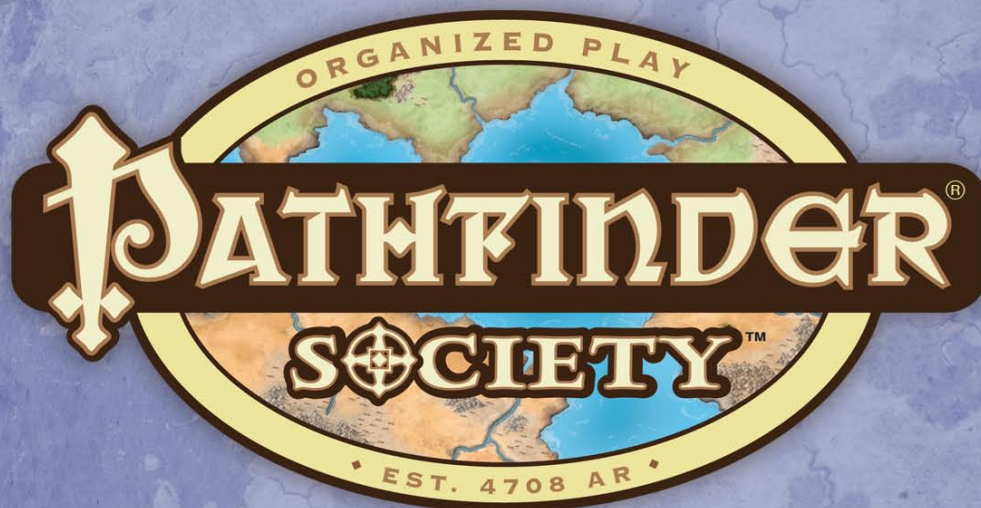


A PATHFINDER SOCIETY SCENARIO



# BEFORE THE DAWN, PART I: THE BLOODCOVE DISGUISE™

By Crystal Frasier



# BEFORE THE DAWN, PART I: THE BLOODCOVE DISGUISE

PATHFINDER SOCIETY SCENARIO 2-01

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This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Bestiary*, and *Pathfinder Roleplaying Game Advanced Player's Guide*. These rules can be found online as part of the *Pathfinder Roleplaying Game Reference Document* at [paizo.com/pathfinderRPG/prd](http://paizo.com/pathfinderRPG/prd).

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# BEFORE THE DAWN, PART I: THE BLOODCOVE DISGUISE

BY CRYSTAL FRASIER



An ancient power rests beneath the Terwa Uplands in western Garund—a power laid to rest by the Azlanti 6 millennia ago and coveted today by human and beast alike. The former include the Pathfinder Society, who pry into the earth uncovering such treasures (though they are not alone in their desires), and the latter, the gorilla king Ruthazek and his ape empire, who lay siege to the Pathfinder expedition even now, hoping to snatch the Azlanti's power from their cold, dead hands.

The Pathfinders of Azlant Ridge grow increasingly desperate. Starvation weakens the camp daily. Pestilence runs rampant as malaria spreads through their numbers. And just beyond the wooden barricade, the half-mad ape soldiers of the Silverback King throw themselves against the human defenses, taking a few more lives in every attack. To protect themselves from simian magic, the archaeologists erected a *dimensional anchor*, but the same force locks them inside the barricade, with no hope of teleporting in fresh food and assistance. The powerful magic even blocks basic magical communication, isolating them completely. Without supplies and strong backs, every man and woman in the camp will be dead within a fortnight.

Between the Society and the Azlant Ridge expedition lies Bloodcove, the lawless crown jewel in the Aspis Consortium's network of ports. Founded by pirates and populated by every sort of criminal, sociopath, and opportunist, Bloodcove presents more danger to Pathfinders than the rankest dungeon. Like the tentacles of a diabolical kraken, the Consortium's arms entwine the city, controlling everything from its economy and politics to the local criminal enterprises. And like a kraken, the Consortium can press in on any Pathfinder foolish enough to enter its den, squeezing the life from them and devouring whatever husks are left. But the inalterable fact remains: Bloodcove is the only supply port close enough to the Terwa Uplands, and the Azlant Ridge expedition's only chance for survival.

## SUMMARY

When the Gorilla King's minions lay siege to the Pathfinder Society's excavation at Azlant Ridge in the

### WHERE ON GOLARION?

*The Bloodcove Disguise* takes place in the city of Bloodcove, south of the Terwa Uplands and north of the Kaava Lands on the west coast of the Mwangi Expanse. Bloodcove is a city of pirates, smugglers, and cutthroat traders. Almost everyone has an agenda and almost no one aids a Bloodcove stranger without money or favors trading hands. You can learn more about Bloodcove in the Pathfinder Campaign Setting book *Heart of the Jungle*, available at your local bookstore or hobby store or online at [paizo.com](http://paizo.com).



Terwa Uplands, the Society's own Master of Spells, Aram Zey, dispatches the PCs to nearby Bloodcove to gather supplies and bolster the expedition's floundering defenses—as well as deliver an ancient key for a door found at the dig site. As Bloodcove is the stronghold of the Society's hated enemy—the Aspis Consortium—the PCs must adopt clever disguises to conceal their true identities and begin tracking down all of the materials needed to resupply the excavation site.

The Pathfinder Society began to arrange a caravan weeks ago with Raimondo Scevola, a bitter former employee of the Consortium. Raimondo has already received his payment, but lacks instructions; if the PCs seek out the merchant, they discover him in the process of losing his pack animals to the greedy sea captain Andre Elanzo. The PCs must bribe, threaten, bargain with, or simply attack Elanzo to protect Scevola's caravan and their investment.

**GM TIP**

This scenario is an open-ended, sandbox-style adventure. The PCs are free to wander the cutthroat trade port of Bloodcove as they gather resources needed by a nearby excavation while concealing their identities as Pathfinders. Each of the PCs' major goals is presented as an individual act, but these tasks may be approached in any order and it is not necessary to complete all of them before leaving the city. In fact, careless PCs may find themselves forced to flee Bloodcove before they can complete all of the tasks.

Stocking up their caravan without the Aspis Consortium's knowledge requires a visit to House Cartahegn, but the PCs must wipe out a giant ant infestation in the trading company's pivotal sugarpres before the house will sell them any supplies.

Finally, the PCs must investigate Senzer the alchemist, owner of Rulkep Tonics. Once a reliable Society contact, Senzer cut off all contact a month ago when his son fell ill. To retrieve a cure for the boy, the PCs must confront the vicious Aspis trade captain and pit fight proprietor, Lura Ichon, as well as her amazonian eidolon, Bellu.

Throughout these tasks, the PCs must struggle to keep their heads down. Drawing the Consortium's attention incurs penalties, and should the PCs accrue enough, the result is an ambush by the Consortium's enforcers. By dispatching the Aspis forces, the PCs can buy themselves time to escape from Bloodcove; otherwise, they face capture and torture.

Finally, as the PCs leave town, a local witch in the employ of the Aspis Consortium divines their location and the purpose of the mysterious key they carry. Confronting the PCs on a precarious rope bridge high above the Vanji River, Xeanja the Wood Witch demands the key in exchange for their lives.

**GETTING STARTED**

Read the following to get the adventure underway:

With a flash of light and a stomach-churning shift, the cool, saline air of Absalom collapses into the stifling, wet heat of the Garundi coast. Within moments, sweat begins to ooze from your pores as the fetid stink of the local climate envelopes you like a damp blanket.

The scroll in Aram Zey's hands crumbles into dust, its magic spent. The Pathfinder Society's Master of Spells removes his hat and begins fanning himself. "All right Pathfinders, welcome to the blistering hole that is the Mwangi Expanse. Any of you who bother to keep up with your *Chronicles* know that the Society has an archaeological expedition working in the Terwa Uplands,

about 80 miles northwest of our position. Of course, I doubt if more than half of you read anything but dirty poetry, so allow me to sum up: the Azlant Ridge site shouldn't be there. There are no known Azlanti sights in the Mwangi Expanse, but here we are. It may be the best-preserved evidence that the Azlanti at least visited the Mwangi Expanse. A servant of Angazhan called Ruthazek the Silverback King claims the site, too. His troops have laid siege to it and our people are starving, dying from disease, and running low on ammunition and personnel, which is where you come in."

Zey points north through the treeline, to where a ragtag city of boardwalks and wooden buildings straddles a swampy, red river delta. "Your first stop is Bloodcove." He chokes out the word as if it insulted his mother. "The Azlant Ridge site needs supplies, and Bloodcove is the nearest trade port. They need 2 tons of food and clean water, five crates of arrows and crossbow bolts, and clean dressings for wounds. House Cartahegn is your best choice as the Society works with them occasionally. We already arranged payment to a caravan leader named Raimondo Scevola several weeks ago. Make contact with him to carry everything north. Also, look for a man named Senzer somewhere in town. He was an alchemist funneling potions and information to our team in the Uplands, but he went silent a month ago. You need to find out why and get that stream of potions flowing again.

"Don't think this will be a simple trip to the market. Bloodcove is a pit founded by pirates and run by criminals—scum with no sense of achievement or appreciation for arcane advancement. Even worse, it's a stronghold of the Aspis Consortium, which loves nothing more than perverting and profiting from Pathfinder discoveries like Azlant Ridge. Keep your heads down and do nothing to attract suspicion; perhaps adopt a disguise. Normally I don't give a damn if you heroic types kick in doors, make asses of yourselves, and die, but more than your lives rests on your shoulders now. If you fail and the Azlant Ridge site receives no backup, it will surely fall."

Aram hands over a coin pouch. "As I said, we arranged payment for your caravan some time ago. This should cover the cost of supplies. If you dip into your own resources and manage to survive, the Society will attempt to reimburse you.

"Once you deal with that business, head northwest." He presents a sealed scrollcase and an ornate, golden key on a leather thong. "Guard these with your lives. The key's exact purpose eludes me, but the symbol it bears is repeated on a doorway at Azlant Ridge. The scrollcase contains a map to the dig site. My magics secure the case, though, and it will explode violently if opened within five miles of Bloodcove.

"Ask your questions now. I return to Absalom the moment I believe you capable of getting to Bloodcove."

Being so close to Bloodcove agitates Aram Zey more than he admits, and the heat only compounds his frustration. He answers questions the PCs ask in his usual terse, acerbic

manner, but only responds to questions unrelated to the task at hand or the Azlant Ridge dig with a glare. When the PCs finish, or if the line of questioning turns absurd, he returns to Absalom using one of his prepared *teleport* spells, leaving the PCs alone on the marshy coastline.

**Why not just teleport to Azlant Ridge directly?** “What? And rob me of the opportunity to shuttle around know-it-all junior Pathfinders? The Pathfinder in charge of the dig site erected some sort of *dimensional anchor*, probably using one of the artifacts they uncovered. As a side effect, the magic blocks any attempts at magical communication.”

**Who is Ruthazek?** “Some sort of hyper-intelligent gorilla and worshiper of Angazhan. He rules the inland city of Usaro and claims the Mwangi Expanse and all its contents. He’s uncivilized and violent, from what we hear, unwilling to negotiate with us. He rules over a race of sentient ape-men, but they keep a healthy distance from Bloodcove.”

**Who is Senzer? Can we trust him?** “As I just said, he serves us as an alchemist and a valuable source of information and potions for our operations in this region. I believe his shop lies somewhere along the Widow’s Walk. Share as little as possible with him; everyone in the town has some stinking agenda. But he already knows of our local operations and the location of the dig site.”

**What is the Aspis Consortium?** “Are you dense or just willfully ignorant? The Aspis Consortium runs every crooked or disreputable business practice you can imagine. They strip the history and majesty from anything they encounter and auction it off to the highest bidder. Here in Bloodcove, they shape the law to suit their crimes. From here, they murder, enslave, and pillage their way through the Mwangi Expanse’s interior, stealing away ancient artifacts and knowledge that by all rights belong to the Pathfinder Society.”

**Why aren’t you coming along?** “I suppose I could feed you some nonsense about being too well known to walk around freely in Bloodcove, but neither of us would believe it. Quite frankly, I detest fieldwork, especially suicide jobs. I advised against this course of action, but gods forbid the Decemvirate consider the words of their foremost arcane scholar. I fully expect you all to fail, be captured by the Consortium, and then tortured, which is why I insisted on not revealing the Azlant Ridge’s location to any of you directly.”

## Knowledge (geography)

**15+** Bloodcove lies on the western edge of the Mwangi Expanse. The local culture blends Cheliox with The Shackles and native Mwangi traditions.

**20+** Bloodcove sits on the headwaters of the Vanji River. Much of the wealth from the jungle interior flows through it, making the dingy city surprisingly wealthy.

**25+** Retired Shackles pirates founded Bloodcove to enjoy their ill-gotten fortunes. As a free trade port, the only laws genuinely enforced are those that keep trade flowing.

## Knowledge (local) or Diplomacy (gather information)

**15+** The local elite elect a Grand Admiral, who rules Bloodcove for life. The Admiral enforces a strict hands-off economic policy and very little else.

**20+** Fiercely competitive trading houses wield the genuine power behind Bloodcove politics, with the Aspis Consortium currently dominating the political and economic scene. House Cartahegn fiercely opposes its rivals in the Consortium, and makes an acceptable fair-weather friend in this area.

**25+** The trading houses brutally crush any criminal organizations that interfere with their business. As a result, most of Bloodcove’s criminal activity revolves around exports (such as the drug trade) or else focuses on the poorer citizens. The local guard only investigates crimes if well paid for the service, leaving most of the city subject to vigilante law.

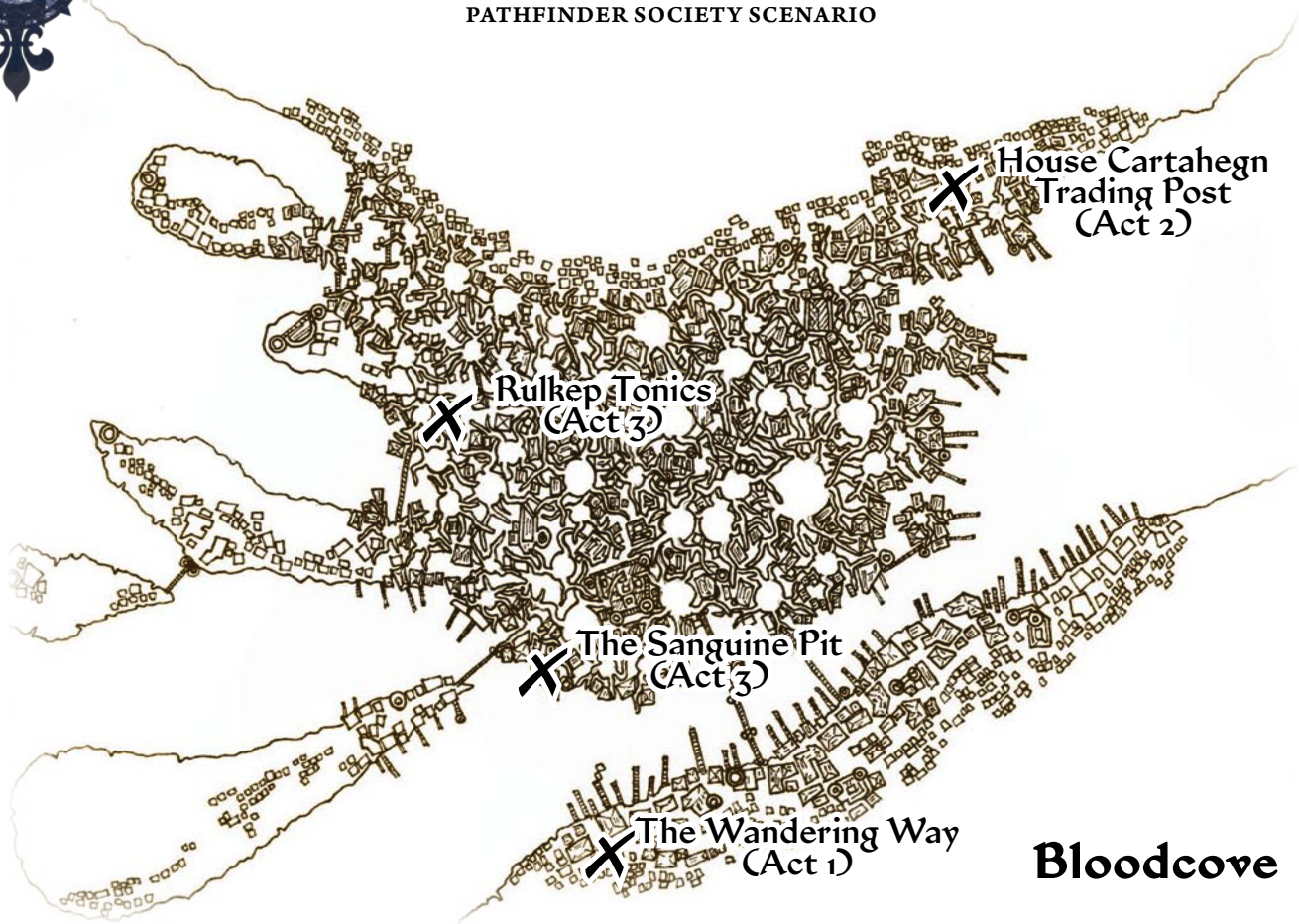
**30+** The Aspis Consortium watches the local Pathfinder chapter house constantly. Foreign Pathfinders who visit it frequently disappear.

