's enforceable jurisdiction. Most members find the organization's enforcement extremely effective, though only the highest-ranking members possess knowledge of the organization's true interests and activities. For further information, see the Kortos Consortium sidebar.

GETTING STARTED

Read or paraphrase the following to get this adventure underway:

You arrive in Diobel via the overland route from Absalom to meet a contact in a pub known as "The Tails"; a dingy, brine-soaked shack covered with swordfish tails located in a rundown section of town called South Reach. There, bitter longshoreman coming off the graveyard shifts pile in and slam rounds of a potent shark-fin liquor, cursing and complaining until they're drunk enough to be carted home by noon. The disparaged scene has few prying eyes—the ideal place for Pathfinders to pass along their covert whispers. You enter early in the day, when the small crowd of older men is at its most drunk and rowdy, the revelry within barely contained by the boarded-up windows. You stand out like sore thumbs among the ruddy-faced dockworkers, most of whom have more gin-blossoms than teeth. The crowd immediately heckles you for being up-scalers and gold-thumbers, demanding you spend some of your coin to buy the bar a round, but quickly fall silent when moments later, a dark, cloaked figure rises from the back of the bar. Then, eyes averted, everyone returns to their former conversations. Drawing back his cloak, your contact reveals himself—a man in his late forties with obvious Chelaxian features and a faint beard. He introduces himself only as Osprey, then invites you to sit before he finally tells you why the Society dragged you to Diobel:

"We've word that the accursed Chelaxian pirate Darsielle Du Moire's has anchored his much sought ship, the *Hydra's Fang*, in the harbor. Everyone's looking for that bastard. He

carries with him some ancient tablets of extreme historical value to our organization. Unknown to most, Wittlestone, the small Andoren town Du Moire razed to the ground, was also home to Myraxus Threeshadows, a noted but aging sage and umber mystic supposedly of ancient Azlanti decent. Among Myraxus's possessions he kept ancient forgeries of several tablets used in ancient rites during Old Azlant's height. When Darsielle destroyed the village, he slew the wizard and took the tablets, hoping to pawn them to one of his buyers in Diobel. The tablets are a priceless archeological treasure, one greatly desired by the Pathfinder Society. In fact, just prior to the Azlanti's death, we placed several bids to purchase the tablets and so naturally were the first to realize they'd gone missing. You must race to get Du Moire and recover the stolen tablets before his pursuers find him or he flees port.

"If our sources are correct, we've learned that he owes a substantial amount of money to one of the Consortium's more ambitious Enforcers, an importer named Lubor Staizkal. Likely he needs to settle with him at some point. Go to Lubor's shop on Meldon Lane, near the docks, and see if you can pick up Du Moire's trail from there, then do whatever you can to get those tablets. May the Gods speed you in this task."

Development: Osprey knows everything in the adventure background above and a great deal about the Consortium (everything in the sidebar). If the PCs ask questions he furnishes them with what he knows but hurries them on their task, reminding the party: "Half the Inner Sea is hunting Darsielle Du Moire, and the Society needs you to get to him first."

ACT 1: A SOUR DEAL IN DIOBEL

Once the PCs arrive at Lubor's Imports, read or paraphrase the following:

On your contact's advice, you arrive at the shop of one of Du Moire's supposed connections. A sign over the door reads "Lubor's Imports." The door hangs slightly ajar. All is dark within, and eerily silent. As you peer inside, you witness the scene of a recent brawl. Furniture lies smashed and strewn about. Near a closed door at the back of the shop, two bodies slump upon the floor, their blood pooling slowly beneath them.

The shop belongs to Lubor Staizkal, a disgruntled Andoren dragoon who retired to Diobel. There Lubor landed a job as a customs inspector and quickly garnered attention for recognizing known smugglers and pirates. Soon, the Consortium hired him as an Enforcer, giving him the ability to seize unauthorized goods and contraband in their name. His latest responsibilities involve brokering illicit deals with those Consortium affiliates willing to smuggle contraband against Consortium law. Lubor leads these individuals to

THE KORTOS CONSORTIUM

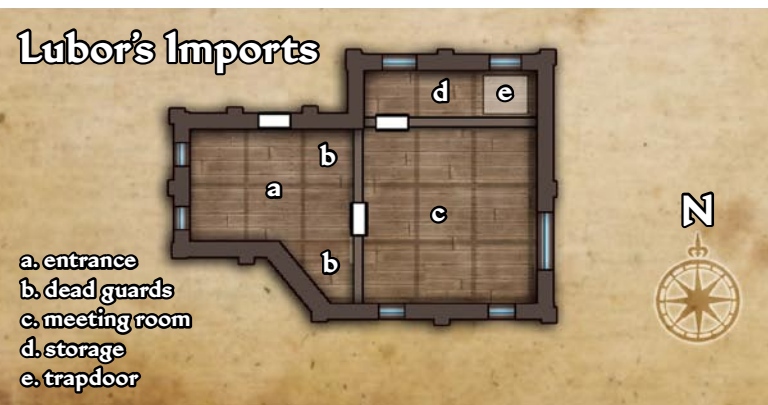
The Consortium is a semi-covert crime syndicate specializing in running contraband in and out of Absalom. Posing as a merchant's collective, they have slowly seeped their way into every facet of Diobel's social and political infrastructure, with high-ranking members serving as elected officials and holding prominent social positions. They ruthlessly persecute non-affiliates, and those caught smuggling are righteously handed over to Absalom's officials. Such seemingly aggressive tactics create a thickly spun chrysalis of deceit to mask their criminal motives. Capital gained from dues and their own smuggling operations funds a hierarchy of minions used to maintain the group's political infrastructure and protect its extensive property holdings. Diobel also provides a perfect strategic location for the Consortium to keep watch over activities in Absalom. Ultimately, the Consortium seeks to extend its gluttonous reach into the City at the Center of the World; if not openly, then by plucking its shadowed strings.

