

PATHFINDER SOCIETY

YEAR OF THE SERPENT



THE SUN ORCHID SCHEME

By Nicholas Wasko



THE SUN ORCHID SCHEME

PATHFINDER SOCIETY SCENARIO #7-21

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Pathfinder Society Scenario #7-21: The Sun Orchid Scheme is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com/pathfindersociety

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THE SUN ORCHID SCHEME

BY NICHOLAS WASKO



Every year, six vials of *sun orchid elixir* emerge from the Citadel of the Alchemist, destined for one of Thuvia's five city-states. Only this city-state holds the right to sell the precious liquid, which restores its drinker to the prime of youth. The elixir fetches a hefty price and provides most of the city's income for the next several years. Given the elixirs' prospective worth, the city-states spare no expense protecting the vials. The painstaking efforts the city-states take to secure their precious cargo makes theft a daunting prospect.

Nevertheless, these precautions do not guarantee safe transport of the *sun orchid elixir*. Pashow, Thuvia's smallest city-state, has suffered severe economic hardship after losing its last two elixir shipments to mysterious accidents with teleportation magic. Pashow's leader, Emir Guldis, fears that losing the elixirs a third time could incite a rebellion.

His primary concern is Prince Zinlo, the increasingly militant ruler of the Thuvian city-state of Aspenthar. Zinlo has spent the past decade gathering strength and manipulating allies for political gain. He recently maneuvered his daughter Ziralia into position to take over Pashow should the people topple Emir Guldis. Once his family commands two-fifths of the country, Zinlo would be poised to unite the rest by force.

Meanwhile, the Aspis Consortium has been secretly backing Aspenthar's ambitious prince. The Consortium's representative in Thuvia Kitio Aspenathi approached Zinlo one year ago and offered economic support in exchange for an alliance with the prince's unified Thuvia. The gold agent even offered his operatives' services in waylaying caravans carrying Pashow's *sun orchid elixir*.

With all eyes on him, Emir Guldis is taking every precaution to transport the elixirs safely to Pashow. He has already borrowed extensively to hire guards and build armored convoys. With only a few months before the new batch of elixirs departs for Pashow he is eager to test his defenses and reinforce potential weaknesses. To that end, he has asked the Pathfinder Society rob a caravan designed to transport the elixirs and report any

WHERE ON GOLARION?

The Sun Orchid Scheme takes place in and around Pashow, the smallest of the five allied city-states that make up the nation of Thuvia. Located in the barren southern desert, Pashow relies on its inhabitants' knack for magic and its proximity to the Citadel of the Alchemist to make up for its lack of natural resources. To learn more about Thuvia and the city of Pashow, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and game stores everywhere and online at paizo.com.



flaws they manage to exploit. As an additional political play, Guldis has appointed Ziralia to coordinate the Society's heist and monitor their tactics. In so doing, he hopes to appease his people's desire for leadership while focusing the efforts of her considerable connections on dealing with the greatest threat to his position.

ADVENTURE SUMMARY

The PCs meet Lady Ziralia in Aspenthar, where she explains that Emir Guldis is organizing a trial run for one of the convoys that will carry the *sun orchid elixir* to Pashow. Ziralia hires the PCs to test the transport's defenses by carrying out a heist on the mock convoy, using whatever tactics they would employ to plan and execute a real theft. Ziralia advises the PCs to infiltrate the

GM RESOURCES

The Sun Orchid Scheme utilizes the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 4*, and *Pathfinder RPG NPC Codex*. You can find these rules in the Pathfinder Reference Document online at paizo.com/prd, and the relevant rules from the Bestiaries and the *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

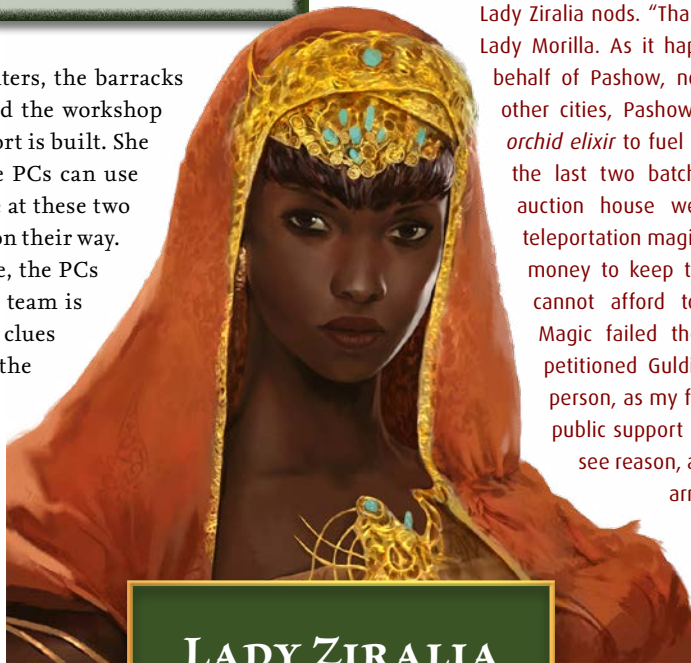
convoy's two planning centers, the barracks where the guards train and the workshop where the armored transport is built. She outlines several tactics the PCs can use to perform reconnaissance at these two sites before sending them on their way. During the reconnaissance, the PCs find evidence that another team is spying on the convoy, with clues suggesting Prince Zinlo, the Aspis Consortium, or both may be involved.

After three days of preparations, the PCs ambush the convoy. The information that the PCs gathered provides them with insights into the transport's vulnerabilities, helping the PCs distract guards, bypass traps, and find the hidden elixir. Following the exercise, the PCs debrief with Ziralia, who informs them that officials monitoring the ambush noticed scouts who did not participate in the mock heist. When the PCs reveal that they also found evidence of intruders studying the convoy, Ziralia decides she cannot ignore the threat of a real theft.

The PCs track the spies to an Aspis Consortium desert camp, where the bronze agent Ivira has been collecting information about the convoy and providing reports to representatives from Aspenthar. The adventure culminates with the PCs raiding the Aspis operation and attempting to capture agents and documents before Ivira puts the whole camp—and the damning evidence contained within—to the torch.

GETTING STARTED

Read or paraphrase the following in order to get the adventure underway.



LADY ZIRALIA

The salty air of Aspenthar's port yields to delicate perfumes and incense as a servant leads the way into an elegant townhouse. Another servant serves tea in Tian porcelain, offering the first cup to Lady Gloriana Morilla and the second to a regal woman wearing a colorful headscarf and a striking gold necklace.

"At last, our team has arrived!" Lady Gloriana announces, gesturing to the other teacups. "Please help yourselves. Allow me to introduce Lady Ziralia, eldest daughter of Aspenthar's liege, Prince Zinlo. She has requested the Society's services for a rather intriguing project."

Lady Ziralia nods. "Thank you for the introduction, Lady Morilla. As it happens, I am here today on behalf of Pashow, not Aspenthar. Like Thuvia's other cities, Pashow relies on the sale of *sun orchid elixir* to fuel its economy. Unfortunately, the last two batches destined for Pashow's auction house were lost to mishaps with teleportation magic. Emir Guldís has borrowed money to keep the city afloat, but Pashow cannot afford to lose another shipment. Magic failed the last two times, so I've petitioned Guldís to transport the vials in person, as my father does. I rallied enough public support that the Emir was forced to see reason, and he began building some armored convoys and training guards to escort them.

"Guldís has entrusted me with looking into his transport's total security. Our interactions have been somewhat tense of late,

and his full motives for choosing me for

such a sensitive task are not yet clear. Nonetheless, the task at hand takes precedence over idle speculation. If this shipment is lost, Pashow will suffer greatly, and I respect the weight of my responsibly in preventing that fate.

"The Emir plans to send the transport on a practice run from the Citadel of the Alchemist to Pashow with a decoy elixir. Your job is to perform reconnaissance, plan an ambush, and raid the transport. To best assess the transport's vulnerabilities, we are treating this exercise as a genuine heist. The guards don't know they are being tested, so they will respond to you as they would respond to a real thief trying to infiltrate their operation. They do know that Guldís appointed me as his auditor, however, so my direct involvement will be limited. I am here to offer advice, monitor your strategies, note any security flaws you manage to exploit, and report back to the Emir. I will counsel you as best I can, but you should approach this heist however you see fit. I understand that this is an unusual mission, but Pathfinder agents are well known for their resourcefulness."

After explaining the assignment, Ziralia answers the PCs' questions as best she can. Ziralia always suggests the PCs gather intelligence before planning the heist, regardless of what questions the players ask.

Are we stealing the real sun orchid elixir? "This is a trial run, so a less powerful elixir will stand in for the *sun orchid elixir* during this exercise. If you successfully locate and steal the mock elixir, however, you may keep it. Your payment will also be based on your performance, so please take this exercise seriously."

What sort of defenses should we expect? "Pashow's citizens favor magic, so expect constructs, illusions, and traps within the transport itself. The convoy's wardens will likely be soldiers and trained animals. The Emir assembled two independent teams to prepare the escort and the transport itself, so I recommend performing reconnaissance at the guard barracks and workshop building the transport. Learning their vulnerabilities on site should help you plan an effective heist."

Where should we attack the caravan? "You will need to learn the convoy's route through the desert in order to find the best place for an ambush. I imagine Guldís's navigators will debrief the convoy's escorts before the practice run, so spying on the guard barracks will help you plan your attack."

Why have your interactions with Emir Guldís been tense? "It is a delicate matter. If you prove your ability to exercise discretion and subtlety during the tasks I have laid before you, perhaps we can discuss the situation."

What is the best way to gather information? "I know the guards are short-staffed and the convoy workshop needs skilled artificers, so posing as new recruits may get you far if you have the skills to back up your claims. You might also be able to pass as supervisors sent by Guldís, as long as you can avoid suspicion from middle management. Of course, there's always the option of just sneaking around and stealing information. Don't get caught engaging in suspicious behavior or this little test will be over before it begins. You are likely to meet with far more success if you to divide your forces between the two sites to cover more ground. You only have three days before the practice run, so every minute counts."

What complications might we face while infiltrating the facilities? "Both sites are preoccupied with preparations,

so anything could happen. Your most likely obstacles are traps protecting the officers' notes and guards interfering with your surveillance. My advice is to either blend into the background or make a positive impression; overseers are more likely to scrutinize a nuisance than someone they enjoy. Also, watch out for anyone else spying on the operation; with so much at stake, we can't afford to miss any foul play for the sake of our own heist."

Is violence an option? "I've recruited Abadaran priests to stabilize any guards who are critically wounded during your operations, so using force is permitted. I would ask that you refrain from excessively lethal tactics, however, as it would be best for this exercise to proceed without casualties. That being said, I strongly advise against trying to simply overpower the guards. The Emir spared no expense preparing his transports, and you are likely to find yourselves outnumbered."

Is this legal? "The Emir himself sanctioned this heist, so no one involved will be breaking the law. If Guldís's men imprison you, I will ensure you are released, but being captured will not reflect well on your performance in this exercise, or on my trust in you."

