

PATHFINDER SOCIETY

YEAR OF THE DEMON



PORT GODLESS

BY BEN MCFARLAND



PORT GODLESS

Pathfinder Society Scenario #5-07

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Pathfinder Society Scenario #5-07: Port Godless is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Gamemastery Guide*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

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PORT GODLESS

By BEN MCFARLAND



Following the failure of the *Wardstones* surrounding the Worldwound, demons invaded Mendev and assaulted Nerosyan. Having already sent many agents north to prepare for an expedition to the dwarven Sky Citadel known as Jormurdun, the Pathfinder Society joined the crusaders of Mendev in repulsing the demons and containing the Abyssal wasteland; however, reaching the Sky Citadel remains a priority, and to ensure this mission's success, the Society needs additional help. Early on, the Pathfinders approached the Riftwardens, a far-reaching coalition of spellcasters dedicated to maintaining planar boundaries and fighting evil summoners, but the Riftwardens closest to the Worldwound dismissed the Pathfinders' request as impossible in the face of greater threats and priorities. Fortunately, not all of the Riftwardens are occupied in the Worldwound, and the organization's leadership provided the Society with a possible alternative: were the Society to aid another group of Riftwardens—freeing them of their ongoing obligations—those spellcasters could help in the march to Jormurdun. These leaders named Jahani Jodinaj as the contact for this Riftwarden team.

Jahani's upbringing in the godless nation of Rahadom trained her to view outsiders as trouble, be they demons, archons, or angels. Over the past several years she has worked as the ranking Riftwarden in western Rahadom, making her living creating arcane objects and banishing outsiders of all stripes. Just prior to the *Wardstones'* failure, she began finding hints that the Blackfire Adepts had infiltrated Azir, so she began gathering Riftwardens from her region to strike decisively at the rival organization. Unfortunately, Jahani proved to be far better at banishing fiends than at masking her plans, and the Blackfire Adepts learned of her intentions and laid a trap for the Riftwardens, capturing the entire team shortly before the Pathfinders' arrival in Azir. Having accomplished most of their short-term goals in Azir, many of the Blackfire Adepts have departed to begin building bases of operation in other cities while one or two remain behind to interrogate and later execute the Riftwarden captives.

WHERE ON GOLARION?

Port Godless takes place in Azir, the capitol city of Rahadom. The desert nation of Rahadom experienced protracted religious wars that led to it disavowing religion and the gods and adopting a legal code called The Laws of Man. The government maintains a force called the Pure Legion dedicated to uncovering and neutralizing proselytizers, priests, and other divine agents. Despite these laws, Azir is a prosperous city that has earned the unofficial nickname "Port Godless." For more information on Rahadom and its philosophies, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Faiths & Philosophies*, available at local hobby stores or online at paizo.com.



The few Rahadoumi contacts sympathetic to the Pathfinder Society know nothing of the Blackfire Adepts' actions, but they have spotted the former Pathfinder Eando Kline in Azir. In addition to his illegal side business of smuggling religious paraphernalia and his work gathering information for the Diamond Sage, Kline had provided his investigative talents to Jahani in exchange for information and services, and it was he who initially cautioned her to keep her identity and those of her fellow Riftwardens a secret in the days leading up to

GM RESOURCES

Port Godless makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary 2* (B2), and the *Pathfinder RPG Gamemastery Guide* (GMG). The adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

their attack. He's not powerful enough to free them all himself even if he wanted to risk his own skin, but he might be willing to swallow his pride and cooperate with the Society in the name of helping a friend.

SUMMARY

Although the PCs receive their assignment in Manaket, the adventure's action begins when the PCs reach Azir and begin tracking down Eando Kline to learn more about Jahani's whereabouts. Early in their investigations, though, they learn that the Pure Legion also seeks the former Pathfinder; the PCs must be cautious when asking around to avoid attracting too much unwanted attention. When the PCs find Kline relaxing in a bathhouse, several Pure Legionnaires interrupt their meeting. The PCs can attempt to deceive the legionnaires into believing Kline is not there, or they can resort to violence. Following the encounter, Eando Kline explains the Riftwardens' recent misfortunes and outlines how the PCs might help.

The Blackfire Adepts occupy a walled compound from which they run a legitimate slave-trading business as a cover for darker research. Knowing that any attack will draw the attention of the local guards and the Pure Legion in time, the PCs must infiltrate or assault the compound, extract the crippled Riftwardens, and escape without perishing from the Blackfire Adepts' magic or being captured by Azir's law enforcement.

GETTING STARTED

Read or paraphrase the following to the players to get the adventure underway.

Incense hangs heavy in the air in a meeting chamber of Manaket's Swordmeet Lodge, where Venture-Captain Obo stands before a low table. "I won't mince words," he declares as he strokes his graying beard. "This mission is of vital importance to the Pathfinders' success in the Worldwound. The Society has many powerful spellcasters, yet few can compare to the Riftwardens in feats of demon-banishing. That Abyssal scar spawns many demons, and the aid of capable abjurers would be

a great boon in our march to Jormurdun, the newly discovered Sky Citadel. When our leaders requested the Riftwardens' aid, we were denied; too many of their wizards are already committed to Mendev's cause."

Obo's face betrays his chagrin, and he continues. "However, in saying no, they tantalized us with a means of securing their trust and alliance. Several Riftwardens led by Jahani Jodinaj and stationed in Azir were recently preparing for a dangerous task, but they recently stopped responding to magical missives. Were we Pathfinders to investigate these Riftwardens' disappearance, we would have performed a great service to be repaid in kind. Ah," he notes with some pleasure as two servants carry platters of drinks and fruit into the room, "We have refreshments. May you find them to your pleasure."

As he begins peeling an orange, he frowns and adds, "We have one potential ally in this investigation, though I doubt he will leap at the chance to help. A contact of mine recently spotted the former Pathfinder Eando Kline in the sook of Azir. He has donned the guise of a copper merchant and likely prefers a degree of anonymity, but he is also a very well-connected man; if anyone knows what ills have befallen the Riftwardens, it is he. Should he not wish to speak, tell him, 'Sasha Antif-Arah sends her regards—healthy and alive from Andoran.'"

"Beyond that, be careful, Pathfinders. The sands of Rahadoum are unforgiving, and the Pure Legion is even less so."

Allow the PCs to ask questions of Venture-Captain Obo, attempt Knowledge checks as noted below, and purchase items before skipping ahead to the party's arrival in Azir.

Who are the Riftwardens? "They are an order of arcanists devoted to maintaining the planar boundaries and limiting the interference of outsiders. We are not certain what they were doing in Azir, but it seems as though they were preparing for a raid of some kind.

Are the Riftwardens expecting us? "Lady Jodinaj's household knows of your impending arrival, and I have provided you with her address and supplies for the voyage."

Who is Eando Kline? "Kline was once a Pathfinder, but his philosophies conflicted with those of the Decemvirate and inspired him to leave. It was not a pleasant parting of ways, and I understand the wounds he bears are still raw; be careful not to rub them with salt." Obo is also able to provide the PCs with a simple sketch of Eando Kline, depicting a handsome Taldan man sporting a short beard.

Who is Sasha Antif-Arah? "She was once a Pathfinder as well, and she and Kline were close."

Diplomacy (gather information) or Knowledge (history, local, or religion)

The PCs may already know about Azir and the nation of Rahadoum. Obo knows the information granted by a

successful DC 20 Knowledge (history) check, and shares that information if the PCs ask him directly.

10+ Azir is the capitol of Rahadoum. The entire nation upholds the Laws of Man, which make worshipping the gods illegal. The country adopted these laws following decades of religious wars, and although this has driven away the most devout merchants, Rahadoum is nevertheless the home to many influential businesspeople.

15+ Although often referred to as atheists, the people of Rahadoum accept that the gods exist but simply refuse to venerate them, believing that the price of worship is too great. An elite militant organization known as the Pure Legion enforces the ban on religion.

20+ Despite the Pure Legion's best efforts, there is nevertheless a considerable trade in smuggled religious paraphernalia. Punishment for breaking religious law ranges from a fine for possession of forbidden texts to public humiliation or deportation for proselytizing or displays of divine magic.

25+ Rahadoum has experienced several terrible plagues and other disasters in recent memory, leading some to speculate that the gods are displeased with the nation. Additionally, while the Pure Legionnaires have a reputation outside of Rahadoum of being merciless hardliners, they are educated, humane, and far from being bloodthirsty killers.

ON THE STREETS OF AZIR

Read or paraphrase the following as the PCs arrive in Azir.

The heat of the midday sun accentuates the strange juxtaposition of salty sea air and dry, desert wind, just as the Rahadoumi caravans mingle with sailors from a dozen lands to make the markets of Azir a bustling, cosmopolitan hub of western Garund. The city's edifices range from old constructions rejuvenated with elegant murals and exotic carvings to much newer buildings built with irregular angles and acute corners that combine to create an elegant mosaic of art and architecture. A vibrant soundscape overlays this visual effect, combining the sound of men haggling over baskets of dates, camels bleating in protest to their handlers' commands, and the chorus of seagulls that soar overhead in search of an easy meal.

Once the PCs' ship arrives in Azir, several port officials begin performing routine tasks and inspections as a pair of Pure Legionnaires ask the PCs to declare any religious texts, icons, or other objects that they are bringing into the country. Following this, the legionnaires run a quick search of the PCs' belongings for holy symbols; these soldiers have a +6 bonus on Perception checks opposed by each PC's Sleight of Hand check to conceal

BREAKING THE LAWS OF MAN

While the PCs are in Azir, they are subject to Rahadoum's laws against divine worship, spellcasting, and expression. Casting an obviously divine spell with a divine focus or by invoking a god's name is likely to draw the attention of bystanders and eventually the Pure Legion. Assume bystanders have a collective +10 bonus on Perception and Sense Motive checks to spot obviously divine spellcasting (DC 15), though the GM can increase the DC by up to 5 points to reflect mitigating conditions. If the bystanders' checks are successful, four Pure Legionnaires approach the offending PC within 1d10 minutes and allow the criminal the choice of deportation or paying a fine of 500 gp (1,000 gp in Subtier 8-9). Should a PC be deported, his character cannot participate in the rest of this adventure. Repeat offenses result in immediate deportation. Less severe crimes such as proselytizing, smuggling religious goods, or openly displaying religious images instead result in a 100 gp fine and a public flogging (dealing 5d4+5 points of nonlethal damage). A second offense results in double the punishment, and a third in deportation. These punishments are unlikely for most characters, but Pure Legionnaires don't appreciate those who try their patience.

Because of the ban on divine magic, treat the PCs as being outside of a settlement of 5,000 or more people for the purpose of spending Prestige Points to purchase spellcasting services for any spell that does not appear on the sorcerer/wizard spell list. The gp cost of such spells also increases by 50% while in Rahadoum and first requires a successful DC 25 Diplomacy (gather information) check to find someone able to cast such a spell in Azir. Holy symbols and similar items are equally hard to find and cost five times the normal amount.

any contraband, and although the legionnaires do not pour out the PCs' bags, they do insist on glancing inside any such containers. They confiscate any such property, issue stern warnings to abide by the Laws of Man while in Rahadoum, and even provide a strip of cloth to wrap around any tattoos or religiously suggestive birthmarks (advising that uncovering the offending feature is a criminal act).

The PCs should begin searching for Jahani Jodinaj, as they already have an address for her home. The PCs might feel inclined to find Eando Kline first, but with only a sketch to work with, they do not yet have enough information to perform a productive search. However, while investigating Jahani's residence, the PCs find information that, after a short investigation retracing the former Pathfinder's movements earlier in the day, ultimately leads the PCs to him. This scene includes brief descriptions of several likely NPCs that the Pathfinders

PATHFINDER SOCIETY SCENARIO

might meet, though the GM is welcome to tailor these characters to fit her style.

This scene also involves several skill checks. Because the PCs receive fairly specific clues about where to investigate next, these checks do not determine whether the PCs reach the next contact, but rather whether they escape the notice of the Pure Legion, which also seeks Eando Kline on suspicion of smuggling contraband. When seeking relevant information at a location, a PC must succeed at a DC 22 (DC 25 in Subtier 8–9) Bluff check to pass a hidden message, Diplomacy check to gather information, or Knowledge (local) check, each representing an attempt to conduct their investigation discreetly. Keep track of how many of these skill checks the PCs fail, as this number modifies the encounters that follow.