believe that he is doing side business with them, outside of the knowledge of the Consortium. In actuality, the Consortium takes a cut and keeps their hands clean. Enforcer stands as one of the most dangerous Consortium positions, for the Prime Enforcer and her minions oversee their work. Should an Enforcer give the slightest hint concerning his true employers, he quickly winds up dead with his defenseless corpse put on trial for conspiracy against Absalom.

Du Moire was one of Lubor's best clients and previously fronted him a substantial amount of gold to help him finance his raids. Upon Darsielle's return, Lubor refused to aid him until his debts cleared. With a single arrogant stride, Du Moire turned on his benefactor and slit his throat, an impractical decision at the very least. Further exacerbating matters, Du Moire emptied the dead man's coffers, absconding with a good deal of Consortium contraband, an act he may have considered suicidal had he understood the extent of Lubor's criminal affiliations.

By the time the Pathfinders arrive, Du Moire has fled the scene with the bulk of the spoils. However, he's left his men to finish the dirty work, which involves cleaning up the bodies and looting the rest of the supplies.

The doorto **area C** is bolted shut. If a PC puts his ear to the door and makes a DC 18 Listen check, he hears the sound of sliding boxes and slight banging around as Du Moire's men rummage for valuables. As soon as anyone fiddles with the door (tries to open it, kicks it, etc.), it alerts Du Moire's party on the other side and the rummaging stops. A DC 15 Strength check is all it takes to break the door down.



A teenage girl hovers over the corpse of a middle-aged merchant. Her silent eyes filled with tears, she mouths the word “daddy.”

The girl is actually Katiya, an illusionist in the employ of Du Moire. Using a *disguise self* spell cast shortly after Lubor’s murder, she’s positioned herself to attract the sympathies of whomever first walks through the doors, buying her allies time to strike from the shadows.

TIER 1-2

DU MOIRE’S THUG (2)

CR 1/2

Human warrior 1
NE Medium human (Chelish)
Init +1; **Senses** Listen +3, Spot +2

DEFENSE

AC 15, touch 11, flat-footed 14
(+3 armor, +1 Dex, +1 shield)

hp 9 (1d8+1)

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

OFFENSE

Spd 30 ft.

Melee longsword +4 (1d8+3)

Ranged composite shortbow +2 (1d6)

TACTICS

Before Combat The thugs wait, readying their shortbows and marking the doors.

During Combat The thugs initiate combat by firing arrows, then they drop their bows and draw swords to enter melee. If badly injured (reduced to 2 hp), they back off and throw daggers

Morale The thugs fear keelhauling more than death and fight until slain.

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +1; **Grp** +4

Feats Combat Reflexes, Point Blank Shot

Skills Climb +5, Profession (sailor) +4, Intimidate +3, Jump +6

Languages Common

Gear Studded leather, Buckler, longsword, composite shortbow, quiver with 20 arrows, backpack, 50 ft. silk rope, a grappling hook, signal whistle, silver earring (5 gp), 1 gp

KATIYA

CR 1

Female Human Wizard 1
NE Medium human (Kellid)
Init +4; **Senses** Listen +0, Spot +0

DEFENSE

AC 14, touch 10, flat-footed 14
(+4 armor)

hp 8 (1d4+4)

Fort +1, **Ref** +0, **Will** +2

OFFENSE

Spd 30 ft.

Melee quarterstaff +0 (1d6) or dagger +0 (1d4)

Ranged dagger +0 (1d4)

Spells Prepared (CL 1st)

- 1st—*magic missile*
- o—*acid splash* (DC 12), *dancing lights*, *flare* (DC 12),

Spell book: all cantrips and prepared spells plus:

- 1st—*obscuring mist*

TACTICS

Before Combat Prior to combat, Katiya has cast *disguise self* and read a *scroll of mage armor*. She uses her disguise to distract the PCs and allow her allies to attack from the corners.

During Combat As soon as her allies strike, Katiya fades to the background, hurling *acid splash*, *flare* and *magic missile* at the PCs.

Morale Katiya attempts to flee as soon she takes damage.