## Going Undercover

Bloodcove is no place for Pathfinders. The constant threat of robbery, dismemberment, and even death shadows Pathfinders wherever they go, but the city features something far worse—the Aspis Consortium. The Consortium controls Bloodcove’s political, economic, and domestic affairs; it decides what ships dock, how goods are priced, and whether anyone investigates crimes. Bloodcove’s sheltered location, far from the armies of the Inner Sea and guarded by the Eye of Abendego, emboldens the Consortium to the point where they think nothing of kidnapping rivals from the streets of Bloodcove in broad daylight.

Only the quietest or cleverest Pathfinders survive so deep in enemy territory. Give the players a chance to discuss how they will avoid notice. Some may decide to keep their heads down and hope the Consortium fails to notice their large purchases, while others may want to disguise themselves as merchants, travelers, pirates, or locals. Other groups may even decide to hide in plain sight, petitioning to join or ally with the Aspis Consortium while conducting their Pathfinder business. No approach is incorrect, and each provides its own challenges and unique roleplaying experiences. Make certain the group decides on one course of action before proceeding.





**Low Profile:** Lying low and sticking to side streets requires no special skills or preparation. Most of Bloodcove's merchants close up shop at sundown, disappointing any PCs who hope to operate under cover of darkness. PCs who maintain a low profile must make a Knowledge (local) or Stealth check whenever they move from location to location within Bloodcove to avoid accruing an Awareness Point (see Awareness on page 7). These checks represent the difficulty of the PCs going about their business without alerting the Aspis Consortium to their presence.

**Mercenaries/Pirates:** Most people naturally confuse adventurers with mercenaries, bandits, pirates, and other violent sellswords. The distinction is subtle, and in this situation, readily exploitable. Bloodcove teems with undesirables of every stripe, and the PCs can blend in with the masses by taking care to be rude, unwashed, and irritable. PCs who disguise themselves as mercenaries, pirates, and other sellswords must make a Disguise or Intimidate check whenever they move from location to location within Bloodcove to avoid accruing an Awareness Point.

**Merchants:** As a trade port, Bloodcove grants merchants more freedom and access than any other profession. Disguising themselves as merchants or other trade professionals requires more preparation than

most covers, but provides special benefits. Merchants should not appear heavily armed (it frightens clients), and so PCs must discard or conceal any weapons they are carrying, as well as any obviously magical gear. PCs who disguise themselves as merchants must make an Appraise or Diplomacy check whenever they move from location to location within Bloodcove to avoid accruing an Awareness Point.

**Tribesmen:** Mwangi tribes of humans, elves, and halflings regularly send caravans and envoys to Bloodcove, trading animals, exotic plants, and ancient artifacts for manufactured goods from the north. All but invisible, these small-time visitors drift in and out of the city without anyone taking notice. PCs who disguise themselves as natives from the interior must make a Knowledge (nature) or Survival check whenever they move from location to location within Bloodcove to avoid accruing an Awareness Point.

**Turncoats:** As a final option, PCs may opt not to hide their identities, instead posing as Pathfinders gone rogue looking to bargain with or join the Aspis Consortium. While suspicious, the Consortium employs many Pathfinder exiles (especially recently with all the Shadow Lodge drama occurring closer to the Inner Sea) and will not immediately dismiss the claims. Instead, they allow the PCs to go about their business in Bloodcove, albeit

under constant, covert supervision. PCs who pose as defectors must make a Bluff or Diplomacy check whenever they move from location to location within Bloodcove to avoid accruing an Awareness Point.

## Awareness

As the PCs explore Bloodcove, interact with the locals, and make their purchases, agents of the Aspis Consortium watch from all sides, catching snippets of conversation, doling payouts to suspicious informants, and making note of large purchases. Characters who purchase large quantities of supplies can't help but attract attention, generating Awareness Points in the process.

Whenever the PCs begin a new act, they must each make appropriate skill checks based on their method of infiltration (see above) to maintain their cover and avoid Consortium attention. The DC for this skill check is 12 for Tier 1–2, 14 for Tier 3–4, or 17 for Tier 6–7. Each failed skill check results in 1 Awareness Point. Other actions may generate more Awareness Points, as specified in the adventure.

## Awareness Effects

A group's total Awareness Points will eventually impose penalties on all Charisma-based checks made in Bloodcove as merchants and criminals alike become more wary of the disguised Pathfinders. Once the PCs reach 3 Awareness Points, they receive a –2 penalty on all Charisma-based checks. At 8 Awareness Points, the penalty increases to –5. In addition, once a group's Awareness Point total reaches 10, a team of Consortium leg-breakers ambushes them (see Act 4). If there is not enough time left in the session for this optional encounter, or if the PCs Awareness Point total reaches 15, the Consortium instead locks down Bloodcove's trade, making it impossible for the PCs to complete any additional tasks and forcing them to flee. In this case, immediately proceed to Act 5.

For groups playing through this scenario that number five or more players, increase the optional encounter trigger to 15 Awareness Points and the complete lockdown trigger to 20 Awareness Points. The penalties for Charisma-based checks also change to –2 at 5 Awareness Points and –5 at 10 Awareness Points.

## ACT I: RAIMONDO SCEVOLA—CARAVAN (CR 2 OR CR 4 OR CR 7)

Bloodcove boasts only one man both willing and able to guide a caravan without knowing the destination: Raimondo Scevola. Once an important trade captain for the Aspis Consortium, Scevola lost everything after his Aspis superiors betrayed him and grabbed his ventures in a hostile takeover. His fortune ruined and forever cut

### WHERE'S THE SOCIETY?

Bloodcove boasts its own Pathfinder Society chapter house here in the heart of Aspis Consortium territory. The sad lodge, little more than a wooden, single-family home, features only one permanent resident, Pathfinder **Malika Fenn** (N female human ranger 5). The chapter house exists as a listening post for the Society regarding Consortium activities, and is unequipped to provide anything but food and lodging for no more than a couple of guests. The Consortium watches the lodge constantly and makes careful note of who comes and goes. PCs who visit the chapter house instantly accrue 4 Awareness Points (6 Awareness Points for groups that number five or more players).

off by the Aspis Consortium, Scevola invested the last of his resources in a small trading caravan, a caravan performing poorly thanks to the Consortium's constant under-bidding and selective tariffs.

The Pathfinder Society arranged payment to Scevola almost a month ago through their contact, Senzer Rulkep, but Senzer fell silent before he could pass along any additional information. Scevola, to his credit, invested the money in stronger, healthier packhorses—packhorses he lost gambling only moments before the Pathfinders arrived. A simple DC 15 Diplomacy check locates Raimondo at a small private club called the Wandering Way, located on the edge of Free Trade Square.

As the PC enter the Wandering Way, read the following:

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The humid stink of Bloodcove mingles with the reek of sweat and the sickly-sweet odor of tropical plants and exotic tobaccos. The foyer of the guild house looks more like a tavern than a place of business, with tables carved from dark jungle woods and overstuffed cushions. Older men and women mingle or brood over their drinks, while strapping young toughs claim the area around the cold hearth.

Across the room, a swarthy, moustachioed man bellows in anger. He sweeps an arm across the tabletop shared with a red-cheeked companion, spilling drinks and playing cards onto the carpet. "You bashterd," he drunkenly shrieks, "You scheating bashterd, Elanzo! I need thoshe animalsh! I have a client whoshe paid fer my caravan!"

His companion wrings the remains of his drink out of his shirt. "No one cares, Scevola. Those were the stakes, and your horses will be chow for my men before we set sail in the morning!"

"You shlipped shomethin in mah drink! You're taking my horshesh over mah dead body!"

Elanzo simply shrugs at this and snaps his fingers. The large brutes gathered by the hearth stand up and begin moving toward the pair.

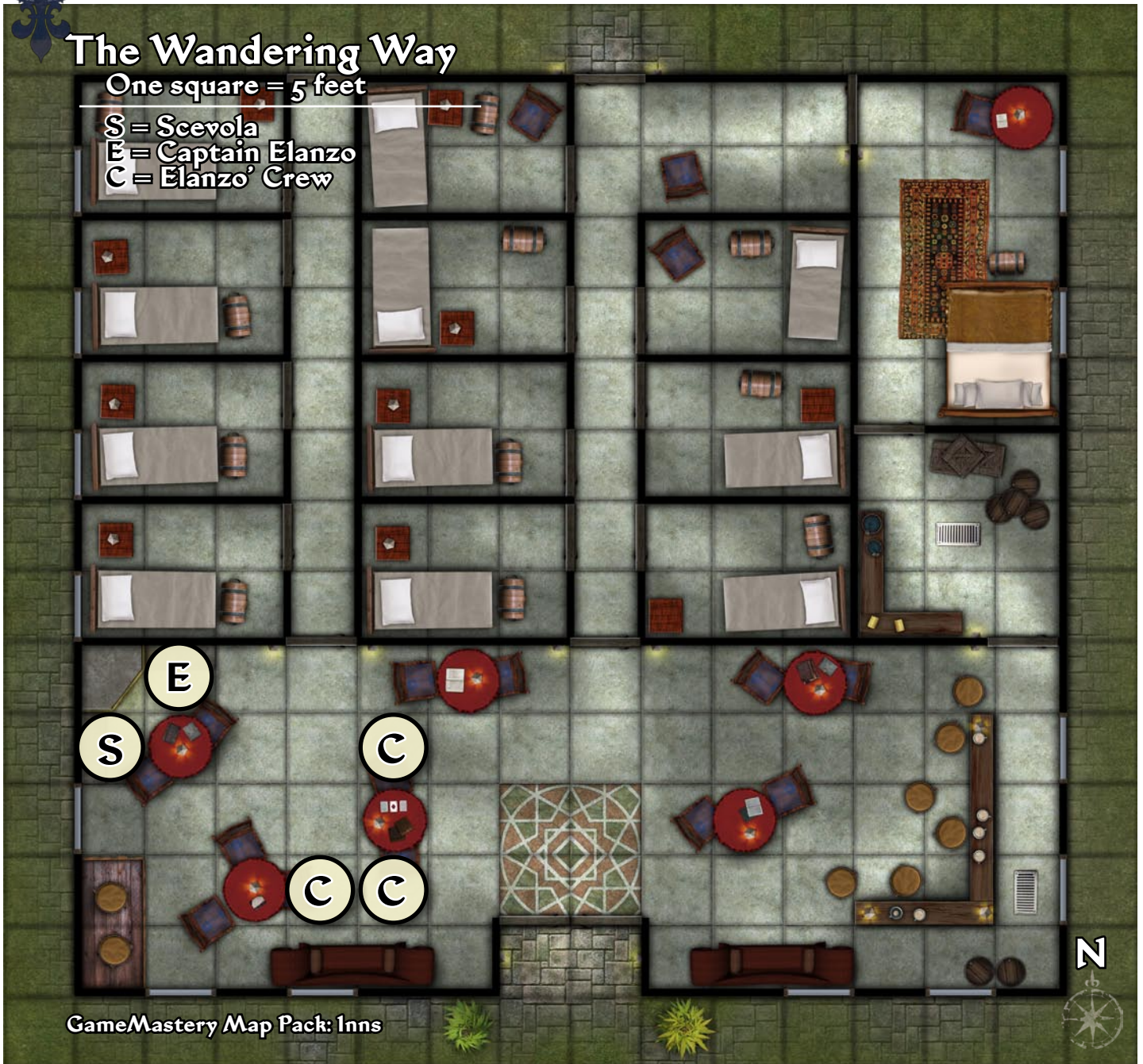
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# The Wandering Way

One square = 5 feet

- S = Scevola
- E = Captain Elanzo
- C = Elanzo's Crew



GameMastery Map Pack: Inns

The man with the well-oiled moustache is Raimondo Scevola, the man the Pathfinder Society hired to carry supplies north to the Terwa Uplands. The man he argues with is Andre Elanzo, a local sea captain and longtime rival of Scevola's. Scevola wagered and lost his entire caravan against Elanzo's ship. Whether or not Elanzo cheated, if the PCs don't act quickly, their caravan's packhorses will be whisked away and sold to a local butcher.

Raimondo is currently suffering 8 points of Wisdom damage and 3 points of Intelligence damage, and is useless in a fight. He drunkenly cheers on anyone who comes to his aid, making bold promises of rewards he can't back up.

Elanzo begins the encounter hostile toward Raimondo and unfriendly toward anyone coming to his aid, but he is not above bargaining or intimidation. His accompanying crew makes him overconfident enough to pick a fight with anybody, and he gains a +4 circumstance bonus to resist Intimidate checks. Players can settle the matter immediately by paying Elanzo 300 gp for the horses, though if Elanzo's attitude is improved to friendly or better he'll accept 150 gp. Appeals to avoid violence combined with improving his attitude to helpful convinces Elanzo to drop the debt. Otherwise, he'll order his men to beat Raimondo senseless, take the ownership papers for the horses, and attack anyone who tries to stop them.



**Creatures:** Shrewd and business-minded, Andre Elanzo is typical of the sea captains who frequent Bloodcove. While not a powerhouse himself, Elanzo knows enough to last in a fight. Square-jawed men and women from his crew follow their captain whenever they sail into the dangerous cove, and the protective youths zealously guard their employer.

## Tier 1–2 (CR 2)

### CAPTAIN ANDRE ELANZO CR 1/2

Male human rogue 1

LE Medium humanoid (human)

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

#### DEFENSE

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

**hp** 5 (1d8+1)

**Fort** +0, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** rapier +0 (1d6/18–20)

**Ranged** light crossbow +2 (1d8/19–20)

**Special Attacks** sneak attack +1d6

#### TACTICS

**Before Combat** If Elanzo suspects violence, he puts his back to a wall or into a corner to frustrate flankers.

**During Combat** If any opponents appear to be spellcasters, Elanzo readies an action to throw a thunderstone if they cast a spell.

Otherwise, he keeps his distance, letting his crew take most of the hits and peppering enemies with his trusty crossbow.

**Morale** If knocked unconscious and revived, Elanzo surrenders and agrees to leave without incident and let Raimondo keep his animals.