Depending on how many of the three skill checks the PCs fail, several Pure Legionnaires may notice the PCs' interest in Maroc, whom the Pure Legion suspects of trafficking holy symbols. If the PCs fail none of the checks or only one check, the Pure Legion takes no particular notice of the PCs' actions. If the PCs fail two or more checks, the Pure Legionnaires identify the PCs as persons of interest who either might know where Maroc is hiding or could be in league with him. This increases the DC of any Bluff, Diplomacy, or Intimidate checks the PCs attempt against Pure Legionnaires for the rest of the scenario by 4 and increases the Perception and Sense Motive check modifiers of bystanders in Azir by 2 (see page 5).

The House of Lady Jodinaj

Although many use the title “Lady” when referring to Jahani Jodinaj, it is more a sign of respect than a noble title. Jahani owns an attractive home surrounded by a low wall; three servants assist in maintaining the property. Jahani's majordomo Akhina answers the PCs when they call at the estate, and upon learning of the PCs' identities and credentials, she welcomes them inside. She is very business-like in dealing with visitors, but she is one of the few in Azir who knows of Jahani's Riftwarden affiliation.

Approximately 2 weeks ago, her mistress began withdrawing from public events disappearing for longer and longer times, and acting very secretly. She instructed Akhina to be careful about whom she admitted through the gate. The only guest that Jahani entertained during this time was a Taldan copper merchant named Maroc, whom she met with several times in her study. Approximately a week ago, Jahani disappeared and has not returned, causing Akhina considerable consternation.

The majordomo can identify Maroc as the man depicted in the PCs' sketch of Eando Kline, and she is willing to bend the rules by allowing the PCs to investigate the study. There the PCs can find wispy paper ashes in a charcoal brazier (the incomplete remains of a burned

letter now beyond magical reconstruction) as well as an envelope labeled “From Maroc” slipped beneath a basket of cushions. The inside of the envelope bears instructions for finding a particular stall in the Grand Sook.

While speaking with Akhina about Maroc, a PC can attempt a DC 20 Sense Motive check to notice that she becomes anxious about others' being interested in the man. If asked about her concern, she shares that the Pure Legion is also looking for him, giving her the uneasy impression that her mistress has decided to break the Laws of Man. During this visit, the required Bluff, Diplomacy, or Knowledge (local) skill check represents convincing Akhina to confide in them and keep their inquiries quiet, speaking obliquely to avoid being understood by the other servants, or setting Akhina at ease with the PCs' observance of local traditions.

Faction Notes: Qadira faction members may wish to find and develop mercantile contacts in Azir. At Jahani's residence, Akhina can confirm that Lady Jodinaj manages a successful business and may be willing to discuss trade deals in person. Although no other promising merchants are included as part of the investigation, a Qadira faction member who succeeds at a DC 15 Appraise, Profession (merchant), or similar check can determine that as a whole, Azir appears to have a robust economy, could serve as a strong trading partner, and traffics in a wide variety of goods—including some exports that might be unwelcome in some ports, such as slaves.

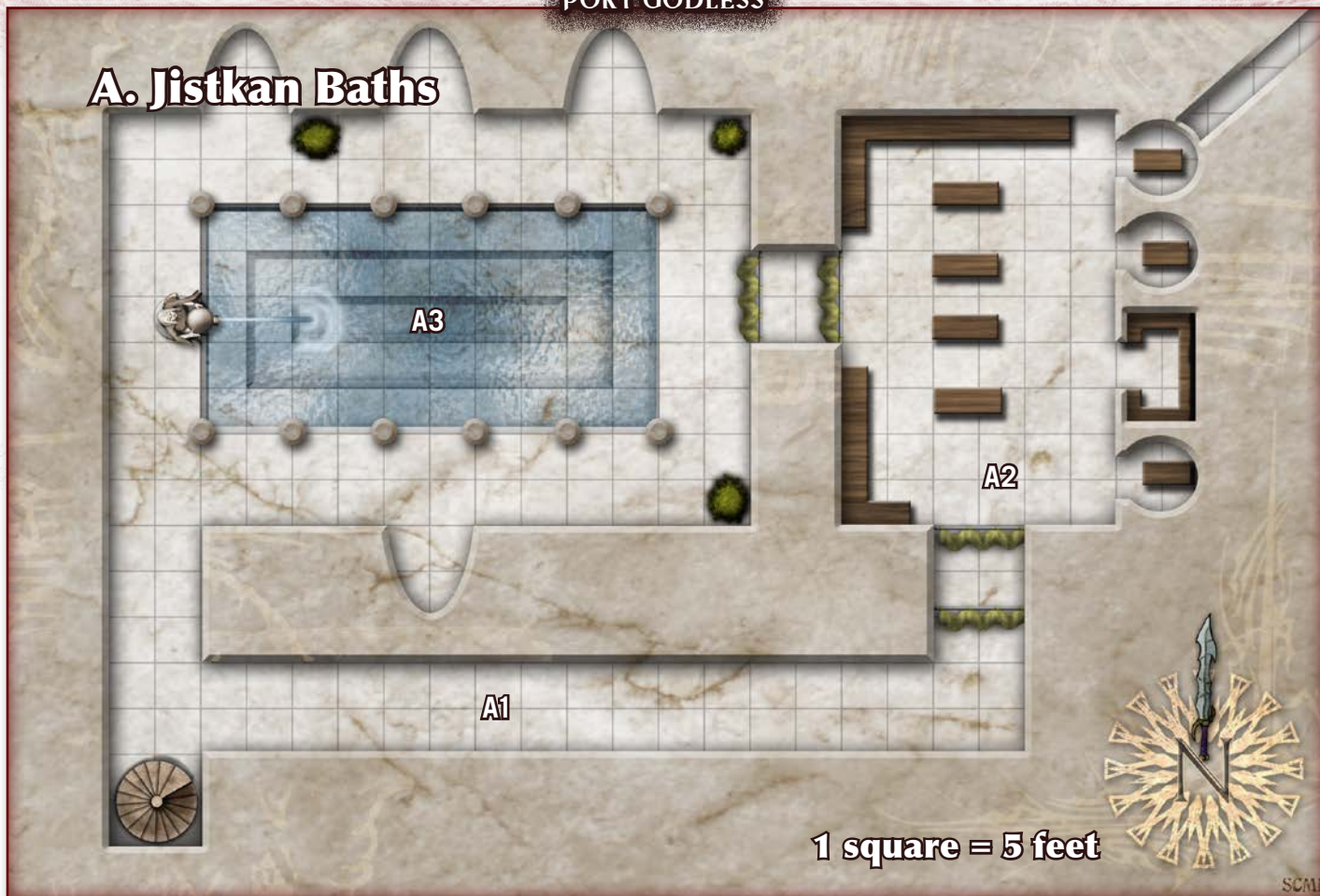
The Grand Sook

The Grand Sook is a vast marketplace constructed mostly of tents with the occasional brick structure for particularly well established merchants, creating a sea of canvas and commodities close to the waterfront. The envelope's instructions lead the PCs to an empty stall along the southern edge of the sook, though by all indications it seems that the space was occupied recently. Neighboring merchants include Santiago the baker to one side and Ishe, Santiago's competitor, on the other side. Between their calls to passing shoppers, they're happy to confirm that Maroc manages that stall on most days; in fact, the two of them are as competitive about sharing gossip as they are about luring customers away from one another.

Both can identify Maroc from the PCs' sketch or description, and they can relay that Maroc began his business here several months ago. Santiago knows Maroc headed to the racetrack, saying he'd had no good luck lately, so he'd try to find the dog that had found it. Both NPC can point the PCs to the racetrack.

If the PCs succeed at the Bluff, Diplomacy, or Knowledge (local) check by 5 or more, Ishe shares that the PCs are bold to ask about Maroc because the Pure Legion did the same no less than an hour ago. She wishes the PCs luck

A. Jistkan Baths



in getting Maroc to pay off whatever debt he owes them before the Pure Legion does.

The Hound Races

Azir is known for its swift, sleek dogs, and breeders often congregate at a racetrack near the outskirts of town to test their hounds' speed. Today the track has drawn a boisterous crowd of gamblers who shout bets, laugh, and occasionally curse their luck following a bad race. With so many people seeking relaxation and distraction, the track is a hotbed for gossip and news.

Several patrons know of Maroc, having whiled away several hours with him earlier in the day. He had complained that he needed coin for slaves and hoped to earn it through a few good bets (trying to worm his way into the confidence of one of the Blackfire Adepts' guards), but his luck was terrible. After losing big, he decided to take a soak at the Jistka Bathhouse to forget his troubles.

A. CONVERSATIONS THAT NEVER HAPPENED (CR 8 OR CR 11)

The Jistkan Baths is one of the oldest bathhouses in Azir, and local legend claims the building dates back to the long-gone Jistkan civilization that once ruled northern

Rahadom. Any such evidence of this ancient heritage have been lost to centuries of repairs, yet the well-maintained marble facade nonetheless advertises an elegant facility. Any are welcome in the mixed-gender bathhouse so long as they do not disturb the other guests, and the most exclusive baths are located down a spiral staircase. The bathhouse provides a light robe to more modest patrons and provides storage for guests' belongings; carrying weapons or armor into the bathing areas elicits more insistent offers of storage space, but the workers do not physically try to stop anyone from carrying such equipment. For 1 gp, a PC can make use of the baths for the day.

A1. Hallway

This broad hallway is lined with hooks and shelves that hold dry towels, bottles of scented oil, and a variety of combs and brushes. Several buckets of water line the southern wall, and particularly dirty patrons often douse themselves in water here so as not to soil the main pool. Two sets of curtains seal the hallway off from area A2.

A2. The Sauna

Wooden benches and partitions line most of the walls of this rectangular room, and the air is kept warm and

humid. Four smooth tables stand in the center of the room, and several clients lie on them receiving massages from the bathhouse staff. The eastern wall is subdivided into several smaller chambers containing broad brass bowls that hold heated rocks for creating additional steam. The northernmost of these chambers has a concealed door that leads to the sewers of Azir, and a PC can find this door with a successful DC 25 Perception check.

A3. The Cold Bath

Eando Kline, known locally as the copper merchant Maroc, is relaxing in a pool downstairs. When the PCs descend the stairs, read or paraphrase the following.

The chilled bath of the Jistka Bathhouse is in the lower level of the structure, a mixed-gender facility where the modest either soak in light robes or seek other places. The air is cool and humid and the lighting is dim. Faint lanterns reflect off the water and the sound of running water echoes off the tile floor and walls.

Creature: The former Pathfinder **Eando Kline** (CG male human bard 5/rogue 6/sorcerer 1) hardly notices the PCs unless they stand out from the other patrons because of their exotic heritage, aggressive actions, or carried weapons. Even then he tries to ignore them, trusting there's little reason for strangers to bother him. The other patrons don't react beyond curious glances unless a PC is wearing armor or carrying a weapon, in which case they try to leave the bathhouse.

Since his departure from the Pathfinder Society, Kline has kept busy with adventures throughout Garund, including a disastrous expedition in the Mwangi Expanse several years ago. Despite some setbacks, he has struck historical and material riches several times—which he finds all the more enjoyable because acting as a free agent means not having to clash with the Decemvirate. His arrival in Rahadoum is a direct result of an alliance he made with a mysterious figure who calls herself the Diamond Sage. In return for him performing several odd jobs for her, she has provided him several promising leads regarding ruins scattered across the continent. During his stay in Azir, he befriended Jahani, and he provided some support when she began maneuvering to crush the local Blackfire Adepts. Although he is saddened by her disappearance and would appreciate the PCs mounting a rescue, he finds the prospect of cooperating with the Pathfinder Society distasteful. Kline is evasive,

perceptive, and he dodges the PCs' questions with little effort. Several likely questions and his answers follow.

Are you Eando Kline? "I might know where to find him, if he's still alive. Why do you want him?"