Faction Notes: Before the PCs depart for Pashow, Lady Gloriana summons any members of the Sovereign Court faction to a secret meeting. Gloriana sees Zinlo as a

rising star in Inner Sea politics, and believes helping his daughter offers an opportunity to learn more about the ambitious prince. She asks the PCs to collect information pertaining to Zinlo's associates and political machinations while they participate in Ziralia's heist.

KNOWLEDGE (GEOGRAPHY) OR KNOWLEDGE (HISTORY)

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

10+: Much of Thuvia's land is desert. Its civilization revolves around the five allied city-states that control the sale of *sun orchid elixir*.

15+: Pashow is the smallest of Thuvia's city-states, and its people rely on their magical aptitude to compensate for the barren environment.



LADY GLORIANA MORILLA

INFILTRATION

The PCs' plans for infiltration are likely to involve them posing as legitimate workers at the site where they are gathering information. Alternatively, any PC can select the thief option to attempt to sneak around the complex undetected. This list of tasks and approaches is not exhaustive—the GM can introduce additional approaches at her discretion, using the examples below as a model.

Animal handler (Area A only): Manage mounts and guard animals with Handle Animal, Knowledge (nature), Profession (driver or stable master), Ride, or wild empathy.

Engineer (Area B only): Build convoy with Craft (locks or traps), Disable Device, Knowledge (engineering), Perception, and Use Magic Device.

Guard or laborer: Blend in with Intimidate, Knowledge (local), Perception, Profession (soldier), or Survival.

Mage or medic: Fill magical or medical needs with Appraise, Craft (alchemy), Heal, Knowledge (arcana or religion), or Spellcraft.

Supervisor: Fool overseers with Bluff, Diplomacy, Linguistics, Profession (clerk or scribe), or Sense Motive.

Thief: Sneak in with Acrobatics, Climb, Escape Artist, Sleight of Hand, or Stealth.

20+: Those who live outside Thuvia's main settlements cluster around the desert's scarce oases. Local warlords called Water Lords control most bodies of fresh water. Although most consider Water Lords little more than bandits, those who secure an alliance with a Water Lord can operate outside of the city-states' influence.

KNOWLEDGE (LOCAL) OR KNOWLEDGE (NOBILITY)

Based on the results of a Knowledge (local) or Knowledge (nobility) check, the PCs might know more about Thuvia's leaders and the importance of the *sun orchid elixir* in the nation's identity. Each PC recalls all of the information whose DC is less than or equal to the result of her check. Members of the Sovereign Court faction have sufficient understanding of the political climate that they can attempt this check as if they were trained in the skill and gain a +2 circumstance bonus.

10+: The nation of Thuvia consists of five independent city-states, each with its own interests. Every year, one city receives exclusive right to auction off six vials of *sun orchid elixir*, which fuels the local economy for the next five years while the elixir cycles among the other four city-states.

15+: Pashow has been suffering from intense financial turmoil after its last two batches of *sun orchid elixir* were lost. Though no one knows exactly what caused the teleportation accidents that compromised the shipments,

locals hold Emir Guldis responsible, sully his reputation as a leader.

20+: Many of Pashow's citizens believe Ziralia single-handedly salvaged the city's economic infrastructure, and a group of agitators seek to overthrow Guldis in favor of Prince Zinlo's daughter. Rumors hold that Guldis sees Ziralia as a threat, but cannot openly act against her without drawing her supporters' ire and risking a coup.

25+: Some believe that Pince Zinlo subtly supported Ziralia's rise in popularity, hoping to bring Pashow under his daughter's control. The ambitious prince has been building his military strength, and many fear that putting Ziralia on Pashow's throne is just his first step toward conquering the rest of Thuvia. Ziralia, however, is a vocal advocate of city-state independence, which makes her true position concerning Zinlo's political maneuvering unclear.

TRACKING SUCCESS

As the PCs infiltrate the guard barracks and the transport workshop, their successes help them prepare for the heist ahead. The sections for the guard barracks and the transport workshop are each broken down by day. Assuming that the PCs break into two groups as Ziralia suggested, run the Day 1 sections for each location first, followed by the Day 2 and Day 3 sections.

First, each PC must choose a method of spying on her chosen complex. Examples of possible approaches and their associated checks appear in the Infiltration sidebar on page 6. At her discretion, the GM can also allow other types of checks that players can reasonably justify as part of their approach.

Once per day, each PC can attempt a skill or ability check associated with her chosen method of reconnaissance. The DC of each check starts at 14 (18 in Subtier 4–5), but increases by 3 each time a PC attempts to use a skill or ability that she has used before in that location. A PC who succeeds at her check earns one success for that day at that PC's facility. A PC who exceeds the DC by 10 or more earns two successes. The PCs can earn a maximum of three successes per facility per day, and information gained from each success is cumulative. Each additional success beyond the maximum provides a cumulative +2 bonus on all skill checks in that facility the following day.

A PC who fails a skill check triggers a complication. The descriptions of each facility each include a list of possible complications. GMs are encouraged to make minor adjustments to the sample complications or create similar setbacks to better match a PC's approach. GMs may run one complication on a day that the PCs do not trigger any complications, if time permits. This additional complication does not nullify the PC's success, but it may still inflict a secondary, complication-specific

penalty. Complications should encourage the PCs to think on their feet in a fun way or provide a minor setback rather than completely ruin their plan. Overcoming a complication allows a PC to retry her skill check; failing a second time means that PC cannot earn a success that day. Retrying a skill check in this way counts as using the same skill again, increasing the DC of the skill check by 3. The DCs of a skill check to overcome a complication is 12 (or 16 in Subtier 4–5), unless stated otherwise. Use the **Infiltration Flowchart** handout in the back of the scenario as a guide for running the PCs' reconnaissance.

Each location also includes descriptions of NPCs involved in the day's preparations. Players who interact with facility personnel may receive bonuses on their checks; each NPC's description includes an example of how PCs can earn his or her favor. GMs are encouraged to use these descriptions as guidelines for NPC interactions and to reward players for effective roleplaying.

A. GUARD BARRACKS

The transport's escorts reside in a single barracks, where they plan routes, train animals, and prepare for the harsh environment. Guldis's penchant for teleporting elixir shipments left him with few veteran escorts, so Pashow's current recruits are inexperienced. As a result, the senior officers are desperate for skilled fighters and take on any recruit who demonstrates talent in a required field.

The barracks is a sandstone complex with thick walls and few windows, designed to shelter trainees from prying eyes. Recruits share bunks in the easternmost building, adjacent to the officers' quarters where the Emir's appointed overseers supervise preparations. The western building contains an armory and a mess hall, each guarded by more experienced sentries. The buildings surround a massive training field, where recruits spar and practice on dummies while wranglers train guard animals in the southeastern paddock.

Day 1: Animal Training

The first day revolves around training the convoy's guard animals. Handlers teach tricks to a pack of barely domesticated Thuvian desert dogs—vicious beasts native to the barren wasteland—while recruits learn tactics for fighting with them.

Creatures: Guldis's beastmaster **Ishyal** (LN female human ranger 5) oversees the stables and animal training regimens. A boisterous Qadiran woman covered with scars, Ishyal sees buildings as cages that prevent living souls from reaching their full potential, preferring to train guards and animals in the desert heat. Most recruits avoid her around noon, but those who join her beneath the midday sun earn her favor. PCs who interact with Ishyal gain a +2 bonus on their checks by training

SCALING ENCOUNTERS A AND B

To accommodate parties of 4 PCs in either subtier, decrease all check DCs by 2 and decrease the daily maximum number of successes to two. One success provides the PCs with the information they would normally gain from two successes, and two successes provides them with the information they would normally gain from three successes.

in the heat, but they must succeed at a DC 15 Fortitude save or become fatigued until the next day. Characters wearing heavy clothing or armor of any sort take a –4 penalty on this Fortitude save.

Complications: The following complications could occur on the PCs' first day in the barracks.

The Hand that Feeds: A desert dog bites a PC viciously, dealing 1d2 points of Constitution damage unless the PC succeeds at a DC 12 Reflex save. In Subtier 4–5, the dog attack deals 1d4+1 points of Constitution damage unless the PC succeeds at a DC 16 Reflex save.

Patient Zero: One desert dog carries the shakes (*Pathfinder RPG Core Rulebook* 557) and exposes a PC to infection (DC 13 Fortitude save negates).

Red-Handed: Ishyal follows a PC sneaking around the barracks, catching the spy unless the PC covers up his espionage with a successful Bluff, Diplomacy, or Stealth check. If the caught PC used a supervisor or thief approach, Ishyal warns her superiors, increasing the DC of that PC's subsequent checks by 2. If the caught PC used an animal handler, guard, or mage approach, Ishyal punishes the interloper by forcing him to eat dog food, inflicting the sickened condition the next day.

Development: If the PCs achieve one success, they can steal 3 of the treats Ishyal uses to reward the desert dogs. The PCs can throw a treat as a ranged touch attack targeting a dog's square (AC 5). If the attack roll hits, the dog spends its first round eating the treat, unless it has already taken damage during the combat. Alternatively, a PC can use a dog treat as supplemental material component, which increases the DC of any enchantment spell that specifically targets animals by 2.

If the PCs achieve two successes, they notice the handlers shooing the dogs away from a crate of chocolate. Cargo manifests indicate that every crate containing chocolate shipped from Bloodcove and arrived in Aspenthar, where it received Prince Zinlo's seal of approval before traveling to Pashow. Each PC at the barracks receives a small amount of chocolate as a reward for their dedicated work. If the PCs wish, they can use the chocolate to poison the dogs during the encounter by throwing it along with a treat. A dog that eats a PC's portion of chocolate gains the sickened condition for 30 minutes.

A. Guard Barracks



1 square = 5 feet

Pathfinder Flip-Mat Classic: Prison

If the PCs achieve three successes, they learn all of the desert dogs' command words and develop a rapport with the beasts. These command words allow the PCs to direct the desert dogs' actions with a successful DC 10 Handle Animal check.

Day 2: Boot Camp

The second day focuses on guard training. Recruits learn combat tactics, proper responses to various threats, and what signals scouts will use to change the convoy's heading or raise the alarm.

Creatures: Drill sergeant **Jaravo** (LN male human warrior 5), a towering Garundi man with a penchant for tall tales and flashy combat, who uses hyperbolic anecdotes and threats to strike fear into his trainees and any who question his methods. Any PC interacting with him can exploit his flair for the dramatic by succeeding at a DC 15 Perform check or combat maneuver check (DC 18 in Subtier 4–5). Success impresses the sergeant and maintains his trainees' attention, granting a +2 circumstance bonus to all other PCs attempting checks in the barracks that day. Multiple successes do not stack. PCs can learn about Jaravo's penchant for showmanship by talking to the other guards.

Complications: The following complications could occur on the PCs' second day in the barracks.

Pinned Down: While investigating an off-limits area, the PC accidentally topples a piece of furniture on herself. She must succeed on an Escape Artist or Strength check to escape without being spotted; otherwise her trespassing is exposed. If she is caught, she takes a –4 penalty on her skill checks in the barracks on the following day. She does not take this penalty if she chooses to perform reconnaissance in the transport workshop instead.