#### STATISTICS

**Str** 10, **Dex** 15, **Con** 10, **Int** 14, **Wis** 12, **Cha** 13

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

**Feats** Point-Blank Shot, Precise Shot

**Skills** Appraise +6, Bluff +5, Climb +4, Intimidate +5, Knowledge (local) +6, Linguistics +6, Perception +5, Profession (sailor) +5, Sense Motive +5, Sleight of Hand +6, Swim +4

**Languages** Aquan, Common, Polyglot, Sign Language

**SQ** trapfinding

**Combat Gear** thunderstones (2); **Other Gear** leather armor, light crossbow with 20 bolts, rapier, striped toadstool powder (*Pathfinder RPG Core Rulebook* 559)

### ELANZO'S CREW (3) CR 1/3

Male or female human warrior 1

N Medium humanoid (human)

**Init** +4; **Senses** Perception +3

#### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 7 each (1d10+2)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** sap +3 (1d6+2) or

scimitar +3 (1d6+2/18–20)

**Ranged** light crossbow +1 (1d8/19–20)

#### TACTICS

**During Combat** In a barroom brawl, the crew members swing with their fists, or break out saps if their opponents use weapons.

They switch to scimitars if any of them take lethal damage.

**Morale** Neither bold nor suicidal, the crew members play dead if reduced below 2 hit points. If Elanzo falls, they offer a truce in hopes of getting their boss to a healer.

#### STATISTICS

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Alertness, Improved Initiative

**Skills** Intimidate +3, Perception +3, Sense Motive +2

**Languages** Common

**Gear** studded leather, light crossbow with 10 bolts, sap, scimitar

## Tier 3–4 (CR 4)

### CAPTAIN ANDRE ELANZO CR 2

Male human rogue 3

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +7

#### DEFENSE

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

**hp** 19 (3d8+6)

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

**Defensive Abilities** evasion, trap sense +1

#### OFFENSE

**Speed** 30 ft.

**Melee** rapier +2 (1d6/18–20)

**Ranged** mwk light crossbow +5 (1d8/19–20)

**Special Attacks** sneak attack +2d6

#### TACTICS

**Before Combat** If Elanzo suspects violence, he puts his back to a wall or into a corner to frustrate flankers.

**During Combat** If any opponents appear to be spellcasters, Elanzo readies an action to cast a thunderstone if they cast a spell.

Otherwise, he keeps his distance, letting his crew take most of the hits and peppering enemies with his trusty crossbow.

**Morale** If knocked unconscious and revived, Elanzo surrenders and agrees to leave without incident and let Raimondo keep his animals.

#### STATISTICS

**Str** 10, **Dex** 15, **Con** 10, **Int** 14, **Wis** 12, **Cha** 13

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

**Feats** Point-Blank Shot, Precise Shot, Rapid Reload, Toughness

**Skills** Appraise +8, Bluff +7, Climb +4, Escape Artist +5, Intimidate +7, Knowledge (local) +8, Linguistics +7, Perception +7,

### OUTFLANK FEAT

Elanzo's crew in Tier 6–7 are using a new teamwork feat from the *Pathfinder RPG Advanced Player's Guide* (page 165) called Outflank.

#### OUTFLANK (COMBAT, TEAMWORK)

You look for every edge when flanking an enemy.

**Prerequisite:** Base attack bonus +4.

**Benefit:** Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

Profession (sailor) +7, Sense Motive +7, Sleight of Hand +7, Survival +3, Swim +5

**Languages** Aquan, Common, Osiriani, Polyglot, Sign Language  
**SQ** rogue talents (combat trick), trapfinding +1

**Combat Gear** *potion of cure moderate wounds*, thunderstones (2); **Other Gear** masterwork chain shirt, masterwork buckler, masterwork light crossbow with 20 bolts, rapier, striped toadstool powder (*Pathfinder RPG Core Rulebook* 559), 273 gp

#### ELANZO'S CREW (3)

CR 1/2

Male or female human warrior 2

N Medium humanoid (human)

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

##### DEFENSE

**AC** 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)

**hp** 15 each (2d10+4)

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

##### OFFENSE

**Speed** 30 ft.

**Melee** sap +4 (1d6+2) or scimitar +4 (1d6+3/18–20)

**Ranged** light crossbow +3 (1d8+1/19–20)

##### TACTICS

**During Combat** In a barroom brawl, the crew members swing with their fists, or break out saps if their opponents use weapons.

They switch to scimitars if any of them take lethal damage.

**Morale** Neither bold nor suicidal, the crew members play dead if reduced below 2 hit points. If Elanzo falls, they offer a truce in hopes of getting their boss to a healer.

##### STATISTICS

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 14

**Feats** Alertness, Improved Initiative



**Skills** Intimidate +3, Perception +4, Profession (sailor) +4, Sense Motive +2

**Languages** Common

**Combat Gear** *oil of magic weapon*, *potion of shield of faith*; **Other Gear** chain shirt, light crossbow with 10 bolts, sap, scimitar

### Tier 6–7 (CR 7)

#### CAPTAIN ANDRE ELANZO

CR 3

Male human rogue 4

LE Medium humanoid (human)

**Init** +3; **Senses** Perception +8

##### DEFENSE

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

**hp** 26 (4d8+8)

**Fort** +1, **Ref** +7, **Will** +2

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

##### OFFENSE

**Speed** 30 ft.

**Melee** rapier +3 (1d6/18–20)

**Ranged** mwk light crossbow with +1 *frost bolts* +8 (1d8+1/19–20 plus 1d6 cold)

**Special Attacks** sneak attack +2d6

##### STATISTICS

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

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

**Feats** Point-Blank Shot, Precise Shot, Rapid Reload, Toughness, Weapon Focus (hand crossbow)

**Skills** Appraise +9, Bluff +8, Climb +5, Escape Artist +7, Intimidate +8, Knowledge (local) +9, Linguistics +7, Perception +8, Profession (sailor) +8, Sense Motive +8, Sleight of Hand +9, Survival +3, Swim +6

**Languages** Aquan, Common, Osiriani, Polyglot, Sign Language  
**SQ** rogue talents (combat trick, weapon training), trapfinding +2

**Combat Gear** *potion of cure moderate wounds*, thunderstones (2); **Other Gear** masterwork chain shirt, masterwork buckler, masterwork light crossbow with 20 bolts and 6 +1 *frost bolts*, rapier, striped toadstool powder (*Pathfinder RPG Core Rulebook* 559), 26 gp

#### ELANZO'S CREW (3)

CR 3

Male or female human warrior 5

N Medium humanoid (human)

**Init** +4; **Senses** Perception +6

##### DEFENSE

**AC** 18, touch 12, flat-footed 18 (+6 armor, +2 deflection)

**hp** 47 each (5d10+20)

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

##### OFFENSE

**Speed** 20 ft.

**Melee** sap +8 (1d6+3) or scimitar +9 (1d6+5/18–20)

**Ranged** light crossbow +6 (1d8/19–20)



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**TACTICS**

**During Combat** In a barroom brawl, the crew members swing with their fists, or break out saps if their opponents use weapons.

They switch to scimitars if any of them take lethal damage.

**Morale** Neither bold nor suicidal, the crew members play dead if reduced below 2 hit points. If Elanzo falls, they offer a truce in hopes of getting their boss to a healer.

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**STATISTICS**

**Str** 16, **Dex** 11, **Con** 16, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Alertness, Improved Initiative, Outflank (see sidebar), Step Up

**Skills** Intimidate +5, Perception +6, Profession (sailor) +6, Sense Motive +2

**Languages** Common

**Combat Gear** *oils of magic weapon* (2), *potion of bear's endurance*, *potion of shield of faith*; **Other Gear** breastplate, light steel shield, light crossbow with 10 bolts, sap, scimitar, *cloak of resistance* +1

**Development:** If the PCs negotiate with, defeat, or otherwise overcome Elanzo, Raimondo thanks them profusely and assures them he'll be ready to leave as soon as he gets some rest. He then excuses himself to lie down in his room. If the PCs fail to stop Elanzo, Raimondo assures them he can find a mule or two by morning, enough to carry most of their supplies, albeit slowly, but the PCs gain 1 Awareness Point.

**Mission Notes:** One of Captain Elanzo's crew sports fine, Chelish features and raven-black hair with a distinctive red patch. Any Cheliox faction PC can identify him immediately as Trato of Westcrown, the gallivanting noble son. Simply locating the boy fulfills the first half of their mission. Convincing Trato to return to his family is more difficult, requiring a DC 25 Diplomacy check to persuade him or a DC 20 Bluff check to convince him to rush home for a fictitious family emergency.

Andoran faction PCs will also recognize Trato and have everything to gain from him returning home to Westcrown. If the group contains no Cheliox faction PCs, Andoran faction PCs can convince Trato to return home; however, they must also make a DC 20 Diplomacy check to persuade him to serve as a double agent. If Cheliox faction PCs are present, they may instead aid the teammate's attempts to persuade Trato. Discretely suggesting that he aid the cause of freedom from within requires a DC 15 Bluff check to pass the hidden message without alerting the Cheliox faction PCs.

Qadira faction PCs can use this opportunity to talk with many of Bloodcove's local merchants and learn what trade goods are likely to be overstocked in the next season. Doing so requires a DC 15 Sense Motive check, and can be attempted only once during this act without gaining 1 Awareness Point. Additional attempts during

this act, regardless of their success, cause the PCs to gain 1 Awareness Point per attempt.

**Rewards:** If the PCs manage to defeat Elanzo, reward each tier thusly:

**Tier 1–2:**

Give each player 45 gp.

**Tier 3–4:**

Give each player 240 gp.

**Tier 6–7:**

Give each player 766 gp.

## ACT 2: HOUSE CARTAHEGN—SUPPLIES

As the PCs approach the House Cartahegn trading post, read the following:

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Surrounding a sprawling, two-story trading post is a mass of citizens and merchants alike. Some wear worried expressions and wring their hands, while others shout angrily at a well-dressed young woman by the entrance.

"As I said," shouts the Cartahegn spokesperson from atop a wooden crate, "all Cartahegn resources are needed to deal with this emergency with our sugarpress, and our storefront is closed for the remainder of the day or until management resolves the situation. We apologize for the inconvenience, but for now please return to your homes and places of business."

As she climbs down, most of the grumbling mob begins to disperse.

---

House Cartahegn controls most of the food trade in and around Bloodcove; their warehouses keep most of the city and the ships that frequent its harbor from starving to death. But this morning trouble burrowed into their fortune: giant ants tunneled their way into the Cartahegn Sugarpress from the nearby jungle, and spent most of the day destroying hundreds of gold pieces' worth of stock and equipment. The sugarpress represents the overwhelming majority of Cartahegn's fortune. As the risk of losing local business is less serious than the risk of losing their sugarpress, they have shut down their trading post for now and diverted all available personnel to hold back the ant incursion.

The PCs can learn of the basic situation through any of the gathered citizens and traders, or by asking Novaria, the young spokesperson. Should the PCs talk to Novaria, the opportunistic young woman sees her chance to climb the ranks by using the PCs. As a native Chelioxian from a minor noble family, Novaria can smell desperation, and while she has no idea about the PCs identities, she is all too willing to take advantage of their needs.

“Oh yes,” says the well-dressed woman of barely twenty summers. “This ant situation in the sugarpress is dire! We’re losing thousands of pounds of sugarloaf an hour, and frankly I doubt we’ll be able to turn these clicky beasts back. We expended all the available sword arms just chasing the monsters back into the basement. If more ants show, we’ll surely lose the entire mill. I hope you aren’t here to buy food, because if Cartahegn must continue to devote all its resources to fighting off the ants, expect food prices around Bloodcove to triple overnight!”

“A shame we have no more soldiers. An idea came to me, you see—my housekeeper makes a sort of lotion that frightens bugs away, and I bet if someone dumped a load of it in the ants’ tunnel, it would keep them away until we could brick it up! You didn’t happen to bring any guards or soldiers with you, did you? If you were hoping to buy food and are willing to help us out, I promise you quite a discount in exchange for your services once we’re open again.”

The PCs garner the same information and offer if they make their way next door and talk to any of the assembled House Cartahegn staff gathered outside the sugarpress. The trading house refuses to do any local business until someone resolves the ant situation; left to their own devices, that won’t be until well after midnight, and well after the ants have destroyed an entire season’s worth of sugar. House Cartahegn’s rivalry with the Aspis Consortium keeps the town guard from acting unless the ants become a threat to other merchants or to Bloodcove as a whole. The desperate trading house defenders have even shoved swords and spears into the arms of its timid clerks and bookkeepers.

House Cartahegn just finished chasing the ants back into the basement when the PCs arrive. The ants killed or injured most of the trained guards in the fighting, leaving Cartahegn without any way to prevent further attacks unless the ant tunnel can be blocked off. Should the PCs offer to help, Novaria happily escorts them toward the basement stairs with a large, stinking sack of goo.

Killing the remaining ants only helps in the short term. More ants will soon arrive to drag away the mill’s delicious sugar stockpiles, along with any fleshy treats they happen across. The PCs need to coat the walls of the ants’ tunnel with the foul-smelling sludge Novaria provides for them. The smell will repel the ants for up to a week, giving House Cartahegn time to permanently seal the tunnel.

## Sugarpress Basement (CR 3 or CR 5 or CR 8)

After the humidity above, the stark dryness of the basement stands out as unsettling, almost as unsettling as the acrid smell and constant, methodical clicking emanating from the darkness. The remains of bags and crates lie scattered across the floor amid a sea of grayish dust.

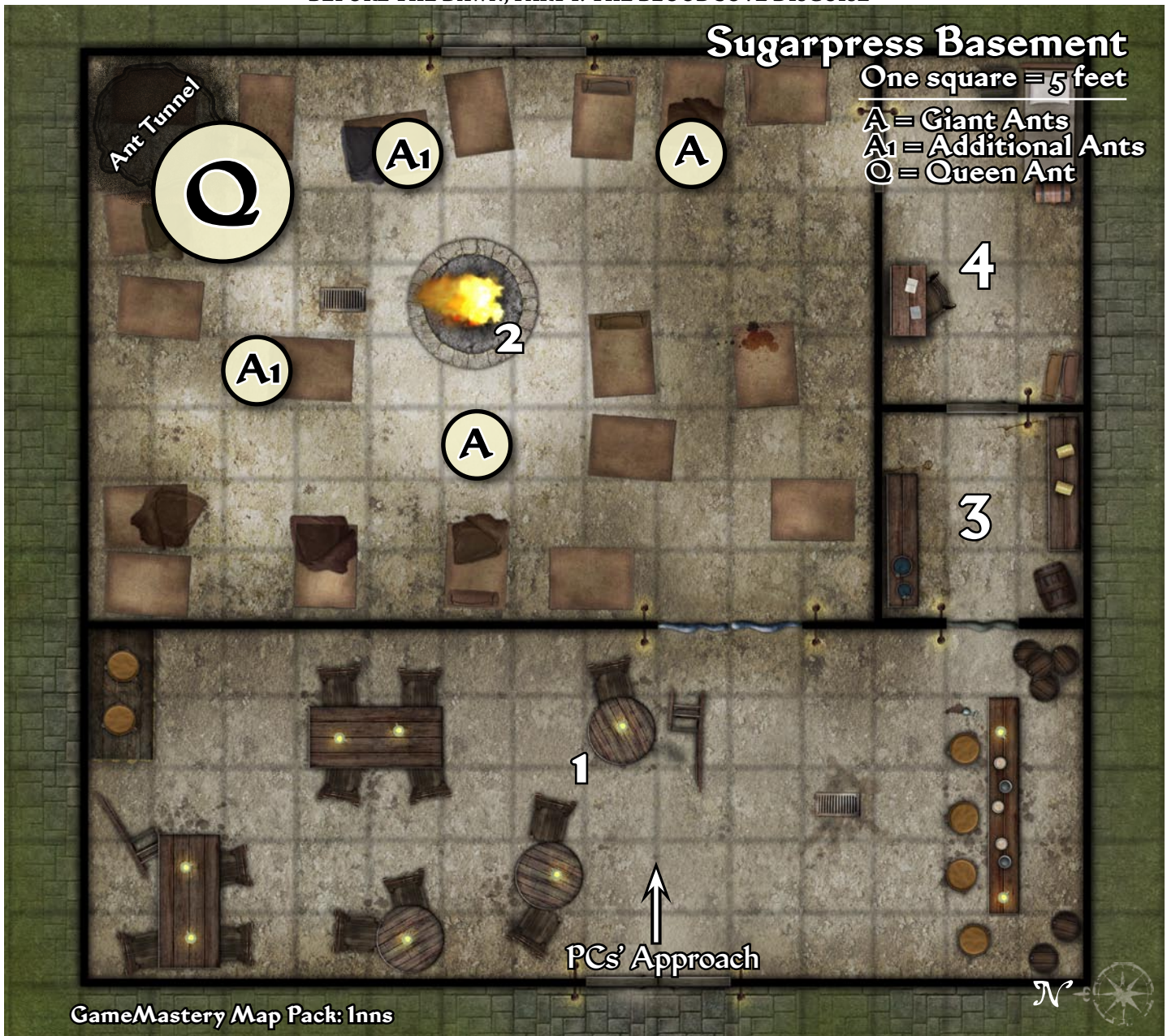
One of the oldest and most stable buildings in Bloodcove, the sugarpress was built on a solid brick basement atop one of the city’s few patches of dry ground. Cartahegn devotes most of the basement space to supporting the furnaces for the refining process upstairs. Dry storage occupies the remaining space, mostly leftover molasses and lime for clarifying the bagasse. The ants tore apart everything to investigate the basement shortly after tunneling in, carrying off the stored molasses and scattering lime and ash all over the floor.