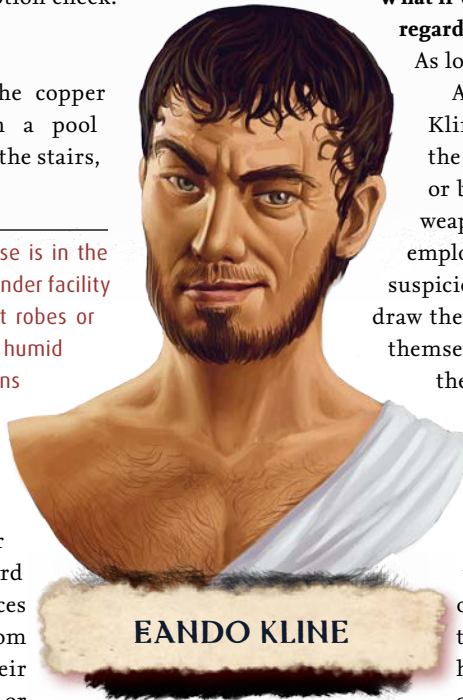
We need to know what happened to the Riftwardens. Can you help? "That's dangerous business. I'm not sure either one of us wants to get involved in that, frankly."

What if we tell you Sascha Antif-Arah sends her regards? "Then you would have my attention. As long as she's alive, we can talk more."

As the PCs are questioning Eando Kline, several Pure Legionnaires arrive at the bathhouse after tracing Kline, the PCs, or both there. If one or more PCs carried weapons into the baths, the bathhouse employees inform the legionnaires of the suspicious figures, causing the soldiers to draw their own weapons and mentally prepare themselves for trouble; increase the DC of the PCs' Bluff, Diplomacy, or Intimidate checks against the legionnaires in this encounter by 2. Whether or not the legionnaires are suspicious of the PCs, they take no chances of giving a possible criminal warning; they sneak down the stairs and fan out—one travels down the hallway to area A2, and the others hide in the hallway and give their partner time to get into position before striding into area A3.

The legionnaires know that the copper merchant Maroc and the idol-smuggler Eando Kline are connected, though they are yet unaware that the two are one and the same. As the soldiers demand that the PCs explain what they know of Eando Kline and where he is, Kline tries to avoid notice by gradually lowering himself further into the bath and letting the PCs do the talking. The legionnaires begin this encounter as unfriendly and are particularly adept at spotting facial "tells" and other signs of lying common to humans thanks to their favored enemy bonuses.

The PCs can convince the legionnaires to depart peacefully in a number of ways. Using Bluff, a PC might convince the Pure Legionnaires that they have been following the wrong people—the PCs are innocent and know nothing of Kline. If the PCs elect to use Diplomacy, they must first improve the legionnaires' attitudes to indifferent and then must successfully convince them to leave; this counts as requesting dangerous aid (or aid that could result in punishment in Subtier 8–9), as these enforcers can ill afford to give up on such a promising lead. Intimidating the legionnaires is difficult thanks



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to their confidence as the elite enforcers of Azir, and an attempt to use Intimidate to change their attitude to helpful takes a –6 penalty. Of course, the PCs may present even another clever solution, and the GM should use the options above as guidelines for adjudicating other actions.

Should the PCs attack the Pure Legionnaires or worsen their attitude to hostile, the legionnaires attack and the other guests flee. In such an event, Eando Kline takes cover, assuring anyone who will listen that he doesn't know the PCs. Unarmed and ill-prepared, he has no interest in participating in combat.

Subtier 5–6 (CR 7)

PURE LEGION ENFORCERS (3) CR 4

Human ranger (skirmisher) 5 (*Pathfinder RPG Advanced Player's Guide* 128)

LN Medium humanoid (human)

Init +2; **Senses** Perception +13

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 42 each (5d10+10)

Fort +5, **Ref** +6, **Will** +3; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee mwk scimitar +10 (1d6+3/18–20)

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

Special Attacks combat style (archery), favored enemy (humans +4, native outsiders +2)

TACTICS

During Combat The legionnaires employ their bows and scimitars to strike down perceived criminals, preferring divine spellcasters and favored enemies as targets and using their hateful strike ability. After the first few rounds of combat, they begin dealing nonlethal damage so long as they appear to have a clear advantage; against powerful enemies, the legionnaires deal lethal damage. They try to take at least one prisoner for questioning later.

Morale Once all but one of the legionnaires have fallen, the last soldier attempts to withdraw and seek reinforcements.

STATISTICS

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

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Endurance, Precise Shot, Skill Focus (Perception), Weapon Focus (scimitar), Godless Healing

Skills Heal +6, Intimidate +6, Knowledge (local) +5, Knowledge (religion) +5, Perception +13, Sense Motive +7, Stealth +9, Survival +10

Languages Common, Osiriani



TOOLS OF THE PURE LEGION

The Pure Legionnaires employ several distinctive techniques and tools, including the feat Godless Healing (*Pathfinder Campaign Setting: The Inner Sea World Guide* 287) and the magic item *robe of the pure legion*. Both are reprinted below.

Godless Healing (Su): Once per day when a Pure Legionnaire has half her total hit points or fewer, she may heal herself of an amount of damage equal to 1d8 plus her total Hit Dice as a move action.

ROBE OF THE PURE LEGION

Aura faint abjuration; **CL** 5th

Slot shoulders; **Price** 750 gp (+1), 3,000 gp (+2), 6,750 gp (+3), 12,000 gp (+4), 18,750 gp (+5);

Weight 1 lb.

DESCRIPTION

This traditional Rahadoumi garment in the white and gold colors of the Pure Legion acts like a *cloak of resistance*, except its resistance bonus only applies to saving throws against spells, spell-like abilities, and supernatural abilities from a divine spellcaster or a source such as an outsider that serves a deity.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the robe's bonus; **Cost** 375 gp (+1), 1,500 gp (+2), 3,375 gp (+3), 6,000 gp (+4), 9,375 gp (+5)

SQ favored terrain (desert +2), hunter's bond (companions), hunter's tricks 4/day (hateful attack), track +2, wild empathy +4

Gear +1 *leather lamellar*, mwk composite longbow with 20 arrows, mwk scimitar, *elixir of truth*, *robe of the pure legion* +1, lock (good), manacles

Subtier 8–9 (CR 10)

PURE LEGION ENFORCERS (3) CR 7

Human ranger (skirmisher) 8

LN Medium humanoid (human)

Init +2; **Senses** Perception +16

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 72 each (8d10+24)

Fort +7, **Ref** +8, **Will** +4; +2 vs. divine spells

OFFENSE

Speed 30 ft.

Melee +1 scimitar +14/+9 (1d6+7/18–20)

Ranged mwk composite longbow +11/+6 (1d8+4/×3)

SCALING ENCOUNTER A3

To accommodate a part of only four PCs, remove one Pure Legion Enforcer from the encounter.

Special Attacks combat style (archery), favored enemy (humans +4, native outsiders +2)

TACTICS

Use the tactics from Subtier 5–6.

STATISTICS

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

Base Atk +8; **CMB** +12; **CMD** 25

Feats Dodge, Endurance, Point-Blank Shot, Precise Shot, Skill Focus (Perception), Toughness, Weapon Focus (scimitar), Godless Healing

Skills Heal +6, Intimidate +9, Knowledge (local) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +12, Survival +13

Languages Common, Osiriani

SQ favored terrain (desert +4, urban +2), hunter’s bond (companions), hunter’s tricks 6/day (hateful attack, uncanny senses), swift tracker, track +4, wild empathy +7, woodland stride

Gear +1 leather lamellar, +1 scimitar, mwk composite longbow with 20 arrows, *elixir of truth*, *robe of the pure legion* +2, lock (good), manacles

Development: Defeating the Pure Legionnaires or persuading them to leave wins the PCs and Eando Kline time to talk, though Kline’s mood depends largely on how the PCs handled the encounter. If combat broke out, Eando swears under his breath, chiding the PCs that they’ve blown his cover and could have handled that better. If they avoided combat, he’s considerably more complimentary and voices his relief that he might be able to stay in Azir for a while longer. He grabs a dry robe, leads them to the secret passage in area **A2**, and speaks to them in the privacy of Azir’s undercity. Upon confirming that the PCs are looking for Jahani and the Riftwardens, he sighs and shares what he knows.

“I know where the Riftwardens are, but it’s not an answer you’re going to like,” Kline says with grimace. “They attempted a raid on a compound full of Blackfire Adepts who were masquerading as slavers, but the plan didn’t work as they had hoped. For all their talent at magic, the Riftwardens aren’t the best at keeping their heads down when planning an attack. The Blackfire Adepts caught wind of their plan and struck first, capturing all four of the Riftwardens perhaps a week ago. From what I’ve been able to gather, the Blackfire Adepts are planning on moving to greener pastures—which could mean practically anywhere other than Rahadoum—and they’ve been making the most of their remaining time in Azir by interrogating

their captives rather ruthlessly. It seems the Blackfire Adepts just can’t pass up a good opportunity to gloat over their arch nemeses, but they’re sure to tire of it soon and just execute the lot of them. Last I heard, the slavers are departing on a caravan the morning after tomorrow, and you can bet that the Riftwardens will be dead before then.”

Although Kline is fairly friendly, some of his uneasiness with dealing with Pathfinders darkens his responses. He would also greatly appreciate knowing that Jahani has escaped harm, though he tries to veil these feelings lest the Society exploit them. A PC who succeeds at a DC 26 Sense Motive check can identify that Eando Kline cares far more about the Riftwardens and their final fate than he lets on.

The PCs likely have questions for Eando Kline, but before he entertains their inquiries, he asks for more information about Sascha. He is satisfied by any eyewitness accounts of the woman’s health and safety—for example any news from those who have played *Pathfinder Society Scenario #4–13: Citadel of the Nail* or *Pathfinder Society Scenario #4–18: The Veteran’s Vault*—but he shrugs, snidely remarks on the Pathfinder Society’s ridiculous dedication to keeping secrets, and then answers any questions, such as the ones that follow. During the conversation, allow the PCs to attempt a DC 33 Diplomacy check to impress Kline. Grant the PCs a +4 bonus on this check if any of them were able to tell Eando more about Sascha, and give them an additional +4 bonus if they resolved the encounter with the Pure Legionnaires without combat. Impressing him in this way determines how much he is willing to help the PCs when they raid the Blackfire Adepts’ compound (see the Response Time sidebar on page 12).

Who are the Blackfire Adepts? “You don’t know? Didn’t the Decemvirate brief you at all? The Blackfire Adepts seek the destruction of civilization using terrible outsiders. They’re not nice people, and the Riftwardens oppose them. If you need a comparison, think of them like the Aspis Consortium to your Society, though that assumes either side qualifies as ‘the good guys.’”

How do you know all this? “I learn what’s going on when I move into a place—try it sometime. I also know a guard in the Blackfire Adepts’ compound who’s fond of a particular barkeep friend of mine. I purchased the freedom of her brother and she’s very persuasive. I’m quite certain of my information.”

Can you provide us with any help? “There isn’t much I can do without endangering myself, and I’m not going to do that, but I’ll tell you this: there must be more than one way into that compound. Heading over the walls or through the front door may be your style, but I also know that the Blackfire Adepts are looking to pick up

and leave, meaning they're probably interested in selling off as much of their inventory as possible to lighten the load. How you operate and what the Society teaches these days is your business." If the PCs have impressed Kline, he pauses to think for a moment before wincing as if regretting what he's about to say. "I have obligations that prohibit me from joining you directly in whatever you do, but I can at least buy you some time or create a diversion when you make your move. Don't worry about contacting me; I'll be keeping an eye out for when you get near."

What are you going to do now? "That's my business, not yours, Pathfinders."

Once he has answered any questions to the PCs' satisfaction, Eando Kline excuses himself under the pretense of needing to get his clothes back from the bathhouse. He provides a last piece of advice as he departs. "Remember that explosions and swordplay are fine in a dungeon, but you're looking at an urban raid in a city with a good police force at an estate that pays its taxes. Once you start cutting down Blackfire Adepts, you won't have long before the local guards surround the place. Act decisively."