Base Statistics

AC 10, touch 10, flat-footed 10

STATISTICS

Str 10, **Dex** 11, **Con** 12, **Int** 14, **Wis** 11, **Cha** 13

Base Atk +0; **Grp** +0

Feats Combat Casting, Improved Initiative, Toughness

Skills Concentration +9, Craft (alchemy) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Spellcraft +6

Languages Common, Kellid, Shadow Tongue

Combat Gear *scroll of disguise self* (already used), *scroll of mage armor* (already used); **Other Gear** quarterstaff, dagger, *scroll of arcane lock*, spell component pouch, spell components

TIER 4-5

DU MOIRE’S THUG (4)

CR 1

Human warrior 1/ rogue 1
NE Medium human (Chelaxian)
Init +1; **Senses** darkvision; Listen +3, Spot +2

DEFENSE

AC 15, touch 11, flat-footed 14
(+3 armor, +1 Dex, +1 shield)

hp 13 (1d8+1 plus 1d6 +1)

The Hydra's Fang Incident

Fort +3, Ref +3, Will +1

Defensive Abilities blur

OFFENSE

Spd 30 ft.

Melee longsword +4 (1d8+3)

Ranged composite shortbow +2 (1d6)

Special Attacks Sneak Attack (1d6)

TACTICS

Before Combat The thugs drink their *potions of blur* and *potions of darkvision* if time allows and then wait, readying their shortbows and marking the doors.

During Combat The thugs initiate combat by firing arrows, then they drop their bows and draw swords to enter melee. If badly injured (reduced to 2 hp), they back off and throw daggers

Morale Having witnessed several brutal keelhaulings, these thugs fear the wrath of their captain more than death. Likewise they know their association with Du Moire has marked them as criminals throughout the Inner Sea. They fight until slain.

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +1; **Grp** +4

Feats Combat Reflexes, Point Blank Shot

Skills Climb +5, Profession (sailor) +4, Hide +3, Intimidate +3, Listen +3 Jump +6, Move Silently +3, Spot +3

SQ Trapfinding

Languages Common

Combat Gear *potion of blur*, *potion of cure moderate wounds*, *potion of darkvision*; **Other Gear** Studded leather, buckler, longsword, composite shortbow, quiver with 20 arrows, backpack, 50 ft. silk rope, a grappling hook, signal whistle, silver earring (5 gp), 2 gp

KATIYA

CR 3

Female Human Wizard 3

NE Medium human (Kellid)

Init +4; **Senses** Listen +3, Spot +0

DEFENSE

AC 14, touch 10, flat-footed 14
(+4 armor)

hp 15 (3d4+6)

Fort +2, **Ref** +1, **Will** +5

OFFENSE

Spd 30 ft.

Melee quarterstaff +1 (1d6) or
dagger +1 (1d4)

Ranged dagger +0 (1d4)

Spells Prepared (CL 1st):

2nd—*scorching ray* (+1 ranged touch), *touch of idiocy* (+0 touch)

1st—*disguise self*, *grease* (DC 13), *magic missile*

0—*acid splash* (+0 ranged touch), *dancing lights*, *flare* (DC 12), *message*

Spell book: all cantrips and prepared spells plus:

1st—*unseen servant*

TACTICS

Before Combat Prior to combat, Katiya has cast *disguise self* and

read a *scroll of mage armor*. She uses her disguise to distract the PCs and allow her allies to attack from the corners.

During Combat As soon as her allies strike, Katiya fades to the background, coating the floor before her in grease and casting her offensive spells at the PCs.

Morale Katiya attempts to flee as soon she takes damage.

Base Statistics

AC 10, touch 10, flat-footed 10

STATISTICS

Str 10, **Dex** 11, **Con** 12, **Int** 14, **Wis** 11, **Cha** 13

Base Atk +0; **Grp** +0

Feats Combat Casting, Improved Initiative, Toughness, Weapon Focus (ray)

Skills Concentration +7, Craft (alchemy) +7, Decipher Script +5, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Spellcraft +8

Languages Common, Kellid, Shadow Tongue

Combat Gear *scroll of mage armor* (already used); **Other Gear** quarterstaff, dagger, spell component pouch, spell components

SPECIAL ABILITIES

Bat Familiar (Vawn): nat +2, Int 7, Alertness, Improved Evasion, Share Spells, empathic link, deliver touch spells

Development: A third door leads to a pilfered storage area where a quick DC 10 Search check uncovers a trap door that opens to the Underdocks. A plain wooden ladder, which Du Moire greased as he retreated, leads down. A DC 15 Search notices the grease, allowing PCs to take 10 to descend safely. However, anyone failing to notice the grease must make a DC 15 Balance check to avoid slipping and falling 10 feet onto the jagged rocks below, taking 1d6 points of damage.

If any of these rapsCALLIONS are taken alive and questioned, they spit contemptuously at the party, but a DC 15 Intimidate check forces them to nod towards the trapdoor and utter: "Darsielle's that way. Head through the Underdocks to find the *Hydra's Fang*. The harbor guards down below know where he moored the ship. He moves it often, we were supposed to ask them where it was docked when we were finished here."

Rewards: If Katiya and Du Moire's thugs are defeated, reward each Tier thusly:

Tier 1-2

Give each player 69 gp.

Tier 4-5

Give each player 276 gp.