**1. General Storage:** This area once housed sacks containing charcoal, lime, and other dry materials used for processing sugar, as well as barrels of molasses left over from the refining process. The ants carried away the barrels of molasses and destroyed most of the dry goods containers, scattering gray powder across the floor.

**2. Furnace Room:** This large chamber contains a maze of pipes and air ducts near the ceiling, but the floor







remains clear aside from coal scattered from the chute along the far eastern wall. The ants broke through the flagstone floor in the northeast corner, and they have retreated to this room for the moment to guard the entrance to their tunnel.

**3. Document Storage:** The sugarpress stores all its recipients and shipping information in this dry, musty room. Containing no food and smelling faintly of machine oil, it offers little to attract the vermin and remains untouched.

**4. Machine Storage:** Intended to store machinery, pipes, and tools for maintaining the furnace, this chamber is more often used by managers looking to catch a quick nap. It too is untouched.

**Creatures:** The frustrated ants currently remaining in the sugarpress protect their new food source by defending the entrance to their colony's tunnel. Several of their numbers died fighting the human guards, and the scent of their dead companions whips the remaining insects into a frenzy.

## Tier 1–2 (CR 3)

**GIANT ANT WORKERS (2)** CR 1

hp 18 each (*Pathfinder RPG Bestiary 16*)

### TACTICS

**Before Combat** The ants rush into combat, attacking the closest target.

**During Combat** As mindless vermin, the giant worker ants simply attack one opponent at a time, dispatching one before moving on to the next.

**Morale** Agitated by the previous violence and the sugar, the ants eagerly fight to the death.

## Tier 3–4 (CR 5)

### GIANT ANTS (2) CR 2

hp 18 each (*Pathfinder RPG Bestiary 16*)

### GIANT ANT WORKER CR 1

hp 18 (*Pathfinder RPG Bestiary 16*)

## Tier 6–7 (CR 8)

### GIANT ANT QUEEN CR 4

hp 26 (*Pathfinder RPG Bestiary 16, 294, 295*)

### GIANT ANT DRONES (4) CR 3

hp 22 each (*Pathfinder RPG Bestiary 16, 294*)

**Development:** If the PCs defeat the ants and coat the tunnel in the alchemical repellent, they not only free up House Cartahegn’s sales staff, they also gain a potential future favor from the trading company and a substantial discount on the supplies they need to purchase. Should the PCs fail or simply not aid House Cartahegn at all, food prices skyrocket as its store remains closed and, upon reopening, struggles to balance its lost profits. If this happens, the PCs carry barely enough money for a quarter of the supplies they need, and are forced to scrounge supplies from less reputable purveyors, gaining 1 Awareness Point as a result.

If the PCs disguised themselves as mercenaries or merchants, earning House Cartahegn’s favor also buys their cover some credibility. In that case, defeating the ants reduces the PCs Awareness Point total by 1.

**Treasure:** The favor of House Cartahegn manifests in two ways. First, given the massive discount the House grants the Pathfinder Society, the PCs can pocket the difference between the discounted amount and the amount the Society provided (see Rewards; note that Tier 6–7 gains nothing from this reward). Secondly, the PCs gain the Favor of Cartagegn boon (see the chronicle sheet).

**Mission Notes:** Taldor faction PCs can attempt to rifle through the document storage room (area 3) to locate the recent shipping records their faction wants, but House Cartahegn’s esoteric filing system requires a DC 15 Linguistics check to sort out. This check may be attempted up to three times before the noise attracts ants (if they haven’t yet been defeated) or before House Cartahegn’s merchants come downstairs to investigate the sudden silence.

Qadira faction PCs can use this opportunity to talk with some of Bloodcove’s most powerful local merchants and learn what trade goods are likely to be overstocked in the next season. Doing so requires a DC 15 Sense Motive check, and can be attempted only once during this act without gaining 1 Awareness Point. Additional attempts during this act, regardless of their success, cause the PCs to gain 1 Awareness Point per attempt.

**Rewards:** If the PCs pocket the money they save through their newfound discount, reward each tier thusly:

**Tier 1–2:**

Give each player 267 gp.

**Tier 3–4:**

Give each player 300 gp.

**Tier 6–7:**

No reward.

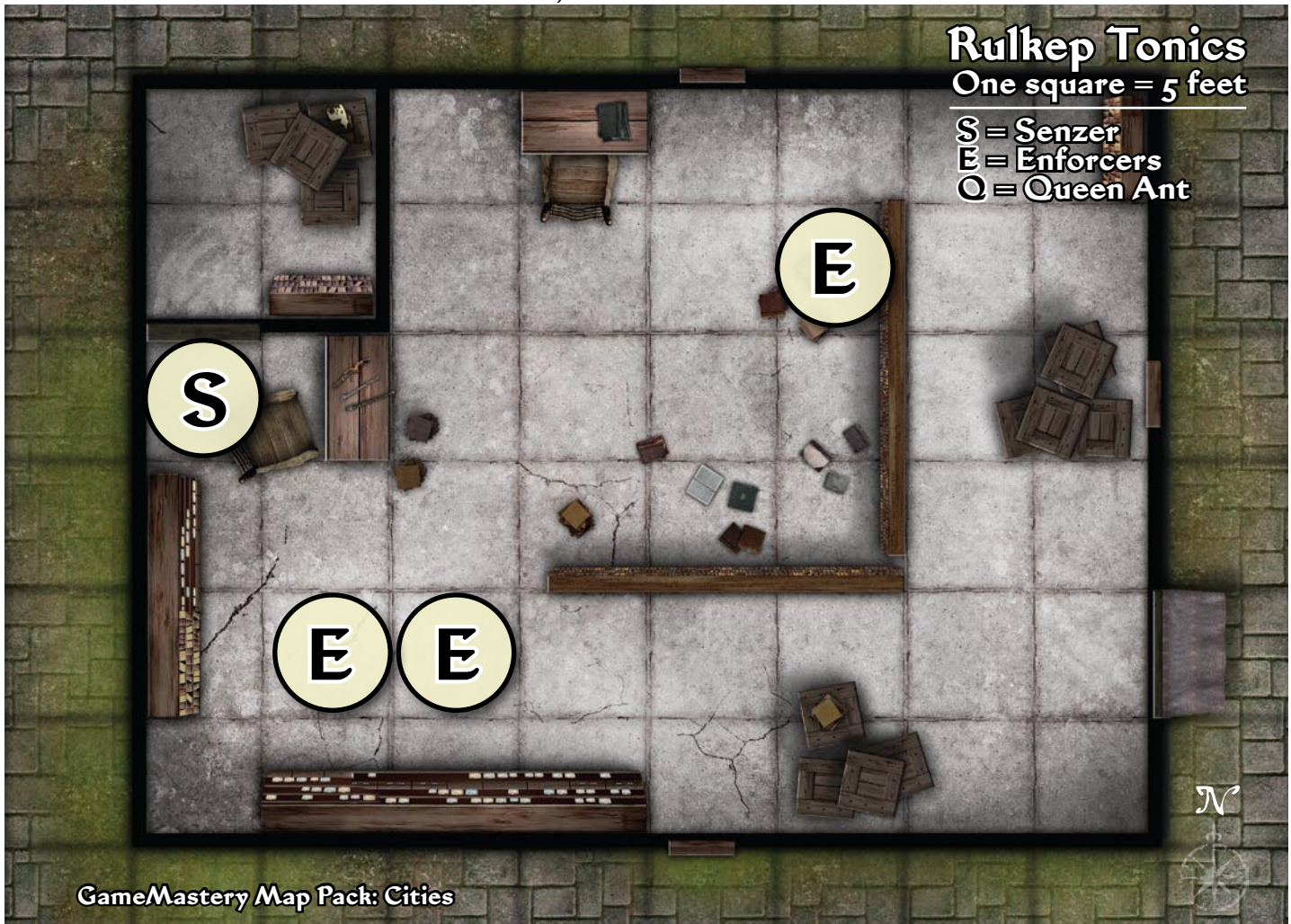
## ACT 3: SENZER RULKEP— POTIONS

Senzer Rulkep originally came to Bloodcove from Sothis nearly 20 years ago. He hates the city, and especially the Aspis Consortium, but lacks the money to move his shop and 12-year-old son to a cooler city along the Inner Sea. Three years ago, he began passing along local rumors and magical resources to the Pathfinder Society, with the understanding that they would eventually move him to Absalom. As the local contact for the Society’s Azlant Ridge excavation, Senzer’s sudden silence risks the Society’s entire expeditionary force.

Senzer’s son, Roald, caused the sudden halt to Senzer’s information and magical supplies. The boy contracted a particularly virulent tropical illness nearly 3 months ago, and despite Senzer’s best efforts, the boy only grew weaker as the days wore on. A month ago, an Aspis Consortium trade captain named Lura Ichon approached Senzer with an offer: she would provide a treatment to keep his son alive if Senzer would exclusively supply drugs for her gambling den, the Sanguine Pit. The arrangement keeps Senzer working 14 hours a day under the suspicious eye of Ichon’s enforcers, and unable to contact the Society.

Days ago, Senzer found the time to analyze the elixir Ichon sends him daily to treat his son. Hoping to reproduce the compound, he instead discovered the so-called “cure” to be mostly cheap rum—a snake oil to keep him working feverishly for the ruthless trade captain. Senzer also found enough unidentifiable elements to conclude Ichon must have a genuine cure, one she dilutes into almost useless doses for the snake oil. The sobering realization that Ichon bought his services with the life of his son magnified Senzer’s fear of the woman, who will almost certainly kill him should he expose her.





### 3A. Rulkep Tonics (CR 1 or CR 3 or CR 6)

A small bell rings as the door opens into Rulkep Tonics. Colorful bottles and bags of powder decorate the shelves, while curious, twisted roots and larger bottles lie securely beneath a glass countertop. Several disinterested customers mill about, eyeing newcomers suspiciously before pointedly examining the shelves once again. A gaunt, half-elven man steps out from a doorway behind the countertop, his dusky skin gleaming slightly from perspiration. He smiles crookedly from behind the counter. “Welcome to Rulkep Tonics, friends. What can I do for you today?”

The shopkeep eyes the other customers uneasily for a moment before his expression shifts distinctly to fear. Silently but clearly, he mouths a single word: “Help.”

At this point, Senzer has no idea the PCs are Pathfinders, though he expects the organization to check in on him anytime—he is, after all, the Azlant Ridge excavation’s main source of potions and tonics and they haven’t heard from him for 3 months. Senzer mouths, “Help!” to the

PCs because he’s afraid that Ichon somehow found out that he’s on to her snake oil gimmick and sent additional enforcers to take care of him (there’s usually only one in the shop). The PCs walked in just moments after the additional enforcers arrive.

Most of the bottles along the walls contain snake oil, or else common tinctures for simple headaches or nausea. Senzer keeps his valuable stock inside his glass countertop during store hours, or else in his office safe. He and his son rent an apartment behind the shop.

Shelves and crates crowd much of the floor of Rulkep Tonics. Wall shelves run the entire height of the wall, while the stacks of boxes and freestanding shelves are waist-high, requiring 2 squares of movement and a DC 5 Acrobatics check to move through them.

**Creatures:** Senzer is not alone. Ichon’s leg-breakers mill about his shop, posing as customers. Originally, only a single enforcer loitered about the shop, but Ichon has grown suspicious of Senzer’s loyalty and has steadily increased the number of guards over the past week. They scare away or rough up anyone who seems too friendly with the alchemist.

## Tier 1–2 (CR 1)

### ICHON'S ENFORCERS (3) CR 1/3

Male or female human warrior 1

N Medium humanoid (human)

**Init** +4; **Senses** Perception +3

#### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 7 each (1d10+2)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** sap +3 (1d6+2) or

scimitar +3 (1d6+2/18–20)

**Ranged** light crossbow +1 (1d8/19–20)

#### TACTICS

**Before Combat** The enforcers prefer to scare targets rather than risk their necks in fights. If they suspect Senzer is asking the PCs for help, they cut him off before he reveals their identity, using the surprise round to demoralize the PCs with Intimidate checks.

**During Combat** The enforcers rely on their saps unless opponents prove invulnerable to nonlethal damage.

**Morale** Ichon's men fear her more than they fear death. They don't run or surrender.

#### STATISTICS

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Alertness, Improved Initiative

**Skills** Intimidate +3, Perception +3, Sense Motive +2

**Languages** Common

**Gear** studded leather, light crossbow with 10 bolts, sap, scimitar

## Tier 3–4 (CR 3)

### ICHON'S ENFORCERS (3) CR 1/2

Male or female human warrior 2

N Medium humanoid (human)

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

#### DEFENSE

**AC** 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)

**hp** 15 each (2d10+4)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** sap +4 (1d6+2) or

scimitar +4 (1d6+3/18–20)

**Ranged** light crossbow +3 (1d8+1/19–20)

#### TACTICS

**Before Combat** The enforcers prefer to scare targets rather than risk their necks in fights. If they suspect Senzer is asking the PCs for help, they cut him off before he reveals their identity, using the surprise round to demoralize the PCs with Intimidate checks.

**During Combat** The enforcers rely on their saps unless opponents

prove invulnerable to nonlethal damage.

**Morale** Ichon's men fear her more than they fear death. They don't run or surrender.

#### STATISTICS

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 14

**Feats** Alertness, Improved Initiative

**Skills** Intimidate +3, Perception +4, Profession (soldier) +4, Sense Motive +2

**Languages** Common

**Combat Gear** *oil of magic weapon*, *potion of shield of faith*; **Other**

**Gear** chain shirt, light crossbow with 10 bolts, sap, scimitar

## Tier 6–7 (CR 6)

### ICHON'S ENFORCERS (3) CR 3

Male or female human warrior 5

N Medium humanoid (human)

**Init** +4; **Senses** Perception +6

#### DEFENSE

**AC** 18, touch 12, flat-footed 18 (+6 armor, +2 deflection)

**hp** 47 each (5d10+20)

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

#### OFFENSE

**Speed** 20 ft.

**Melee** sap +8 (1d6+3) or

scimitar +9 (1d6+5/18–20)

**Ranged** light crossbow +6 (1d8/19–20)

#### TACTICS

**Before Combat** The enforcers prefer to scare targets rather than risk their necks in fights. If they suspect Senzer is asking the PCs for help, they cut him off before he reveals their identity, using the surprise round to demoralize the PCs with Intimidate checks.