Treasure: If the PCs resolve the encounter with the Pure Legionnaires without fighting, they find additional wealth in the form of valuable spell components and trade bars during their attack on the Blackfire Adepts' compound.

Faction Notes: Osirion faction members are looking for the Diamond Sage in Azir, but she is not in the city when the PCs arrive. Instead she has commissioned Eando Kline to look after her interests in the region in exchange for information, and the former Pathfinder knows that Amenopheus's agents are likely come looking her here. Kline volunteers no information about the sage unless the PCs have impressed him (see Development, above), in which case he fixes a member of the Osirion faction with an unblinking stare and states, "The Diamond Sage shared my doubts that the agents of Amenopheus would measure up to our standards, but I see that we were mistaken. She is no longer here, but the people of Eto know her well. Any questions you have shall be answered there." Even if the PCs have not impressed Kline, a PC can ask him about the Diamond Sage directly and receive a similar message by convincing him of the Osirion faction's worthiness and integrity with a successful DC 20 Bluff or Diplomacy check. A GM may also allow other means of persuading Eando Kline to share what he knows including clever uses of other skills or the granting of circumstance modifiers for finding common ground with the ostracized former Pathfinder—such as sharing one's experience in combating the Decemvirate's indifference through the Shadow Lodge.

Rewards: If the PCs fail to defeat the Pure Legionnaires through combat or persuasion, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 862 gp.

Out of Subtier: Reduce the gold earned by 1,406 gp.

Subtier 8–9: Reduce the gold earned by 1,950 gp.

PLANNING THE RAID

The PCs have approximately a day in which to scout out the Blackfire Adepts' compound, develop a plan of attack, gather information, and make preparations. This scenario assumes the PCs choose one of the approaches detailed below, but the players may well devise a uniquely creative solution. During their earlier meeting with Eando Kline, the PCs likely learned that direct assault and posing as slave traders are both viable options, and by learning more about the slaver compound, not only can the PCs learn about other approaches, but they can also get a better estimate of how long it might take for the local watch and the Pure Legion to respond to any calls of alarm.

Diplomacy (gather information) or Knowledge (local)

In scoping out the compound, the PCs can learn about the schedule it keeps, how frequently law enforcement patrols, and other useful information. A PC may instead attempt a Perception check, but he can only learn about the food deliveries (DC 15+) and the sewers (DC 25+) in this way.

15+ The Blackfire Adepts' compound is located in the northwestern edge of the city, which tends to see slightly less foot traffic. The compound purchases a large quantity of fish soup and bread each day to feed the slaves, and the owners allow the delivery people to enter the compound. Depending on the circumstances, a serious incident could see the city watch show up in anywhere between 5 and 20 minutes. The compound has its own guards, but they can't compare to the full force of Azir's city watch.

20+ As is the case in most parts of the Inner Sea region, the Blackfire Adepts are not tolerated in Azir. Although tipping off the authorities would ensure that a small army descends on the Blackfire Adepts, the Pure Legionnaires would almost certainly round up any they find on the property for questioning—including the PCs and Riftwardens. Few would dare deny the Pure Legion entry, and even the Blackfire Adepts would likely admit these soldiers to avoid causing a larger incident. Several nearby robberies over the past month have inspired the city watch in this district to patrol more frequently; they would likely show up in 5 to 12 minutes of anyone sounding an alarm.

25+ The sewers of Azir extend to the Black Adepts' compound, but as the surrounding area has become drier and drier over the centuries, little water flows there. A set of doors near the compound's foundation in the sewers may grant access to the facility. A recent push to recruit

RESPONSE TIME

Unlike in many other scenarios, in *Port Godless*, in the likely event of someone in the compound sounding the alarm—whether by ringing an alarm bell or just by shouting for help—a timer starts counting down to when local officials step in. In most cases, it takes 1d4+8 minutes for the local watch to arrive on the scene, at which point the GM should refer to the Azir’s Local Watch section on page 24. The GM should not count every second of table talk against the PCs’ precious few minutes, but should also track any time the PCs spend talking to NPCs, pausing to discuss plans, unlocking doors, performing detailed searches, healing, and fighting off defenders. The Pathfinders should understand that they don’t have time to dawdle and should act accordingly.

Several of the actions that the PCs take over the course of *Port Godless* can modify how long it takes for the guards to reach the compound.

Condition	Minutes
The alarm sounds at night.	+1
The PCs resolve the combat in area A3 without combat.	+2
The PCs prevent the compound’s guards from ringing an alarm bell.	+2
The PCs secure the aid of Eando Kline, who helps distract the guards.	+2
The PCs cause the compound’s guards to flee.	-1
The PCs Fight the Pure Legionnaires in area A3 and allow one to escape.	-2
The PCs set fire to the slaver compound.	-2
The ceustodaemons rampage freely (see the Development section of area C3).	-2
One or more PCs are known lawbreakers in Azir.	-2

more guards suggests that the city watch may be short-staffed, so they are unlikely to arrive in under 10 minutes.

The NPCs’ tactics in this compound are meant to be fluid, and depending on how the PCs handle the raid, they may avoid some encounters or accidentally combine others when one enemy rushes to another’s aid. However, the GM should not be utterly merciless in forcing the PCs to fight all of the compound’s defenders at once; rather, stagger encounters slightly to keep the PCs off-balance and worried without completely overwhelming them. The PCs might also sow confusion and panic in the guards by releasing large numbers of slaves or setting fire to the compound, both of which might draw the defenders’ attention and allow the PCs to continue moving. It is recommended that the GM pay special attention to how different encounters interact as well as which creatures are willing to aid others and under what circumstances.

Direct Assault or Sneaking In

The PCs may decide to attack the compound directly, in which case the hired guards likely spot them quickly and sound the alarm. Use the creature entries and area descriptions to direct the ensuing combats. Should the PCs use Stealth to hide part or all of their activities in the compound, grant the guards and ceustodaemons Perception checks as normal, depending on where the PCs enter. Should any defenders spot the PCs, they raise the alarm and combat begins.

Food Delivery

In the late morning every day, a clerk from the compound visits the Grand Sook and orders several gallons of fish soup and about a dozen loaves of bread to be delivered to the compound in the early afternoon. Typically the clerk alternates between several inns and bakers depending on what price he can wrangle, and with a successful DC 18 Knowledge (local) check or Diplomacy check to gather information, the PCs can identify which merchants these are (potentially including Santiago or Ishe). These merchants already have porters who normally deliver the goods and are likely to be suspicious of the PCs wanting to do the job, but the PCs can convince a merchant with a successful DC 18 Bluff, Diplomacy, or Intimidate check to let the PCs make the delivery. Every 50 gp the PCs bribe the merchant grants a +2 on this check.

Porters typically don’t carry large weapons or wear armor, so the PCs must take care to hide their gear and disguise themselves. So long as the two guards at the compounds entrance do not spot anything strange (+3 Perception), they allow the PCs to enter to make the delivery in area **B2** before trying to usher the porters out.

Slaves for Sale

Of the compound’s inhabitants, only the Blackfire Adepts know of the group’s plan to close down their operation in Azir; most of the workers simply know that a caravan will depart soon. As a result, public slave showings have been put on hold for some days to give the clerks enough time to prepare for the caravans’ departure. The guards at the compound’s entrance report the date of the next showing to interested buyers, expressing through poorly-veiled innuendo that only a particularly wealthy buyer—one who might bribe the guards—might secure a private viewing before then. Convincing the guards to admit the PCs requires a successful DC 25 Bluff or Diplomacy check, and the PCs gain a +1 bonus on this check for every 20 gp they give the guards as a bribe. In addition, wearing clothing and jewelry worth at least 175 gp grants an additional +2 bonus on this check.

Two guards escort the PCs to area **B5** while several workers prepare the slaves to be shown. During the 15

B. The Blackfire Compound

G : Gerrard

C : Blackfire Candle



1 square = 5 feet

Gamemastery Flip-Mat: Watch Station

SCALING ENCOUNTER B

Make the following changes to accommodate a party of four PCs.

Subtier 5–6: Reduce the total number of guards to seven.

Subtier 8–9: Reduce the total number of guards to 12.

minutes that it takes for them to get ready, slaves bring the PCs seats, hibiscus tea, and an assortment of fruit and bread. One of the clerks descends to oversee the preparations and also visits Sophini in area **C3** to inform her that merchants have arrived for a private viewing. Suspicious, Sophini uses her scroll of *arcane eye* to spy on the visitors, allowing her to attempt a Sense Motive check to get a hunch about the unexpected guests. If she succeeds, she lights the nearby *blackfire candle*, alerting the guards to trouble and instructing them to sound the alarm. She then continues to watch the PCs through the *arcane eye* as the guards attack, commanding her ceustodaemons to join the fray if the PCs incapacitate four or more guards. If she fails the Sense Motive check, she returns to her research.

Through the Sewers

Approaching the compound from the sewers allows the PCs to bypass the guards upstairs, but the Blackfire Adepts have identified the vulnerability of this entrance and warded the portal. Any attempts to break down the door in area **C4** alerts Sophini in area **C3** and leads her to light her *blackfire candle* to warn the rest of the compound of the intruders. She then casts preparatory spells and waits to hear whether the door's trap snares anyone before attacking.

B. THE BLACKFIRE COMPOUND

This walled compound is built of brightly painted, stucco-covered stone, and although it is larger than many other structures in the area, its layout, with buildings surrounding secluded, cool courtyards, is common in this region area. Except where noted otherwise noted, the outer walls rise to a height of 10 feet and a DC 25 Climb check is required to scale them. Each of the buildings has a flat roof and stands approximately 15 feet in height, and most windows face the compound's interior and are 10 feet off the ground to catch the light and breeze. Exterior doors are strong wooden doors (hardness 5, 20 hp, break DC 25) and are capable of being locked (Disable Device DC 25), though unless the guards have sounded the alarm, few doors are locked.

The Blackfire Adepts have installed two different warning mechanisms beyond their magical traps: *blackfire candles* and alarm bells. The *blackfire candles* radiate faint evocation, and lighting one or exposing it to fire or

electricity causes it and all other *blackfire candles* within 200 feet to burn with an eerie purple light. Everyone who works in the compound knows not to light these candles except in the event of an emergency. In addition, there are several brass bells placed throughout the compound, and the guards know to ring these to alert others of danger.

Creatures: The descriptions for individual areas detail how many are present based on there being 10 guards total for Subtier 5–6. For Subtier 8–9, another 6 guards are present; distribute the additional guards evenly throughout the compound. None of these mercenaries know the true nature of what their employers do, though all of them are aware that several of the slavers are capable of casting magic. In addition, each knows to salute the statue in area **B2** as well as rules for where they and guests can go only if accompanied by a Blackfire Adept (the most important of these are the areas with daemons).

There are also four clerks who spend most of their time in area **B7**. These workers know that the Blackfire Adepts are capable of dangerous magic and have extraplanar allies, but like the guards, they do not know their employers' true affiliation. Although most of the records kept in area **B7** reflect legitimate business conducted here, the Blackfire Adepts have instructed the clerks to begin destroying several files in area **B7d** in the event of an investigation or raid to prevent sensitive documents from falling into enemy hands. After hearing an alarm, the clerks spend a minute preparing to destroy documents, locking the doors in areas **B7a** and **B7b** that lead into the trade house, and listening to hear whether the guards shout the all clear. Otherwise they begin tearing up the documents and feeding them into the braziers scattered throughout the building, which takes 10 minutes to complete.

The complex is also home to multiple ceustodaemons, which are under orders not to go wandering about the compound unless they see a *blackfire candle* burning—even then they're limited in where they can and can't go. In most cases, these daemons assume that their fellow daemons are being attacked, and they use *dimension door* to join the ongoing fight. If Sophini lights her candle, the daemons spend several rounds traveling to the other candles before showing up to aid Sophini. Thus, the PCs should never have to fight Sophini and all the daemons simultaneously, but they may have to face these foes in quick succession.

Subtier 5–6

GUARDS (10) **CR 1**

Guard (*Pathfinder RPG Gamemastery Guide* 260)

hp 19 each

TACTICS

During Combat Approximately half of the guards engage any threats in melee while others position themselves to use

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their crossbows from cover or high ground. When attacking clearly superior foes, the guards strongly favor ranged combat unless they are directly aiding a Blackfire Adept. They otherwise block entrances, lock down the facility, and buy time for reinforcements to arrive.