ACT 2: THE UNDERDOCKS (EL 2)

You enter into a gloomy, greenish twilight where scattered beams of light filter down between weathered dock planks, bouncing



off seaweed covered stones that jut from the dark harbor waters. A forest of pylons suspends the docks above where the scurrying feet of merchants, sailors, and longshoremen hammer like a muffled thunderstorm. Between the pylons, you spot small stone bunkers, ruins of older siege forts now crumbling and weathered from centuries of angry waves. A narrow set of docks traverses the rocks, connecting various locations. Eventually, all lead out to the shallow bay at the mouth of the maze. Nearby, you notice a fresh trail of muck-limned, wet footprints.

In their rush, Du Moire and his men carelessly left tracks leading to a small bunker with its own short dock. A DC 10 Spot check notes the nearby dock and two rowboats. A pair of Consortium officials and their pet sea cat cub guard the boats. If questioned, they can inform the PCs that they recently allowed a captain and his men to return to their ship. These guards remain under strict orders to detain any strangers without a harbormaster's pass. They refuse to give up the other two row boats or allow anyone into the maze without a fight, a 100 gp bribe, or convincing evidence they work for the Consortium.

TIER 1-2

GUARDS (2) CR 1/2

hp 9; use thugs from Act 1, Tier 1-2

TACTICS

Before Combat As soon as initiative occurs, the guard calls for the sea cat cub.

During Combat The guards fight aggressively, trying to push opponents into the water.

Morale The guards fight to the death.

SEA CAT CUB CR 1

Male lessened sea cat (MM 221)

N Medium magical beast

Init +1; **Senses** Darkvision 60 ft. low-light vision, scent; Listen +3, Spot +3

DEFENSE

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 natural)

hp 14 (2d10+2)

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

OFFENSE

Spd 5 ft., **swim** 40 ft.

Melee 2 claws +3 (1d4+1)
and bite -2 (1d4)

Special Attacks Rake (1d6+2)

TACTICS

During Combat When his master whistles, the sea cat cub charges from the water and leaps at the nearest opponent, trying to make a rake attack. It fights poorly on land and attempts to knock targets off the dock into the shallows where

it has the advantage.

Morale The sea cat cub is very loyal and fights until its master is slain or flees.

STATISTICS

Str 13, **Dex** 12, **Con** 12, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +2; **Grp** +3

Feats Endurance

Skills Swim +10

Languages —

SQ hold breath

SPECIAL ABILITIES

Hold Breath (Ex) A sea cat cub can hold its breath for a number of rounds equal to its Constitution score x6 before drowning.

Rend (Ex) A sea cat cub that hits with both claws latches on to its opponent's body and tears the flesh. This automatically deals an additional 1d6+2 points of damage.

Tier 4-5

GUARDS (3) CR 1

hp 13; use thugs from Act 1, Tier 4-5

TACTICS

Before Combat As soon as initiative occurs, the guards call for the sea cat to attack.

During Combat The guards fight aggressively, trying to push opponents into the water; they also flank to be able to make use of their sneak attacks.

Morale The guards fight to the death.

Note These guards do not possess a *potion of darkvision* and a *potion of blur* as the thugs above do.

SEA CAT CR 4

hp 51; MM page 220

TACTICS

During Combat When his master whistles, the sea cat charges from the water and leaps at the nearest opponent, trying to make a rake attack. It fights poorly on land and attempts to knock targets off the dock into the shallows where it has the advantage.

Morale The sea cat is very loyal and fights until its master is slain or flees.

Development A DC 10 Search check notes the two empty boat slips. The two remaining boats are locked to the docks and neither have oars in them. Both the oars and the key to the locks are inside the bunker. The oars lean against the wall behind the door. A wooden box holds keys and a wooden and brass coin about the diameter of an apple and inscribed with the insignia of the Kortos Consortium. The coin serves as a harbormaster's pass, an extremely valuable item that allows PCs to freely exit the maze without question. On the wall of the bunker is a chalkboard with a chart labeled with 20 numbers,

each followed by a set of initials. One side of the chart reads mooring, the other side reads ship. Pinned to the adjacent wall hangs a map of the outer harbor marking the locations of the numbered moorings. The initials next to #14 read "HF". The map shows mooring 14 located in the northwestern part of the outer harbor. In addition, a leather bound manifest log details the comings and goings of hundreds of ships over the past few months in a similar simplified code of numerals and letters.

If the PCs convinced the guards to aid them, they give them a harbormaster's pass and show them the location of the *Fang* on the map.

Rewards: If the guards and their pet sea cat are defeated, reward each Tier thusly:

Tier 1-2

Give each player 25 gp.

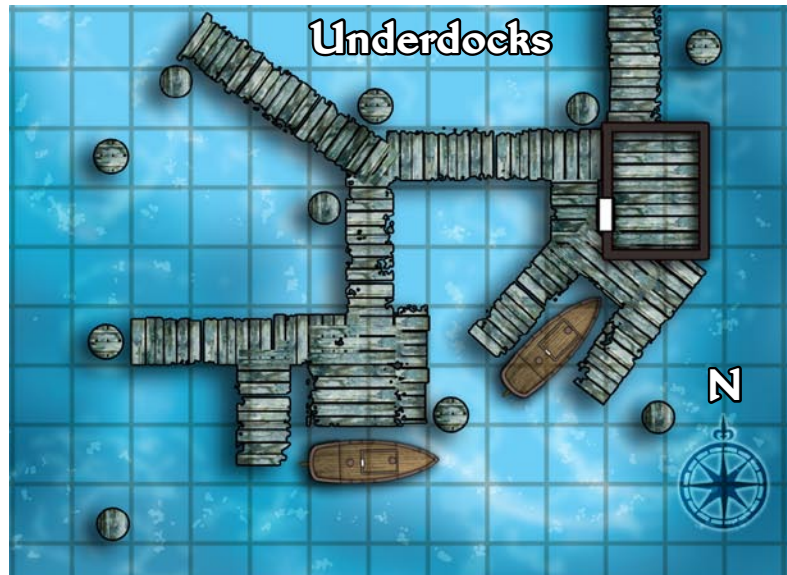
Tier 4-5

Give each player 164 gp.