**During Combat** The enforcers rely on their saps unless opponents prove invulnerable to nonlethal damage.

**Morale** Ichon's men fear her more than they fear death. They don't run or surrender.

#### STATISTICS

**Str** 16, **Dex** 11, **Con** 16, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Alertness, Improved Initiative, Outflank (see sidebar on page 10), Step Up

**Skills** Intimidate +5, Perception +6, Profession (soldier) +6, Sense Motive +2

**Languages** Common

**Combat Gear** *oils of magic weapon* (2), *potion of bear's endurance*, *potion of shield of faith*; **Other Gear** breastplate, light steel shield, light crossbow with 10 bolts, sap, scimitar, *cloak of resistance* +1

**Development:** If the PCs kill or capture the enforcers, Senzer thanks them but knows this marks the end of his



days in Bloodcove. If even one of the enforcers escapes, Ichon learns of the PCs and prepares for their arrival. Either way, so long as the PCs survive, read the following:

Senzer wipes his brow and wrings his hands in his leather apron. “Thank you, Pathfinders! I’ve been expecting you ever since I stopped contact. Tragic illness grips my poor son, Roald, and a woman named Lura Ichon claimed to have a cure. I signed away my entire operation to the heartless wench to cure my son, but the elixirs she sends every day are diluted with cheap rum to the point of being almost useless. In exchange she’s worked me sunup to sundown manufacturing drugs for her little den of vice, the Sanguine Pit.

“I know she found a real cure for my boy—tiny amounts of it in those elixirs she sends keep him from getting worse—but I can’t march into that bar of hers and demand it. And as soon as she learns what you did to her men, she’ll kill me and Roald, as sure as you’re standing here. I want to help you, really I do, but I gave the Society everything I had for three years. Now, I need you to return the favor. If you want any help supporting your excavation, I need that cure for my son, and some guarantee that Lura Ichon won’t dump us in the bay the moment you leave.”

**Treasure:** Each of the enforcers wears a scrimshaw bracelet worth 25 gp (Tier 1–2), 50 gp (Tier 3–4), or 100 gp (Tier 6–7), which marks them as members of Ichon’s crew.

**Mission Notes:** Osirion faction PCs can take this opportunity to offer Senzer a scholarship for his son’s studies, though he refuses any offer until the Pathfinders bring him Ichon’s cure and some assurance of their safety.

Andoran faction PCs who purchase a bottle of “Rulkep’s Superlative Antimalarial” (5 sp) satisfy one of their faction missions. Senzer can be persuaded to give them the bottle for free with a DC 10 Diplomacy or Intimidate check.

**Rewards:** If the PCs defeat the enforcers, reward each tier thusly:

**Tier 1–2:**

Give each player 26 gp.

**Tier 3–4:**

Give each player 101 gp.

**Tier 6–7:**

Give each player 608 gp.

### 3B. The Sanguine Pit (CR 2 or CR 4 or CR 7)

Lura Ichon’s headquarters, the Sanguine Pit, turns a tidy profit as a drug den and as an arena for animal fights. Most nights, the Pit hosts dog- or cockfights for low-bidding commoners, but once a week she hosts an

#### REMOVE DISEASE

Any 5th-level cleric or druid might decide to skip the fight with Lura Ichon by casting a simple *remove disease* spell on Roald. However, Roald’s infection has left him with a Constitution score of 2 for over a month, causing extensive damage to his heart, lungs, and liver, and poisoning his blood. Only weeks of bed rest or a *heal* spell can improve the boy’s condition enough to allow him to travel. More practically, this approach only cures the boy’s illness and leaves Senzer and his son firmly under Ichon’s psychopathic thumb.

exotic bout between strange creatures from the Mwangi interior and beyond. Her skills as a summoner allow her to arrange almost any fight that her customers request, while guaranteeing her inside information on the betting that generates her fortune. When the Pathfinders arrive, the mid-week exotic brawl is underway—an aquatic bout between a deadly reefclaw and a swamp barracuda.

The clamour of cheers and shouted bets drowns out any intelligible sounds in this large, crowded bar. A massive aquarium, fifteen feet on a side, dominates the room as a dog-sized lobster creature and a dark green, man-sized fish with fanged jaws circle one another, occasionally trading blows. Heady, pungent smoke fills the air, and the floor is slick with spilled drinks and seawater.

Near the central tank stands a well-dressed and well-rounded woman with raven hair. Towering over her, at seven feet tall, stands her idealized, amazonian reflection. Both women bear a curious glowing rune on their foreheads. The bookies clearly defer to the smaller woman, and everyone keeps their distance from her glamorous bodyguard.

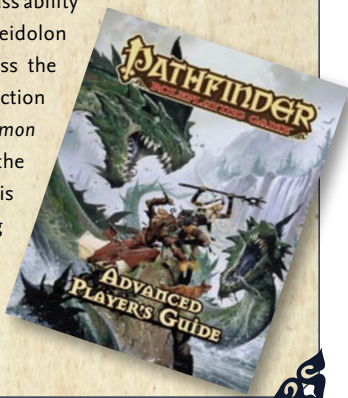
Nearly 80 onlookers crowd the barroom of the Sanguine Pit, along with a half-dozen bookies and wait staff delivering drinks and the drugged concoctions Senzer has been brewing for Lura. Once a fight breaks out, the onlookers part to make room, but refuse to flee from such a tempting spectacle; the squares they retreat to are marked on the map and are treated as difficult terrain, but the onlookers and employees do not otherwise interfere with any combat between Lura and the PCs.

If the PCs decide to wait until the bar clears out, they’re in for a long wait. The Sanguine Pit remains open so long as customers lay down coin. The staff finally rolls out the remaining customers close to daybreak.

The creatures in the 10-foot-tall central aquarium ignore any fights that break out, instead continuing their own battle until one or the other becomes a meal. The glass is magically reinforced (hardness 8, hp 15) for everyone’s safety (creature and human alike).

### THE SUMMONER BASE CLASS

The summoner base class is a new class in the *Pathfinder RPG Advanced Player's Guide*. The most important thing to remember when running Lura in combat is that she can't use her *summon monster* class ability at the same time that her eidolon is present. She can dismiss the eidolon as a standard action and then use her *summon monster* class ability on the next round, though she is unlikely to do so. Bringing her eidolon back requires a ritual that takes 1 minute to complete.



The Sanguine Pit's ceiling rises to 15 feet in most places; the high roof helps disperse the jungle heat. The tables and chairs are intentionally cheap and easily replaced (hardness 5, hp 7).

**Creatures:** As a gifted summoner, Lura Ichon profits from her skills by pitting her summoned monsters against one another in brutal, entertaining fights to the death. A perfect example of Bloodcove's more diabolical profiteers, Ichon never shies away from violence to get what she wants, and she decides to make personal examples of the PCs if they make a fuss. Senzer's drugs are popular with her customers, and if she can't control his talent, no one will.

Lura's oversized doppelganger is actually her eidolon, Bellu. The hulking woman represents everything Lura is not: graceful, imposing, and gifted with a fiery temperament. While seeing a physically ideal reflection of themselves would inspire most mortals, Lura instead draws confidence from her absolute domination over such a creature.

If any of Ichon's enforcers escaped from the PCs in Senzer's shop, they've warned Ichon about the PCs and they are present with her. The enforcers point out the PCs as soon as they enter the bar (unless they've changed disguises or are otherwise approaching this encounter with some stealth). If the PCs are pointed out, Ichon sends her eidolon and any enforcers present to attack the PCs immediately.

## Tier 1–2 (CR 2)

### LURA ICHON

CR 2

Female human summoner 3  
NE Medium humanoid (human)  
Init –1; Senses Perception +2

#### DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)  
hp 22 (3d8+9)  
Fort +4, Ref +0, Will +4

#### OFFENSE

Speed 30 ft.  
Melee mwk +3 (1d8)  
Spell-Like Abilities (CL 3rd; concentration +5)  
5/day—*summon monster II*  
Summoner Spells Known (CL 3rd; concentration +5)  
1st (4/day)—*grease* (DC 14), *lesser rejuvenate eidolon* (touch spell, cures 1d10+3 damage on the eidolon only), *mage armor*, *magic fang*  
0—*daze* (DC 12), *guidance*, *light*, *mending*, *message*, *resistance*

#### TACTICS

**Before Combat** If Ichon knows the PCs are coming, her spotters in the street outside have *message* cast on them and warn her when the PCs approach. At this point, she casts *magic fang* (twice, once on each hand for two enhanced slam attacks) and *mage armor* on Bellu (these spells are already figured into her stats) and palms her *potion of invisibility*, drinking it as soon as the PCs start to cause trouble.

**During Combat** Once the fight begins, Ichon consumes her *potion of invisibility*, leaving the bulk of the combat to Bellu. She spends combat casting *guidance* on Bellu. When her potion wears off or the PCs otherwise locate her, she targets their weapons with *grease* and only fights with her morningstar if there is no other option.

**Morale** Born and bred on the mean streets of Bloodcove, Lura Ichon would sooner die than publicly show weakness.

#### STATISTICS

Str 10, Dex 8, Con 16, Int 12, Wis 13, Cha 15  
Base Atk +2; CMB +2; CMD 11  
Feats Augment Summoning, Persuasive, Spell Focus (conjuration)  
Skills Diplomacy +4, Handle Animal +7, Intimidate +7, Knowledge (local) +7, Knowledge (nature) +7, Perception +2, Profession (innkeeper) +7  
Languages Common, Polyglot  
SQ bond senses, life link  
Combat Gear *potion of cure light wounds*, *potion of invisibility*;  
Other Gear chain shirt, masterwork morningstar

### BELLU

CR —

Female eidolon (biped base form)  
NE Medium outsider  
Init +5; Senses darkvision 60 ft.; Perception +14

#### DEFENSE

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dex, +4 natural)  
hp 19 (3d10+3)  
Fort +5, Ref +2, Will +3

Defensive Abilities evasion; Resist fire 5

#### OFFENSE

Speed 30 ft.  
Melee 2 slams +6 (1d8+6)



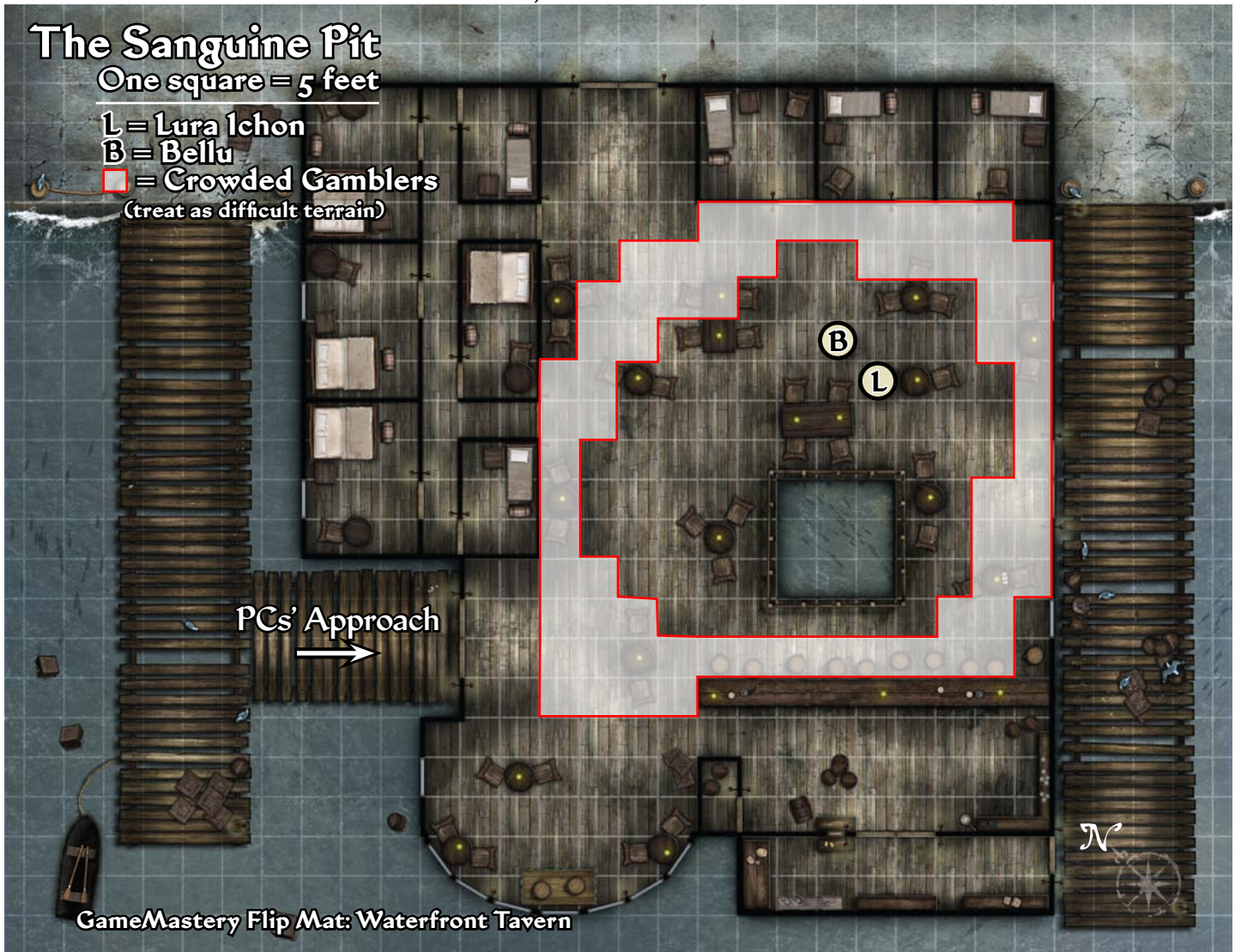
# The Sanguine Pit

One square = 5 feet

L = Lura Ichon

B = Bellu

☐ = Crowded Gamblers  
(treat as difficult terrain)



GameMastery Flip Mat: Waterfront Tavern

## TACTICS

**Before Combat** Bellu makes no special preparations for combat besides accepting Ichon's spells (already figured into her stats).

**During Combat** Bellu wades gracefully into the fray, swinging with fists and feet and delighting in the crunch of bones breaking. She prefers to divide her attacks between two adjacent targets whenever possible. The eidolon always power attacks (already applied to her statistics).