Odd One Out: The PC draws the ire of the other recruits. Unless the PC succeeds at a Diplomacy check or gives the trainees a 20 gp bribe (100 gp in Subtier 4–5), they vent their frustration on the PC, dealing 2d4 points of damage.

Jaravo's Favorite: Jaravo takes a liking to the PC, making her the focus of the sergeant's exercises and demonstrations. The PC must succeed at a DC 13 Fortitude save (DC 17 in Subtier 4–5) or be fatigued the next day.

Development: If they PCs achieve one success, they learn how the guards use *dancing lights* to communicate via signals in the sky. The PCs learn which patterns will tell the convoy to halt and the escorts to disperse and search the surrounding area for hidden threats. While the *dancing lights* spell is the most effective way to replicate these patterns, the PCs can also replicate them with other light sources. See area C for more information on signaling the convoy.

If the PCs achieve two successes, they are invited to join some guards on their night off, learning personal vices that the PCs can later use against them. By revealing a damning secret or weakness, as a free action, a PC can inflict the staggered condition on a guard for 1d3 rounds. This ability only works once per guard. The PCs also observe several mysterious men and women tempting the guards with strong drink, drugs, and other indulgences. Though these scoundrels speak highly of Prince Zinlo and the lifestyle in Aspenthar, most of the money they throw around was minted in Bloodcove and Cheliax. A PC who succeeds at a DC 14 Knowledge (local) check (DC 18 in Subtier 4–5) notices the source of the coinage. The PC also recalls that the settlement of Bloodcove is under Aspis Consortium control, and that the Consortium is based in Cheliax—together, these associations suggest that the mysterious figures may have Aspis ties.

If the PCs achieve three successes, Jaravo replaces one of the convoy's guards with a PC working in the barracks. During the convoy raid, a PC may replace one convoy mage. If the PCs neutralize the second mage before he casts *dancing lights*, any distracted guards do not return for 20 minutes after being called away.

Day 3: The Desert Path (CR 1 or CR 4)

The third day is spent planning the convoy's route. Officers teach navigators how to find hidden desert trails, while guards learn how to scout for threats and maneuver the convoy to safety without getting lost.

Creatures: A jumpy, paranoid man named **Enyro** (N male human ranger 5) organizes the routes and scouting missions. Constantly worried about his plans falling into the wrong hands, Enyro distrusts anyone without instructions from the Emir himself. Interactions with Enyro incur a –2 penalty without written orders from Emir Guldís. Forging Guldís's handwriting requires the PCs to succeed at a DC 14 Linguistics check (DC 18 in Subtier 4–5). If Enyro detects the forgery, the PC who presented it takes a –4 penalty on skill checks during all subsequent interactions with him.

Varnic, a halfling recruit training as a scout, is actually an Aspis Consortium agent surveying the convoy's defenses. Suspecting the PCs are also investigating the convoy, Varnic tries to follow the PCs and interfere as they go about their business. If challenged, he claims that he's been ordered to root out spies within the compound, evading questions by directing them towards Enyro. Though he sticks to this story, a PC who succeeds at a DC 14 Sense Motive check (DC 18 in Subtier 4–5) realizes that he is lying. Varnic tries to keep a low profile, but he defends himself if left no other option. If the players attack the Aspis spy, use the statistics below.

Capturing and interrogating Varnic automatically earn the PCs 1 success.

SUBTIER 1-2 (CR 1)

VARNIC CR 1

LE town watcher (*Pathfinder RPG NPC Codex* 128, see page 25)
hp 15

Special Attacks favored enemy (humans +2)

SUBTIER 4-5 (CR 4)

VARNIC CR 4

LE guild initiate (*Pathfinder RPG NPC Codex* 146, see page 24)
hp 41

Complications: The following complications could occur on the PCs' third day in the barracks.

Errand Runner: The PC chose to follow a scout who turned out to be on a supply run. The PC must quickly acquire the necessary goods by succeeding at an Appraise, Diplomacy, or Profession (merchant) check, or by paying 20 gp (100 gp in Subtier 4-5). Failure means the PC wastes the whole day tailing the guard who is simply running errands.

Cartographer's Code: Enyro used ciphers and decoy maps to disguise his true instructions. The PC must succeed at a Knowledge (geography) or Linguistics check to identify the correct routes or the misinformation gets the party lost before ambushing the convoy. The party can locate the convoy, but doing so requires 1d4 hours of travel in very hot conditions (*Pathfinder RPG Core Rulebook* 444).

Snake Bite: Varnic fears that the PCs are onto him and tries to poison one of the PCs before she blows his cover. The PC can spot Varnic spiking her drink with a successful Perception check; otherwise she is exposed to belladonna (*Pathfinder RPG Core Rulebook* 558).

Development: If the PCs achieve one success, they can identify the convoy's general route. With this information, the PCs do not need to track the convoy through the desert, and the guards don't notice them until they come within 60 feet of the transport.

If the PCs achieve two successes, they reveal an ideal ambush site along the convoy's path, providing the PCs 1 hour of time to prepare for combat. The PCs automatically receive a surprise round, starting 30 feet away from the transport. They also find a map in Varnic's bedchamber with observation points marked along the convoy's route.

If the PCs achieve three successes, one PC in the barracks gains a reputation as a trustworthy scout among the guards. The guards react positively when the PCs appear in the desert, allowing the PCs to begin a surprise round from any position outside the transport.

B. TRANSPORT WORKSHOP

Building the transport requires dozens of engineers, spellcasters, and laborers. Each build team designs only one discrete portion of the transport, preventing anyone but the overseers from seeing the complete layout and learning its secrets.

The facility where the transport is built consists of several workshops surrounding a central courtyard, where the unfinished structure resides. Each workshop contains crates of machine parts or arcane grimoires, and just one shop is active each day. A single main office where overseers coordinate the transport's construction takes up much of the northern workshop.

Day 1: Interior Layout

The Emir's artificers spend the first day completing the transport's interior. Many of the transport's walls and floors were constructed on a previous day, but they have not been fitted together. Some of the artificers focus their efforts on assembling the walls into a finished structure, while others construct and animate the altar to hold fake vials of *sun orchid elixir*.

Creatures: A soft-spoken woman named **Temeera** (LN female human wizard 9) manages construction of the main chamber's defenses. A scholar who studies magical constructs, Temeera loves to teach enthusiastic students, but often forgets to instruct her creations not to attack her pupils during a lesson. PCs who interact with Temeera and do not antagonize her gain a +2 bonus on all skill checks related to infiltrating the workshop for the rest of the day, but the animated altar lashes out at them with a single slam attack (+5 melee, 1d6+2 bludgeoning damage in Subtier 1-2; +9 melee, 1d8+6 bludgeoning damage in Subtier 4-5).

Complications: The following complications could occur on the PCs' first day in the workshop.

Keen Eyes: Temeera's hawk familiar identifies a PC as a potential spy. In order to attempt another check, the PC must succeed at a Disguise or Stealth check to evade her familiar's watchful eye.

Toxic Waste: The PC spills contaminated reagents, exposing that PC to mindfire (*Pathfinder RPG Core Rulebook* 557).

Reader Beware: Temeera's protected her notes with *illusory script*, and the PC must succeed at a DC 14 Will save (DC 18 in Subtier 4-5) or be subject to a *suggestion* to return the notes to Temeera in person. Giving her the notes subjects the PC to harsh scrutiny, and he takes a -4 penalty on all skill checks on future days to perform reconnaissance in the transport workshop. The PC does not take this penalty in the guard barracks.

Development: If the PCs achieve one success, they identify the characteristics of the animated altar that

guards the elixirs, including all of its build points and defensive abilities. They also notice that Temeera ordered a few of the workers to take turns walking around the transport's interior in circles. While she does not explain the reason for this strange directive, Temeera has magically rigged the secret door to close automatically, but walking in a circle around the transport keeps the door open for 1 minute.

If the PCs achieve two successes, they discover a secret, lead-lined compartment in the transport's back left corner. All PCs in the workshop can attempt a DC 18 Perception check (DC 22 in Subtier 4–5) to locate a small, inconspicuous “X” etched into a tile in the floor covering the secret chamber.

If the PCs achieve three successes, they learn the nuances of the animated altar's programming. The construct's commands automatically designate any creature holding a glowing vial as the primary target, and all other targets are ignored until the primary target is neutralized. They also discover the “X” marking the secret chamber as if they had succeeded at the Perception check without having to roll.

Day 2: The Deathtrap

Guldis's artificers take over during the second day, building a complex trap into the transport's walls, designed to make the interior inhospitable. Engineers build and calibrate the trap's components, while spellcasters provide arcane energy to fuel the apparatus. Meanwhile, people without the specialized knowledge to create the trap haul thousands of pounds of trade goods, food, and camping gear into the transport.

Creatures: The halfling trapsmith **Lyshna** (LE female halfling rogue 5) oversees the workers assembling the transport's primary trap. Lyshna delights in the pain of others, and she loosens up around PCs who accidentally or intentionally hurt themselves. PCs interacting with her can exploit her sadistic sense of humor by succeed at a DC 14 Bluff or Perform (act or comedy) check (DC 18 in Subtier 4–5), or by willingly taking 1d6 damage (3d6 in Subtier 4–5). Success distracts the macabre halfling, granting a +2 circumstance bonus to all PCs attempting checks in the workshop that day. Multiple successes do not provide a stacking bonus. PCs can learn about Lyshna's sadism by speaking with the engineers working on the trap.

Complications: The following complications could occur on the PCs' second day in the workshop.

Right Tool for the Job: Reverse-engineering Lyshna's work requires a specific tool, and the PCs must purchase the part for 20 gp (100 gp in Subtier 4–5), steal it with a successful Sleight of Hand check, or jury-rig it with a successful Knowledge (engineering) check.

Grinding the Gears: A PC inadvertently exposes one of the trap's components to the harsh desert winds. The PC must succeed at a Knowledge (nature) or Survival check to effectively protect the component, or the component's imperfect functioning makes the trap harder to disable. Failing this skill check increases the DC of the Disable Device check to disarm the trap at one of the switches by 2.

Never Forget a Face: Lyshna recognizes the PC as a member of Temeera's old team, and allows him to work on her trap only if he agrees to undergo a *modify memory* spell at the end of the day. The PC can secretly pass information to his allies within the workshop using Bluff or a shared language other than Common, Halfling, Gnome, Osiriani, or Polyglot; otherwise he must succeed at a DC 16 Will save (DC 19 in Subtier 4–5) or lose any successes he achieves this day.

Development: If the PCs achieve one success, they learn about the transport's desert heat trap, including its function, its Disable Device DC, and the locations of the two switches that must be disabled in order to disarm it.

If the PCs achieve two successes, they gain access to Lyshna's personal notes, providing a +4 circumstance bonus on all Disable Device checks attempting to disarm the trap. In addition, the PCs also find several lavish gifts and valuable luxuries among Lyshna's belongings, some emblazoned with the seal of Aspenthar's royal family.