ACT 3: THROUGH THE MAZE (EL 3)

Exiting the Underdocks, you enter the Shallows, a wide rocky bay only a few feet deep and closed off by immense seawalls that funnel all traffic into the maze. Strung between them, a host of steep maze walls crusted with seaweed, barnacles, and small shellfish create narrow passages just wide enough for rowboats or rafts. Lashed along the sides are free-floating docks which allow longshoremen to help pull boats through or to the side for quick inspections. Every so often, a series of rusted spikes forms a crude ladder leading to the upper maze, where guards keep watch amidst strange shadows cast by weathered devices such as giant winches and claw-like crane arms. Water splashes softly throughout, creating an eerie echo, and the entire structure groans with ominous creaks and strains as if you were traveling through the belly of a great beast. Thankfully, navigating out of the maze is far easier than navigating in, and the ever-watchful eyes of Enforcers on the walls fall almost entirely on the cargos of incoming merchants.

As you draw closer to the end, the sounds of angry waves slam against the outer walls and echo like hordes of chanting goblins. As you reach the outer locks, a grizzled longshoreman calls down to you from above, telling you to hold tight. The first gate opens with a lazy moan, and he ushers you to move your craft into the small chamber ahead. Once inside, he lowers the gate behind you, then he bids you good luck as he slowly cranks apart the front doors to the open harbor where dozens of galleons and merchant ships bounce softly on their moorings in the water.



A few hundred yards outside the maze, the Pathfinders are ambushed by sahuagin. These strange creatures were former allies of Myraxus Threeshadows. They've been pursuing Du Moire since Wittleshine, and just missed him as he escaped from the maze. After spotting PCs leaving the maze and headed toward the *Hydra's Fang*, they falsely deduce them as thieving, murdering members of Du Moire's crew. The sahuagin plan to slaughter most of the party, then question the survivors. The sahuagin swim up to the rowboats, attempting to flip the small crafts and drop the party into the drink. Even if convinced the PCs aren't the ones who killed Myraxus, in their eagerness to get their hands on Du Moire first, the sahuagin simply leave the PCs to drown.

TIER 1-2

SAHUAGIN (2)

CR 2

hp 11; MM page 217

TACTICS

During Combat A DC 15 Strength check flips the rowboats, dumping the party into the water. Thereafter the sahuagin close in and make full attacks.

Morale The sahuagin fight to the death to avenge their friend Myraxus.

TIER 4-5

SAHUAGIN (5)

CR 2

hp 11; MM page 217

TACTICS

During Combat A DC 15 Strength check flips the rowboats, dumping the party into the water. Thereafter the sahuagin close and make full attacks.

Morale The sahuagin fight to the death to avenge their friend Myraxus.

Rewards: There is no reward for this encounter. The Sahuagin are nowhere near their lair and their “gear” is worthless.

ACT 4: BOARDING THE FANG

The *Hydra’s Fang* is a small galliot, which Du Moire made swifter by gutting the sub-decks of all unnecessary furnishings and comforts. Topside, Du Moire awaits the return of his allies, prepared to flee port the moment they return. Of course, the PCs can pose as missing crewmembers, though Du Moire becomes immediately suspicious if he spots different people aboard than those he left behind at Lubor’s Imports, at which point he calls out to question them. Anyone attempting to Bluff past the situation suffers a -5 circumstance penalty.

Regardless, as soon as Du Moire detects a ruse, he commands his crew to weigh anchor and flee, launching arrows at the would-be assailants and chumming the waters as they approach. Still, it takes the crew a few

minutes to hoist sail, while the ship’s maneuverability still suffers from excess water in the lower hold along with the corpses of half a dozen drowned slaves.

Boarding the ship is difficult. The PCs need to locate a suitable boarding spot or have decent Climbing skills. A DC 13 Climb check proves sufficient to scale the anchor line (provided the individual can reach it) while it takes a DC 25 to scale the ship’s curved sides (using a rope and grappling hook reduces the Climb check to DC 5). It is easier to climb the transom (the flat rear end of the ship) than the side (DC 15 Climb check) to reach the deck; however, Du Moire was clever enough to rig a tripwire trap along the rail.

CHUM SPILLERS

CR VARIES

Type mechanical; Search DC 15; Disable Device DC 15

EFFECTS

Trigger Location; **Reset** None

Effect Pulled tripwire douses target with a bucket of chum. When the chum hits the water, its scent attracts random hungry predators (roll 1d6: 1–3 medium shark, MM page 279; 4–5 seacat, MM page 220), which arrive in 1d4 rounds. The target must make a Reflex save or slip and fall into the waters below.