**Morale** Bellu is tied to Ichon and cannot flee.

**Base Statistics** AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural);

**Melee** 2 slams +5 (1d8+5)

## STATISTICS

**Str** 17, **Dex** 13, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Power Attack

**Skills** Knowledge (planes) +4, Perception +14, Sense Motive +14, Stealth +7; **Racial Modifiers** Perception +8, Sense Motive +8

**Languages** Common, Polyglot

**SQ evolutions** (resistance [fire], skilled [Perception, Sense Motive], slam [2]), link, share spells

## Tier 3–4 (CR 4)

### LURA ICHON

CR 4

Female human summoner 5

NE Medium humanoid (human)

**Init** –1; **Senses** Perception +5

### DEFENSE

**AC** 14, touch 9, flat-footed 14 (+5 armor, –1 Dex)

**hp** 42 (5d8+20)

**Fort** +4, **Ref** +0, **Will** +5

**Defensive Abilities** shield ally

### OFFENSE

**Speed** 30 ft.

**Melee** mwk morningstar +4 (1d8)

**Spell-Like Abilities** (CL 5th; concentration +8)

6/day—*summon monster III*

**Summoner Spells Known** (CL 5th; concentration +8)

2nd (3/day)—*alter self*, *glitterdust* (DC 16), *resist energy*

1st (5/day)—*grease* (DC 15), *lesser rejuvenate eidolon* (touch spell,

cures 1d10+5 damage on the eidolon only), *mage armor*, *magic fang*  
o—*daze* (DC 13), *guidance*, *light*, *mending*, *message*, *resistance*

**TACTICS**

**Before Combat** If Ichon knows the PCs are coming, her spotters in the street outside have *message* cast on them and warn her when the PCs approach. At this point, she casts *magic fang* (twice, once on each hand for both slam attacks), *mage armor*, and *resist energy* (electricity) on Bellu (these spells are already figured into her stat block), and palms her *potion of invisibility*, drinking it as soon as the PCs start to cause trouble.

**During Combat** Once the fight begins, Ichon activates her *whip feather token*, ordering it to attack obvious arcane casters, and then consumes her *potion of invisibility*, leaving the bulk of the combat to Bellu. She spends combat casting *guidance* on Bellu and staying close to receive the shield ally bonuses. When her potion wears off or opponents otherwise locate her, she targets their weapons with *grease* and groups of PCs with *glitterdust*, and only fights in melee if there is no other option.

**Morale** Born and bred on the mean streets of Bloodcove, Lura Ichon would sooner die than publicly show weakness.

**STATISTICS**

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

**Base Atk** +3; **CMB** +3; **CMD** 12

**Feats** Augment Summoning, Persuasive, Spell Focus (conjuration), Toughness

**Skills** Diplomacy +5, Handle Animal +10, Intimidate +10, Knowledge (local) +8, Knowledge (nature) +8, Perception +5, Profession (innkeeper) +8

**Languages** Common, Polyglot

**SQ** bond senses, life link

**Combat Gear** *feather token* (whip), *potion of cure light wounds*, *potion of invisibility*, *wand of reduce person* (9 charges); **Other Gear** +1 *chain shirt*, masterwork morningstar

**BELLU**

**CR** —

Female eidolon (biped base form)

NE Medium outsider

**Init** +6; **Senses** darkvision 60 ft.; Perception +15

**DEFENSE**

**AC** 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)

**hp** 26 (4d10+4)

**Fort** +9, **Ref** +3, **Will** +4

**Defensive Abilities** evasion; **Resist** electricity 10, fire 10

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +8 (2d6+10)

**TACTICS**

**Before Combat** Bellu makes no special preparations for combat besides accepting Ichon's spells (already included in the eidolon's stats).

**During Combat** Bellu wades gracefully into the fray, swinging with fists and feet and delighting in the crunch of bones

breaking. She prefers to divide her attacks between two adjacent targets whenever possible. The eidolon always power attacks (already applied to her statistics).

**Morale** Bellu is tied to Ichon and cannot flee.

**Base Statistics** **AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); no resistance to electricity; **Melee** 2 slams +7 (2d6+9)

**STATISTICS**

**Str** 20, **Dex** 14, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 21

**Feats** Improved Initiative, Power Attack

**Skills** Knowledge (planes) +5, Perception +15, Sense Motive +15, Stealth +9; **Racial Modifiers** Perception +8, Sense Motive +8

**Languages** Common, Polyglot

**SQ** evolutions (ability increase [Str], improved damage [slam], resistance [fire], skilled [Perception, Sense Motive], slam [2]), link, share spells

**Tier 6–7 (CR 7)**

**LURA ICHON**

**CR 7**

Female human summoner 8

NE Medium humanoid (human)

**Init** –1; **Senses** Perception +8

**DEFENSE**

**AC** 14, touch 9, flat-footed 14 (+5 armor, –1 Dex)

**hp** 68 (8d8+32)

**Fort** +7, **Ref** +1, **Will** +8

**Defensive Abilities** shield ally

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk morningstar +7/+2 (1d8)

**Spell-Like Abilities** (CL 8th; concentration +11)

6/day—*summon monster IV*

**Summoner Spells Known** (CL 8th; concentration +11)

3rd (3/day)—*charm monster* (DC 16), *haste*, *stoneskin*

2nd (5/day)—*alter self*, *glitterdust* (DC 16), *blur*, *resist energy*

1st (5/day)—*grease* (DC 15), *lesser rejuvenate eidolon* (touch spell, cures 1d10+5 damage on the eidolon only), *mage armor*, *magic fang*, *unseen servant*

o—*daze* (DC 13), *guidance*, *light*, *mending*, *message*, *resistance*

**TACTICS**

**Before Combat** If Ichon knows the PCs are coming, her spotters in the street outside have *message* cast on them and warn her when the PCs approach. At this point, she casts *magic fang* (twice, once on each hand for both slam attacks), *displacement* (from a scroll), *mage armor*, and *resist energy* (electricity) on Bellu (these spells are already figured into her stat block), and palms her *scroll of greater invisibility*, reading it as soon as the PCs start to cause trouble.

**During Combat** Once the fight begins, Ichon activates her *whip feather token*, ordering it to attack obvious arcane casters, and then reads her *scroll of greater invisibility*, leaving the bulk of the combat to Bellu. After going invisible, she uses



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her remaining spell slots to cast defensive spells on her and her eidolon, staying close to receive the shield ally bonuses. When her scroll wears off or opponents otherwise locate her, she targets their weapons with *grease* and groups of PCs with *charm monster* and *glitterdust*, and only fights in melee if there is no other option.

**Morale** Born and bred on the mean streets of Bloodcove, Lura Ichon would sooner die than publicly show weakness.

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### STATISTICS

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

**Base Atk** +6; **CMB** +6; **CMD** 15

**Feats** Augment Summoning, Combat Casting, Persuasive, Spell Focus (conjuraton), Toughness

**Skills** Diplomacy +8, Handle Animal +12, Intimidate +12, Knowledge (local) +10, Knowledge (nature) +10, Perception +8, Profession (innkeeper) +11

**Languages** Common, Polyglot

**SQ** bond senses, life link, maker's call, transposition

**Combat Gear** *feather token* (whip), *potions of cure serious wounds* (2), *scroll of displacement*, *scroll of greater invisibility*, *wand of reduce person* (9 charges); **Other Gear** +1 *chain shirt*, masterwork morningstar

### BELLU

CR —

Female eidolon (biped base form)

NE Medium outsider

**Init** +6; **Senses** darkvision 60 ft.; Perception +17

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### DEFENSE

**AC** 24, touch 12, flat-footed 22 (+4 armor, +2 Dex, +8 natural)

**hp** 45 (6d10+12)

**Fort** +11, **Ref** +5, **Will** +6 (+10 vs. enchantment)

**Defensive Abilities** devotion, *displacement*, evasion; **Resist** cold 10, electricity 20, fire 10

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### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +10 (2d6+10 plus 1d6 fire)

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### TACTICS

**Before Combat** Bellu makes no special preparations for combat besides accepting Ichon's spells (already included in the eidolon's stats).

**During Combat** Bellu wades gracefully into the fray, swinging with fists and feet and delighting in the crunch of bones breaking. She prefers to divide her attacks between two adjacent targets whenever possible. The eidolon always power attacks (already applied to her statistics).

**Morale** Bellu is tied to Ichon and cannot flee.

**Base Statistics** AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural); no resistance to electricity; 2 slams +9 (2d6+9 plus 1d6 fire)

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### STATISTICS

**Str** 21, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +6; **CMB** +11; **CMD** 23

**Feats** Improved Initiative, Power Attack, Toughness

**Skills** Knowledge (planes) +7, Perception +17, Sense Motive +17,

Stealth +11; **Racial Modifiers** Perception +8, Sense Motive +8

**Languages** Common, Polyglot

**SQ** evolutions (ability increase [Str], energy attacks [fire], improved damage [slam], resistance [cold], resistance [fire], skilled [Perception, Sense Motive], slam [2]), link, share spells

**Other Gear** *cloak of resistance* +1

**Development:** Fighting Lura works the patrons into a cheering frenzy. If she dies, the Sanguine Pit's staff loots the till and carries away whatever valuables they can reach. Only Ichon's bartender, Weigo, remains to congratulate the triumphant strangers, offering them a cut of the night's proceeds (because at this point, he's scared the PCs might attack him next). He then serves a round of drinks in honor of his unexpected "promotion" to owner of the Sanguine Pit. The patrons likewise do their best to drown the PCs in free drinks. As Lura is an Aspis captain of some standing, however, killing causes the PCs to gain 1 Awareness Point.

The elixir Ichon uses to keep Roald alive is kept locked in a sturdy wooden cabinet behind the bar, alongside her expensive liquors and high-end narcotics. Finding it requires a DC 25 Perception check.

Losing against Ichon invites mockery and derision from the crowd for any survivors. If the PCs flee or leave Ichon alive, she quickly deduces Senzer's involvement and sends more enforcers to kill him. Roald is too sick to flee the city, and Senzer refuses to leave his son no matter how the PCs bribe him to escape. Leaving Ichon alive and free to move about the city also risks exposing the PCs' secret identities, which automatically causes the PCs to gain 4 Awareness Points.

**Mission Notes:** Observant Osirion faction PCs can attempt a DC 15 Perception check every round during the fight to notice the distinctly tattooed face of Amukhet in the crowd. Killing him to end his smuggling operation proves simple enough. As a flat-footed observer, his AC is 10 and he has a mere 4 hit points. Disguising his death as an unfortunate casualty of the fight requires a DC 15 Bluff check.

Lura Ichon is a sufficiently important trade captain for the Aspis Consortium that Qadira faction PCs can fulfill their mission by planting the forged documents on her body.

**Rewards:** If the PCs manage to defeat Lura Ichon, reward each tier thusly:

**Tier 1–2:**

Give each player 63 gp.

**Tier 3–4:**

Give each player 187 gp.

**Tier 6–7:**

Give each player 433 gp.

**OPTIONAL ENCOUNTER**

Act 4 is an optional encounter, intended to round out game length or reprimand PCs who blatantly expose their affiliations in dangerous territory. It should only be run if at least 1 hour remains for the scenario. Also note that the encounter provides no valuable treasure—the Aspis ambushers consume all their potions before confronting the PCs, leaving only their shabby mundane gear to be looted should they perish.

**ACT 4: CONSORTIUM AMBUSH  
(CR 3 OR CR 5 OR CR 8)**

PCs who refuse to remain inconspicuous soon gain the unwelcome attentions of the Aspis Consortium. Initially, only a few suspicious merchants and trade captains believe the Pathfinder Society dares infiltrate Bloodcove. They send an agent and a small force of Consortium guards to deal with the interlopers and confirm their identities. Act 4 interrupts the PCs' current goal once they accrue 10 Awareness Points.

In a heartbeat, the boardwalk clears of pedestrians. Eerie silence replaces the clamor of city life. A mere forty feet away stands a gang of armored young toughs.

“Pathfinders, eh? I never thought you vermin would walk around Bloodcove in broad daylight.” The speaker cracks his knuckles and smiles. “Hand over everything you’ve got, and we promise to only kick you out of town.”

The Consortium ambushers intend to beat the PCs unconscious, then drag them back to Consortium headquarters for an exciting afternoon of torture to learn their secrets. Any PCs foolish enough to drop their gear become the gang’s preferred targets.

**Creatures:** The more suspicious members of the Consortium sent an agent and several guards to ambush the PCs. The guards confront them directly, while the Consortium agent, a master of stealth and disguise, waits just inside a nearby stall to take advantage of the distraction. Neither bright nor especially ambitious, no members of the ambush have enough Consortium clout to even know who sent them on this assignment.

The brutish Consortium guards understand only the basics of guile, and earned their positions through endurance rather than cunning. The Consortium agent, however, works as an infiltrator, spy, and messenger, often working from the shadows, and is trained to kill with her bare hands.

**Tier 1–2 (CR 3)**

**CONSORTIUM AGENT** **CR 1**  
Female human monk 1/rogue 1

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +9

**DEFENSE**

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 Wis)

**hp** 15 (2d8+6)

**Fort** +3, **Ref** +6, **Will** +4

**OFFENSE**

**Speed** 30 ft.

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

flurry of blows +1/+1 (1d6+2)

**Ranged** dagger +2 (1d4+2/19–20 plus poison)

**Special Attacks** flurry of blows, sneak attack +1d6, stunning fist (1/day, DC 13)

**TACTICS**

**Before Combat** Using her *potion of invisibility*, the agent hides in a nearby market stall (marked on the map). She uses the surprise round to throw a poisoned dagger at a flat-footed PC.

**During Combat** After throwing her knife, the agent unleashes a tanglefoot bag to entangle weak-looking opponents, then closes in to melee. She targets a cleric or other healer first with a stunning fist attack followed by sneak attacks.

**Morale** The fanatical Aspis Consortium agent fights to the death.

**STATISTICS**

**Str** 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 16

**Feats** Alertness, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Toughness

**Skills** Acrobatics +7, Appraise +4, Bluff +4, Disguise +3, Knowledge (local) +5, Perception +9, Profession (merchant) +6, Sense Motive +8, Sleight of Hand +7

**Languages** Common

**SQ** trapfinding +1

**Combat Gear** *potion of invisibility*, tanglefoot bag; **Other Gear** dagger, greenblood oil (*Pathfinder RPG Core Rulebook* 559)

**ASPIS CONSORTIUM GUARDS (3)** **CR 1/3**

Male or female human warrior 1

N Medium humanoid (human)

**Init** +4; **Senses** Perception +3

**DEFENSE**

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 7 each (1d10+2)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** sap +3 (1d6+2) or

scimitar +3 (1d6+2/18–20)

**Ranged** light crossbow +1 (1d8/19–20)

**TACTICS**

**Before Combat** Consortium guards begin combat with their crossbows drawn.

**During Combat** The guards fight practically, taking cover behind nearby crates, firing at the PCs with their crossbows, and



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focusing on the biggest, toughest opponents first. They switch to scimitars immediately if any PCs close to melee.

**Morale** Guards flee or surrender when reduced below 3 hit points.

**STATISTICS**

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Alertness, Improved Initiative

**Skills** Intimidate +3, Perception +3, Sense Motive +2

**Languages** Common

**Gear** studded leather, light crossbow with 10 bolts, sap, scimitar

**Tier 3–4 (CR 5)**

**CONSORTIUM AGENT** **CR 3**

Female human monk 1/rogue 3

LE Medium humanoid (human)

**Init** +3; **Senses** Perception +11

**DEFENSE**

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

**hp** 29 (4d8+11)

**Fort** +5, **Ref** +9, **Will** +6

**Defensive Abilities** evasion, trap sense +1

**OFFENSE**

**Speed** 30 ft.

**Melee** unarmed strike +5 (1d6+2) or  
flurry of blows +4/+4 (1d6+2)

**Ranged** dagger +5 (1d4+2/19–20 plus poison)

**Special Attacks** flurry of blows, sneak attack +2d6, stunning fist (1/day, DC 14)

**TACTICS**

**Before Combat** Using her *potion of invisibility*, the agent hides in a nearby market stall (marked on the map). She uses the surprise round to throw a poisoned dagger at a flat-footed PC.

**During Combat** After throwing her knife, the agent unleashes

a tanglefoot bag to entangle weak-looking opponents, then closes in to melee. She targets a cleric or other healer first with a stunning fist attack followed by sneak attacks.