If the PCs achieve three successes, they uncover weak points in the trap's ventilation network that allow them to disarm the entire trap from anywhere within the transport as a move action. Disabling the trap this way requires a successful DC 10 Disable Device or Use Magic Device check. This check can be attempted untrained.

Day 3: The Hidden Entrance

The final preparations focus on sealing the transport with mechanical and arcane barriers. Craftsmen assemble chains and locks to restrict access, while mages add wards to foil teleportation magic and shunt the transport into an extradimensional space, leaving behind a 10-foot cube of iron that serves as the transport's visible exterior. With the exterior created, another team gets to work covering the cube in chains and locks. Finally, the mages lift the cube onto a collection of *floating disk* spells.

Creatures: A Garundi man with dozens of piercings named **Duciar** (LN male human expert 5) directs the team responsible for the transport's outer trappings. Duciar never uses a sentence when a word will do, and often instructs his workers with little more than grunts, gestures, and stern glares. Communicating with him requires a successful DC 13 Perception or Sense Motive check (DC 17 in Subtier 4–5); failure results in a –2 penalty on all checks that involve interacting with the taciturn taskmaster.

ATTACKING THE ENTIRE CONVOY

This scenario assumes that the PCs create some distraction to draw most of the escorts away. If they insist on attacking the full complement of guards, they face eight times the number of creatures presented in this encounter. Under these circumstances, the guards attempt to capture the attackers alive, which likely results in the PCs failing their primary success condition.

Complications: The following complications could occur on the PCs' third day in the workshop.

Worker's Jinx: Someone spots the PC doing some taboo act that the superstitious laborers believe will bring bad luck to the convoy. The PC must perform some minor ritual of restitution with a successful Bluff, Knowledge (local), or Knowledge (religion) check or be thrown out of the workshop.

For He's a Jolly-Good Fellow: Workers linger in the workshop after hours to celebrate a birthday. The PC must convince them to relocate with a successful Diplomacy or Intimidate check or the PC loses the opportunity to search the premises.

Tell No Tales: The PC stumbles upon the corpse of a guard, killed by an Aspis agent who was caught fiddling with the transport's locks. The PC must succeed at a Heal or Perception check to find the evidence necessary to prove herself innocent to Duciar, or a Disguise or Stealth check to make the death look like an accident. Failure results in Duciar accusing the PC of murdering a comrade. While these accusations remain unproven, they steel the guards' resolve against the PCs during the heist. All guards gain a +1 morale bonus on attack rolls against that PC during the heist.

Development: If the PCs achieve one success, they discover the location of the transport's secret door, the only means of entering the inner chamber without teleportation magic.

If the PCs achieve two successes, they identify which locks maintain the door's seal, removing the risk of disabling a decoy lock. The PCs also find several broken lockpicks and scattered thieves' tools hidden near the door, suggesting that someone had secretly practiced picking each lock.

If the PCs achieve three successes, they acquire a key for each real lock, allowing a PC to remove the chains as a full-round action without a skill check.

RENDEZVOUS WITH LADY ZIRALIA

Three days after the PCs arrive in Pashow, Emir Guldis begins his convoy's first practice run. Ziralia helps any undercover PCs excuse themselves from their assigned

duties, ensuring the whole party is able to participate in the heist.

Treasure: Ziralia pays for up to three castings of *remove disease* or *lesser restoration* to aid the party. The PCs have one evening to prepare their ambush, and Ziralia provides the PCs with 1,200 gp to purchase equipment (or 3,500 gp in Subtier 4–5). She also lends the party an adamantite morningstar, a pair of *eyes of the eagle*, a *horn of fog*, and a *vest of escape*, but makes it clear that she expects them to return these items at the conclusion of their mission.

Rewards: If the PCs do not achieve any successes in their investigations in areas **A** and **B**, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 166 gp.

Out of Subtier: Reduce each PC's gold earned by 374 gp.

Subtier 4–5: Reduce each PC's gold earned by 583 gp.

C. ATTACKING THE CONVOY (CR 5 OR CR 8)

The encounter below describes the challenges the PCs would face if they failed to gather any information throughout parts **A** and **B**. Any successes achieved earlier modify this encounter as described in the relevant Development sections.

The convoy acquires its fake *sun orchid elixir* outside the Citadel of the Alchemist at daybreak. The transport returns to Pashow via a meandering route, obscuring its trail to confuse pursuers. Tracking the convoy without knowing its route requires successful DC 12 Survival check (DC 16 in Subtier 4–5) and 1d4+1 hours traveling in very hot conditions (*Pathfinder RPG Core Rulebook* 444). Failure on the Survival check doubles the time required to find the convoy. The PCs catch up to the convoy shortly after it enters a switchback trail passing between 100-foot tall sandstone cliffs. The buried ruin on the north of the map would require significant excavation to enter, and is beyond the scope of this scenario. If the PCs succeed at a DC 10 Stealth check (15 in Subtier 4–5), the guards do not hear them until they approach within 100 feet; otherwise, the guards hear them from a distance of 200 feet.

Dozens of soldiers, battle mages, and Thuvian desert dogs guard the convoy from the hazards that haunt the desert. The escorts usually stay near the main transport, but are trained to assume numerous combat formations in response to various threats. Outriders signal the main force when to change formation by casting *dancing lights* into the sky, using different colors and patterns to warn the convoy guards what they might encounter.

Though the signaling relay is nimble and efficient, it isn't perfect. If the PCs learn the code, they can use their own *dancing lights* to confuse the convoy (or use alternative light sources, such as lanterns). If they do not learn the code, they can still attempt to trick the inexperienced

C. Attacking the Convoy



- D : Desert Dog
- G : Convoy Guard
- M : Convoy Mage
- R : Transport

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

SCALING ENCOUNTER C

Make the following changes to the encounter in order to accommodate parties of 4 PCs.

Subtier 1-2: Remove one convoy guard. The convoy mages have already cast two of their 1st-level spells for the day.

Subtier 4-5: A convoy guard is suffering from heatstroke. He has taken 10 points of nonlethal damage and is fatigued. Remove one desert dog from the encounter.

guards into investigating a nearby disturbance, such as a plume of smoke or a mysterious noise. Tricking guards into leaving without the code requires the PCs to succeed at a DC 16 Bluff check (DC 20 in Subtier 4-5). On a failed Bluff check, the guards cluster tighter around the convoy. The PCs can attempt to create another distraction, but each subsequent attempt increases the DC by 4.

If the PCs prove unable to distract the guards on their own, a cleric of Abadar approaches them with his hands raised. This man introduces himself as **Ranehir** (LN male cleric of Abadar 1) and informs the PCs that Lady Ziralia gave him the duty of providing a distraction if the Society proved incapable of handling that matter themselves. He asks the PCs to wait until most of the guards leave the convoy before striking. Before departing, he informs the PCs that Lady Ziralia “will take the Society’s need for additional assistance into account.” In short order, Ranehir convinces a scout patrol to use its *dancing lights* signal to draw guards away.

Creatures: Even when scouts signal the escorts to spread out and search the surrounding dunes, a token force always remains to protect the convoy. Two desert dogs guard the convoy at all times with one or two handlers. Two mages also stay behind, responsible for maintaining the dozens of *floating disks* that carry the transport and casting *dancing lights* to alert dispersed guards if the convoy is attacked.

SUBTIER 1-2 (CR 5)

CONVOY GUARDS (2) CR 1/2

LN brigands (*Pathfinder RPG NPC Codex* 266, see page 22)

hp 15 each

TACTICS

During Combat The convoy guards engage lightly-armored foes, commanding their Thuvian desert dogs to attack enemies wearing the most armor.

Morale The convoy guards fight until unconscious.

STATISTICS

Feats Combat Reflexes, Endurance

Skills Handle Animal +3, Perception +2, Ride +5

CONVOY MAGES (2) CR 1/2

LN mercenary magicians (*Pathfinder RPG NPC Codex* 160, see page 23)

hp 8 each

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *ray of enfeeblement* (DC 14)

0—*dancing lights*, *daze* (DC 13), *detect magic*, *ray of frost*

TACTICS

During Combat The convoy mages first cast *dancing lights* to create a warning signal in the sky, alerting nearby guards of an attack on the transport. They cast spells to subdue opponents, using their scrolls if enemies attack in groups.

Morale The convoy mages fight until unconscious.

STATISTICS

Combat Gear *potion of cure light wounds*, *scroll of flaming sphere*, *scroll of floating disk*, *scroll of summon swarm*, 15 gp

THUVIAN DESERT DOGS (2) CR 1

Giant weasels (*Pathfinder RPG Bestiary* 4 275, see page 23)

hp 9 each

SQ tricks (attack, defend, down, and guard)

SUBTIER 4-5 (CR 8)

CONVOY GUARD CR 5

LN expert bodyguard (*Pathfinder RPG NPC Codex* 269, see page 22)

hp 59

TACTICS

During Combat The convoy guard fires his *screaming bolt* before entering melee. In melee, he uses his Stand Still feat in order to prevent enemies from approaching the transport, commanding his Thuvian desert dogs to attack any enemy spellcasters.

Morale The convoy guard fights until unconscious.

STATISTICS

Skills Handle Animal +9, Perception +8, Ride +3

CONVOY MAGES (2) CR 3

LN investigator wizards (*Pathfinder RPG NPC Codex* 179, see page 23)

hp 22 each

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

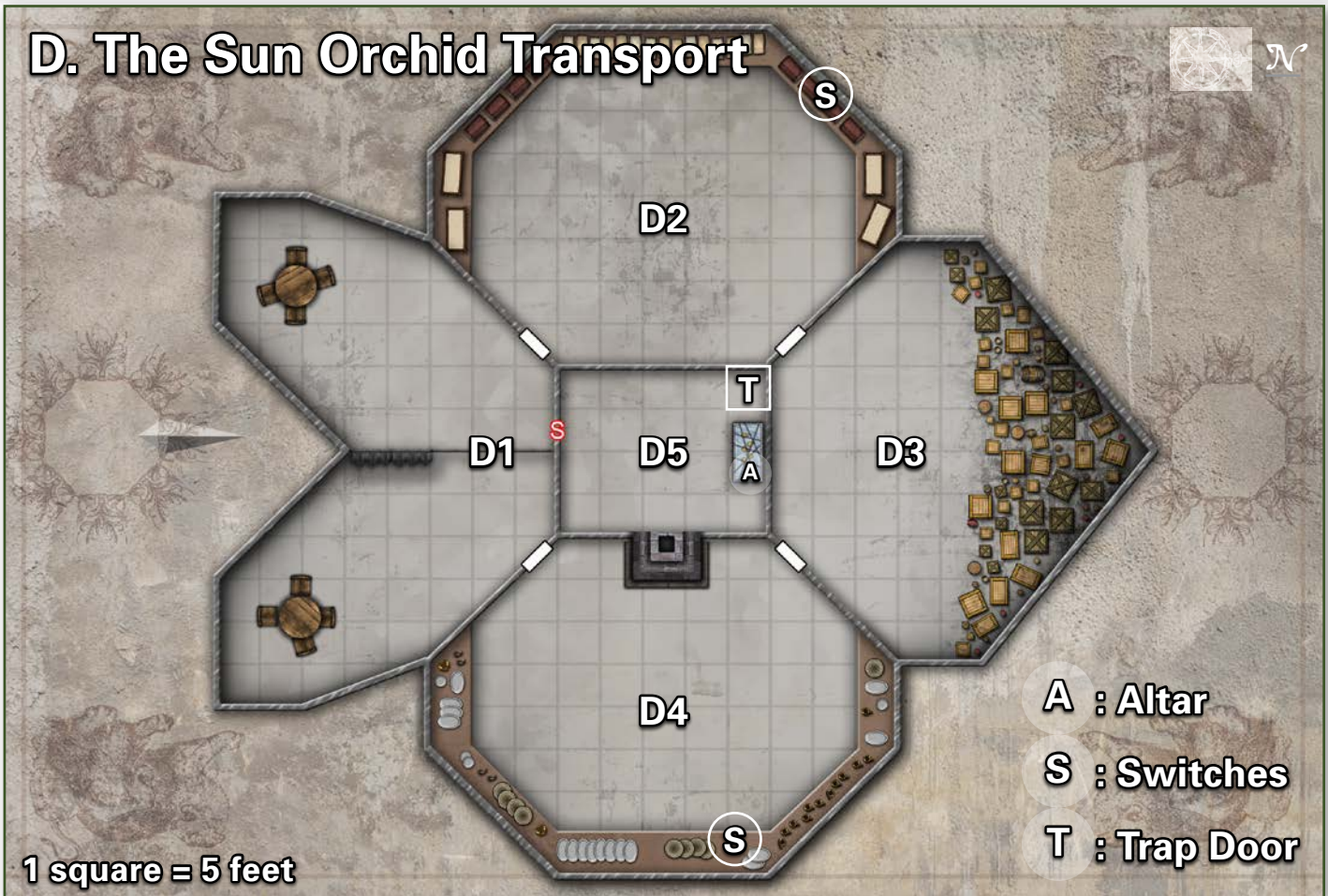
2nd—*glitterdust* (DC 16), *scorching ray* (2), see *invisibility*
1st—*expeditious retreat*, *mage armor*, *magic missile* (2),
true strike

0—*dancing lights*, *detect magic*, *detect poison*, *message*

TACTICS

During Combat The convoy mages first cast *dancing lights* to create a warning signal in the sky, alerting nearby guards of an attack on the transport. They cast spells to subdue opponents, using their scrolls if enemies attack in groups.

D. The Sun Orchid Transport



Morale The convoy mages fight until unconscious.

STATISTICS

Combat Gear *potion of cure moderate wounds, scroll of flaming sphere, scroll of locate object, scroll of summon swarm, wand of floating disk (23 charges)*

THUVIAN DESERT DOGS (2)

CR 3

Dire weasels (*Pathfinder RPG Bestiary 4 275*, see page 23)

hp 32 each

SQ tricks (attack, defend, down, and guard)

Development: If a convoy mage casts *dancing lights* to warn his comrades of an attack, an additional wave of guards arrives in 10 rounds (or 5 minutes if they were lured away by a false signal). This additional wave consists of two convoy guards (or one, in Subtier 4–5) and one desert dog. Otherwise, the PCs have 20 minutes to explore the transport before any guards return. If the PCs are defeated in combat at the transport, Ranehir rushes onto the scene and stabilizes them while explaining the situation to the guards. The PCs cannot attempt to infiltrate the transport again, but they can proceed to area E to face the Aspis spies and potentially earn the scenario’s secondary success condition.

SCALING ENCOUNTER D1

To accommodate a group of 4 PCs, increase the onset delay for the desert heat trap to 4 rounds.

D. THE SUN ORCHID TRANSPORT

The transport floats 3 feet off the ground, carried by numerous *floating disk* spells cast by the mage guards. The Emir deliberately excluded wheels from the design so that thieves couldn’t simply hijack the transport and escape into the desert. Magical wards inside the transport disrupt extradimensional travel; any creature casting a spell of the teleportation subschool takes 1d10 points of damage as the spell violently fails. Teleportation effects do not allow the PCs to enter the transport, since its interior is located on another plane.

A single hidden doorway provides access to the transport’s interior. If the PCs do not already know the secret door’s location, a PC can find it with a successful DC 20 Perception check as a standard action. The transport is covered in chains that are secured with locks. 12 simple locks secure the door (DC 20 Disable Device to open). Half of the locks are decoys, so even a successful

check has a 50% chance of failing to unseal the door. The PCs must remove at least two real locks before they can remove the chains. Instead of disabling a lock, the PCs can break a chain near the lock to remove it. The chains are made of reinforced steel and have hardness 10, 10 hit points, and a break DC of 26.

The transport serves several purposes. In addition to providing a vault for the elixir, it provides storage space for gear and a fully functional shelter from sandstorms or other extreme weather.

D1. Entryway

When the PCs enter the sun orchid transport, read or paraphrase the following.

The transport's interior shimmers with heat as unseen gears within the walls grind and whirl. A heavy black curtain splits the room in two. In each half of the room, four chairs surround a round table.

The PCs enter the transport through a trapdoor in the floor. They can use this trapdoor to exit the transport at any time.

The front room of the sun orchid transport is a meeting space. A black curtain hanging from the ceiling can be drawn to separate the area into two rooms. A secret door in the center of the north wall opens to the altar chamber. The secret door is exceptionally difficult to detect without prior knowledge, requiring a successful DC 25 Perception check to locate (DC 30 in Subtier 4–5). However, if any PC performed reconnaissance on the transport on any of the three days, the PCs know where on the wall to search, and the DC of the skill check decreases by 10.

The easiest way to open the secret door is to walk around rooms **D1**, **D2**, **D3**, and **D4** in a circle. As mentioned in Day 1 of area **B**, Temeera rigged the secret door so that a person walking this circular path would cause the secret door to pop open, or to remain open for another minute. While she intended for someone to remove this trigger of convenience on the following day, a miscommunication caused it to remain in place. The PCs may trigger this condition inadvertently while exploring, even if they did not notice Temeera ordering a worker to walk in this circular pattern. Otherwise, the PCs can physically bash their way into the central room by breaking down the secret iron door (hardness 10, hp 60, break DC 28). The adamantine morningstar that Ziralia lent the PCs is well suited to this task.

Traps: Entering the transport triggers Lyshna's trap: an apparatus that amplifies the ambient heat within the main chamber. Disabling the trap requires the PCs to use a pair of complex switches, which must both be disabled

to turn the trap off. The switches are hidden behind equipment in the locations marked on the map. The trap affects all of the rooms within area **D**.

SUBTIER 1–2 (CR 3)

DESERT HEAT TRAP CR 3

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location (transport interior); **Reset** manual
Effect Fortitude save (DC 15, +1 per previous check) every round or take 1d4 points of nonlethal damage from heatstroke and become fatigued; unaffected by *endure elements*; those wearing heavy clothing or armor take a –4 penalty on their Fortitude saves; never miss; multiple targets (all targets within transport); **Onset Delay** 2 rounds; **Duration** 5 rounds

SUBTIER 4–5 (CR 6)

DESERT HEAT TRAP CR 6

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger location (transport interior); **Reset** manual
Effect Fortitude save (DC 20, +1 per previous check) every round or take 2d4 points of nonlethal damage from heatstroke and become fatigued; unaffected by *endure elements*; those wearing heavy clothing or armor take a –4 penalty on their Fortitude saves; never miss; multiple targets (all targets within transport); **Onset Delay** 2 rounds; **Duration** 5 rounds

D2. Bedroom

The shelves lining the walls of this room are stocked with bedrolls, blankets, tents, and assorted camping supplies. One of the switches to disable the desert heat trap is hidden behind a pile of blankets at the location marked **S** on the map.

D3. Storage Room

This room is packed with crates and boxes. Most of the boxes carry carefully packaged glass vials filled with water, which the Emir is considering deploying as part of the distraction on a future test run. Others contain much of the leftover iron from the transport's construction.

D4. Kitchen

The shelves that line the walls of this room contain enough food and water to supply one hundred people for a week, as well as pots, pans, and other cooking supplies. One of the switches to disable the desert heat trap is hidden behind a large barrel of water at the location marked **S** on the map..

D5. The Elixir Chamber

The steel plates lining this chamber reflect the light cast by six vials of glowing fluid, sealed within a glass case atop an imposing altar wrapped in chains.

The glowing liquid in the vials is not the “true” decoy elixir, but the Emir hopes that its prominence would serve to discourage would-be thieves from searching the room further.

Creatures: The altar holding the vials is an animated object programmed to kill any intruders. The altar cannot be controlled, but any PC holding a glowing vial draws its attacks above any other potential targets in the area.

SUBTIER 1–2 (CR 3)

ALTAR	CR 3
Animated object (<i>Pathfinder RPG Bestiary</i> 14)	
N Medium construct	
Init +0; Senses darkvision 60 ft., low-light vision; Perception –5	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+4 natural)	
hp 36 (3d10+20)	
Fort +1, Ref +1, Will –4	
Defensive Abilities hardness 5; Immune construct traits	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +5 (1d6+2 plus trip)	
TACTICS	
During Combat The altar uses its chains to trip creatures within the transport. It typically attacks the nearest creature, but anyone holding a glowing vial immediately becomes its primary target.	
Morale The altar fights until destroyed.	
STATISTICS	
Str 14, Dex 10, Con –, Int –, Wis 1, Cha 1	
Base Atk +3; CMB +5 (+9 grapple); CMD 15	
SQ construction points (additional attack, trip)	

SUBTIER 4–5 (CR 6)

ALTAR	CR 6
Animated object (<i>Pathfinder RPG Bestiary</i> 14)	
N Large construct	
Init –1; Senses darkvision 60 ft., low-light vision; Perception –5	
DEFENSE	
AC 15, touch 8, flat-footed 15 (–1 Dex, +7 natural, –1 size)	
hp 52 (4d10+30)	
Fort +1, Ref +0, Will –4	
Defensive Abilities hardness 8; Immune construct traits	
OFFENSE	

OPTIONAL ENCOUNTER

If fewer than 1 hour remains in which to complete the scenario, a mishap at the workshop broke the altar’s animating mechanism. The altar does not attack the PCs.

SCALING ENCOUNTER D5

Make the following adjustments to accommodate a party of 4 PCs.

Subtier 1–2: Remove one of the altar’s slam attacks. Its remaining attack deals 1d6+3 points of damage.

Subtier 4–5: Remove the altar’s grab and constrict abilities.

Speed 40 ft.

Melee 2 slams +9 (1d8+6 plus grab)

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

Special Attacks constrict (1d8+6)

TACTICS

During Combat The altar uses its chains to grapple and constrict any creature within the transport. It typically attacks the nearest creature, but anyone holding a glowing vial immediately becomes its primary target.

Morale The altar fights until destroyed.