Morale The guards are disciplined but not suicidal, and an individual attempts to flee or surrender if reduced to 4 hit points or fewer.

STATISTICS

Gear oils of magic weapon (2)

Subtier 8–9

GUARDS (16)

CR 1

Guard (*Pathfinder RPG Gamemastery Guide* 260)

hp 19 each

TACTICS

Use the tactics from Subtier 5–6.

STATISTICS

Gear oils of magic weapon (2)

All Subtiers

CLERKS (4)

CR 1

Shopkeep (*Pathfinder RPG Gamemastery Guide* 284)

hp 13 each

TACTICS

Morale The clerks flee from or surrender to armed assailants.

B1. Gates

The strong wooden doors that seal this entrance are almost always closed except on public showing days. An average lock reinforced with *arcane lock* (hardness 5, hp 20, Disable Device DC 35, Strength DC 35) keeps all but the most determined burglars from breaking in. An alarm bell hangs along the inside parapet just above the door, accessible to anyone on the wall.

Creatures: During the day, two guards stand outside the compound to receive visitors and guard the entrance. Neither carries a key; they instead rely on a comrade from area B2 or elsewhere to unlock the gate for them. In most cases, these guards encourage strangers to move on except in particular circumstances (see the Planning the Raid section).

B2. First Courtyard (CR 7 or CR 10)

Finely cut flagstones tile the floor of this courtyard. At one end stands a stone statue of a Garundi man bearing a set of manacles in one hand and raising his other hand to the sky. A single door permits access to a tall structure to the southeast, and another door to the north appears to grant access to another open area.

An alarm bell hangs several feet off the ground along the western wall of courtyard.

Creatures: Three guards patrol the walls here during the day, occasionally ducking into area B3 or B7b for a brief reprieve from the sun. At night there are only two guards in this area.

Trap: The statue is the sensor for a magical trap designed to capture intruders or painfully restrain escaping slaves. A creature can bypass the trap by saluting the statue with a particular flourish, which disables it for 30 seconds and prevents it from activating again until a new creature enters the area. When the trap triggers, it replicates the spell *black tentacles* centered on the trigger area, but rather than conjuring inky tentacles, the effect causes thick iron manacles to spring from the ground. As the chains flail about, they clang against the alarm bell, causing it to ring.

Subtier 5–6 (CR 7)

BLACK TENTACLES TRAP

CR 7

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger visual (*clairaudience*); **Duration** 7 rounds; **Reset** none

Effect spell effect (*black tentacles*, 1d6+4 damage per round grappled, CMB +12); multiple targets (all targets in a 20-ft. radius)

Subtier 8–9 (CR 10)

SICKENING BLACK TENTACLES TRAP

CR 10

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger visual (*clairaudience*); **Duration** 10 rounds; **Reset** none

Effect spell effect (*sickening*^{APG} *black tentacles*, 1d6+4 damage, CMB +15, Fortitude DC 16); multiple targets (all targets in a 20-ft. radius)

B3. First Watchtower

This building houses the Blackfire Adepts' quarters as well as spare beds for visiting guests. Two stone staircases climb 10 feet to doors that lead out onto the walls. Little stands out about the room, though flat boxes with poor locks stored beneath the beds contain the Blackfire Adepts' ceremonial garments for particularly important summoning rituals and gatherings. The guards know that they can walk through this area as part of their patrol but are not to disturb their employers' possessions.

B4. Holding Warehouse (CR 6 or CR 9)

The air in this 15-foot-tall warehouse smells of sweat and filth. A stone staircase leads up to a stout wooden door in the southeast corner. Former horse stalls line the eastern wall; each has been converted into a slave pen with iron rings for

RESCUING THE RIFTWARDENS

All four of the Riftwardens are still alive, but they have suffered greatly at the hands of their captors. As a way of keeping them helpless, the Blackfire Adepts crippled each in some way to prevent spellcasting and also took away their arcane foci. Without rest and any means of regaining spells, the Riftwardens have few spells left and are in no condition to fight. Should you need statistics for these wizards, use the stats for a conjurist (*Pathfinder RPG Gamemastery Guide* 279) without any equipment, and each Riftwarden has only 2d4+2 remaining hit points.

Gerrard is a rail-thin neutral good Taldan man. His hands are both broken in many places, preventing him from casting spells with somatic components, and he is missing his staff arcane focus. He still has *locate creature* prepared.

Imaga is a neutral Garundi woman with close-shorn hair. Her hands are both broken like Gerrard's, and she does not know where her parrot companion is. She still has *cat's grace*, *comprehend languages*, and *disguise self* prepared.

Jahani is a neutral good Garundi woman with tattoos on the backs of her hands. Her tongue has been cut out, preventing her from casting spells with verbal components, and she does not know where her weasel companion is. She still has *mage armor* and *tongues* prepared.

Mikael is a lawful good Chelish man with disheveled, dark brown hair. His tongue has been cut out like that of Jahani, and he is missing his ring arcane focus. He still has *hold portal*, *protection from arrows*, and *protection from evil* prepared.

Healing all of a Riftwarden's hit point damage or casting *lesser restoration* is enough to restore his tongue or hands enough for him to cast spells with a successful concentration check (DC = 15 + spell level). Several of the Riftwardens have some sense of where one or more of the others are held, as detailed in their respective area descriptions.

affixing chains. Two large cells occupy the northern end of the space, constructed of iron bars set into thick wooden rafters. A trio of sputtering lanterns hang from chains hooked to the western wall.

This structure temporarily houses slaves who the Blackfire Adepts have newly acquired and still need more permanent accommodations in C, or who are about to be sent out with a caravan. At this time, 27 slaves are held here, pending their departure with Sophini's caravan; two are chained in each of the smaller stalls and the rest are corralled in the cages to the north. Each lock on the chains or doors is of average quality.

The pile of straw in the southwest corner is flammable, and should it catch fire as a result of being caught in an

area effect that deals fire damage, the pile ignites. It takes 5 rounds for the entire pile to burn hot enough to set fire to nearby barrels, food, and rafters, at which point enough things are burning that passersby and neighbors notice the fire and call for help (see the Response Time sidebar on page 12). A PC can extinguish the flames in a 5-foot square by using a standard action to beat out the flames.

Creatures: One or more ceustodaemons prowl back and forth here, leaving the slaves terrified and making the locks and chains virtually unnecessary to keep anyone from trying to escape. The ceustodaemons in this compound are all bound to guard it against intruders, to prevent slaves from escaping, to use lethal force to destroy anyone who enters a forbidden area without a Blackfire Adept as an escort, and above all to follow the orders of the resident Blackfire Adepts. The daemons chafe at having to stay near living creatures without being able to destroy them, and the arrival of unauthorized visitors provide them with much-needed entertainment.

The daemons also keep a close watch on the *blackfire candle* here, for its ignition is a signal that prey is available somewhere in the compound. The ceustodaemons in area C2 likewise watch their own candle and howl with delight if it ignites. They then use *dimension door* to travel to area B4 and join in the carnage during the following round.

The guards are unaware of the daemons in the warehouse, and they stare at the building in horror should the daemons begin fighting and howling. Only under extraordinary circumstances—such as Sophini directly commanding the guards to attack or the PCs opening the doors to area B4 while fighting the guards—do the guards and daemons fight the PCs in concert, and even then the two groups do not treat each other as allies.

Subtier 5–6 (CR 6)

CEUSTODAEMON

CR 6

hp 68 (*Pathfinder RPG Bestiary* 2 65)

TACTICS

Before Combat If it perceives invisible targets, the ceustodaemon feigns unawareness until it has multiple targets in range of its breath weapon.

During Combat The ceustodaemon uses its breath weapon to incinerate the PCs, the *blackfire candle* (which burns long enough to light the other *blackfire candles*), and any slaves that have the ill fortune to be in the area. It then uses its natural attacks and spell-like abilities to fight off intruders.

Morale The ceustodaemon is bound to service but wouldn't flee even if it were liberated. It fights to the death.

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini conjured this daemon using her blackfire pact class ability, which grants it 3 temporary hit points, a +1 profane bonus on saving throws, and a +1

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profane bonus to the caster level DCs for effects that would banish, dismiss, or dispel them.

Subtier 8–9 (CR 9)

GREATER CEUSTODAEMON CR 7

hp 84 (*Pathfinder RPG Bestiary 2* 65, 292)

TACTICS

Use the tactics for the ceustodaemon in Subtier 5–6. The electricity damage dealt by its breath weapon is sufficient to light the *blackfire candle*.

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini conjured this daemon using her blackfire pact class ability, which grants it 6 temporary hit points, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level DCs for effects that would banish, dismiss, or dispel them.

LESSER CEUSTODAEMONS (2) CR 5

hp 52 each (*Pathfinder RPG Bestiary 2* 65, 293)

TACTICS

During Combat The lesser ceustodaemons use their spell-like abilities to hinder their foes, teleport next to weak targets, and dispel beneficial spells. Delight in the greater ceustodaemon's lightning breath and typically wait a round to enjoy the lingering sparks before employing their own breath weapons.

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini conjured this daemon using her blackfire pact class ability, which grants it 3 temporary hit points, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level DCs for effects that would banish, dismiss, or dispel them.

Development: One of the slaves in the stalls is the Riftwarden Gerrard, who deliriously tries to get the PCs' attention once they have defeated the ceustodaemons. Unfortunately, all of the other slaves here are hope to be freed, and they all clamor for the PCs' attention. Identifying Gerrard as he calls out requires a PC to inspect the slaves for a number of seconds equal to 60 minus the result of the PC's Perception check, though asking clever questions to help Gerrard stand out in the crowd halves this time. Gerrard has seen Mikael and Jahani several times during their imprisonment, and suspects that they are underground. He can show the PCs where the stairs leading down are (area **B7g**), but he knows little else about the compound.

Treasure: The ceustodaemons keep a bag of eight soul gems (*Pathfinder RPG Bestiary 2* 64) as well as several thumb-sized rubies worth 350 gp each along the western wall as part of their compensation for serving the Blackfire Adepts. A PC can identify a soul gem with a successful DC 15 Knowledge (planes) check.

Faction Notes: Cheliox faction PCs might want to take the soul gems back to Zarta Dralneen, who can tap their stored energy for important rituals. Delivering them to her contributes to the Cheliox faction's ongoing mission.

Rewards: If the PCs encounter but fail to defeat the ceustodaemons, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 350 gp.

Out of Subtier: Reduce the gold earned by 612 gp.

Subtier 8–9: Reduce the gold earned by 875 gp.

B5. Inner Courtyard

This courtyard is a broad, flat plaza of charcoal-colored slate with a wooden sale platform set up near the north wall. A barn-like structure to the east has several doors to facilitate the movement of cargo. To the northwest stands a plain,



CEUSTODAEMON

SCALING ENCOUNTER B4

To accommodate a party of four characters, delay the arrival of ceustodaemon reinforcements by 1 additional round.

rectangular structure with a single door, and to the south is a much larger building with numerous windows along its upper story. A well with a stone railing is positioned near the center of the courtyard.

This is where the guards escort the PCs, should the Pathfinders decide to masquerade as slave buyers. The well descends 20 feet, and a PC who employs a spell such as *stone shape* could conceivably carve a tunnel from the side of the well into the compound's basement. An alarm bell hangs from the southwest corner of the sale platform.

Creatures: During the day, four guards patrol this area and its walls. At night this number drops to three.

B6. Second Watchtower

This 15-foot-tall building houses the guards as well as any retainers who arrive as part of a caravan; several of the guards maintain other residences and so stay here infrequently, but the rest live here. A single stone staircase ascends 10 feet to a wooden door, and there is little of note among the inhabitants' possessions.

Creatures: During the day, none of the guards are in this building except to spend a few moments in the shade. A night, three guards are asleep here.

B7. Trade House

The trade house is where most transactions, bookkeeping, and other business not tied to actually feeding and housing the slaves takes place. The building's exterior is whitewashed, and the upper half is painted blue, creating a cheerful facade for a morally questionable business. The building is further subdivided into smaller offices and gathering places.