**Morale** The fanatical Aspis Consortium agent fights to the death.

**STATISTICS**

**Str** 14, **Dex** 16, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 20

**Feats** Alertness, Dodge, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Toughness, Weapon Finesse

**Skills** Acrobatics +10, Appraise +5, Bluff +6, Disguise +7, Knowledge (local) +6, Perception +11, Profession (merchant) +8, Sense Motive +10, Sleight of Hand +10, Stealth +8

**Languages** Common

**SQ** rogue talents (finesse rogue), trapfinding +1

**Combat Gear** *potion of invisibility*, tanglefoot bags (2); **Other**

**Gear** dagger, *cloak of resistance* +1, disguise kit, medium spider venom (*Pathfinder RPG Core Rulebook* 560)

**ASPIS CONSORTIUM GUARDS (4)** **CR 1/2**

Male or female human warrior 2

N Medium humanoid (human)

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

**DEFENSE**

**AC** 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)

**hp** 15 each (2d10+4)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** sap +4 (1d6+2) or  
scimitar +4 (1d6+3/18–20)

**Ranged** light crossbow +3 (1d8+1/19–20)

**TACTICS**

**Before Combat** Consortium guards begin combat with their crossbows drawn, drinking their *potions of shield of faith* and

applying their *oil of magic weapon* to their crossbow bolts before confronting the PCs.

**During Combat** The guards fight practically, taking cover behind nearby crates, firing at the PCs with their crossbows, and focusing on the biggest, toughest opponents first. They switch to scimitars immediately if any PCs close to melee.

**Morale** Guards flee or surrender when reduced below 3 hit points.



**STATISTICS**

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 14

**Feats** Alertness, Improved Initiative

**Skills** Intimidate +3, Perception +4, Profession (soldier) +4, Sense Motive +2

**Languages** Common

**Combat Gear** *oil of magic weapon*, *potion of shield of faith*; **Other**

**Gear** chain shirt, light crossbow with 10 bolts, sap, scimitar

**Tier 6–7 (CR 8)**

**CONSORTIUM AGENT**

**CR 5**

Female human monk 1/rogue 5

LE Medium humanoid (human)

**Init** +3; **Senses** Perception +13

**DEFENSE**

**AC** 18, touch 15, flat-footed 15 (+3 Dex, +2 deflection, +1 dodge, +2 Wis)

**hp** 56 (6d8+29)

**Fort** +6, **Ref** +9, **Will** +7

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

**OFFENSE**

**Speed** 30 ft.

**Melee** unarmed strike +9 (1d6+5) or

flurry of blows +8/+8 (1d6+5)

**Ranged** dagger +6 (1d4+4/19–20 plus poison)

**Special Attacks** flurry of blows, sneak attack +3d6, stunning fist (2/day, DC 15)

**TACTICS**

**Before Combat** Using her *potions of invisibility*, *bear's endurance*, *bull's strength*, *magic fang*, and *shield of faith*, the agent hides in a nearby market stall (marked on the map). She uses the surprise round to throw a poisoned dagger at a flat-footed PC.

**During Combat** After throwing her knife, the agent unleashes a tanglefoot bag to entangle weak-looking opponents, then closes in to melee. She targets a cleric or other healer first with a stunning fist attack followed by sneak attacks.

**Morale** The fanatical Aspis Consortium agent fights to the death.

**Base Statistics** **AC** 16, touch 13, flat-footed 13 (+3 Dex, +1 dodge, +2 Wis); **hp** 44 (6d8+17); **Melee** unarmed strike +7 (1d6+3) or flurry of blows +6/+6 (1d6+3); **Ranged** dagger +6 (1d4+2/19–20 plus poison); **Str** 14, **Con** 13; **CMB** +5; **CMD** 21

**STATISTICS**

**Str** 18, **Dex** 16, **Con** 17, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +7; **CMD** 23

**Feats** Alertness, Dodge, Improved Unarmed Strike, Iron Will, Scorpion Style, Stunning Fist, Toughness, Weapon Finesse, Weapon Focus (unarmed strike)

**Skills** Acrobatics +12, Appraise +6, Bluff +8, Disguise +9, Knowledge (local) +7, Perception +13, Profession (merchant) +9, Sense Motive +12, Sleight of Hand +12, Stealth +11



**Languages** Common

**SQ** rogue talents (finesse rogue, weapon training), trapfinding +2

**Combat Gear** *potion of bear's endurance*, *potion of bull's strength*, *potion of invisibility*, *potion of magic fang*, *potion of shield of faith*, tanglefoot bags (2); **Other Gear** dagger, disguise kit, large scorpion venom (*Pathfinder RPG Core Rulebook* 560)

### ASPIS CONSORTIUM GUARDS (4) CR 3

Male or female human warrior 5

N Medium humanoid (human)

**Init** +4; **Senses** Perception +6

#### DEFENSE

**AC** 18, touch 12, flat-footed 18 (+6 armor, +2 deflection)

**hp** 47 each (5d10+20)

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

#### OFFENSE

**Speed** 20 ft.

**Melee** sap +8 (1d6+3) or  
scimitar +9 (1d6+5/18–20)

**Ranged** light crossbow +6 (1d8+1/19–20)

#### TACTICS

**Before Combat** Consortium guards begin combat with their crossbows drawn, drinking their *potions of shield of faith* and *bear's endurance*, and applying their *oil of magic weapon* to their crossbow bolts before confronting the PCs.

**During Combat** The guards fight practically, taking cover behind nearby crates, firing at the PCs with their crossbows, and focusing on the biggest, toughest opponents first. They switch to scimitars immediately if any PCs close to melee.

**Morale** Guards flee or surrender when reduced below 3 hit points.

#### STATISTICS

**Str** 16, **Dex** 11, **Con** 16, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Alertness, Improved Initiative, Outflank (see sidebar), Step Up

**Skills** Intimidate +5, Perception +6, Profession (soldier) +6, Sense Motive +2

**Languages** Common

**Combat Gear** *oils of magic weapon* (2), *potion of bear's endurance*, *potion of shield of faith*; **Other Gear** breastplate, light steel shield, light crossbow with 10 bolts, sap, scimitar, *cloak of resistance* +1

**Development:** Should the PCs defeat the Consortium forces, they buy themselves a few precious hours to wrap up their affairs in Bloodcove. A victorious Aspis Consortium, on the other hand, does its best to stabilize dying characters and drag them back to headquarters for torture and questioning. At the GM's discretion, the Aspis Consortium may even pay to have dead Pathfinders resurrected to learn what they know. After 2 weeks, the Consortium releases their prisoners, but the thoroughly scarred PCs gain the Tortured by the Aspis Consortium penalty (see the chronicle sheet).

**Rewards:** If the PCs defeat the Consortium agent and her guards, reward each tier thusly:

**Tier 1–2:**

Give each player 57 gp.

**Tier 3–4:**

Give each player 217 gp.

**Tier 6–7:**

Give each player 766 gp.

## ACT 5: LEAVING TOWN (CR 3 OR CR 5 OR CR 8)

Once the Pathfinders leave Bloodcove—either leaving in their own time after gathering all the supplies they need or else by being run out of town by accumulating too many Awareness Points (see page 7)—they make their way north out of the Vanji River basin and into the Terwa Uplands (see Part II, *Rescue at Azlant Ridge*). But they don't escape Bloodcove unnoticed. The witch Xeanja, a powerful magic user and ambitious Aspis Consortium trade captain, divined the presence of the PCs during their visit to her city. More importantly, she divined both the presence and importance of the key they carry. In true Aspis spirit, she alerted the Consortium, but rushed ahead with her own guards to ambush the PCs and seize the most profitable position for herself.

Once the PCs leave Bloodcove, read the following:

If anything, the blistering heat of the Garund plains grows more intense away from the coast. The trade routes cut through winding switchbacks, avoiding the marshiest ground and occasionally crossing a shallow river gorge.

As the caravan crests a hill on the edge of a large river gorge, sudden activity silences the ambient jungle noise. Armed guards pile out of the foliage. An ebon-skinned woman strides out alongside them, brushing back her tresses and grinning from ear to ear. "Let's not mince words, Pathfinders. Give me the key you carry, and I shall let you continue on your way. Refuse, and my men will toss you in the river and you can swim to your destination."

**Creatures:** A talented witch, Xeanja joined the Aspis Consortium shortly after her mother's death 10 years ago. Though a mere child at the time, her supernatural visions rarely proved wrong regarding magical treasures. As cutthroat as any other Aspis trade captain, Xeanja uses her connections to strange intelligences beyond Golarion as her key to wealth and political power in Bloodcove. Ruthless, but not heartless, Xeanja prefers bargaining from a position of genuine power rather than resorting to violence. She prefers to end negotiations without bloodshed, but won't lose any sleep if people die.



Not one to leave anything to chance, Xeanja also sends her lizard familiar to pick the pockets of the PCs. Tiny Omb's dexterous paws are up to the task, though his mediocre skills offer no guarantee of success. Should Omb be threatened, Xeanja agrees to withdraw immediately in return for his safety, but should the PCs kill him, Xeanja flies into a fury and orders her guards to kill the PCs outright.

### Tier 1–2 (CR 3)

<b>XEANJA</b>	<b>CR 1</b>
Female human witch 2 CN Medium humanoid (human)	
<b>Init</b> +7; <b>Senses</b> Perception +1	
<b>DEFENSE</b>	
<b>AC</b> 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)	
<b>hp</b> 11 (2d6+4)	
<b>Fort</b> +1, <b>Ref</b> +3, <b>Will</b> +4	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> <i>inflict light wounds</i> +0 touch (1d8+1)	
<b>Ranged</b> shortspear +4 (1d6–1)	
<b>Special Attacks</b> hexes (cackle, misfortune [DC 13])	
<b>Witch Spells Prepared</b> (CL 2nd; concentration +4)	
1st— <i>burning hands</i> (DC 13), <i>mage armor</i> , <i>sleep</i> (DC 13)	
o— <i>guidance</i> , <i>message</i> , <i>read magic</i> , <i>touch of fatigue</i> (DC 12)	
<b>TACTICS</b>	
<b>Before Combat</b> Xeanja casts <i>mage armor</i> on herself (already figured into her stats) well before the confrontation.	
<b>During Combat</b> Xeanja holds no hatred for the PCs and doesn't especially want to kill them. She begins combat by casting <i>sleep</i> . She then draws her <i>wand of inflict light wounds</i> and uses her misfortune hex on whichever PC appears to be the boldest. Every round thereafter, she cackles to maintain the misfortune effect and uses her wand to attack PCs within melee range. The threats and fight serve primarily as a	

distracted so Xeanja's lizard familiar, Omb, can sneak in close to the PCs and steal their key. Determining which character carries the key requires a DC 15 Perception check by the lizard (Perception +1), or an opposed check against the holder's Sleight of Hand if the PCs attempted to hide it. Once the key is located, Omb attempts to steal it with a DC 20 Sleight of Hand check (Sleight of Hand +4), then quietly scurry away (Stealth +14). The PCs are entitled to Perception checks to notice Omb or the theft as normal. If discovered, Omb bites once out of spite, then flees.

**Morale** Xeanja is looking for a quick buck, not the secrets of the universe. She surrenders if reduced below 6 hit points. She also flees into the woods if her familiar, Omb, manages to steal the key during the confusion.

<b>Base Statistics</b> AC 13, touch 13, flat-footed 10 (+3 Dex)
<b>STATISTICS</b>
<b>Str</b> 8, <b>Dex</b> 16, <b>Con</b> 12, <b>Int</b> 15, <b>Wis</b> 13, <b>Cha</b> 10
<b>Base Atk</b> +1; <b>CMB</b> +0; <b>CMD</b> 13
<b>Feats</b> Combat Casting, Improved Initiative
<b>Skills</b> Climb +2, Knowledge (arcana) +7, Profession (augur) +6, Sleight of Hand +5, Spellcraft +7, Use Magic Device +5
<b>Languages</b> Common, Draconic, Elven
<b>SQ</b> witch's familiar (lizard named Omb, endurance patron)
<b>Combat Gear</b> <i>scroll of sleep</i> , <i>wand of inflict light wounds</i> (caster level 1st, 21 charges); <b>Other Gear</b> shortspear, spell component pouch

<b>ASPIS CONSORTIUM GUARDS (3)</b>	<b>CR 1/3</b>
Male or female human warrior 1 N Medium humanoid (human)	
<b>Init</b> +4; <b>Senses</b> Perception +3	
<b>DEFENSE</b>	
<b>AC</b> 13, touch 10, flat-footed 13 (+3 armor)	
<b>hp</b> 7 each (1d10+2)	
<b>Fort</b> +3, <b>Ref</b> +0, <b>Will</b> +0	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	



**Melee** sap +3 (1d6+2) or  
scimitar +3 (1d6+2/18–20)

**Ranged** light crossbow +1 (1d8/19–20)

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**STATISTICS**


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**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Alertness, Improved Initiative

**Skills** Intimidate +3, Perception +3, Sense Motive +2

**Languages** Common

**Gear** studded leather, light crossbow with 10 bolts, sap, scimitar

## Tier 3–4 (CR 5)

### XEANJA THE WOOD WITCH

**CR 3**

Female human witch 4

CN Medium humanoid (human)

**Init** +7; **Senses** Perception +1

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**DEFENSE**


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

**hp** 31 (4d6+17)

**Fort** +2, **Ref** +4, **Will** +5

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**OFFENSE**


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**Speed** 30 ft.

**Melee** *inflict moderate wounds* +1 touch (2d8+3)

**Ranged** mwk shortspear +6 (1d6–1)

**Special Attacks** hexes (cackle, misfortune [DC 17], slumber [DC 17])

**Witch Spells Prepared** (CL 4th; concentration +7)

2nd—*detect thoughts* (DC 15), *hold person* (DC 15), *web* (DC 15)

1st—*burning hands* (DC 14), *command* (DC 14), *sleep* (DC 14),  
*mage armor*

0—*guidance*, *message*, *read magic*, *touch of fatigue* (DC 13)

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**TACTICS**


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**Before Combat** Xeanja casts *mage armor*, *detect thoughts*, *false life*, and *see invisibility* (already figured into her stats) on herself well before the confrontation. She attempts to keep the PCs talking for at least 3 rounds before combat begins so she can probe their surface thoughts to learn who holds the key.

**During Combat** Xeanja holds no hatred for the PCs and doesn't especially want to kill them. She begins combat by casting *web*. She then draws her *wand of inflict light wounds* and uses her misfortune hex on whichever PC appears to be the boldest. Every round thereafter, she cackles to maintain the misfortune effect and uses her wand to attack PCs within melee range. The threats and fight serve primarily as a distraction so Xeanja's lizard familiar, Omb, can sneak in close to the PCs and steal their key. Determining which character carries the key requires a DC 15 Perception check by the lizard (Perception +1), or an opposed check against the holder's Sleight of Hand if the PCs attempted to hide it. Once the key is located, Omb attempts to steal it with a DC 20 Sleight of Hand check (Sleight of Hand +6), then quietly scurry away (Stealth +14). The PCs are entitled to Perception checks to

## THE WITCH BASE CLASS

The witch base class is a new class in the *Pathfinder RPG Advanced Player's Guide*. The most important thing to remember when running Xeanja in combat is her misfortune hex and her cackle ability.

**Misfortune (Su):** The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Cackle (Su):** A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of a misfortune hex caused by the witch has the duration that hex extended by 1 round.



notice Omb or the theft as normal. If discovered, Omb bites once out of spite, then flees.

**Morale** Xeanja is looking for a quick buck, not the secrets of the universe. She surrenders if reduced below 6 hit points. She also flees into the woods if her familiar, Omb, manages to steal the key during the confusion.