The Hydra's Fang Incident

If the targeted individual falls, anyone directly beneath him must also make a Reflex save to avoid getting struck and also tumbling into the drink.

When the PCs reach the deck, read the following:

Thick coils of rope, block and tackle, cleats, and other assorted objects, along with hatches and slightly raised cabins, effectively make the deck into an obstacle course.

Aboard the *Hydra's Fang*, Darsielle's remaining crewmen prepare to collect some PC heads as trophies and feed the local sharks with Pathfinder carcasses. Accustomed to the cluttered surroundings, they use the terrain to their advantage during the battle.

TIER 1-2

BRIGANDS (2)

CR 1/2

hp 9; use thugs from Act 1, Tier 1-2

TACTICS

Before Combat The brigands take cover among the raised cabins, cargo crates, and the like.

During Combat The brigands fire on the party with their bows at distance or close for swashbuckling swordplay if the party threatens Du Moire.

Morale The brigands fight to the death.

DARSIELLE DU MOIRE

CR 3

Male human aristocrat 4

NE Medium human (Chelaxian)

Init +2; Senses Listen +3, Spot +2

DEFENSE

AC 16, touch 12, flat-footed 14

(+4 armor, +2 Dex)

hp 24 (4d8+4)

Fort +2, Ref +3, Will +5

OFFENSE

Spd 30 ft.

Melee mwk longsword +6 (1d8+1)

Ranged dagger +6 (1d4+1/x3)

TACTICS

Before Combat Darsielle gives his men the attack order and flees into his ship, trying to remain out of sight.

During Combat If forced to fight, he does so defensively, leading with his longsword, trying to put distance between himself and his attackers, throwing his dagger if necessary. If the battle turns against his crew, he makes a break for a rowboat, but he is greedy and heads first for his collection of valuables, unintentionally cornering himself. Du Moire begins combat by trying to talk his way out of it, alternating between trying to impress and intimidate the Pathfinders with his family rank, and offering them loot, titles, or any other rewards he can think

of to spare his life.

Morale If given the opportunity to flee, Du Moire does so, plotting his revenge even as he escapes. However, given the current price on his head, if he gets away, the Pathfinders next see him swinging from the dockside gallows about a day or so later. If reduced to 5 hp or less, he begs for his life and offers the Pathfinders whatever he can think of to save his head. Unfortunately, he has little to offer that he can actually make good on.

STATISTICS

Str 13, Dex 14, Con 13, Int 15, Wis 12, Cha 14

Base Atk +3; Grp +4

Feats Persuasive, Quick Draw, Weapon Focus (longsword)

Skills Appraise +5, Bluff +7, Diplomacy +4, Disguise +4, Forgery +5, Gather Information +5, Handle Animal +3, Intimidate +6, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Listen +3, Perform +3, Ride +3, Sense Motive +4, Spot +3, Swim +4, Survival +5

Languages Common, Chelaxian, Shadow Tongue

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

Gear chain shirt, masterwork longsword, dagger, 10 gp; signet ring, tarnished, nondescript bronze key

Tier 4-5

BRIGANDS (3)

CR 1

hp 13; use Thugs from Act 1, Tier 4-5

TACTICS

Before Combat The brigands take cover among the raised cabins, cargo crates, and the like.

During Combat The brigands fire on the party with their bows at distance or close for swashbuckling swordplay if the party threatens Du Moire. They use flanking to allow them to make sneak attacks.

Morale The brigands fight to the death.

DARSIELLE DU MOIRE

CR 6

Male human aristocrat 4, fighter 3

NE Medium human (Chelaxian)

Init +2; Senses Listen +3, Spot +2

DEFENSE

AC 16, touch 12, flat-footed 14

(+4 armor, +2 Dex)

hp 42 (4d8+4 plus 3d10+3)

Fort +5, Ref +4, Will +5

OFFENSE

Spd 30 ft.

Melee longsword +8/+3 (1d8+1)

Ranged +1 returning dagger +9/+4 (1d4+2/x3)

TACTICS

Before Combat Darsielle gives his men the attack order and flees into his ship, trying to remain out of sight.

During Combat If forced to fight, he does so defensively, leading



with his longsword, trying to put distance between himself and his attackers, throwing his dagger if necessary. If the battle turns against his crew, he makes a break for a rowboat, but he is greedy and heads first for his collection of valuables, unintentionally cornering himself. Du Moire begins combat by trying to talk his way out of it, alternating between trying to impress and intimidate the Pathfinders with his family rank, and offering them loot, titles, or any other rewards he can think of to spare his life.

Morale If given the opportunity to flee, Du Moire does so, plotting his revenge even as he escapes. However, given the current price on his head, if he gets away, the Pathfinders next see him swinging from the dockside gallows about a day or so later. If reduced to 5 hp or less, he begs for his life and offers Pathfinders whatever he can think of to save his head. Unfortunately, he has little to offer that he can actually make good on.