B7a. Meeting Hall: This expansive hall is where the trade house's leaders entertain their most important guests and hold auctions on the hottest days. At the south end of the room stands a 5-foot-tall stone podium bearing a desk, chair, and gavel. A long rug covers an arcane summoning circle that the Blackfire Adepts use when conjuring larger creatures such as ceustodaemons. A PC who searches this room can find the circle with a successful DC 15 Perception check. A single *blackfire candle* rests on the desk. The staircase leads to the walkway along the compound's wall.

B7b. Mess Hall: This rectangular room has three tables used for meals by everyone who works in the compound. Lacking a kitchen, the Blackfire Adepts only keep enough food here to last the day.

B7c. Antechamber: This nearly square room contains eight busts of men and women of Garundi and Mwangi ethnicities. The doors to the north are always kept locked.

B7d. Trader Offices: The Blackfire Adepts maintain these offices when acting as purveyors of slaves. Here they keep important documents such as correspondence with other Blackfire Adepts throughout the Inner Sea region.

Sophini has left the Riftwarden Imaga tied up in the eastern office, following a brief interrogation that she cut short for reasons she did not explain. The Blackfire Adepts have kept Imaga out of sight of the other Riftwardens to see if separation might convince her to share more secrets. As a result, she does not know about the other Riftwardens but fears the worst. She knows how to reach the stairs to the basement (see area B7g) and knows that the Blackfire Adepts have a large laboratory below.

B7e. Clerk Offices: The four clerks who manage the bookkeeping and day-to-day operations of the slave trading business work here. There is little of interest here beyond several years' worth of ledgers and operating notes that would take several hours to page through. The northernmost office contains a key that unlocks the doors in area C.

B7f. Private Meeting Room: This is a well-appointed meeting chamber that can comfortably accommodate six people. The Blackfire Adepts often use this for discussing important matters that they can't speak of in earshot of the uninitiated.

B7g. Stairs: A staircase here leads down to the compound's basement level. A locked cabinet contains enough bread and dried meat to feed the compound's inhabitants for a day in case of an emergency.

Faction Notes: Qadira faction PCs may be interested in the business ledgers and papers kept in areas B7d and B7e. Obtaining these documents, poring over them at the end of the scenario, and succeeding at a DC 15 Appraise, Linguistics, or Profession (merchant) check grants the Qadira faction insights into Rahadoumi business place idiosyncrasies, information about prospective contacts in Azir, and trading data about a wide variety of products. The ledgers focus most heavily on the slave trade, but a clever merchant might apply the information to more widely accepted commodities. Recovering and interpreting these papers plays into the Qadira faction's ongoing faction goals for the season.

C. Trade House Basement

The basement beneath the compound is carved into the sedimentary bedrock. The ceilings of particularly wide rooms are reinforced with wooden support beams. Everburning torches line the walls, providing normal light throughout the area. Unless otherwise noted, all of the doors are good wooden doors and are kept locked with

C. Blackfire Compound Basement



- C** : Blackfire Candle
- : Well from area B5

C4

Well



C

C3

C

C2

C1

1 square = 5 feet

Gamemastery Flip-Mat: Watch Station

PATHFINDER SOCIETY SCENARIO

average locks. The only keys to these locks are kept in a desk in area **B7e** as well as on Sophini's person.

C1. Slave Preparation Room

A single long, lonely stair reaches up from this room to the next floor. Near the center of the room stands a broad wooden table surrounded by several chairs. A wooden bucket, a set of brushes, and a canvas kit of some kind rest next to an iron ring affixed to the wall and threaded with a set of manacles. Two passageways lead away from this room, both lined with small wooden doors on either side.

The various workers in the compound use this area to scrub down slaves prior to bringing them upstairs for showings or transport. The key to the masterwork manacles is tucked into the masterwork healer's kit (eight uses remain) on the table. Eighteen of the small rooms off of these corridors each contain a single slave, but they remain quiet for fear of punishment unless they are confident that their captors have been defeated. The Riftwarden Mikael is presently in one of the seven southernmost cells. Calling his name or audibly inquiring whether any Riftwardens are present prompts him to wordlessly call out in response. He is limited in what he can communicate following the loss of his tongue, but he tries to pantomime knowing where the Black Adepts are, where Jahani is, and his uncertainty about the other two Riftwardens. He can also tell the PCs directly if healed (see the Rescuing the Riftwardens sidebar on page 16).

Creature: A single guard usually sits in the alcove formed by the stairs in the southern end of the room. During the day he's awake and idly monitors the hallway for signs of trouble, but at night there's a 50% chance that he's asleep in his chair. He carries a signal whistle and blows it three times if he spots intruders.

C2. Armory

Several racks of weapons occupy the center of this room, though several have been knocked over, scattering spears and swords across the floor. Suits of armor line the wall, and a small table in one corner bears several tools for repairing and maintaining arms and armor as well as a lone candle made of purple wax.

Only a trusted clerk and the Blackfire Adepts have access to this room, which not only stores the weaponry given to the guards but also holds one or more ceustodaemons that the Blackfire Adepts sometimes release to patrol the halls. The candle on the table is a *blackfire candle*.

Creatures: The ceustodaemons that reside here are bored and long for something to push around besides

armor-clad mannequins. If they hear a commotion outside, they lie in wait, and one grabs the candle in anticipation. Unless the candle begins glowing, the door to area **C2** opens, or Sophini commands them to act, the ceustodaemons lie in wait here.

The daemons keep a close watch on their *blackfire candle*, for its ignition is a signal that prey is available somewhere in the compound. The ceustodaemons in area **B4** likewise watch their own candle and howl with delight if it ignites. They then use *dimension door* to travel to area **C2** or the nearby hallway and join in the carnage during the following round.

Subtier 5–6 (CR 6)

CEUSTODAEMON CR 6

hp 68 (*Pathfinder RPG Bestiary 2* 65)

TACTICS

Before Combat If it perceives invisible targets, the ceustodaemon feigns unawareness until it has multiple targets in range of its breath weapon.

During Combat The ceustodaemon uses its breath weapon to incinerate the PCs, the *blackfire candle* (whose ignition lights the other *blackfire candles*), and any slaves that have the ill fortune to be in the area. It then uses its natural attacks and spell-like abilities to fight off intruders.

Morale The ceustodaemon is bound to service but wouldn't flee even if it were liberated. It fights to the death.

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini conjured this daemon using her blackfire pact class ability, which grants it 3 temporary hit points, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level check DCs for effects that would banish, dismiss, or dispel them.

Subtier 8–9 (CR 9)

GREATER CEUSTODAEMONS (2) CR 7

hp 84 each (*Pathfinder RPG Bestiary 2* 65, 292)

TACTICS

Use the tactics for the ceustodaemon in Subtier 5–6. The electricity damage dealt by a greater ceustodaemon's breath weapon is sufficient to light the *blackfire candle*.

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini conjured this daemon using her blackfire pact class ability, which grants it 6 temporary hit points, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level check DCs for effects that would banish, dismiss, or dispel them.

Treasure: Among the weapons and armor are five masterwork scimitars, a +1 *silver longsword*, and +1 *full plate*. In addition, with a successful DC 15 Perception check, a

PC can find the broken pieces of a staff and a small lump of silver. These are all that remain of two arcane foci, as a PC can realize with a successful DC 20 Knowledge (arcana) check.

Rewards: If the PCs encounter but fail to defeat the ceustodaemons, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 350 gp.

Out of Subtier: Reduce the gold earned by 612 gp.

Subtier 8–9: Reduce the gold earned by 875 gp.

C3. The Dark Laboratory (CR 8 or CR 11)

The bright lighting in this wide chamber highlights the gruesome experiments and tortures performed within. Several broad tables have manacles affixed to either end to restrain struggling subjects, and dark, sticky residue cokes a pair of broad stone basins. Along the north wall stand four stone statues of ghastly figures whose expressions suggest they delight in what they see.

This room is the primary workroom for the Blackfire Adepts, and a PC can spot several faint summoning circles incised in the ground throughout the chamber with a successful DC 20 Perception check. The statues are depictions of the Four Horsemen, identifiable with a successful DC 15 Knowledge (planes or religion) check. The Riftwarden Jahani is strapped to the central table, and is too weak to move. Four green glass jars of preservative liquid lie on the smaller table; two of them contain a severed tongue, a third contains a partially dissected parrot, and the fourth is empty.

Creatures: Sophini is the only Blackfire Adept who remained behind in Azir to tie up loose ends while the rest of her team relocated to a new city to wait while Riftwarden suspicions die down. She longs for the day when she can operate her own cell and keeps a journal of her plans—ranging from petty yet vicious to downright crazy—for when she is in charge.

Additionally, before departing, a senior Blackfire Adept conjured and compelled a xill to guard and aid Sophini as she completes her work. In Subtier 8–9, Sophini is also assisted by an apprentice.

Subtier 5–6 (CR 8)

SOPHINI

CR 7

Female human conjurer (teleportation) 5/Blackfire Adept 3
(*Pathfinder RPG Advanced Player's Guide* 147, *Pathfinder Campaign Setting: Paths of Prestige* 12)

NE Medium humanoid (human)

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

DEFENSE

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

SCALING ENCOUNTER C2

Make the following changes to accommodate a party of four PCs.

Subtier 5–6: Replace the ceustodaemon with a lesser ceustodaemon (see page 17). The cold damage dealt by its breath weapon is sufficient to light the *blackfire candle*.

Subtier 8–9: Replace the greater ceustodaemons with normal ceustodaemons.

hp 59 (8d6+29)

Fort +6, **Ref** +5, **Will** +10

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Arcane School Spell-Like Abilities (CL 5th; concentration +9)

7/day—shift (10 feet)

Conjurer Spells Prepared (CL 7th; concentration +11)

4th—*crushing despair* (DC 18), *dimension door*, *summon monster IV*

3rd—*heroism*, *invisibility sphere*, *spiked pit*^{APG} (DC 18), *summon monster III*

2nd—*create pit*^{APG} (DC 17), *glitterdust* (DC 17), *scorching ray*, *see invisibility*, *web* (DC 17)

1st—*grease* (DC 16), *mage armor*, *magic missile*, *protection from evil*, *ray of enfeeblement* (DC 15), *shield*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *light*

Opposition Schools necromancy, transmutation

TACTICS

Before Combat Sophini casts *mage armor*, *mirror image*, *heroism*, *see invisibility*, *invisibility sphere*, and *shield* when she senses trouble, such as if she sees a *blackfire candle* glowing or hears an alarm. She then continues her interrogation of Jahani while both she and the Riftwarden are invisible.

During Combat Sophini summons allies while invisible and then employs a combination of area control spells and offensive spells to divide and strike down her enemies. She makes regular use of her shift arcane school ability to stay out of reach.

Morale If Sophini reduced below 30 hit points but believes she still has many allies in the compound, she casts *dimension door* to rally the ceustodaemons and guards to attack while she spends several rounds recuperating. She then renews the attack. If Sophini has reason to believe that her allies were defeated, she fights until reduced to 15 or fewer hit points before using *dimension door* to teleport away.

STATISTICS

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

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

Feats Augment Summoning, Combat Casting, Improved Initiative, Sacred Summons (evil)^{UM}, Scribe Scroll, Spell Focus

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(conjunction), Spell Mastery, Toughness

Skills Bluff +11, Diplomacy +8, Fly +7, Knowledge (arcana) +15, Knowledge (planes) +15, Linguistics +10, Perception +10, Sense Motive +13, Spellcraft +15

Languages Abyssal, Azlanti, Celestial, Common, Infernal, Osiriani, Thassilonian

SQ arcane bond (dagger), summoner's charm (2 rounds)

Combat Gear *potion of cure moderate wounds*, *scroll of arcane eye*, *scroll of blur*, *scroll of shield*, *scroll of wind wall*, *wand of mirror image* (13 charges); **Other Gear** mwk dagger, *cloak of resistance* +2, spell component pouch (2), spellbook (contains all memorized spells plus *acid arrow*, *alarm*, *color spray*, *summon monster I*, *summon monster II*, and *vampiric touch*), 268 gp

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks against daemons.