STATISTICS

Str 22, **Dex** 8, **Con** –, **Int** –, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11 (+15 grappling); **CMD** 20

SQ construction points (additional attack, constrict, faster land speed, grab, stone)

Treasure: The vials within the animated altar actually contain mere honey, glamered with *daylight* and *magic aura* spells to resemble the true *sun orchid elixir*. The “real” dummy elixir—an *elixir of solar vigor*—is stashed in a secret compartment lined with lead sheeting to foil any divination attempts. The statistics for this particular elixir appear in the sidebar on page 18. PCs locate the secret hatch if they search for a secret door and succeed at a DC 20 Perception check (DC 25 in Subtier 4–5); PCs who know the compartment’s location spot it automatically.

Rewards: Emir Guldis rewards the PCs based on how effectively they execute their heist. If the PCs fail to steal either the glamered honey or the correct dummy elixir, he accuses them of refusing to take the exercise seriously and docks their pay. Reduce each PC’s gold earned as follows. If the PCs steal either elixir but require Ranehir’s assistance in creating a distraction, reduce each PC’s gold earned by the amount in parentheses.

Subtier 1–2: Reduce each PC’s gold earned by 163 gp (or 81 gp).

E. Snakes in the Sand



ELIXIR OF SOLAR VIGOR

Guldis uses a less powerful elixir as a stand-in for the *sun orchid elixir* during the practice run. If the PCs successfully steal the dummy elixir, they may keep it as a reward for completing their assignment.

ELIXIR OF SOLAR VIGOR		PRICE 1,000 gp
SLOT none	CL 5th	WEIGHT —
AURA faint abjuration and transmutations		

This vial of golden liquid emits light as a candle and feels warm to the touch. Drinking an *elixir of solar vigor* grants the imbiber fire resistance 10 for 1 minute. Any fire damage that fails to overcome the fire resistance invigorates the drinker, granting the effect of a *haste* spell for 1 round.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *haste*, *resist energy*

Out of Subtier: Reduce each PCs' gold earned by 205 gp (or 410 gp).

Subtier 4–5: Reduce each PCs' gold earned by 658 gp (or 329 gp).

E. SNAKES IN THE SAND (CR 4 OR CR 7)

After the heist, the PCs debrief with Ziralia, who asks detailed questions about how they gathered information and planned their operation. She also asks if the PCs noticed anything suspicious during their reconnaissance. If the PCs mention any clues they found suggesting another group was infiltrating the Emir's facilities, Ziralia's expression darkens. She informs the PCs that the agents she hired to monitor the heist spotted another team lurking around the convoy's route. She hoped the interlopers were merely travelers lost in the desert, but the PCs' evidence convinces her that a plot to steal the real *sun orchid elixir* is already underway. Concerned that official action would cause the thieves to scatter, Ziralia asks the PCs to discretely track the conspirators back to their camp and catch them off-guard. In light of the new threat, she asks the PCs to wait on making a full report of the weaknesses they discovered until after they have dealt with the potential thieves.

Following the spies' trail during the day is simple, but also makes the PCs easy to spot. Aspis guards detect the PCs when they come within 60 feet of the tents; any PC who succeeds at a DC 13 Stealth check (DC 17 in Subtier 4–5) instead approaches within 30 feet before raising the alarm. Alternatively the PCs can follow the agents' tracks by moonlight with a successful DC 13 Survival check (DC 17 in Subtier 6–7), allowing every PC to act in a surprise round from within 30 feet of the camp.

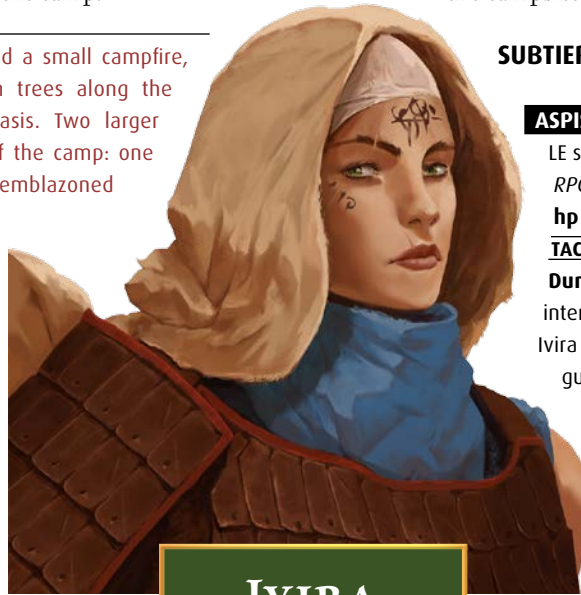
Four dun-colored tents surround a small campfire, clustered beneath gaunt palm trees along the eastern bank of a shallow oasis. Two larger pavilions loom over the rest of the camp: one dyed bright orange, the other emblazoned with the Aspis Consortium's serpent insignia.

Kitio Aspenthi bribed a local Water Lord to provide an oasis where the gold agent's associates could operate in secret. Aspis spies use this camp to exchange notes, smuggle contraband, and plan their next moves unmolested by the Water Lord's enforcers, so long as they work under the Consortium's banner.

Oasis squares adjacent to land function as if they were a shallow bog, and the rest of the oasis is treated as a deep bog (*Pathfinder RPG Core Rulebook* 427).

The orange tent serves as a meeting hall where Aspenthar representatives deliver cargo and exchange any information with the Aspis agents. The ledgers within describe all dealings between Zinlo and the Consortium, allowing Kitio's operatives to monitor their transactions and ensure that nothing can be traced back to the ambitious prince. The tent's oil-slicked walls are extremely flammable, allowing the camp's occupants to quickly burn any incriminating evidence in case of an emergency. Any fire damage immediately sets the tent ablaze, dealing 1d6 points of fire damage per round to the tent and any creature within it. If the tent takes 30 points of damage, it collapses in a smoldering heap, destroying all the information held within. Additional fire damage from external sources contributes to this total. A PC can put out the fire as a full-round action with a successful DC 15 Survival check (DC 19 in Subtier 4–5).

Creatures: The Aspis bronze agent Ivira oversees the camp, directing her field agents' activities based on reports received from Aspenthar and Pashow. She



IVIRA

SCALING ENCOUNTER E

To accommodate a party of 4 PCs in either subtier, remove one Aspis guard from the encounter, and increase the tent's hit points to 45.

commands a handful of guards tasked with defending the campsite's sensitive information.

SUBTIER 1–2 (CR 4)

ASPIS GUARDS (3)

CR 1/2

LE superstitious mercenary (*Pathfinder RPG NPC Codex* 80, see page 24)

hp 14 each

TACTICS

During Combat The Aspis guards intercept any PCs attempting to reach Ivira or the pavilion. If at least one of the guards falls unconscious, the rest of the guards each throw an alchemist's fire at the orange tent before returning to combat.

Morale As long as Ivira stands, the Aspis guards fight to the death. If Ivira falls, they throw an alchemist's fire at the orange tent before fleeing into the desert.

Combat Gear alchemist's fire; **Other Gear**

breastplate, heavy wooden shield, heavy crossbow with 20 bolts, longsword, 3 gp

IVIRA

CR 2

Female human investigator 3 (*Pathfinder RPG Advanced Class Guide* 30)

LE Medium humanoid (human)

Init +5; **Senses** Perception +6

DEFENSE

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

hp 23 (3d8+6)

Fort +2, **Ref** +4, **Will** +3; +2 bonus vs. poison

Defensive Abilities trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6+3/18–20)

Ranged hand crossbow +3 (1d4/19–20)

Investigator Extracts Prepared (CL 3rd; concentration +5)

1st—*cure light wounds* (2), *endure elements*, *true strike*

TACTICS

Before Combat Ivira drinks her *endure elements* extract every day. She has already applied blue whinnis poison to two of her crossbow bolts.

During Combat Ivira uses *true strike* to target PCs with her poisoned crossbow bolts, boosting her accuracy with inspiration. Once at least one of the guards falls, she throws an alchemist's fire at the orange tent before returning to combat. If brought below 5 hit points, she breaks her *toothpick of pyrotechnics*, hoping to buy time to drink her remaining extracts and potions.

Morale So long as the tent with evidence in it stands—or if the PCs take the evidence from the tent—Ivira fights to the death. If the evidence is destroyed, she attempts to flee.

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 15, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 16

Feats Extra Inspiration^{ACG}, Improved Initiative, Rapid Reload (hand crossbow)

Skills Acrobatics +4, Appraise +6, Bluff +3, Craft (alchemy) +8 (+11 to create alchemical items), Diplomacy +3, Escape Artist +4, Knowledge (all) +6, Linguistics +6, Perception +6, Sense Motive +6, Spellcraft +6, Stealth +4

Languages Common, Halfling, Osiriani, Polyglot

SQ alchemy (alchemy crafting +3), inspiration (6/day), investigator talent (effortless aid^{ACG}), keen recollection, poison lore, trapfinding +1

Combat Gear *potion of cure moderate wounds*, alchemist's fire (2), blue whinnis (2); **Other Gear** mwk chain shirt, hand crossbow with 20 bolts, mwk rapier, *toothpick of pyrotechnics*^{ACG}, bronze Aspis badge, 18 gp

SUBTIER 4-5 (CR 7)

ASPIS GUARDS (3)

CR 2

LE vigilant bodyguards (*Pathfinder RPG NPC Codex* 97, see page 24)

hp 20 each

TACTICS

During Combat The Aspis guards intercept any PCs attempting to reach Ivira or the pavilion. If at least one of the guards falls unconscious, the rest of the guards each throw an alchemist's fire at the orange tent before returning to combat.

Morale As long as Ivira stands, the Aspis guards fight to the death. If Ivira falls, they throw an alchemist's fire at the orange tent before fleeing into the desert.

STATISTICS

Combat Gear *potions of cure moderate wounds* (2), *potion of mage armor*, *potion of magic weapon*, *potion of owl's wisdom*, alchemist's fire (3); **Other Gear** dagger, nunchaku, shuriken (20), 30 gp

IVIRA

CR 5

Female human investigator 6 (*Pathfinder RPG Advanced Class Guide* 30)

LE Medium humanoid (human)

Init +7; **Senses** Perception +9

DEFENSE

AC 18, touch 13, flat-footed 17 (+5 armor, +3 Dex)

hp 53 (6d8+23)

Fort +4, **Ref** +9, **Will** +6; +4 bonus vs. poison

Defensive Abilities trap sense +2

DR 10/magic (ranged weapon attacks only, 60 points)

OFFENSE

Speed 30 ft.

Melee mwk rapier +8 (1d6+3/18-20)

Ranged hand crossbow +7 (1d4/19-20)

Special Attacks studied combat (+3, 3 rounds), studied strike +2d6

Investigator Extracts Prepared (CL 6th; concentration +9)

2nd—*blood armor*^{ACG}, *cat's grace*, *false life*, *protection from arrows*

1st—*cure light wounds* (2), *endure elements*, *true strike* (2)

TACTICS

Before Combat Ivira drinks her extract of *endure elements* every day. She has already applied her doses of blue whinnis poison to two of her crossbow bolts. If the PCs do not sneak up on her camp, she drinks her extracts of *blood armor*, *cat's grace*, *false life* and *protection from arrows* as they approach. The effects of these spells are included in her statistics. Her statistics also include the bonuses she receives from being in her favored terrain.

During Combat Ivira uses her alchemist's fire to ignite the orange tent, then targets approaching PCs with her poisoned crossbow bolts, using her inspiration pool to boost her accuracy. If the PCs close to melee with her or her allies, she switches to her rapier. Once at least one of the guards falls, she throws an alchemist's fire at the orange tent before returning to combat. If brought below 20 hit points, she breaks her *toothpick of pyrotechnics*, hoping to buy time to drink her healing potions or any defensive extracts she was unable to drink before combat.

Morale So long as the tent with evidence in it stands—or if the PCs take the evidence from the tent—Ivira fights to the death. If the evidence is destroyed, she attempts to flee.

Base Statistics Without *cat's grace*, *false life*, and *protection from arrows*, Ivira's statistics are **AC** 16, touch 11, flat-footed 15; **hp** 42 (6d8+12); **Ref** +7; **DR** none; **Dex** 12; **CMD** 18; **Skills** Acrobatics +9, Escape Artist +9, Stealth +11

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 20

Feats Extra Inspiration^{ACG}, Improved Initiative, Inspired Strike^{ACG}, Rapid Reload

Skills Acrobatics +11, Appraise +7, Bluff +8, Craft (alchemy) +12 (+18 to create alchemical items), Diplomacy +3, Escape Artist +11, Knowledge (arcana, dungeoneering, engineering, history, local, nature, nobility, planes, and religion) +7, Knowledge (geography) +9, Linguistics +7, Perception +11,

Sense Motive +9, Spellcraft +11, Stealth +13, Survival +2

Languages Common, Halfling, Osiriani, Polyglot

SQ alchemy (alchemy crafting +6), favored terrain (desert +2), inspiration (9/day), investigator talents (effortless aid^{ACG}, terrain mastery^{ACG}), keen recollection, poison lore, swift alchemy, trapfinding +3

Combat Gear *oil of magic weapon*, *potion of cure moderate wounds* (2), *potion of resist energy* (fire), alchemist's fire (5), blue whinnis (3); **Other Gear** +1 *chain shirt*, hand crossbow with 20 bolts, mwk rapier, *cloak of resistance* +1, *toothpick of pyrotechnics*^{ACG}, sleeve holster^{ACG}, bronze Aspis badge, 88 gp

Development: If the PCs prevent all of the Aspis agents from escaping, they complete their secondary success condition. The PCs may capture Ivira or one or more of the guards alive. If questioned, the guards reveal that “Ivira’s boss” hired them help test the *sun orchid elixir*’s defenses. The only other information they know about the person who hired them are a pair of initials, K.A., from the bottom of the letter explaining their duties. Ivira knows far more information, but she does not reveal what she knows freely. If the PCs succeed at a DC 13 Intimidate check (DC 16 in Subtier 4–5), she says that she’d rather die than face the wrath of the gold agent of Aspenthar before falling silent and refusing to elaborate.

Faction Notes: The orange tent contains records of Prince Zinlo’s involvement in the Consortium’s scheme, including a detailed provenance of every resource he provided the Aspis agents (mainly information about the Emir’s planned defenses). In addition to some of the information the PCs discovered in areas **A** and **B**, the note describes plans to send multiple decoy transports to confuse would-be-thieves and to move some vials of the elixir “by other means entirely.” The records also show that Prince Zinlo and the Aspis Consortium conducted extensive trades with each other at favorable rates. These documents are of particular interest to members of the Sovereign Court faction. The documents are not well concealed—a PC who succeeds at a DC 12 Perception check as a standard action finds them (DC 16 in Subtier 4–5). Any PC inside the burning tent takes 1d6 points of fire damage and must succeed at a DC 15 Reflex save or catch on fire (*Pathfinder RPG Core Rulebook* 444).

Rewards: If the PCs do not defeat the Aspis agents, reduce each PC’s gold earned as follows.

Subtier 1–2: Reduce each PC’s gold earned by 190 gp.

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

Subtier 4–5: Reduce each PC’s gold earned by 646 gp.

CONCLUSION

Once the PCs finish tying up loose ends, Ziralia conveys Guldiss’s gratitude for testing his convoy’s defenses and tells the PCs that their actions will help Pashow move toward economic recovery. If the PCs raided the Aspis camp, she personally thanks them for disrupting a plot that would have bankrupted Pashow. She also asks them for a detailed report of all of the weaknesses they noticed in the defenses, as well as anything they found that might suggest that the Aspis Consortium was not the only threat to the convoy.

If the PCs mention Prince Zinlo’s involvement, or provide any clues that would allow Ziralia to discover his involvement, Ziralia sighs and admits that she feared his ambition would pull him down a dark path. She makes no promises about where her loyalties may lie should Thuvia descend into civil war. However, she tells the PCs that she has always been an advocate for the sovereignty of independent city-states, and assures the PCs that she will not forget what the Pathfinder Society did for her and the people of Pashow.

REPORTING NOTES

If the PCs recover the *elixir of solar vigor*, check box A. If the PCs recover the notes about Prince Zinlo’s involvement from the orange tent, check box B.

PRIMARY SUCCESS CONDITIONS

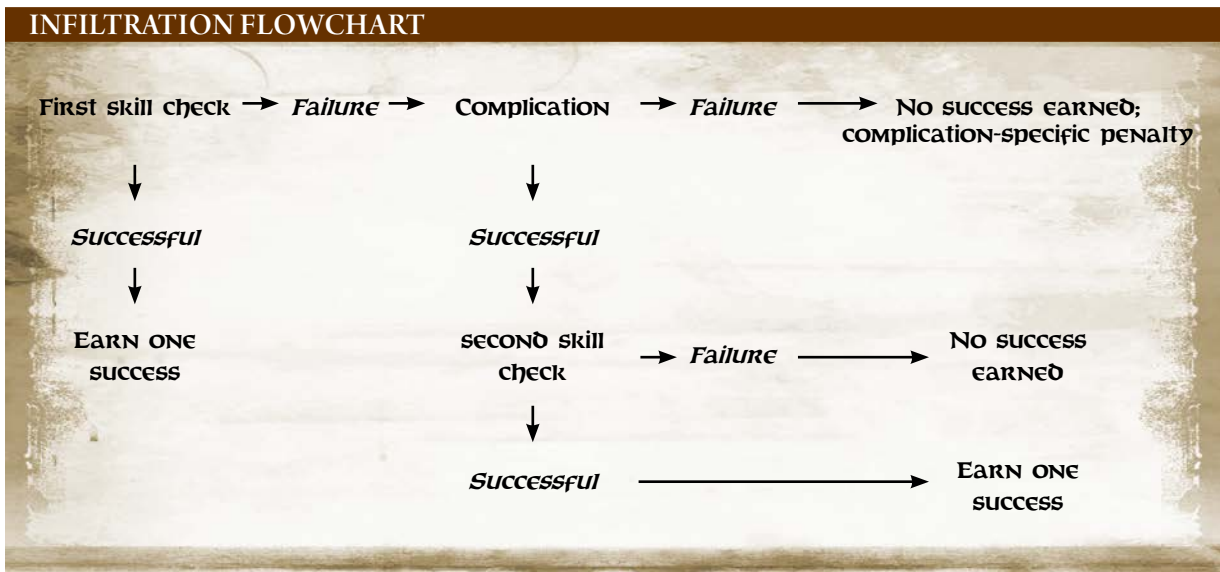
PCs who successfully steal fake *sun orchid elixir* from the convoy accomplish their primary mission and earn 1 Prestige Point. Both the glamered honey and the *elixir of solar vigor* satisfy this condition.

SECONDARY SUCCESS CONDITIONS

PCs achieve their secondary success condition by capturing or killing all Aspis agents at the desert camp, disrupting the Consortium’s plans to steal the real elixir. Doing so earns the PCs 1 Prestige Point.

FACTION NOTES

Recovering ledgers from the orange pavilion provides a detailed account of Prince Zinlo’s political maneuvering throughout Thuvia, both in public negotiations and black market dealings. Lady Gloriana thanks the PCs for this information, which helps her identify Aspenthar’s allies and casts Zinlo’s ambitions in a negative light. Salvaging the ledgers earns Sovereign Court faction PCs the Sun Orchid Sleuth boon on their Chronicle sheets.



APPENDIX: STAT BLOCKS

The following stat blocks appear in this scenario.

BRIGAND

Pathfinder RPG NPC Codex 266

Human warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

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

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19-20) or sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/x3)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear *potion of cure light wounds*, mwk arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp

DIRE WEASEL

Pathfinder RPG Bestiary 4 275

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +11

DEFENSE

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

hp 32 (5d8+10)

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

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+7 plus grab)

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

Special Attacks blood drain (1d4+1 Con), blood rage, grab

STATISTICS

Str 21, **Dex** 16, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Combat Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +9, Perception +11, Stealth +10, Swim +11; Racial Modifiers +4 Climb, +2 Perception, +6 Stealth, +2 Swim

SQ compression

EXPERT BODYGUARD

Pathfinder RPG NPC Codex 269

Human warrior 7

N Medium humanoid (human)

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

DEFENSE

AC 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)

hp 59 (7d10+21)

Fort +7, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee +1 longsword +10/+5 (1d8+2/19-20) or kukri +8/+3 (1d4+1/18-20)

Ranged mwk light crossbow +7 (1d8/19-20)

STATISTICS

Str 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Weapon Focus (longsword)

Skills Intimidate +9, Perception +8, Sense Motive +8

Languages Common

Combat Gear *potion of barkskin, potion of bear's endurance, potion of cure moderate wounds, screaming bolt, tanglefoot bag (2); Other Gear* masterwork banded mail, masterwork light steel shield, +1 *longsword*, kukri, masterwork light crossbow with 20 bolts, masterwork manacles, 114 gp

GIANT WEASEL

Pathfinder RPG Bestiary 4 275

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +7

DEFENSE

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

hp 9 (2d8)

Fort +3, **Ref** +7, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +5 (1d6+3 plus grab)

Special Attacks blood drain (1d2 Con), grab

STATISTICS

Str 14, **Dex** 19, **Con** 10, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 17 (21 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Perception +7, Stealth +10, Swim +8; **Racial**

Modifiers +4 Climb, +2 Perception, +6 Stealth, +2 Swim

SQ compression

GUILD INITIATE

Pathfinder RPG NPC Codex 146

Halfling rogue 5

LE Small humanoid (halfling)

Init +8; **Senses** Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 41 (5d8+15)

Fort +4, **Ref** +11, **Will** +1; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

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

Ranged mwk hand crossbow +9 (1d3/19–20)

Special Attacks sneak attack +3d6

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 16

Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16

Languages Common, Halfling

SQ rogue talents (finesse rogue, slow reactions), trapfinding +2

Combat Gear *potions of cure light wounds (2), potion of invisibility; Other Gear* mwk studded leather, +1 *short sword*, mwk hand crossbow with 20 bolts, mwk thieves' tools, tindertwig (5), 60 gp

INVESTIGATOR WIZARD

Pathfinder RPG NPC Codex 179

Human diviner 4

LN Medium humanoid (human)

Init +8; **Senses** Perception +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 22 (4d6+6)

Fort +2, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee club +1 (1d6–1)

Ranged light crossbow +4 (1d8/19–20)

Arcane School Spell-Like Abilities (CL 4th; concentration +8) 7/day—*diviner's fortune* (+2)

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

2nd—*cat's grace, detect thoughts* (DC 16), *web* (2, DC 16)

1st—*comprehend languages, feather fall, mage armor, magic missile* (2)

0 (at will)—*dancing lights, detect magic, detect poison, message*

Opposition Schools illusion, necromancy

TACTICS

Before Combat The wizard casts *mage armor*.

Base Statistics Without *mage armor*, the wizard's statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 15

Feats Combat Casting, Dodge, Improved Initiative, Scribe Scroll

Skills Diplomacy +4, Intimidate +4, Knowledge (arcana, local) +10, Knowledge (geography, history, nobility, religion) +8, Perception +5, Sense Motive +5, Spellcraft +11

Languages Common, Draconic, Dwarven, Elven, Orc

SQ arcane bond (*ring of protection* +1), forewarned

Combat Gear *potion of cure moderate wounds, scroll of detect thoughts, scroll of knock, scroll of locate object, scrolls of sleep (2), wand of color spray* (20 charges); **Other Gear** club, light crossbow with 20 bolts, *ring of protection* +1, manacles, spellbook, 125 gp

MERCENARY MAGICIAN

Pathfinder RPG NPC Codex 160

Human sorcerer 1

LN Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

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

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Ranged dart +2 (1d4)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *magic missile*

0 (at will)—*daze* (DC 13), *detect magic*, *ray of frost*, *read magic*

Bloodline arcane

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 17

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

Feats Alertness, Combat Casting, Eschew Materials, Iron Will

Skills Bluff +7, Intimidate +7, Knowledge (local) +5,

Perception +1, Sense Motive +1, Spellcraft +5

Languages Common, Draconic

SQ arcane bond (familiar [rat named Slivikin]), bloodline arcana (+1 DC for metamagic spells that increase spell level)

Combat Gear *potion of cure light wounds*, *scrolls of disguise*

self (2), *scrolls of shield* (2), *wand of sleep* (11 charges),

alchemist's fire (2); **Other Gear** darts (5), quarterstaff, 33 gp

SUPERSTITIOUS MERCENARY

Pathfinder RPG NPC Codex 80

Human fighter 1

N Medium humanoid (human)

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

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 14 (1d10+4)

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

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19–20) or

cold iron dagger +4 (1d4+3/19–20)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Iron Will, Power Attack, Toughness

Skills Heal +2, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*, alchemist's

fire, holy water, oil (2), healer's kit (2 uses remaining);

Other Gear breastplate, heavy wooden shield, cold iron

dagger, heavy crossbow with 20 bolts, longsword, bedroll,

tindertwigs (2), whetstone, wooden holy symbol, 3 gp

TOWN WATCHER

Pathfinder RPG NPC Codex 128

Halfling ranger 2

LN Small humanoid (halfling)

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

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 15 (2d10)

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

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d4+1/19–20)

Ranged mwk shortbow +7 (1d4/×3)

Special Attacks favored enemy (fey +2)

STATISTICS

Str 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 10

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

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +7 (+3 when jumping), Climb +8, Diplomacy +1,

Intimidate +4, Knowledge (geography, nature) +5, Knowledge (local) +2, Perception +8, Stealth +12, Survival +6, Swim +5

Languages Common, Halfling

SQ track +1, wild empathy +2

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

(2), thunderstone; **Other Gear** mwk studded leather, mwk shortbow with 20 arrows, short sword, 84 gp

VIGILANT BODYGUARD

Pathfinder RPG NPC Codex 97

Human monk 3

LN Medium humanoid (human)

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

DEFENSE

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

hp 20 (3d8+3)

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

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

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

nunchaku +4 (1d6+2) or

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

Ranged shuriken +3 (1d2+2)

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

TACTICS

Before Combat The monk drinks her *potion of owl's wisdom*

to enhance her AC and Perception, as well as a *potion of mage armor*.

Base Statistics Without *owl's wisdom* and *mage armor*, the monk's statistics are **Senses** Perception +8; **AC** 15, touch 14, flat-footed 13; **Wis** 15; **CMD** 18; **Skills** Perception +8, Sense Motive +8, Survival +3.

STATISTICS

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

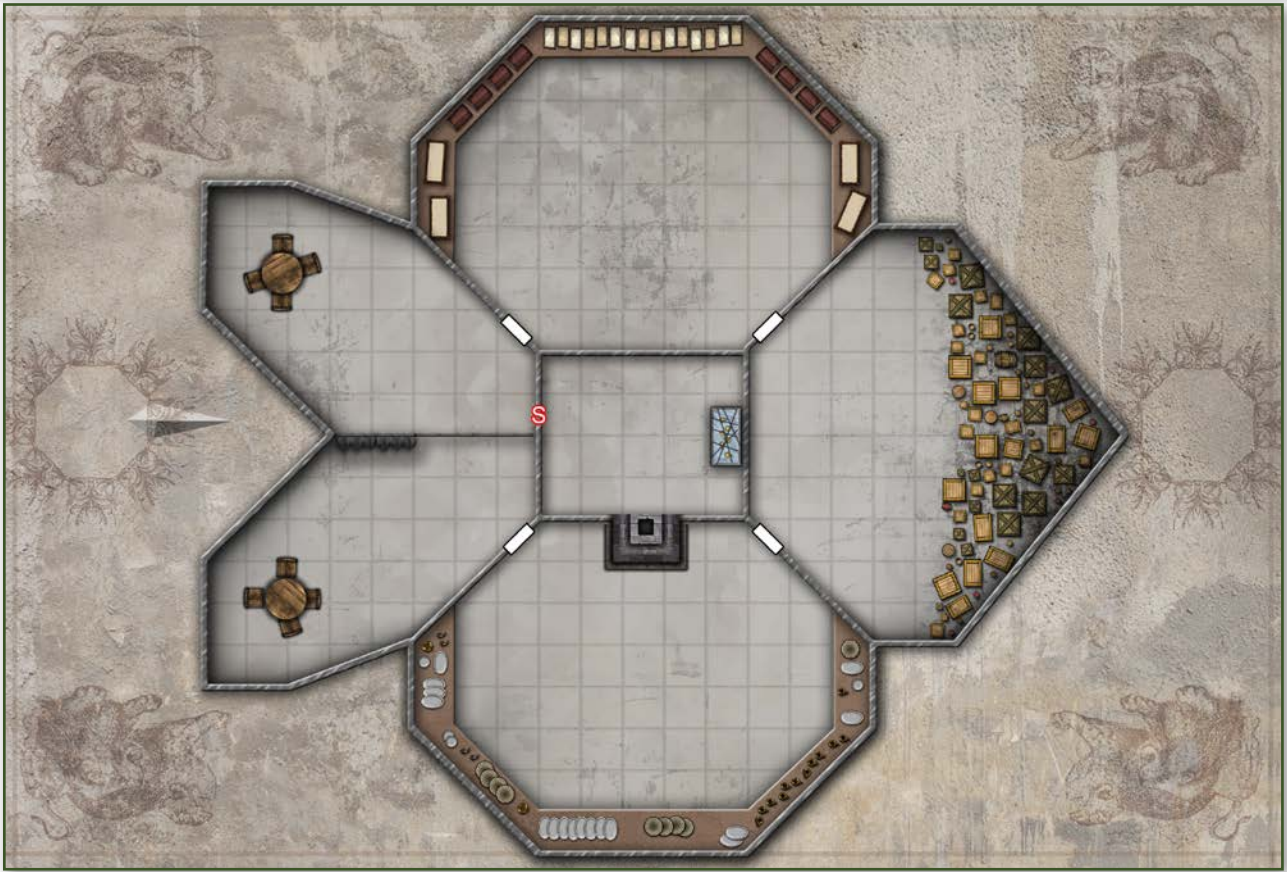
Base Atk +2; **CMB** +5; **CMD** 20

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

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

SQ fast movement, maneuver training

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



Pathfinder Society Scenario #7-21: The Sun Orchid Scheme

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
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Character # _____	Prestige Points
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Pathfinder Society Scenario #7-21: The Sun Orchid Scheme

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Infiltrator: Your experiences during the heist have taught you to work together more effectively with your allies to cover your tracks. Before rolling a Stealth check, choose one other ally who is also rolling Stealth for the same circumstance. After rolling the check, you and this ally both use the higher of your two results, including all bonuses and modifiers. When you use this boon, cross it off your Chronicle sheet.

Sun Orchid Sleuth (Sovereign Court): You recovered valuable paperwork describing Prince Zinlo's dealings with the Aspis Consortium. In thanks for your efforts, Lady Gloriana Morilla teaches you techniques for convincing others to part with their secrets. You may check one of the boxes that precedes this boon to gain a +2 bonus on a Charisma-based skill check when attempting to convince another person to reveal sensitive information. While adventuring in Thuvia, you may use this boon once per scenario without crossing off one of the check boxes.

ELIXIR OF SOLAR VIGOR		PRICE 1,000
SLOT none	CL 5th	WEIGHT —
AURA faint abjuration and transmutations		

This vial of golden liquid emits light as a candle and feels warm to the touch. Drinking an *elixir of solar vigor* grants the imbiber fire resistance 10 for 1 minute. Any fire damage that fails to overcome the fire resistance invigorates the drinker, granting the effect of a *haste* spell for 1 round.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *haste*, *resist energy*

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	260	519

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	602	1,203

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	944	1,887

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

Initial Prestige		Initial Fame	
+	GM's Initials		
Prestige Gained (GM ONLY)			
-			
Prestige Spent			
Current Prestige		Final Fame	

Starting GP	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
-	
Gold Spent	
=	
Total	

All Subtiers	Subtier 4-5
blue whinnis poison (120 gp, limit 2) <i>elixir of solar vigor</i> (1,000 gp, limit 1) <i>potion of cure moderate wounds</i> (300 gp) <i>scroll of flaming sphere</i> (150 gp) <i>scroll of summon swarm</i> (150 gp) <i>toothpick of pyrotechnics</i> (400 gp; <i>Pathfinder RPG Advanced Class Guide</i> 236) <i>eyes of the eagle</i> (2,500 gp) <i>horn of fog</i> (2,000 gp) <i>vest of escape</i> (5,200 gp)	blue whinnis poison (120 gp; limit 3) <i>cloak of resistance +1</i> (1,000 gp) <i>potion of barkskin</i> (300 gp) <i>potion of bear's endurance</i> (300 gp) <i>potion of owl's wisdom</i> (300 gp) <i>potion of resist energy</i> (300 gp) <i>screaming bolt</i> (267 gp) sleeve holster (100 gp; <i>Advanced Class Guide</i> 205) <i>wand of floating disk</i> (23 charges; 345 gp, limit 2)

For GM Only

_____ EVENT _____ EVENT CODE _____ DATE _____ Game Master's Signature _____ GM Pathfinder Society # _____