STATISTICS

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

Base Atk +6; **Grp** +7

Feats Dodge, Mobility, Persuasive, Quick Draw, Spring Attack,

Weapon Focus (longsword)

Skills Appraise +5, Bluff +7, Climb +6, Diplomacy +4, Disguise +4, Forgery +5, Gather Information +5, Handle Animal +3, Intimidate +8, Jump +4, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Listen +3, Perform +3, Ride +3, Sense Motive +4, Spot +3, Swim +6, Survival +5

Languages Common, Chelaxian, Shadow Tongue

Combat Gear *oil of invisibility*, *potion of cure light wounds* (2); **Other Gear** chain shirt, longsword, +1 returning dagger

Treasure: In Darsielle's private quarters is a chest containing 1,600 gp for **Tier 1-2** only. For **Tier 4-5**, the chest mysteriously contains a single copper piece.

Rewards: If Du Moire and his brigands are defeated, reward each Tier thusly:

Tier 1-2

Give each player 362 gp.

Tier 4-5

Give each player 598 gp.

ACT 5: THE CARGO HOLD (EL 3)

Below decks, the dimly-lit hold has taken on a foot of brackish bilge water, and clammy air laps against your skin. The sole light emanates from a small whale-oil lamp mounted on the lower mast. The cavernous hollow contains dozens of water-damaged crates roped in neat stacks secured tightly to the sidewalls. The remaining portion of the hold is set up like a common room with hammocks, an open larder, and a small kitchen where food is prepared. The accommodations appear radically stripped down, presumably to make room for contraband or increased speed. Toward the bow, loud banging echoes from a wooden door, sodden and swelled shut and held fast with thick black chains.

The flooded cargo bay beyond the door holds several dozen drowned slaves, proof positive of Du Moire's despicable nature. Their horrible, torturous deaths stirred their departing souls, raising some to exact vengeance upon the living. Once the cargo hold opens, the ghoulish drowning victims race into the main hold, knocking over the oil lamp and setting fire to the ship as they angrily pursue and consume any creature in their way. Once the oil fire starts, the Pathfinders have 10 rounds to extinguish it or flee before the conflagration overtakes the room and threatens the rest of the ship.

TIER 1-2

LACEDON (3)

hp 13; MM 118

CR 1

TACTICS

During Combat The lacedons recklessly charge into combat, brutally attacking the nearest living targets with insatiable vengeance.

Morale The lacedons fight until destroyed.

TIER 4-5

LACEDON (8)

CR 1

hp 13; MM 118

TACTICS

During Combat The lacedons recklessly charge into combat, brutally attacking the nearest living targets with insatiable vengeance.

Morale The lacedons fight until destroyed.

Treasure: Along with the ghoulish passengers, the hold contains a small padlocked chest of wood and hardened leather. Inside, wrapped in moldering velvet, rest four tablets each crafted from a different material—copper, gold, lead, and black slate. The crudely fashioned tablets are incredibly ancient forgeries of the original tablets marking the royal seals of four of the Old Azlant's noble houses. Regardless of their non-authenticity, their uncanny detail provides great insight into lost languages and historical data associated with the four houses.

Rewards: There is no reward for this encounter.

Concluding the Scenario

By defeating the *Hydra's Fang* and providing positive evidence of Du Moire's defeat, the Pathfinders receive the rewards and blessings of the Chelish and Andoren embassies for saving their home countries from entering into what was sure to be a bloody war. Regardless of their public display, the two countries remain at brutal odds. Not that any such politicking matters much to the Pathfinder Society, which is only pleased if its field operatives succeed in getting the tablets. If something goes awry, such as the ship sinking or Du Moire managing to escape, the Pathfinders are expected to personally recover the tablets, even if it means swimming to the bottom of the harbor. Of course, with all the commotion surrounding the *Hydra's Fang* incident, the recovery must be delayed until a later date.

FACTION MISSIONS

Cheliox Faction: PCs from the Cheliox faction who aid in the disposal of Du Moire's corpse earn 1 Prestige Award.

Osirion Faction: PCs from the Osirion Faction who acquire the nondescript, tarnished bronze key from Du Moire's person earn 1 Prestige Award.

Andoran Faction: PCs from the Andoran faction that recover Du Moire's signet ring earn 1 Prestige Award.

Qadira Faction: PCs from the Qadira faction that obtain the leatherbound manifest log in the harbor guard's bunker earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction that obtain a harbormaster's pass from the guards in Act 2 earn 1 Prestige Award.

Cheliox Faction Handout

Her Majestrix's Most Loyal Servant,

Asmodeus caresses your soul with every victory you deliver him. I have needs of your dark service once more. Count Du Moire is a dear companion of mine and I enjoy keeping him pleased. His son's latest folly has caused him much pain, and he no longer visits me in Absalom as he is too busy managing this latest crisis. I would very much like a taste of his company again soon, so I hope you'll deal with his son's foolishness in an expedient manner.

Count Du Moire's patience for his son's incorrigible roguishness and play-piracy has come to an end. The boy has dredged the family name through the mire too often. I would see the Count's good name restored. Dispose of any indisputable evidence linking the acts of piracy to his family name. In simpler terms, do not allow anyone to recover his son's body, but instead, dispose of it in a manner that will never allow it to be found. Burn it, tear it to pieces, sink it to the bottom of the sea—I care not. Do this, and the next time Count Du Moire journeys to Absalom to keep me company, perhaps you shall be welcome to join us. I promise you won't be disappointed.