Blackfire Taint (Su) As a standard action, Sophini can create a destructive resonance between herself and a target within 30 feet. She gains a +1 profane bonus on attack rolls and caster level checks against the target, and the target takes a -1 penalty on saving throws against Sophini's attacks (-2 if the attack is a conjunction effect). The taint lasts for 3 rounds, though a successful DC 13 Will save reduces this to 1 round. The effect ends immediately if the target moves more than 30 feet away from Sophini.

Expanded Summoning List (Su) Sophini is able to summon a vargouille with *summon monster III*, and she can summon a yeth hound with *summon monster IV*. These are in addition to her normal options when casting *summon monster* spells.

XILL

CR 6

hp 67 (*Pathfinder RPG Bestiary* 283)

TACTICS

Before Combat The xill stays near Sophini to benefit from her *invisibility sphere*.

During Combat The xill attempts to intercept anyone who would harm Sophini directly.

Morale As a called creature bound to Sophini, the xill fights to the death or until Sophini dies.

Subtier 8–9 (CR 11)

SOPHINI

CR 10

Female human conjurer (teleportation) 5/Blackfire Adept 6 (*Pathfinder RPG Advanced Player's Guide* 147, *Pathfinder Campaign Setting: Paths of Prestige* 12)

NE Medium humanoid (human)

Init +5; **Senses** Perception +13

DEFENSE

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

hp 79 (11d6+38)

Fort +7, **Ref** +6, **Will** +11

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4-1/19-20)

Arcane School Spell-Like Abilities (CL 9th; concentration +14)
8/day—shift (10 feet)

Conjurer Spells Prepared (CL 9th; concentration +14)
5th—*hold person* (DC 20), *summon monster V*, *wall of force*

4th—*black tentacles*, *crushing despair* (DC 19), *dimension door*, *summon monster IV*

3rd—*dispel magic*, *heroism*, *invisibility sphere*, *spiked pit*^{APG} (DC 20), *summon monster III*

2nd—*create pit*^{APG} (DC 19), *glitterdust* (DC 19), *scorching ray*, *see invisibility*, *web* (DC 19)

1st—*grease* (DC 18), *mage armor*, *magic missile*, *protection from*

evil, *protection from good*,

ray of enfeeblement

(DC 16), *shield*

0 (at will)—*acid splash*,

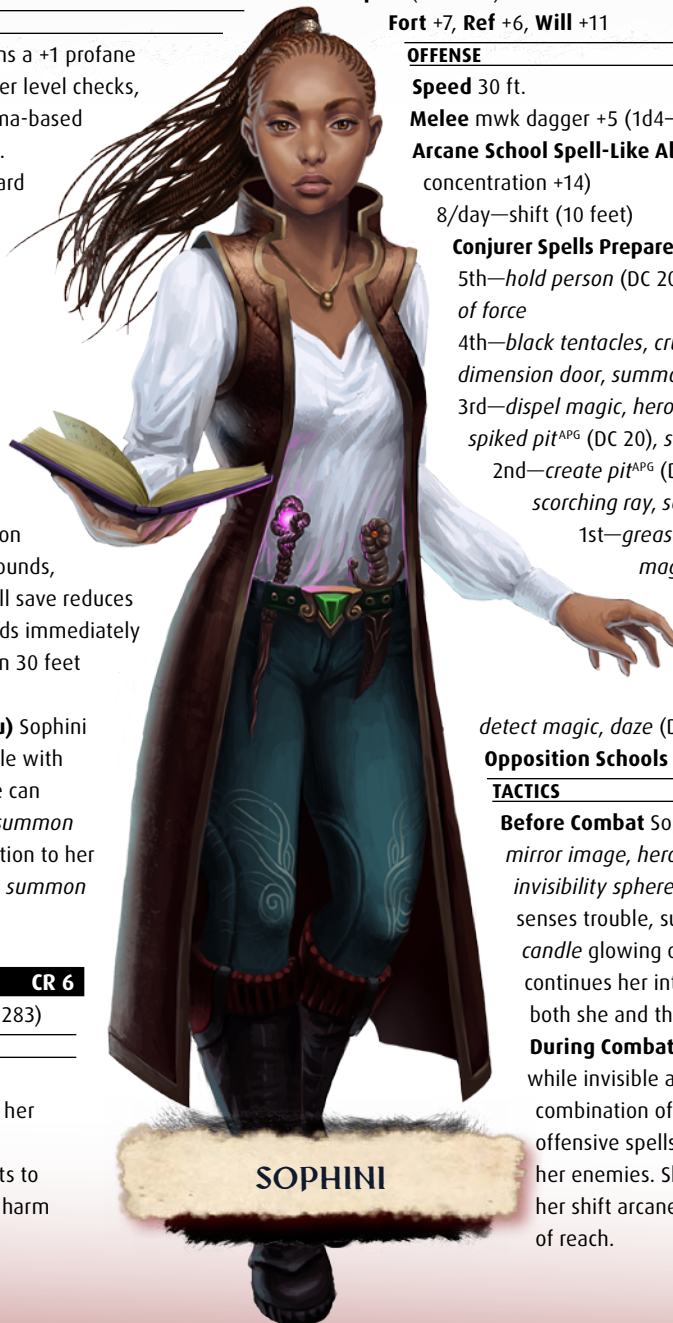
detect magic, *daze* (DC 15), *light*

Opposition Schools necromancy, transmutation

TACTICS

Before Combat Sophini casts *mage armor*, *mirror image*, *heroism*, *see invisibility*, *invisibility sphere*, and *shield* when she senses trouble, such as if she sees a *blackfire candle* glowing or hears an alarm. She then continues her interrogation of Jahani while both she and the Riftwarden are invisible.

During Combat Sophini summons allies while invisible and then employs a combination of area control spells and offensive spells to divide and strike down her enemies. She makes regular use of her shift arcane school ability to stay out of reach.



SOPHINI

PORT GODLESS

Morale If Sophini is reduced below 40 hit points but believes that she still has many allies in the compound, she cast *dimension door* to rally the ceustodaemons and guards to attack while she spends several rounds recuperating. She then renews the attack. If Sophini has reason to believe that her allies were defeated, she fights until she's reduced to 20 or fewer hit points before using *dimension door* to teleport away.

STATISTICS

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

Base Atk +5; **CMB** +4; **CMD** 15

Feats Augment Summoning, Combat Casting, Greater Spell Focus (conjuration), Improved Initiative, Sacred Summons^B, Scribe Scroll, Spell Focus (conjuration), Spell Mastery, Spell Penetration, Toughness

Skills Bluff +14, Diplomacy +11, Knowledge (arcana) +19, Knowledge (local) +19, Knowledge (planes) +19, Knowledge (religion) +17, Linguistics +11, Perception +13, Sense Motive +16, Spellcraft +19

Languages Abyssal, Aklo, Azlanti, Celestial, Common, Draconic, Infernal, Osiriani, Thassilonian

SQ arcane bond (dagger), summoner's charm (2 rounds)

Combat Gear *lesser silent metamagic rod*, *potion of cure moderate wounds*, *scroll of arcane eye*, *scroll of blur*, *scroll of shield*, *scroll of wind wall*, *wand of clairaudience/clairvoyance* (7 charges), *wand of mirror image* (13 charges);

Other Gear mwk dagger, *cloak of resistance +2*, *headband of vast intelligence +2*, spell component pouch (2), spellbook (contains all memorized spells plus *acid arrow*, *alarm*, *burning hands*, *color spray*, *fly*, *summon monster I*, *summon monster II*, *teleport*, and *vampiric touch*), 243 gp

SPECIAL ABILITIES

Blackfire Eruption (Sp) Sophini can sacrifice a prepared spell of 4th level or lower to call forth a searing ebon vortex that acts like *unholy blight*, it ignores the hardness of objects. A creature slain or an object destroyed by a blackfire eruption is reduced to ash as by the *disintegrate* spell. This is a conjuration effect.

Blackfire Pact (Su) Sophini gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks against divs. She gains a +2 profane bonus on such rolls against daemons.

Blackfire Taint (Su) As a standard action, Sophini can create a destructive resonance between herself and a target within 30 feet. She gains a +2 profane bonus on attack rolls and caster level checks against the target, and the target takes a -2 penalty on saving throws against Sophini's attacks (-3 if the attack is a conjuration effect). The taint lasts for 6 rounds, though a successful DC 16 Will save reduces this to 1 round. The effect ends immediately if the target moves more than 30 feet away from Sophini.

Breaching (Su) When Sophini attempts to call or summon a daemon or div into an area where summoning is blocked by

a magical effect (such as *magic circle against evil*), or when a daemon or div within 30 feet she had summoned would have its attacks against a creature blocked by such an effect, as a swift action she can sacrifice a prepared spell of the same level as the warding effect. If her caster level is higher than the caster level of the warding effect, it is immediately negated. If it is the same level or lower, a caster level check (DC 11 + the caster level of the warding) is required to negate the effect.

Expanded Summoning List (Su) Sophini is able to summon a vargouille with *summon monster III*, and she can summon a yeth hound with *summon monster IV*. These are in addition to her normal options when casting *summon monster* spells.

BLACKFIRE APPRENTICE

CR 7

Blackfire Adept (use the stats for Sophini in Subtier 5-6)

hp 59

XILL

CR 6

hp 67 (*Pathfinder RPG Bestiary* 283)

TACTICS

Before Combat The xill stays near Sophini to benefit from her *invisibility sphere*.

During Combat The xill attempts to intercept anyone who would harm Sophini directly.

Morale As a called creature bound to Sophini, the xill fights to the death or until Sophini dies.

Development: The ceustodaemons can feel an empathic twinge if Sophini dies or abandons the compound, and they immediately begin to probe at the binding effects that force them to follow the orders of the resident Blackfire Adepts. Over the course of 5 rounds, the ceustodaemons begin running amok through the compound. The ceustodaemons move to a new room every 1d4 rounds, starting with area **B6**; they then break anything they can reach and slaughter anyone they find within, be the occupants guards, clerks, slaves, or Riftwardens. The pack treats small groups of identical rooms such as areas **B7d** and **B7e** as one room, and the ceustodaemons can each search one slave cell in area **C1** and slaughter its occupant in 2 rounds. The GM should randomly determine the direction the pack of ceustodaemons travels, but if the daemons encounter Pure Legionnaires, the daemons withdraw back to area **C** before eventually fleeing to commit atrocities elsewhere.

Jahani is conscious but weak, having suffered terrible torture at the hands of the Blackfire Adepts. She knows that most slaves are kept in the cells throughout area **C**, but she cannot pinpoint the location of any of her fellow Riftwardens. She also knows that most of the Blackfire Adepts have since traveled elsewhere in Garund, having gathered that they were ready to abandon the compound in Azir in order to avoid arousing further suspicion;

SCALING ENCOUNTER C3

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

Subtier 5–6: Replace the xill with a yeth hound.

Subtier 8–9: Remove the apprentice from the encounter.

however, having lost her tongue, she has considerable difficulty explaining what she knows. If given paper and a writing utensil, she can write out information, or she can just try to pantomime to the best of her ability. She can also tell the PCs directly if healed (see the Rescuing the Riftwardens sidebar on page 16).

Treasure: The chest in the southwest corner of the room contains 30 pounds of powdered silver, rare oils and incense worth 1,000 gp, Sophini's journals and workbooks, a *wand of alarm* (CL 6th, 12 charges) and tome bound in bruise-purple leather and entitled *Until the Fires Go Cold*. At a glance, the book appears to be a folio containing detailed information about evil outsiders—a valuable boon to anyone seeking to battle vile creatures. A PC who succeeds at a DC 20 Knowledge (planes) check discerns that the tome's information actually provides instructions for how to call, bind, and control several dozen named evil outsiders, including asuras, daemons, and qliphoth of considerable power. A PC can also find this information by translating encoded notes scratched in the margins with a successful DC 20 Linguistics check or by finding a folded note that describes the books' significance tucked between two pages with a successful DC 25 Perception check.

Faction Notes: Cheliox faction PCs will likely identify *Until the Fires Go Cold* as a powerful tool for binding outsiders, which is exactly what Zarta Dralneen seeks. That said, with a successful DC 15 Knowledge (planes) check, a PC recalls that daemons and qliphoth are extraordinarily difficult to command. Whether or not Cheliox faction PCs decide to give Zarta the tome contributes to the faction's ongoing goals and development.

Qadira faction PCs may have identified Jahani Jodinaj as a successful businesswoman who could serve as a long-term trade contact for their faction, but she is in no position to discuss deals until after the adventure.

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

Subtier 5–6: Reduce the gold earned by 973 gp.

Out of Subtier: Reduce the gold earned by 1,376 gp.

Subtier 8–9: Reduce the gold earned by 1,778 gp.

C4. Basement Access (CR 7 or CR 10)

A short, shallow flight of steps leads up to a set of strong wooden double doors that have a good lock. Normally the

lack of sewer traffic and the considerable barricade would be enough to keep out trespassers, but the Blackfire Adepts placed both a trap and an alarm on this door to delay any attackers.

Traps: Sophini uses a *wand of alarm* to keep an *alarm* spell active on the door, sending her a mental signal should anyone approach within 20 feet of the north side of the door. In addition, opening the door without speaking the phrase “until the fires go cold” triggers a *black tentacles* trap centered on that area.

Subtier 5–6 (CR 7)

BLACK TENTACLES TRAP

CR 7

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger visual (*clairaudience*); **Duration** 7 rounds; **Reset** none

Effect spell effect (*black tentacles*, 1d6+4 damage per round

grappled, CMB +12); multiple targets (all targets in a 20-ft.

radius)

Subtier 8–9 (CR 10)

SICKENING BLACK TENTACLES TRAP

CR 10

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger visual (*clairaudience*); **Duration** 10 rounds; **Reset** none

Effect spell effect (*sickening*^{APG} *black tentacles*, 1d6+4 damage,

CMB +15, Fortitude DC 16); multiple targets (all targets in a

20-ft. radius)

Development: If Sophini is alerted to the PCs' presence, she calls to the guard in area C1 to sound the alarm and then sends her xill to fire arrows at any intruders stuck in the trap before withdrawing once it's clear the intruders are able to escape the trap.

AZIR'S LOCAL WATCH

After anyone in the slaver compound sounds the alarm, it takes 1d3+8 minutes (modified by the Response Time sidebar on page 12) for a unit of the local watch—a patrol consisting of 20 guards (*Pathfinder RPG Gamemastery Guide* 260)—to show up and fan out around the compound, and they spend 1 more minute assessing the situation before pushing their way inside. Once inside, they split up into teams of four and begin opening doors, quickly scanning rooms, and arresting or detaining anyone they find, taking 1d3 rounds per room. Six Pure Legionnaires (use the stats from area A3) arrive 5d4 rounds after the local watch to join the search. Every 5 rounds thereafter, an additional four guards and two Pure Legionnaires arrive as reinforcements, and there is a 50% chance that they are

accompanied by a Pure Legionnaire officer (treated as a general; *Pathfinder RPG GameMastery Guide* 287).

These reinforcements continue to arrive until all of the PCs have been killed or apprehended, or have escaped, either by leaving through the sewer, moving at least 30 feet away from the compound and succeeding at a DC 15 Stealth check, or using magical means to move at least 100 feet away from the compound. The guards and legionnaires fight until the PCs have escaped, died, or surrendered.

Being caught at the scene of a serious crime—likely red-handed—by Azir’s guards does not bode well for the PCs, and the guards confiscate any captured PC’s equipment, subject the PC to lengthy interrogation, and a day later escort the PC to stand trial for some combination of breaking and entering, arson, homicide, assaulting a Pure Legionnaire, or any other crimes appropriate to the PC’s actions. Initially the punishment involves the PC being fined, spending several years in a prison, and later being deported with his equipment (except holy symbols, which are destroyed). The Pathfinder Society is loath to let a qualified agent’s talent go to waste behind bars, and a representative travels to Azir to secure the PC’s freedom. The fines and Pathfinder Society intervention cost the PC 8 Prestige Points, 3,200 gp, or a combination of the two by substituting 400 gp for every Prestige Point not spent.

The Rahadoumi court system is tough but fair, and each arrested PC has an opportunity to speak in his own defense or have a trusted representative like another PC do so for him. The PC can attempt a Bluff, Diplomacy, or Profession (barrister) check whose result modifies the severity of the punishment. Reduce the Prestige Point cost by 1 and gold piece cost by 400 for every 5 points by which the PC’s skill check result exceeds 10. A PC gets a +5 bonus on the check for preventing the clerks in area B7 from burning more than half of the sensitive Blackfire Adept documents, which demonstrate that the PCs acted against an evil, criminal organization. Any PC attempting a check to defend a known criminal (see the Breaking the Laws of Man sidebar on page 5) takes a –10 penalty on the check. If the PC is unable to pay the cost of release, mark that character as dead; the PC spends too long in Azir’s prisons to continue contributing to the campaign in a meaningful way.

CONCLUSION

So long as the PCs rescue either Jahani or at least two of her companions, the Riftwardens thank the Pathfinder Society and agree to send aid for a short campaign into the Worldwound. If Jahani survives the scenario, she graciously thanks the PCs and returns with them and any other Riftwardens to her home to recuperate and set in motion a few plans to ensure the Blackfire Adepts cannot return easily to Azir. She also pens a letter to Venture-

Captain Obo commending the PCs for their heroism and resourcefulness against a terrible enemy.

Faction Notes: Qadira faction PCs now have an opportunity to speak with Jahani Jodinaj about a potential business deal with Qadira. Although Lady Jodinaj is grateful for the PCs’ earlier heroism, she is cautious about entering into a deal with a faction she does not know well. She questions Qadira faction PCs about their motivations and those of their leader, testing their knowledge of markets and integrity as businesspeople over the course of several hours. A PC can impress her with a successful DC 15 Appraise, Diplomacy, or Profession (merchant) check, convincing her to try working with Trade Prince Aaqir al’Hakam in the future. A PC who possesses the Riftwardens vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 62) gains a +4 bonus on this check. On a failed check, Jahani politely declines the deal but promises to keep an open mind about future arrangements.

Primary Success Condition

The PCs successfully complete their main mission so long as they rescue Jahani Jodinaj or at least two of the other Riftwardens and transport them out of the compound. In addition to earning the PCs a Prestige Point, meeting the secondary success condition also earns them the Accumulating an Army boon on their Chronicle sheets. Otherwise, cross this boon off their Chronicle sheets.

Secondary Success Condition

The PCs successfully complete their secondary success condition if they complete two of the following three tasks: rescue Jahani Jodinaj, rescue all three of the other Riftwardens, or prevent Sophini from escaping Azir. In addition to earning the PCs an additional Prestige Point, meeting the secondary success condition also earns them the Riftwarden Magic boon on their Chronicle sheets. Otherwise, cross this boon off their Chronicle sheets. If Sophini escapes, check box D on the reporting sheet.

Faction Notes

Members of several factions have the opportunity to learn important information or strengthen their overall position in this scenario.

Cheliox Faction: Cheliox faction PCs have the opportunity to find two different dark yet powerful tools during this scenario: the soul gems in area B4 and the tome *Until the Fires Go Cold* in area C3. The GM should ask Cheliox faction PCs which of the items they want to return to Zarta Dralneen, who lauds the PCs’ perceptiveness and talent should she receive one or both. Returning one or both items to Zarta earns a Cheliox faction PC the Blackfire Ally boon on her Chronicle sheet.

PATHFINDER SOCIETY SCENARIO

If the Cheliox faction PCs deliver the soul gems to their faction leader, check box A on the reporting sheet. If the PCs deliver the tome *Until the Fires Go Cold* to their faction leader, check box B.

Osirion Faction: Osirion faction PCs should learn from Eando Kline where the Diamond Sage might be found. If they fail to impress him, they risk missing out on this clue. Fulfilling this objective earns an Osirion faction PC the On the Trail of the Diamond Sage boon on his Chronicle sheet.

Qadira Faction: Qadira faction PCs have two possible avenues to take in exploring Rahadoum's mercantile opportunities.

Convincing Jahani Jodinaj to form a trading partnership with Aaqir al'Hakam begins a lucrative arrangement. The PCs might also recover the extensive documentation in area **B7e**, which gives al'Hakam a considerable business edge in trade with Rahadoum. A Qadira faction PC can identify the ramifications of giving the faction leader such documents without any skill check. Either making a deal with Jahani or providing the documents earns a Qadira faction PC the Friend in the Business boon on her Chronicle sheet. If the PCs convince Jahani to form a partnership with Aaqir al'Hakim, check box D on the reporting sheet.

PORT GODLESS

Pathfinder Society Scenario #5-07: Port Godless

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
Character # _____	<input style="width: 30px; height: 30px;" type="text"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	
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W&P 13



Pathfinder Society Scenario #5-07: Port Godless

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Accumulating an Army (Riftwardens): You successfully rescued a group of Riftwardens in Azir, earning the respect and promise of aid of the greater organization when the Pathfinder Society embarks to secure and explore the Sky Citadel Jormurdun. This boon is cumulative with any other Accumulating an Army boons you possess, expands your options when preparing for the expedition, and grants you additional benefits when directly commanding the Riftwardens.

Blackfire Ally (Cheliox faction): Zarta has begun exploring the secrets of the Blackfire Adepts, and instills in you a fragment of their power. You gain the ability to cast *summon monster II* (*summon monster IV* for Subtier 8-9) as a spell-like ability with a caster level equal to your character level to summon one creature with the fiendish simple template or one creature with the evil subtype. Alternatively, while casting a conjuration (summoning) spell that would summon a fiendish or evil creature, increase the summoned creature's Strength and Constitution as though you had the Augment Summoning feat. If you already have that feat, increase the enhancement bonus by 2. When you use this boon, cross it off your Chronicle sheet.

Friend in the Business (Qadira faction): As trade between Qadira and Rahadoum, which has a strong magic item industry, you have better access to such articles. Treat your Fame score as though it were 1 higher for the purpose of purchasing wondrous items. This boon does not stack with the benefits of any other boon or effect that allows you to increase your effective Fame score when making purchases.

On the Trail of the Diamond Sage (Osirion faction): You have a new lead in finding the mysterious and elusive Diamond Sage, a mystic who has some connection to Amenopheus, the Sapphire Sage. Amenopheus encourages you to continue to Eto, where the Diamond Sage is said to live. The next time you travel to Osirion for a Pathfinder Society scenario, Amenopheus gives you a single item worth 500 gp. You do not have to choose the item until the mission to Osirion begins.

Riftwarden Magic: In gratitude for your heroism, the Riftwardens have shared several of their organizations' spells with the Pathfinder Society. So long as you possess this boon, all of your Pathfinder Society Organized Play characters have access to the following spells from *Pathfinder Player Companion: Demon Slayer's Handbook* as if they appeared on the Additional Resources page: *anti-summoning shield*, *protection from outsiders*, and *telepathic censure*.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,267	2,535
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,003	4,006
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,739	5,478
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

Starting XP
+
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
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Gold Spent
=
Total

All Subtiers	Subtier 8-9
<p><i>cloak of resistance +2</i> (4,000 gp)</p> <p><i>elixir of truth</i> (500 gp)</p> <p><i>robe of the pure legion +1</i> (750 gp; as a <i>cloak of resistance +1</i>, but only against spells, spell-like abilities, and supernatural abilities from a divine spellcaster or source such as an outsider that serves a deity)</p> <p><i>wand of alarm</i> (CL 6th, 12 charges; 1,080 gp)</p> <p><i>wand of mirror image</i> (13 charges; 1,170 gp)</p>	<p><i>lesser silent metamagic rod</i> (3,000 gp)</p> <p><i>robe of the pure legion +2</i> (3,000 gp; as a <i>cloak of resistance +2</i>, but only against spells, spell-like abilities, and supernatural abilities from a divine spellcaster or source such as an outsider that serves a deity)</p> <p><i>wand of clairaudience/clairvoyance</i> (7 charges; 1,575 gp)</p>

Notes

For GM Only

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