**Base Statistics** **AC** 13, touch 13, flat-footed 10 (+3 Dex); **hp** 22 (4d6+8)

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**STATISTICS**


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

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

**Feats** Ability Focus (hex), Combat Casting, Improved Initiative

**Skills** Climb +2, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (nature) +8, Profession (augur) +8, Sleight of Hand +7, Spellcraft +10, Use Magic Device +7

**Languages** Common, Draconic, Elven, Polyglot

**SQ** witch's familiar (lizard named Omb)

**Combat Gear** *scroll of false life*, *scroll of see invisibility*, *wand of inflict moderate wounds* (caster level 3rd, 11 charges); **Other Gear** masterwork shortspear, spell component pouch

### ASPIS CONSORTIUM GUARDS (4)

**CR 1/2**

Male or female human warrior 2

N Medium humanoid (human)

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

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**DEFENSE**


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**AC** 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)

**hp** 15 each (2d10+4)

Fort +4, Ref +0, Will +0

**OFFENSE**

Speed 30 ft.

Melee sap +4 (1d6+2) or  
scimitar +4 (1d6+3/18–20)

Ranged light crossbow +3 (1d8+1/19–20)

**TACTICS**

**Before Combat** Consortium guards begin combat with their crossbows drawn, drinking their *potions of shield of faith* and applying their *oil of magic weapon* to their crossbow bolts before confronting the PCs.

**During Combat** The guards fight practically, taking cover behind nearby crates, firing at the PCs with their crossbows, and focusing on the biggest, toughest opponents first. They switch to scimitars immediately if any PCs close to melee.

**Morale** Guards flee or surrender when reduced below 3 hit points.

**STATISTICS**

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +4; CMD 14

Feats Alertness, Improved Initiative

Skills Intimidate +3, Perception +4, Profession (soldier) +4, Sense Motive +2

Languages Common

Combat Gear *oil of magic weapon*, *potion of shield of faith*; Other

Gear chain shirt, light crossbow with 10 bolts, sap, scimitar

## Tier 6–7 (CR 8)

### XEANJA THE WOOD WITCH

CR 5

Female human witch 6

CN Medium humanoid (human)

Init +7; Senses Perception +1

**DEFENSE**

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 44 (6d6+23)

Fort +3, Ref +5, Will +6

**OFFENSE**

Speed 30 ft.

Melee *inflict moderate wounds* +2 touch (2d8+3)

Ranged mwk shortspear +7 (1d6–1)

Special Attacks hexes (cackle, healing, misfortune [DC 18], slumber [DC 18])

Witch Spells Prepared (CL 6th; concentration +9)

3rd—*dispel magic*, *fly*, *suggestion* (DC 16)

2nd—*detect thoughts* (DC 15), *hold person* (DC 15), *summon swarm*, *web* (DC 15)

1st—*burning hands* (DC 14), *command* (DC 14), *sleep* (DC 14), *mage armor*

0—*guidance*, *message*, *read magic*, *touch of fatigue* (DC 13)

**TACTICS**

**Before Combat** Xeanja casts *mage armor*, *detect thoughts*, *false life*, and *see invisibility* (already figured into her stats) on herself and *fly* on Omb well before the confrontation. She attempts to keep

the PCs talking for at least 3 rounds before combat begins so she can probe their surface thoughts to learn who holds the key.

**During Combat** Xeanja holds no hatred for the PCs and doesn't especially want to kill them. She begins combat by casting *web*. She then draws her *wand of inflict light wounds* and uses her misfortune hex on whichever PC appears to be the boldest. Every round thereafter, she cackles to maintain the misfortune effect and uses her wand to attack PCs within melee range. The threats and fight serve primarily as a distraction so Xeanja's lizard familiar, Omb, can sneak in close to the PCs and steal their key. Determining which character carries the key requires a DC 15 Perception check by the lizard (Perception +1), or an opposed check against the holder's Sleight of Hand if the PCs attempted to hide it. Once the key is located, Omb attempts to steal it with a DC 20 Sleight of Hand check (Sleight of Hand +8), then quietly scurry away (Stealth +14). The PCs are entitled to Perception checks to notice Omb or the theft as normal. If discovered, Omb bites once out of spite, then flees.

**Morale** Xeanja is looking for a quick buck, not the secrets of the universe. She surrenders if reduced below 6 hit points. She also flees into the woods if her familiar, Omb, manages to steal the key during the confusion.

Base Statistics AC 14, touch 14, flat-footed 11 (+3 Dex, +1 dodge); hp 33 (6d6+12)

**STATISTICS**

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

Base Atk +3; CMB +2; CMD 17

Feats Ability Focus (hex), Combat Casting, Dodge, Improved Initiative

Skills Climb +2, Knowledge (arcana) +12, Knowledge (history) +9, Knowledge (nature) +9, Profession (augur) +10, Sleight of Hand +9, Spellcraft +12, Use Magic Device +9

Languages Common, Draconic, Elven, Polyglot

SQ witch's familiar (lizard named Omb)

Combat Gear *scroll of false life*, *scroll of see invisibility*, *wand of inflict moderate wounds* (caster level 3rd, 11 charges); Other

Gear masterwork shortspear, spell component pouch

### ASPIS CONSORTIUM GUARDS (4)

CR 3

Male or female human warrior 5

N Medium humanoid (human)

Init +4; Senses Perception +6

**DEFENSE**

AC 18, touch 12, flat-footed 18 (+6 armor, +2 deflection)

hp 47 each (5d10+20)

Fort +8, Ref +2, Will +2

**OFFENSE**

Speed 20 ft.

Melee sap +8 (1d6+3) or

scimitar +9 (1d6+5/18–20)

Ranged light crossbow +6 (1d8+1/19–20)

**TACTICS**

**Before Combat** Consortium guards begin combat with their



crossbows drawn, drinking their *potions of shield of faith*, and *bear's endurance*, and applying their *oil of magic weapon* to their crossbow bolts before confronting the PCs.

**During Combat** The guards fight practically, taking cover behind nearby crates, firing at the PCs with their crossbows, and focusing on the biggest, toughest opponents first. They switch to scimitars immediately if any PCs close to melee.

**Morale** Guards flee or surrender when reduced below 3 hit points.

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#### STATISTICS

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**Str** 16, **Dex** 11, **Con** 16, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Alertness, Improved Initiative, Outflank (see sidebar), Step Up

**Skills** Intimidate +5, Perception +6, Profession (soldier) +6, Sense Motive +2

**Languages** Common

**Combat Gear** *oils of magic weapon* (2), *potion of bear's endurance*, *potion of shield of faith*; **Other Gear** breastplate, light steel shield, light crossbow with 10 bolts, sap, scimitar, *cloak of resistance* +1

**Development:** Even if the PCs prevent the Consortium witch and her familiar from stealing their key, they have little time to celebrate. Whether she does so as she flees, or with her dying breath, Xeanja provides the PCs with one final warning. Read aloud the following:

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The witch smiles gently. "Travel safely, Pathfinders, but travel swiftly," she says. "I'm far from the only Consortium vulture looking to pick your bones today." She looks toward the road back to Bloodcove, where in the distance birds and chattering monkeys scatter from the canopy as if frightened by a large force moving in this direction and, at best, two hours away.

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If Xeanja survives and obtains the key, she allows the survivors to continue on their way unmolested.

**Mission Notes:** Xeanja is a sufficiently important trade captain for the Aspis Consortium that Qadira faction PCs can fulfill their mission by planting the forged documents on her body.

The rushing river at the gorge's bottom also makes an ideal place for Taldor faction PCs to dump their cursed idol. Other acceptable means of disposing of the tiny statuette include throwing it from the pier in Acts 3 or 4.

**Rewards:** If the PCs defeat Xeanja and her guards, reward each tier thusly:

**Tier 1–2:**

Give each player 48 gp.

**Tier 3–4:**

Give each player 217 gp.

**Tier 6–7:**

Give each player 870 gp.

## CONCLUSION

As Act 5 draws to a close, the PCs are likely weary and mere hours ahead of the Aspis Consortium's own force sent to overtake the PCs on their way to the Azlant Ridge excavation (see Part II, *Rescue at Azlant Ridge*). Combat against such odds all but guarantees death, and the only tentative safety available to the PCs lies inside the protective walls of the fortified expedition camp 2 days' journey away.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who purchase a bottle of "Rulkep's Superlative Antimalarial" for analysis earn 1 Prestige Award. PCs from the Andoran faction who also convince Trato of Westcrown to return home and work as an Andoren double agent in Act 1 earn 1 bonus Prestige Award.

**Chelix Faction:** PCs from the Chelix faction who confirm that Trato of Westcrown is sailing out of Bloodcove with Captain Elanzo in Act 1 earn 1 Prestige Award. PCs from the Chelix faction who also convince the boy to return to his family in Westcrown earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who extend the Sothan Academy's scholarship offer to young Roald Rulkep in Act 3 earn 1 Prestige Award. PCs from the Osirion faction who also kill the vile smuggler Amukhet in Act 3 earn 1 bonus Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who learn enough about the local economy to determine the best resources to push now in Qadira earn 1 Prestige Award. PCs from the Qadira faction who also plant the forged contracts on Lura Ichon in Act 3 or Xeanja in Act 5 earn 1 bonus Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who dispose of their cursed idol in a large or remote body of water earn 1 Prestige Award. PCs from the Taldor faction who also steal House Cartahegn's recent shipping records in Act 2 earn 1 bonus Prestige Award.

## Andoran Faction Handout

Hero of Freedom,

Some infernal malady passed around our Absalom offices without pause for weeks now. I purchased a tonic, a "Rulph's Superlative Antimalarial" that cleared my symptoms overnight, but have been unable to locate more for my staff. The apothecary informs me the bottle arrived from Bloodcove, so do keep your eyes open for more of it. Ill health is the most pernicious of freedom's enemies.



Keep your wits about you and seek a young Chelish noble named Trato with black hair and distinctive red bangs. A brilliant faith in equality burns in this boy's heart, but he fled from Westcrown before we could approach him. We believe him to be in Bloodcove now, and hear that the Chelaxians also seek to persuade him to return home. Convince him to do so, recruit him to work for us as a double agent, and bring freedom to his shackled homeland.

*Capt. Colson Mald* For Andoran,  
Captain Colson Maldris



## Cheliox Faction Handout

Delicious Plaything,

It seems even refined Chelish blood exhibits no immunity to youthful rebellion. A boy of sixteen years, Trato of Westcrown snubbed his high breeding and fled his familial responsibilities. He is identifiable both by his obviously good breeding and his hair: raven black with a shock of red in the front.

Find Trato. My divinations place him in the Mwangi Expanse, but somewhere thick with the stink of seawater, so he likely serves aboard some peasant ship. If you can convince him to return as well, all the better, but if you fail, I will simply dispatch agents more specialized in retrieving petulant brats.

Expectant and Impatient,

*Zarta Draldeen*  
Paracountess Zarta Draldeen



## Osirion Faction Handout

Trusted Servant of the Ruby Prince,

Some years ago, the Sothan Alchemical Academy lost one of its more promising alumni to Bloodcove. While the skills of Senzer Rulkep have undoubtedly dulled during his decades in exile, I learned recently of the birth of his son, Roald. Should you encounter Senzer on your trip to Bloodcove, kindly deliver the enclosed letter. It offers a full scholarship for his boy at our prestigious school.

On graver business, you must also be wary of an Osirian man bearing distinctive scarab tattoos on his face. Amukhet began as a vile smuggler of our national history, but recently he graduated to outright murder of customs inspectors. The Ruby Prince has already signed Amukhet's death warrant. Should you encounter the man, your sacred duty demands you take his life, ideally without creating an international incident.

For the Ancestors,

*Amenophus*

Amenophus, The Sapphire Sage



## Qadira Faction Handout

Servant of the Satrap,

The Mwangi interior provides many profitable luxuries for our market stalls, but information rules every merchant. Keep an ear to the ground in Bloodcove, and learn what local goods may be in surplus this season so we may begin raising a demand for them in Absalom now.

Enclosed you will also find sealed documents—forged contracts with which we hope to sow discord. See to it these contracts find their way into the possession of a reasonably important Aspis Consortium corpse for their comrades to discover.

Sincerely,

Pasha Muhlia Al-Jakri x

*Muhlia Al-Jakri*





### Taldor Faction Handout

*Loyal Servant of the Emperor,*

*After a rather embarrassing bout of courtly intrigue, I find myself saddled with a cursed crocodile idol. Ignore the specifics as to how I know this, but it must be returned to the waters of the Mwangi immediately! I suppose any water will do, but it should be somewhere no one else will discover it. The smiling crocodile god must never again leave the jungle!*



*If time remains, try to find your way into the Cartahegn Sugarpress there in Bloodcove. The bastards make a fortune keeping Taldan bakeries here in Absalom knee deep in sugar, and if you could find any recent shipping records, it should give us an insight for upcoming negotiations.*



*For Taldor!*  
*BARON JACUO*  
 Baron Jacquo Dalsine

#### BLOODCOVE DISGUISE AWARENESS LEVEL

	No Effect	-2 to penalty*	-5 penalty*	Assault (see Act 4)	
Awareness	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> +
(for 5+ PCs)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> +

\*Penalty applies to all Charisma-based skill checks

Notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



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## ADVANCED PLAYER'S GUIDE • AUGUST 2010

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# SCENARIO #2-01: BEFORE THE DAWN, PART I: THE BLOODCOVE DISGUISE

This Chronicle Certifies That \_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_  
 \_\_\_\_\_  
 Player Name Character Name Pathfinder Society # Faction  
 \_\_\_\_\_  
 \_\_\_\_\_ Has Completed This Scenario. \_\_\_\_\_

Scenario Chronicle # \_\_\_\_\_

TIER	
1-2	506
TIER	
3-4	1,262
TIER	
6-7	3,234

MAX GOLD

### EXPERIENCE

Starting XP \_\_\_\_\_  
 +1 XP \_\_\_\_\_  
 Final XP Total \_\_\_\_\_

### PRESTIGE AWARD

Starting PA \_\_\_\_\_  
 PA Gained (GM ONLY) \_\_\_\_\_  
 Final PA Total \_\_\_\_\_

### GOLD

Start GP \_\_\_\_\_  
 + GP Gained (GM ONLY) \_\_\_\_\_  
 + Items Sold \_\_\_\_\_  
 = Subtotal \_\_\_\_\_  
 - Items Bought \_\_\_\_\_  
 = Subtotal \_\_\_\_\_  
 - Gold Spent \_\_\_\_\_  
 = Subtotal \_\_\_\_\_

### Items Found During This Scenario

TIER

all

#### Total Awareness Points Generated:

- The Favor of Cartahegn:** While in a settlement of 5,000 people or more anywhere on the continent of Garund, you may purchase mundane equipment (but not weapons or armor) through your favorable connections with House Cartahegn at a 10% discount.
- Tortured by the Aspis Consortium:** You were captured in Bloodcove by the Aspis Consortium and subsequently tortured over the course of 2 weeks before being tossed on an Absalom-bound slave ship and returned to the Society. As a result, you lose 1 permanent point of Constitution to represent the hell the Aspis Consortium put your body through.

TIER

1-2

- Greenblood oil (Limit 1; 100 gp)
- Potion of invisibility (300 gp)
- Wand of inflict light wounds (21 charges) (Limit 1; 315 gp)

TIER

3-4

- Feather token (whip) (300 gp)
- Medium spider venom (Limit 1; 150 gp)
- Potion of cure moderate wounds (300 gp)
- Scroll of false life (150 gp)
- Scroll of see invisibility (150 gp)
- Striped toadstool powder (Limit 1; 180 gp)
- Wand of inflict moderate wounds (11 charges) (Limit 1; 990 gp)
- Wand of reduce person (9 charges) (Limit 1; 135 gp)

TIER

6-7

- Cloak of resistance +1 (1,000 gp)
- +1 frost bolts (Limit 6; 166 gp each)
- Large scorpion venom (Limit 1; 200 gp)
- Potion of bear's endurance (300 gp)
- Potion of bull's strength (300 gp)
- Potion of cure serious wounds (750 gp)

### 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 #