Sinfully Yours,
Paracountess Zarta Dralneen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

On behalf of his royal majesty, I send warm greetings and thanks for your continued service. The ancestors smile upon your endeavors, and may you do your line proud back to the ancients.

This unhappy business between Cheliox and Andoran is most fortuitous, not only because it weakens dangerous foes of our people, but also because it presents a unique opportunity. This boy-playing-pirate, Darsielle Du Moire, absconded with many of his father's more interesting belongings when he left Cheliox. On his person, Du Moire carries a nondescript, tarnished bronze key. While at first glance, it appears worthless, this key may open a door to a series of ancient catacombs beneath the Spire of Nex. If you recover this key for us, it could unlock secrets of untold magical power. Nethys's birthright is ours alone and we shall not rest until his greatest secrets once again are in the hands of our people. Retrieve the key, Pathfinder, and my gratitude shall be as boundless as the rolling dunes.

Respectfully,
Amenopheus, The Sapphire Sage

TALDOR FACTION HANDOUT

Agent of the Empire,

I write to you with a boyish giddiness in my heart. I do so enjoy it when Cheliox and Andoran rattle their pathetic sabers. War between the two is too much to ask for, of course, but hostilities between these vile nations always bring a rare smile to my face.

As Taldor's influence wanes, we seek deals with lesser organizations all over the world. A necessary evil, and even though it is beneath our august majesty to do so, if we desire to keep our place in the new world, we must scratch the backs of serpents and worms alike. One foothold few have attempted is the port of Diobel. We strongly desire to establish relations with those that control that festering waterlogged dung pile, and if that means creating positive connections with the so called "Kortos Consortium," then so be it. Apparently these criminals use a special coin as a marker to allow one to pass freely through their port. Get me one. I have hope for you; failing me would be a shame as I may see my hopes dashed upon the rocks.

Joyfully Yours,
Baron Jacquo Dalsine

Andoran Faction Handout

Fellow Free Citizen,

Forgive the terseness of this communiqué. I have no heart for cordiality on this bleak morning. These latest atrocities committed by the tyrants of Cheliox have claimed not only dozens of our innocent citizens, but also my uncle, an aged sage named Myraxus. I long to leap shipboard and deal with this personally, but duty demands I remain in Absalom, no matter how Asmodeus baits me to smite his lickspittles.

Killing Du Moire goes without saying. Pay him back with interest for his heinous acts of piracy and spill his blood as he did those innocent men, women, and children at Whittlestone. In addition, Du Moire's noble signet ring is of great value to our cause. His father's House is highly placed and his ring would prove most useful. After you cut his heart out, bring me the ring, and you'll have the thanks of a grateful knight.

Guard yourself well in Diobel my friend, and return safely above all else. I wish I could stand at your side.

Sincerely,

Captain Colson Maldris

Qadiran Faction Handout

Servant of the Satrap,

Smugglers can be so troublesome. They have their uses, don't mistake me, but we prefer to be the ones doing the using. Keeping track of these shadow ships, unaffiliated freighters, and rogue slaver-ships is a teeth-gnashing task. But upon learning of your upcoming trip to Diobel, I was overjoyed, for no better smugglers' den exists on the Inner Sea than that place. An organization known as the Kortos Consortium has their fingers in most shady dealings there, and I'm sure they have records of comings and goings of various vessels.

If you can, obtain a ledger of the ships passing through Diobel and bring it to me. This would be an invaluable resource in our constant effort to keep pesky smugglers and freebooters under our Satrap's thumb. As always, your efforts are like Sarenrae's morning beams cast on the darkness of my life. You have my thanks, and if you accomplish this mission, you shall have the favor of Kelesh as well.

Sincerely,

Pasha Muhlia Al-Jakri

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SCENARIO 02: THE HYDRA'S FANG INCIDENT

Scenario Chronicle #

TIER	TIER	MAX GOLD
	1-2	
TIER	4-5	1,038

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction

Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

Scroll of arcane lock (Cost: 175 gp)

Oil of invisibility (Cost: 300 gp)

The Chelish Embassy of Absalom recognizes you for your outstanding service to the Empire. You are given a boon that grants you one free use of the *divination* spell from a Cleric of Asmodeus. You can only use this boon in Egorian, Chelixa's diabolical capital city.

The Andoren Embassy of Absalom regards you as an upstanding free citizen of the Republic.

TIER

4-5

Potion of blur (Cost: 300 gp)

Potion of cure moderate wounds (Cost: 300 gp)

Potion of darkvision (Cost: 300 gp)

Scroll of scorching ray (Cost: 150 gp)

Scroll of touch of idiocy (Cost: 150 gp)

+1 *returning dagger* (Cost: 8,302 gp)

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

	GM's Initial
--	--------------

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

	GM's Initial
--	--------------

GP Gained (GM ONLY)

	GM's Initial
--	--------------

Items Sold

	GM's Initial
--	--------------

Sub Total

	GM's Initial
--	--------------

Items Bought

	GM's Initial
--	--------------

Sub Total

	GM's Initial
--	--------------

Gold Spent

	GM's Initial
--	--------------

Sub Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #