

PATHFINDER SOCIETY

YEAR OF THE SERPENT



THE CONSORTIUM COMPACT

By Mike Kimmel



THE CONSORTIUM COMPACT

Pathfinder Society Scenario #7–10

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Pathfinder Society Scenario #7–10: The Consortium Compact is a Pathfinder Society Scenario designed for 1st- and 2nd-level characters (Tier 1–2). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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THE CONSORTIUM COMPACT

BY MIKE KIMMEL



The port town of Diobel thrives in the shadow of Absalom, its more famous neighbor. Officially, the traditional industries of fishing and pearl gathering drive the economy. However, merchants who wish to avoid Absalom's laws and tariffs often bring their goods through Diobel, creating a lively trade in smuggled goods. For this reason, Diobel is sometimes known as the "Back Door of Absalom."

The secretive merchant organization known as the Kortos Consortium wields substantial influence in the town. While the Kortos Consortium claims to be dedicated to rooting out smuggling and corruption in Diobel, its clandestine dealings and Diobel's reputation as a haven for shadowy trades tell a different story.

The Aspis Consortium also pursues its mercantile interests in Diobel, away from the prying eyes of the Absalom-based Pathfinder Society. While the two merchant consortia do not have a formal alliance, the Aspis Consortium is more interested in tending to its wide-ranging mercantile empire than challenging the Kortos Consortium within its base of power, and the two are known to cooperate when doing so serves both of their interests. Most recently, a member of House Locosta, one of the major families affiliated with the Kortos Consortium, granted the Aspis free use of several warehouses in exchange for rare alchemical ointments. The Aspis Consortium has since been using those warehouses to transport and store smuggled materials, drugs, and slaves. An Aspis alchemist in Diobel has uncovered many potential uses for an experimental drug called "whip," and the Aspis Consortium wants to accelerate the pace of its immoral testing. Soon, it plans to ship a large amount of the drug to Aspis agents based throughout the Inner Sea region.

However, one of the Aspis Consortium's own agents threatens to undermine the deal. This agent acts as a go-between for the Aspis Consortium, efficiently arranging buyers and settling negotiations in remote locations. Until recently, she participated in more mundane trade deals, but her success led her superiors to promote her

WHERE ON GOLARION?

The Consortium Compact takes place on the Isle of Kortos, in the seaside town of Diobel, the "Doorway to Absalom." To learn more about the Isle of Kortos and Diobel, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Towns of the Inner Sea*. These books are available in bookstores and game stores everywhere and online at paizo.com.



to the more lucrative drug trade. Horrified when she learned about Aspis's drug experiments, the agent is no longer willing to work with the Aspis Consortium. She is determined to shut down the operation that she once assisted, but she fears that the Aspis Consortium will seek retribution—and she cannot stop the operation alone. Now she seeks allies in one of the Aspis Consortium's most frequent enemies—the Pathfinder Society.

SUMMARY

While in Absalom, the PCs receive an urgent summons from Venture-Captain Ambrus Valsin, who requests that they meet him immediately at the harbor in Absalom. Valsin explains to the PCs that an agent of the Aspis Consortium, Magali Delroya, is no longer willing to tolerate the actions of the merchant organization. She wishes to defect from the Aspis Consortium and

GM RESOURCES

The Consortium Compact makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG NPC Codex*. You can find these rules in the Pathfinder Reference Document online at paizo.com/prd, and the relevant rules from the *Bestiary*, *GameMastery Guide*, and *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

damage the drug smuggling operation that she once helped to run, but the temporary cooperation between the Aspis Consortium and the Kortos Consortium complicates her attempts at sabotage. Unable to turn to the authorities in Diobel, Delroya has asked the Pathfinder Society for help. Valsin shares Delroya's letters with the PCs, in which she outlines several tasks they can perform to earn her trust and help sabotage the operation. After speaking with Valsin and making any final preparations, the PCs set sail for Diobel.

Once in Diobel, the PCs pursue their assigned tasks. They must complete two of Delroya's three tasks to secure a meeting with her. Delroya strongly recommends against completing all three tasks, as doing so risks making the sabotage too obvious. The first task requires the PCs to disrupt a public meeting between agents of the Aspis and Kortos consortia without drawing too much attention to themselves. The second task requires the PCs to obtain shipping papers from an Aspis Consortium smuggling ship. Finally, the third task requires the PCs to collect evidence of the Aspis Consortium's horrific drug experiments in the underbelly of Diobel.

Once the PCs accomplish two of these tasks, Delroya summons them to meet at a Kortos Consortium warehouse that is packed with illegal Aspis Consortium cargo. The PCs have successfully delayed the operation, but Delroya needs more time to move the goods. To successfully complete their mission, the PCs must defend the warehouse from curious Kortos Consortium agents, as well as Aspis Consortium agents bent on eliminating the meddling Pathfinders.

GETTING STARTED

It is likely that many Pathfinders undertaking this mission will be at the beginning of their careers, and

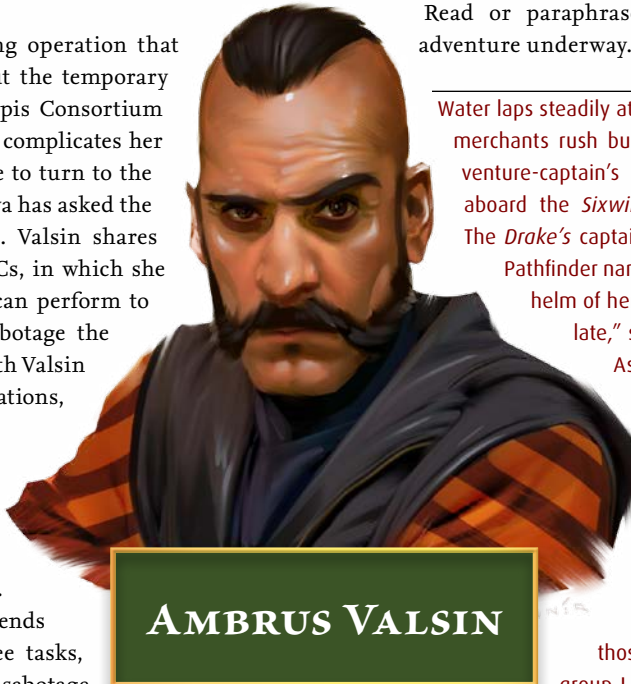
many players will be new to the Pathfinder Roleplaying Game as well. Other players may be experienced, or may consider their characters to be veteran Pathfinders. At the beginning of the scenario, GMs should inquire about each Pathfinder's background. Whatever the group's composition, Venture-Captain Ambrus Valsin declares that they were placed together intentionally. Rookie Pathfinders can demonstrate to Delroya that just about everyone can find a place in the Pathfinder Society, while veterans are expected to serve as examples—both for Delroya and the rookies—of how a Pathfinder should act.

Read or paraphrase the following to get the adventure underway.

Water laps steadily at the pier as sailors, laborers, and merchants rush busily around Absalom's port. The venture-captain's summons called for a meeting aboard the *Sixwing Drake*, a sleek sailing ship. The *Drake's* captain, a Varisian woman and fellow Pathfinder named Zarah Zandrani, stands at the helm of her vessel. "It's not like Valsin to be late," she mutters, frowning her brow.

As if on cue, a tall and meticulously groomed man pushes his way through the crowd and up the gangplank, cursing audibly. "Whoever supervises this mess of a port needs to be dumped in the sea!" he grumbles.

The tall man looks around at those gathered before him. "Just the group I requested. Perfect. I'm Venture-Captain Ambrus Valsin, and I took great care in selecting just the right Pathfinders for this assignment." Valsin reaches into his belt pouch and withdraws a small, folded paper before continuing. "A few days ago, I received a curious note from a rather unexpected source. It's not every day that I get a request from an agent of the Aspis Consortium." Captain Zandrani's eyes widen, and Valsin smiles knowingly. "But Magali Delroya does not appear to be your typical Aspis agent. As you surely know, the Aspis Consortium pursues a variety of activities across the Inner Sea that the Pathfinder Society finds abhorrent. It seems that Delroya has been working with them for some time, but can no longer stomach the snakes herself. She wants to stop a shipment of an experimental drug from leaving Diobel later this week. It's bound for a number of locations across the Inner Sea region. According to Delroya, she can't ask the local authorities for help, because the Aspis Consortium has already struck a deal with a faction of the Kortos Consortium, a powerful merchant collective. Her hands are tied, so she's come to us for help. In this note, she outlines three different tasks that would help to disrupt the Aspis long enough for her to move



AMBRUS VALSIN

the shipment to a secure location, out of the clutches of the consortium. Once you accomplish two of these tasks, she's willing to meet with you, but not before.

"Normally, I wouldn't trust an Aspis agent at any hour of the day. But our sources in Diobel have confirmed the Aspis and Kortos consortia's activities. Everything checks out, so we are presented with a unique opportunity. If we help Delroya, we might not only strike a financial blow against the Aspis Consortium, but we could also reveal their dealings with the Kortos Consortium—and possibly prevent their arrangement from turning into a more formal alliance. Furthermore, we hope to stop this drug from spreading across the Inner Sea region, and if we—if all of *you*—do a good enough job, we might even convince Delroya to join the Society. A turncoat agent would be a valuable asset in our ongoing run-ins with the Aspis Consortium.

"Take some time to look over Delroya's note and the tasks she has set for you. If you have any questions, now is the time to ask. Remember, the Aspis Consortium is a long-time enemy of the society, but the Kortos Consortium, while certainly suspicious, is not our enemy. It is a complex organization with many factions, and we should avoid antagonizing any of them, except when necessary to oppose the Aspis Consortium."

Provide the players with a copy of **Player Handout #1: Delroya's Note** and **Player Handout #2: Delroya's Tasks**. Allow them some time to read it over. It is likely that the PCs will have some questions for the venture-captain. Valsin answers their questions as best he can.

What is the Aspis Consortium? The venture-captain sighs. "The Aspis Consortium is a ruthless mercantile organization. While some of its operations are above-board, at the end of the day, profit is its only concern. It considers no business venture off limits, from the trafficking of slaves to war profiteering. The consortium storms through priceless historical sites, caring only for how it can translate their history into wealth."

What can you tell us about the Kortos Consortium? "It pretends to be a legitimate merchant guild dedicated to stamping out smugglers, but it participates in its fair share of illegal activities. It is powerful enough to rival Diobel's teriarch, or governor, Lord Avid. A fair number of prominent people in Diobel are in the Kortos Consortium's pockets, or are prominent members of the guild themselves. If possible, try not to get on the group's bad side.

What can you tell us about Diobel? "So you've never been down the coast, hmm? Diobel is often called the 'Doorway to Absalom.' Shipments to and from Absalom often go through Diobel, which has lower taxes than Absalom. Trade with Diobel is an important part of Absalom's economy—which is why we must tread lightly around the Kortos Consortium, given their influence in Diobel."

Do you know anything else about Magali Delroya? How can we trust her? "I met Magali several years ago,

when she was barely a grown woman. It must have been just before she joined the Aspis Consortium. She's a wanderer, never comfortable in one place for long. I saw great potential in her as a Pathfinder, but she always preferred to work alone and felt that the society was a poor fit. Had I known that she would wind up with the Aspis Consortium, I would have put more effort into recruiting her."

Should we try to do all three of Magali's tasks? The venture-captain shakes his head. "I agree with Magali's judgment on this matter. It doesn't mean much if you succeed at all three tasks and fail your overall mission."

Knowledge (local)

Based on the result of a Knowledge (local) check, the PCs might know more about the Kortos Consortium. They learn all of the information whose DC is equal to or less than the result of their check. Allow Pathfinders who are from the Isle of Kortos to attempt a Knowledge (local) check untrained.

10+: There is no formal alliance between the Kortos Consortium and Aspis Consortium, and the two groups are likely working together in a limited capacity—at least for the time being.

15+: Although the Aspis Consortium seems to have an agreement with part of the Kortos Consortium, neither group is centralized enough for such an arrangement to be very stable. Causing a major disruption in their operation would very likely sever ties between the two groups.

20+: House Locosta, the faction allied with the Aspis Consortium, claims that its major interest is in Qadiran spices, but the family derives most of its profit from buying and selling Qadiran slaves.

Once the PCs have finished asking questions, Venture-Captain Valsin addresses them one final time. He cautions that by the time they arrive in Diobel, they will have only a day, or two at most, to complete their tasks. He suggests that they take an hour or two to gather supplies and make any last-minute purchases before setting sail aboard the *Sixwing Drake*.

THE TURNCOAT AGENT

Magali Delroya learned how to talk her way out of trouble at an early age. Her Taldan father abandoned Magali and her Mwangi mother when Magali was still an infant, and the girl's mother died a few years later. Left to fend for herself, Magali stowed away on ships and traveled from one bustling city to another around the Inner Sea region. Her quick wit and clever tongue kept her out of harm's way and made her adept at winning trust. However, she had little concept of who she was as a person and felt that she had nowhere she could call home. Early on, she even flirted with the idea of joining the Pathfinder Society

LEVEL, SUBTIER, AND REPLAY

As a Tier 1–2 scenario, *The Consortium Compact* can be replayed for credit with 1st-level characters an unlimited number of times. A player can also receive credit for a 2nd-level character for playing and GMing the scenario once each.

Unlike with other scenarios, the subtiers for *The Consortium Compact* are only 1 level apart. As a result, encounters typically present only the Subtier 1 creature numbers and statistics; sidebars on how to scale encounters describe how to make the encounter more challenging for a group playing in Subtier 2. When calculating the Average Party Level (APL) for a group, round to the nearest value; allow a group with an APL of 1.5 to choose which subtier to play.

to see more of the world, but found that her reluctance to trust others prevented her from working well with them. She resigned herself to a lonely life as a wanderer.

Eventually, Delroya crossed paths with the Aspis Consortium while on a ship bound for the Isle of Kortos, and decided that the organization was a good fit for her particular talents and circumstances. She joined the organization and served for several years as a negotiator, deal-closer, and diplomat, based in the city of Diobel. Her travels with the consortium took her farther across the Inner Sea region than she had ever dared to go on her own, and she gained an appreciation of all manners of styles, tastes, and cultures. She witnessed a great deal of dishonesty in her travels, but until recently she was not exposed to true evil.

In the last month, Delroya has worked for the Aspis Consortium to find buyers and alchemists to use and test an experimental drug. She recently discovered that the drug is being tested on impoverished citizens of Diobel, and that the consortium intends to expand those experiments to other cities to accelerate the process of perfecting the drug. Delroya expressed her concerns to her superiors, but they merely laughed at her naivete. The bottom line is that the drug promises to draw far wealthier clients if it can be perfected, and the consortium is willing to do anything to increase its profits.

In that moment, Delroya decided that she no longer belonged in the Aspis Consortium and began plotting a way to undermine its next major drug shipment, which will spread the experimental drug throughout the Inner Sea region. However, she cannot turn to the authorities, because the Aspis Consortium has already allied with Diobel's influential Kortos Consortium. Instead, she has sent word to someone she met years ago in her travels. He is the only person she knows she can count on to thwart the Aspis Consortium before it is too late—Venture-Captain Ambrus Valsin of the Pathfinder Society.

At the beginning of the scenario, Delroya has decided to betray the Aspis Consortium, but she has not yet determined what she will do next. The PCs have the opportunity to convince her to permanently join the Pathfinder Society by setting a good example of what it means to be a Pathfinder.

THE PORT OF DIOBEL

Captain Zendrani and the crew of the sleek *Sixwing Drake* steer the ship up to the massive barrier of broken war-barges, crumbling walls, and jetties of iron and wood that protect the port of Diobel. “Well, here we are,” says the captain. “I’ll make sure everything is in order with Diobel’s inspectors and charter you a barge to the port. You aren’t carrying anything particularly valuable, so you shouldn’t draw much attention from the inspectors or pilots, so long as you don’t run your mouth. My crew and I will wait here with the ship. You can return here to rest, if you need to, but remember—there isn’t much time!”

Captain Zendrani is right that the PCs do not have much time to accomplish their tasks. They arrive in Diobel during sunrise on Oathday. Zendrani slips a barge captain several gold pieces as a sign of good faith. She asks him if he could do her the favor of sticking around on shore for the day in case the PCs need to return to the ship. The captain is a stocky middle-aged man with weather-beaten skin and calloused hands. His name is Markus Karbie, and he accepts Zendrani’s deal. The barge journey from the barrier to the coast is uneventful; the barge captain respects Zendrani’s gold and doesn’t ask the PCs questions. If the PCs try to talk to him, he politely but firmly insists that he “isn’t being paid to make conversation.”

Scenario Timeline

The following is a timeline of the various events that take place during the scenario. Oathday is the day before Fireday.

Oathday, dawn: The PCs arrive in Diobel aboard the *Sixwing Drake*.

Oathday, dawn to dusk: The *Blue Dragon’s Bite* unloads a shipment of legitimate cargo in the Trawl (see area **B**), an artificial reef at which many boats are moored.

Oathday, noon: Sareth Markell and Rukaina Hasheen—agents of the Aspis and Kortos consortia—meet at the Overflowing Oyster (see area **A**).

Oathday, dusk: Laszo the Leper visits his makeshift lab in the sewers to conduct his experiments (see area **C**).

Fireday, before dawn: The Aspis Consortium is scheduled to load the drug shipment onto barges and take it through the Trawl to load it onto the *Blue Dragon’s Bite*. If the PCs accomplish two of the tasks in areas **A**, **B**, and **C**, the shipment is delayed. If they fail to accomplish these

tasks, Delroya is forced to rely on her own resources to delay the shipment. Either way, the shipment is delayed.

Fireday, noon: Delroya sends a note to the PCs and directs them to the shipping warehouse where she is waiting for them.

Fireday, dusk: Agents of the Kortos Consortium go to the warehouse at this time. Half an hour later, agents of the Aspis Consortium arrive.

Tracking Success

The PCs have the potential to impress Delroya with the way they approach the tasks in areas **A**, **B**, and **C**. Their degree of success contributes directly to the amount of aid that Delroya is able to provide in area **D**, and to the scenario's secondary success condition. For each task, keep track of whether the PCs fail or achieve partial success, standard success, or impressive success. The requirements of each task are detailed in the areas' Development sections. Delroya's caution against performing all three tasks is well founded—the PCs would gain no benefits from performing a third task, as their increased visibility counters any benefit they could have garnered from their actions. If the PCs seem bent on attempting a third task, nudge them with clues that steer them away from that course of action, such as a DC 15 Perception or Sense Motive check to notice the locals paying more attention to them. Encounter **D1** describes the additional help that Delroya can give to the PCs based on their actions, and the Secondary Success Condition section describes how these encounters influence Delroya's ultimate decision of whether to join the Pathfinder Society.

A. MEETING AT THE OYSTER

The first of three possible tasks in Diobel's Bristles District involves disrupting a meeting between agents of the Aspis and Kortos consortia at the Overflowing Oyster, a seedy tavern. Read or paraphrase the following as the PCs approach the Overflowing Oyster.

The Overflowing Oyster is a dirty, broken-looking building that barely fits between the fishing tackle shop to its north and the junk shop to its south. Hanging over the door is a creaky sign that shows a painted oyster with pearls spilling from its gaping shell.

The interior of the Overflowing Oyster displays a mix of rickety furniture and gaudy decorations, from strands of obviously fake pearls hanging over the kitchen's entrance to wooden carvings of sultry mermaids and cheap paintings of ships at sea.

Contrary to its name, the dirty tavern is hardly crowded, even during its "busy" hours: at meal times, several local laborers hunch over cheap food and casual games of chance, cursing and muttering to the same old friends about the same old troubles. The proprietor and

SCALING ENCOUNTER A

To accommodate a group of four PCs in either subtier, the PCs need to succeed at only two skill checks to perform a phase of the plan, and they can try again as long as one PC succeeds and another PC fails the skill check by fewer than 5. In Subtier 2, increase the DCs of all skill checks by 1.

barkeep, Paltus Flynter, asks the regulars to call him "Pal" and is always willing to lend an ear. Aside from Pal's mute younger brother, Gregon, who tends the kitchens, the Oyster has no additional staff.

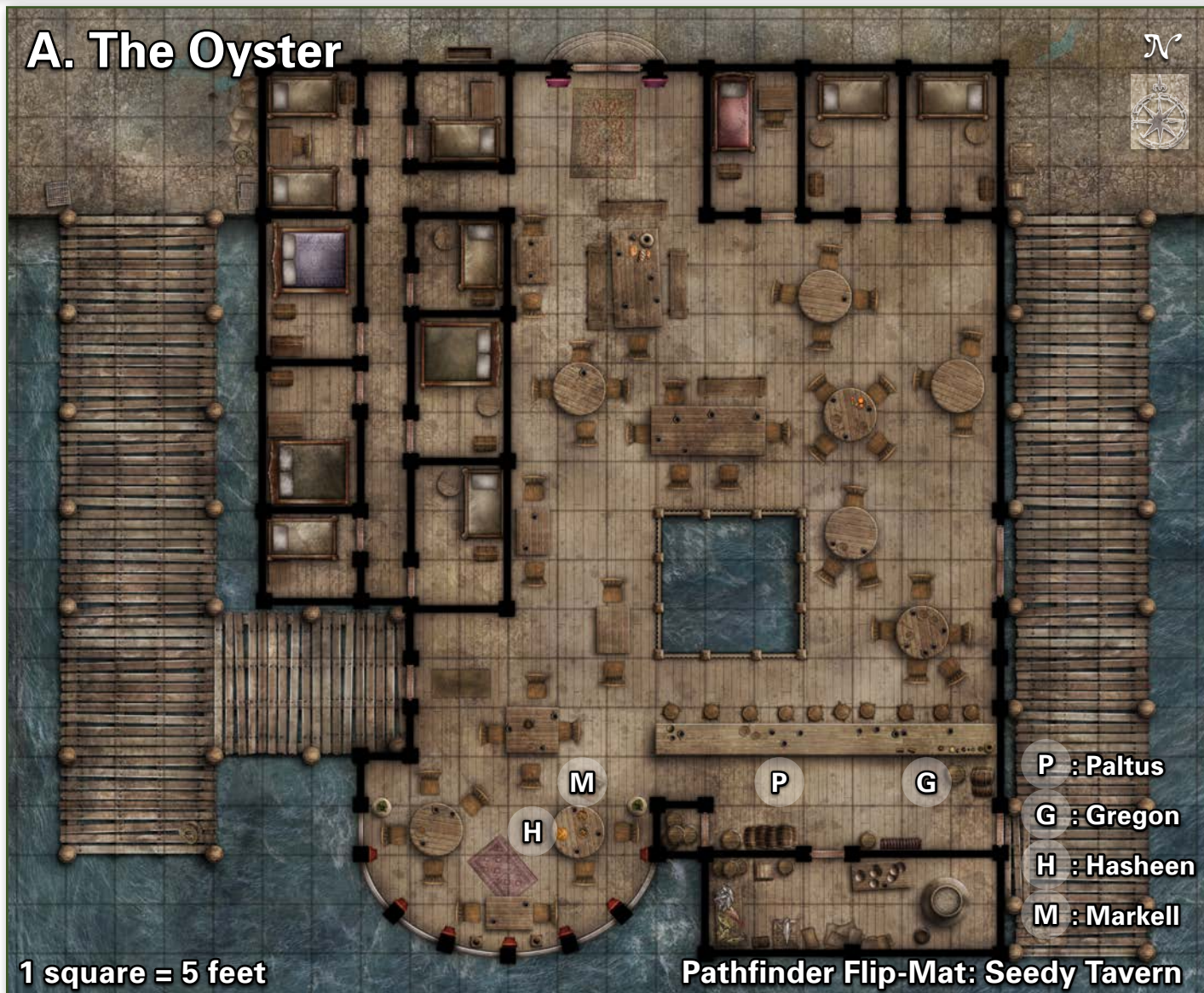
While the fake pearls decorating the Oyster are clearly cheap fabrications, Flynter recently discovered that a little extra labor could yield more realistic fakes, and that these "pearls" could provide a tidy supplement to his struggling tavern's income. A month ago, he met a low-ranking member of the Kortos Consortium, who was willing to buy the fakes from him directly in exchange for holding clandestine meetings at the Oyster. Flynter was happy to look the other way for a bit of extra coin, and the Kortos agent was happy to have a low-profile location for his more illicit dealings.

Magali Delroya knows that a Kortos agent intends to reveal Delroya's plot to an Aspis agent around noon on Oathday, the day that the PCs arrive in Diobel. Allowing the meeting to happen would put her mission in jeopardy. If the PCs choose this task, they must find a way to disrupt or delay the meeting without revealing their motives to either consortium—if the Kortos and Aspis agents know that the Pathfinder Society has gotten involved, they might take a closer look at Delroya's operation.

There are a number of approaches the PCs might take to accomplish this task. Because they know about Flynter's pearl business from Delroya's note, they might use his activities to their advantage. Approaching the town guards to convince them to raid the tavern is possible (especially with evidence acquired from the tavern), or the PCs could confront Flynter directly. The PCs might cause a commotion at the tavern, which would draw the attention of the authorities, or choose to simply wait in the tavern for the meeting to take place.

Whatever method the PCs choose, executing their plan requires them to successfully navigate three phases: the first to prepare their disruption (requiring a successful DC 13 check), the second to enact their plan (requiring a successful DC 15 check), and the third to handle a setback or unexpected twist (requiring a successful DC 17 check). The types of checks required are skill checks or a combat maneuver check, depending upon the plan that the PCs pursue. During each phase, each PC attempts a relevant check of her choice. As long as at least 3 PCs succeed at

A. The Oyster



1 square = 5 feet

Pathfinder Flip-Mat: Seedy Tavern

- P : Paltus
- G : Gregon
- H : Hasheen
- M : Markell

their checks in a phase, the PCs succeed at their goal and move to the next phase. If 2 PCs succeed at their checks, the PCs nearly succeed at their plan, and the PCs may make an additional attempt—if they chose to do so, they must all reroll their checks. The PCs may continue to retry their checks until 3 PCs succeed or fewer than 2 PCs succeed. If fewer than 2 PCs succeed at their checks, the PCs' plan falls apart. They cannot use the same approach, but they may attempt another plan, starting at the phase they failed. If fewer than 2 PCs succeed on any subsequent check during the encounter, the PCs' attempt at subtlety fails, and they must either resort to combat or allow the meeting to take place.

Examples of possible plans and the associated required checks are provided on the next page. The GM should allow for creative solutions. Even if the PCs follow one of the listed plans, the GM is free to allow the PCs to use other types of checks as appropriate. The GM may also mix

and match entries on the table to better model the PCs' actions, or select 3 or 4 skills to model a part of the PCs' plan that goes in an entirely different direction.

Creatures: Paltus and Gregon Flynter are present at the Overflowing Oyster at all times—they work and reside at the establishment. The PCs might choose to be at the Oyster around the time of the meeting, in which case they also likely encounter one or both of the consortia agents. The Kortos Consortium agent is Sareth Markell, a low-level negotiator in House Locosta's spice and drug ventures. Markell knows that he could earn far more money and enjoy a better status if he worked in House Locosta's slave trade, but his efforts to earn a promotion have proven fruitless. Frustrated with his lack of progress, he has resorted to fencing Flynter's fake pearls.

When he accidentally caught on to Delroya's plan to betray the Aspis Consortium, Markell called a meeting with one of the Aspis's Bronze agents, Rukaina Hasheen.

Example Plan	Step 1: Preparation (DC 13)	Step 2: Enact a Plan (DC 15)	Step 3: Unexpected Twist (DC 17)
Convince the authorities to shut down the tavern.	Gather information about the tavern with Diplomacy, Intimidate, or Knowledge (local).	Collect evidence of criminal activity with Disable Device, Intimidate, or Stealth.	The authorities are already taking bribes. Convince them to take this crime seriously with Bluff, Diplomacy, or a relevant Profession check.
Cause a disturbance	Scout the tavern with Acrobatics, Climb, Stealth, or Swim.	Cause the disturbance with Bluff, Disguise, Handle Animal, Intimidate, Perform, or CMB.	Escape before drawing too much attention with Acrobatics, Knowledge (geography), Ride, Stealth, or Swim.
Wait for the agents and confront them directly	Hide among the regulars with Bluff, Disguise, or Stealth.	Spot the agents with Knowledge (local), Perception, or Sense Motive.	The agents are not easy to dissuade. Stop the meeting with Bluff, Diplomacy, Intimidate, or CMB.

He hopes to prove himself useful and possibly open the door to joining the ranks of the Aspis Consortium and leaving Diobel behind.

Markell arrives at the Oyster about 15 minutes before noon, and Hasheen arrives just before the hour. Other customers also come and go around this time, so it is not immediately obvious that these are the agents the PCs must interrupt. If the PCs notice one or both of the agents, they can take actions to disrupt them without necessarily bothering the rest of the tavern or the authorities.

Both Subtiers

PALTUS "PAL" FLYNTER CR 3

Barkeep (*Pathfinder RPG GameMastery Guide* 303; see page 25)
hp 23

Gear +1 leather armor, sap

TACTICS

During Combat Pal is not eager to fight. He pretends not to notice combat unless it starts to damage his tavern. If the PCs cause property damage to the tavern, Pal shouts a warning to them, demanding that they either watch where they are slinging their attacks or take the fight outside. If the PCs damage his property a second time, he makes a sap attack against the offending PC while yelling at all the PCs to get off his property.

Morale Pal does not pursue the PCs outside of his tavern. If he is reduced to fewer than 10 hit points, he grabs Gregon from the kitchen and flees.

RUKAINA HASHEEN CR 1

NE storyteller (*Pathfinder RPG GameMastery Guide* 272; see page 27)

hp 11

TACTICS

During Combat Rukaina casts *hideous laughter* on the most heavily armored PC, then begins her inspire courage bardic performance and moves into melee to support Sareth.

Morale Rukaina surrenders if reduced to 3 hit points or fewer.

Subtier 1 (CR 3)

SARETH MARKELL CR 1

NE street thug (*Pathfinder RPG GameMastery Guide* 265; see page 27)

hp 16

TACTICS

During Combat Sareth attacks the PCs with his quarterstaff.

Morale Sareth does not surrender while Rukaina is still fighting. If Rukaina surrenders or falls unconscious, Sareth surrenders if reduced to 5 hit points or fewer.

Subtier 2 (CR 4)

SARETH MARKELL CR 3

NE dealer (*Pathfinder RPG GameMastery Guide* 301; see page 25)

hp 22

Combat Gear black adder venom (2); Sareth does not possess any other poisons

TACTICS

During Combat Sareth attacks the PCs with his dagger, which he has coated in black adder venom poison, before switching to his sap. If Rukaina falls, he alternates between attacking and feinting so that he can make sneak attacks.

Morale Sareth does not surrender while Rukaina is still fighting. If Rukaina surrenders or falls unconscious, Sareth surrenders if reduced to 7 hit points or fewer.

SCALING ENCOUNTER B

To accommodate a group of four PCs in Subtier 1, decrease all DCs in the encounter by 2. In Subtier 2, increase the DCs by 2. Additionally, Indara joins the combat with Galdeph, rather than leaving with the dockworkers to fetch the guards. To accommodate a group of four PCs in Subtier 2, use the Subtier 1 DCs without adjustment, and Indara does not join the fight.

SPECIAL ABILITIES

Poison *Black adder venom*—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save

Development: The PCs fail at their task if they are unable to prevent the meeting. They achieve a partial success if they disrupt the meeting but must resort to violence or reveal themselves to the agents as Pathfinders; a standard success if they are able to disrupt the meeting and avoid those conditions; and an impressive success if they are able to disrupt the meeting and identify the agents involved. See the Extra Help section of encounter **D1** on page 18 and the Secondary Success Conditions section on page 20 for details about how the PCs’ success here impacts the scenario.

Rewards: If the PCs do not prevent the meeting, reduce each PC’s gold earned as follows.

Subtier 1: Reduce each PC’s gold earned by 100 gp.

Out of Subtier: Reduce each PC’s gold earned by 110 gp.

Subtier 2: Reduce each PC’s gold earned by 120 gp.

B. BLUE DRAGON’S BITE

Delroya’s second task asks the PCs to acquire shipping documents from aboard an Aspis Consortium vessel. The acquisition of these documents could hinder the consortium and aid Delroya in her own agenda. If the PCs arrive at the docks anytime before sunset on Oathday, dockworkers are unloading cargo off of the Aspis ship, which is called the *Blue Dragon’s Bite*. The gangplank labeled on the map connects the shore along the south edge of the map to the ship.

A maze of broken ships forms an artificial reef blocking Diobel’s harbor. This treacherous and erratic terrain teems with laborers, barge masters, pilots, and port inspectors, who busily conduct their business ferrying goods to and from the Bristles. Beyond the Trawl, seagoing ships wait their turn to offload cargo or pick up new goods. One ship stands out among the others—the freshly touched-up paint on its hull, blue with streaks of white lightning along the hull, marks it as the *Blue Dragon’s Bite*. It sits moored to a dock jutting from the Trawl, with several crates already offloaded nearby, and many more waiting piled on its deck.

The PCs can easily locate the *Blue Dragon’s Bite* by following Delroya’s directions. Retrieving the shipping documents is another matter. Most of the ship’s regular crew has gone ashore for relaxation, but the ship’s first mate, Galdeph Bellarion, stayed behind to oversee the unloading process. The area is also teeming with dockworkers who, though unaffiliated with the Aspis Consortium, are unlikely to let just anyone aboard the ship. Port inspector Indara Allencroft is also standing next to Bellarion on the Aspis ship.

In order to successfully complete this task, the PCs must avoid or confront the first mate and inspector. Afterward, they must enter the locked captain’s cabin and acquire the documents. This adventure assumes that the PCs will either try to talk their way past the NPCs or sneak past them. Once they reach the captain’s cabin, it assumes that they will bypass the locked door by either picking the lock, pickpocketing the door’s keys off of the first mate, or breaking down the door. If the PCs try a plan that is not detailed below, allow creative solutions. Whatever plan the PCs use should require them to succeed at 2 separate skill checks.

Creatures: When the PCs arrive, Bellarion is arguing with Indara Allencroft, an official port inspector, over customs fees.

The first challenge the PCs face is boarding the ship. The PCs might attempt to convince the first mate and the port inspector to let them board the ship. The PCs may attempt to use deception. If the PCs invent a plausible reason that they should be allowed to board and succeed at a DC 16 Bluff check, the first mate and inspector allow them aboard. The PCs might instead choose an approach that requires a Diplomacy check. The first mate’s starting attitude toward the PCs is unfriendly, but the inspector’s attitude is indifferent, and she has more authority than the first mate—as a result, the PCs only need to convince the inspector to allow them to board the ship. A PC who succeeds at a DC 15 Knowledge (local), Sense Motive, or relevant Profession check (such as sailor or merchant) recognizes this dynamic. Improving the inspector’s attitude toward the PCs requires a successful DC 16 Diplomacy check, and improving the first mate’s attitude requires a successful DC 19 Diplomacy check. For the purposes of determining the DC of the check to convince these NPCs to allow the PCs to board, granting permission counts as revealing an unimportant secret (add 5 to the DC tied to the NPC’s attitude; see the details of the Diplomacy skill on page 93 of the *Pathfinder RPG Core Rulebook* for more information). If PCs call out the *Blue Dragon’s Bite* as a smuggling ship or leverage their status as Pathfinders, they gain a +4 circumstance bonus on all Diplomacy checks made while interacting with Allencroft for the rest of the encounter.

Alternatively, the PCs may choose to sneak around the first mate, inspector, and dockworkers. The PCs

B. Blue Dragon's Bite



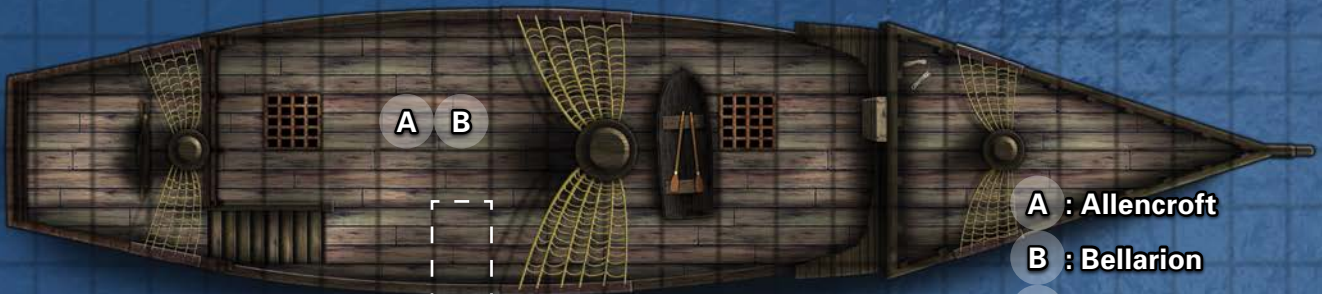
Deck 4



Deck 3



Deck 2



Deck 1 and Upper Rigging

1 square = 5 feet

- A : Allencroft
- B : Bellarion
- D : Document Location
- G : Gangplank

Pathfinder Map Pack Classics: Ships

can use Stealth to sneak past them, Disguise to pose as dockworkers, or Acrobatics, Profession (sailor), or Swim to board the ship using an alternate route. A PC who succeeds at a DC 15 skill check successfully sneaks onto the ship without being noticed; Bellarion and Allencroft are absorbed in their argument, and the workers on the docks are paying more attention to the outcome of the argument than they are to any other movement on the ship or near the docks. Each PC who chooses to board the ship must attempt one check of her choice, though PCs who do not trust their ability to sneak may wait on the docks nearby. Any PC who fails the DC 15 skill check is caught and kicked off the ship, but as long as two or more PCs are not caught, the rest of the PCs may board the ship without being noticed. If the people on the docks notice two or more PCs, they conduct a thorough search, and find all PCs who did not succeed at the skill check by 10 or more. Thereafter, the DC of skill checks to sneak aboard the ship increases to 25.

The second challenge that the PCs face is entering the captain's cabin, which is locked. Bellarion carries the keys to the cabin. The PCs might try to convince Bellarion or Indara to hand them over, but doing so is more difficult than securing permission to board. They may use deception to secure permission if they succeed at a DC 18 Bluff check. Alternatively, the PCs can use Diplomacy to request the keys. For Bellarion, handing the keys to the PCs without waiting for the captain to return counts as granting dangerous aid (add 10 to the Diplomacy DC tied to Bellarion's attitude toward the PCs; see the details of the Diplomacy skill on page 93 of the *Pathfinder RPG Core Rulebook* for more information). For Allencroft, the request counts as revealing an unimportant secret if the PCs allow her to accompany them (add 5 to the Diplomacy DC tied to her attitude), or granting dangerous aid if they ask her to hand over the keys without her oversight (add 10 to the Diplomacy DC tied to her attitude).

If the PCs would rather use subtlety rather than ask for permission, they may attempt to steal the keys off of Bellarion. If they succeed at a DC 16 Sleight of Hand check, they take the keys without being noticed. Alternatively, the PCs can pick the lock if they succeed at a DC 20 Disable Device check. If a PC spends more than a minute fiddling with the lock, she must succeed at a DC 15 Stealth check to avoid being caught. If all else fails, the PCs can break down the door, though doing so is loud and automatically catches the attention of everyone nearby (hardness 5, hp 15, break DC 18). A quick search of the cabin yields the documents that Delroya described in her note. If the PCs are caught attempting to break into the office, whether they are caught attempting to steal the keys, pick the lock, or break down the door, they must resort to combat to gain the documents. In Subtier 1, Indara Allencroft leaves with

the dockworkers to fetch the town's guards. In Subtier 2, she stays on the ship's deck, but seeks cover behind a mast and throws tanglefoot bags at the PCs.

All Subtiers

GALDEPH BELLARION

CR 3

Slaver (*Pathfinder RPG GameMastery Guide* 266; see page 26)

hp 30

Melee mwk heavy flail +9 (1d10+4) or
mwk sap +8 (1d6+3 nonlethal) or
spiked gauntlet +7 (1d4+3)

Feats Replace Weapon Focus (guisarme) with Weapon Focus (heavy flail)

Gear Replace mwk guisarme with a mwk heavy flail, and a key to the captain's cabin

TACTICS

During Combat Galdeph would rather not be the first one to turn a confrontation lethal, so he attacks foes with his sap. If the PCs start using lethal damage, he switches to his heavy flail.

Morale Galdeph takes great pride in his ship, but not enough to die for it. He surrenders if reduced to 6 or fewer hit points.

Subtier 2

INDARA ALLENCROFT

CR 1

Shopkeep (*GameMastery Guide* 284; see page 26)

AC 14, touch 10, flat-footed 14

hp 13

Combat Gear smokestick, tanglefoot bags (6); **Other Gear** chain shirt, dagger, disguise kit

TACTICS

During Combat Indara seeks cover behind a mast and then throws tanglefoot bags to slow down the PCs.

Morale Indara flees if reduced to 5 or fewer hit points. If she cannot flee, she surrenders.

Development: The PCs fail at their task if they are unable to retrieve the documents. They achieve a partial success if they retrieve the documents but must resort to violence, a standard success if they are able to retrieve the documents without resorting to violence, or an impressive success if they are able to convince the port inspector to look more closely at the Aspis Consortium ship *Blue Dragon's Bite* without revealing that they are Pathfinders. See the Extra Help section of encounter **D1** on page 18 and the Secondary Success Conditions section on page 20 for details about how the PCs' success here impacts the scenario.

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

Subtier 1: Reduce each PC's gold earned by 100 gp.

Out of Subtier: Reduce each PC's gold earned by 110 gp.

Subtier 2: Reduce each PC's gold earned by 120 gp.

C. EXTRACTING PROOF

The last of the three possible tasks requires the PCs to secure proof of the Aspis Consortium's alchemical tests in Diobel by venturing beneath the streets of the Bristles District and into the city's underbelly.

Delroya's directions lead to an isolated alley in the Bristles, and then down into the sewers beneath Diobel. The stench of sewage mixes with the sharper odors of chemical fumes and decay and permeates the damp tunnels. From this intersection, tunnels lead west and south into the darkness. A third tunnel heading east is filled with detritus, filthy beddings, food scraps, broken glass, and rotting furniture. An alcove lies beyond a collapsed portion of the tunnel's southern wall, and further east, a statue of a giant rat rests in the dead-end passage. Countless empty flasks and discarded alchemical ingredients lie on the floor around the statue. On a nearby workbench sit several organized but empty flasks and jars.

The PCs enter from the ladder in the northeast corner of the map on page 14. The slowly flowing sewage is 2 feet deep. Chemical runoff has killed the bacteria in the sewage, so there is no risk of contracting a disease from it, but creatures that enter the sewage are sickened until they wash it off (DC 12 Fortitude negates). A PC who succeeds at a DC 18 Knowledge (religion) check recognizes that the statue of a rat depicts Hanspur, a lesser-known deity of waterways and smugglers.

This dingy sewer serves as the laboratory of Laszo, an alchemist and Aspis Consortium Agent. For several months, he has experimented with a variety of drugs and poisons on the poor and destitute of Diobel. Laszo's latest drug, which he calls "whip," makes its users compliant, pliable, and forgetful. It is also highly addictive. The Aspis Consortium sees a variety of uses for the drug, from aiding interrogations to quieting disorderly slaves. The drug, however, is still in the experimental phase, and has unpredictable effects. Delroya knows that her operation will prevent a large shipment of whip from leaving Diobel and ending up in the hands of other alchemists and dealers, but she wants the PCs to investigate Laszo's recent activities to retrieve evidence that they can present to the authorities about the Aspis Consortium's drug experiments.

To succeed at this assignment, the PCs must obtain a sample of unrefined whip from Laszo's lab, as well as his notes from his recent experiments. One of the test subjects who lives near Laszo's lab stole an unrefined dose of whip from the alchemist several weeks ago, but forgot that she had it after she fell further into the drug's embrace. A PC who searches near the area marked T4 on the map on page 14 and succeeds at a DC 15 Perception check discovers the small vial of whip concealed in the

SCALING ENCOUNTER C

To accommodate a group of four PCs in Subtier 1, Laszo's itchy skin distracts him and reduces his defenses—he takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks, and a –2 penalty to AC. Decrease the DC of the skill check to interpret Laszo's notes by 2 (see Development on page 14). In Subtier 2, add two flash beetles to the encounter, and increase the DCs of all skill checks in the encounter by 2. To accommodate a group of four PCs in Subtier 2, use the Subtier 1 encounter without any adjustments.

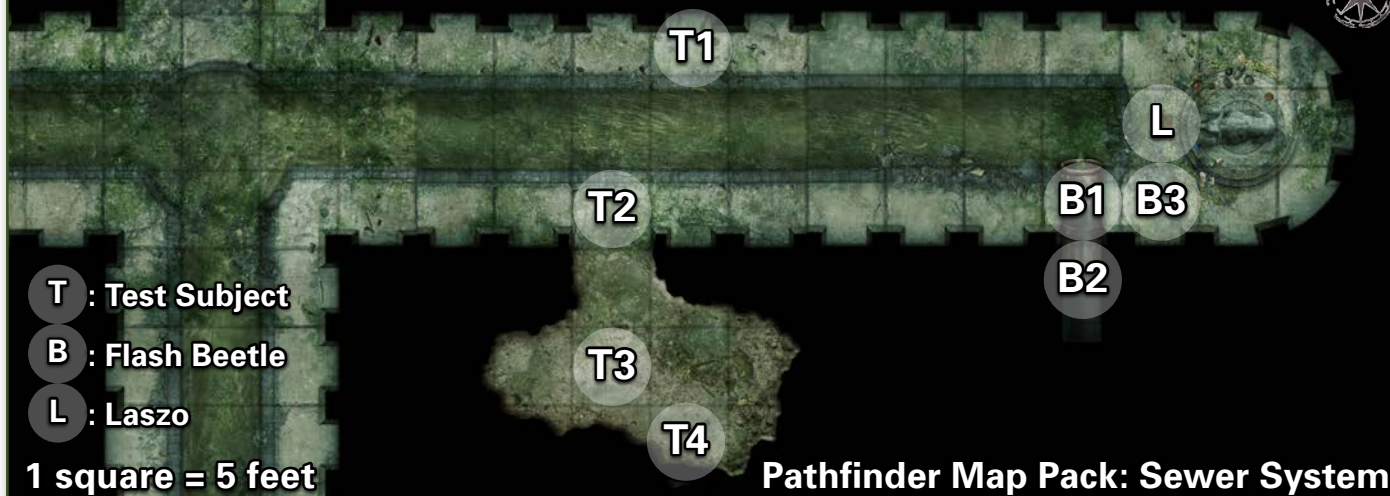
test subject's sleeping pallet. The PCs can determine that the drug is unrefined if they succeed at a DC 14 Craft (alchemy) check or a DC 18 Perception check. If the PCs attempt any skill checks to further analyze the drug or its effects, use the information provided in the sidebar on page 15. If the PCs don't find this unrefined dose, they may need to wait for Laszo to begin his daily concoctions to procure an unrefined sample. Laszo and his underlings are highly likely to confront the PCs when they find the Pathfinders snooping around. The alchemist carries his notes on his person.

Creatures: Four people live in the tunnels and alcove near Laszo's lab. These people have been using whip since Laszo concocted it several months ago, and they are in a sorry state. They suffer from malnourishment and can barely speak. In their delirium, they take little notice of the PCs, unless any of the PCs visibly carry flasks or bottles of liquid. They reach out for such items if they come near, but they have trouble standing or moving on their own and pose little threat. A flash beetle—a glowing beetle the size of a housecat—has also made these tunnels its home, and hides inside the pipe near the rat statue.

Laszo visits this location around dusk each day. He goes directly to his makeshift lab, experiments with whip, doses each of his "subjects," and takes notes on the drug's effects. Laszo is cruel, meticulous, and obsessed with his experiments. Much to his chagrin, Laszo has picked up the nickname "the Leper," a reference to the open lesions and horribly itchy scaly patches of skin that cover his body. These injuries stem from previous drug experiments in which he used himself as a test subject. He seeks the perfection of his creations at any cost—whether that cost is innocent lives or pieces of his flesh that have fallen away due to chemical exposure.

Laszo constantly picks and scratches at his skin. He is not forthcoming about his activities and insists that the PCs leave if he finds them snooping around. If he realizes that they are Pathfinders, or if they ask too many questions about his experiments or his victims, he attacks.

C. Diobel Sewers



Subtier 1 (CR 3)

FLASH BEETLE CR 1/2

Variant fire beetle (*Pathfinder Bestiary* 33, see page 26)

hp 6

TACTICS

During Combat The flash beetle uses its flash of light ability on the first round of combat. On subsequent rounds, it attacks the PCs, starting with the first PC to attack Laszo.

Morale The flash beetle flees if reduced to 2 hit points or less.

LASZO "THE LEPER" CR 2

Male human alchemist 2/expert 1 (*Advanced Player's Guide* 26)

LE Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 22 (3d8+5)

Fort +5, **Ref** +6, **Will** +4; +2 bonus vs. poison

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4/19–20)

Ranged bomb +4 (1d6+3 fire)

Special Attacks bomb 5/day (1d6+3 fire, DC 14)

Alchemist Extracts Prepared (CL 2nd; concentration +5)

1st—*cure light wounds, disguise self, stone fist*^{APG}

TACTICS

Before Combat If the PCs rouse his suspicions, Laszo drinks his Dexterity mutagen before combat, which increases his AC to 19 (touch 14, flat footed 15), and grants him a +2 bonus to CMD and on Reflex saves, ranged attack rolls, and Acrobatics checks, as well as a –1 penalty on Will saves and Perception checks.

During Combat If Laszo did not drink his mutagen before combat, he drinks it on the first round of combat. He tries to stay out of melee range if possible, and attacks the PCs with his bombs, using his precise bombs discovery to avoid hitting the beetle or his experimental subjects. He saves his extract of *stone fist* if melee combat seems inevitable. If he judges that he is winning the fight, he may spend a standard action scratching his itchy skin. If he is reduced below 10 hit points, he drinks his *cure light wounds* extract or his *cure moderate wounds* potion.

Morale Laszo fights to the death to protect his lab.

STATISTICS

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

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



Feats Alertness, Brew Potion, Improved Initiative, Skill Focus (Craft [alchemy]), Throw Anything

Skills Acrobatics +8, Appraise +9, Bluff +5, Craft (alchemy) +12 (+14 to create alchemical items), Intimidate +5, Perception +9, Profession (herbalist) +7, Sense Motive +8, Spellcraft +9

Languages Common, Dwarven, Elven, Gnome

SQ alchemy (alchemy crafting +2), discovery (precise bombs [3 squares]), mutagen (+4/-2, +2 natural armor, 20 minutes), poison use

Combat Gear *potion of cure moderate wounds*, acid (2); **Other Gear** mwk studded leather, daggers (2), *cloak of resistance* +1, alchemy crafting kit^{APG}, formula book^{APG}, portable alchemist's lab^{APG}, vials of whip (2), 10 gp

Development: The PCs fail the mission if they do not acquire either the dose of unrefined whip or Laszo's notes. They achieve a partial success if they acquire one piece of evidence, or if they acquire both pieces of evidence but leave Laszo to continue his experiments; standard success if they acquire the evidence and apprehend or eliminate Laszo; and impressive success if they also provide aid to the test subjects, such as by taking them aboard the *Sixwing Drake* or bringing them to a temple for care. See the Extra Help section of encounter **D1** on page 18 and the Secondary Success Conditions section on page 20 for details about how the PCs' success here impacts the scenario.

Laszo's lab notes are difficult to decipher, but they are extensive—his handwriting is tiny, cramped, and organized. If the PCs decipher the journal (Linguistics DC 16; characters with a rank in Craft [alchemy] receive a +4 circumstance bonus), they learn that whip is a drug of Laszo's own design, and that he resents that the Aspis Consortium has already begun to mass produce the drug from his imperfect formula. He names several specific individuals within Diobel who he blames for allowing whip to spread before he could perfect it. If the PCs decipher the journal or share it with Delroya, she is pleased with the information. This additional information increases the PCs' level of success for this task by one step, such as from standard success to impressive success. If the PCs already achieved an impressive success for this task, increase their level of success for the other task they complete by one step.



MAGALI DELROYA

LASZO'S DRUG

The statistics for Laszo's new drug, whip, are presented below.

WHIP

Type inhaled, ingested, or injury; **Addiction** major,

Fortitude DC 20

Price 50 gp

Effects 1 hour; variable effect; causes an equal chance to suffer a -4 penalty on Bluff checks or a -4 penalty on Will saving throws; 25% chance to forget everything that takes place during the next hour

Damage 1d3 Int, Wis, or Cha damage

Rewards: If the PCs do not retrieve at least one piece of evidence, reduce each PC's gold earned as follows.

Subtier 1: Reduce each PC's gold earned by 100 gp.

Out of Subtier: Reduce each PC's gold earned by 110 gp.

Subtier 2: Reduce each PC's gold earned by 120 gp.

D. THE WAREHOUSE

If the PCs successfully accomplish two of Delroya's tasks, they delay the shipment. If they do not accomplish two tasks, they force Delroya to take matters into her own hands. She is able to delay the shipment and still calls on the PCs to help at the warehouse, but she is less than pleased with them.

Magali Delroya (N female human bard 1/rogue 2) is not intended to participate in any encounters with the PCs, but GMs who need statistics for her should use those of the wanderer on page 290 of the *Pathfinder RPG GameMastery Guide*, except Delroya does not have the combat gear listed in that block.

Read or paraphrase the following to begin this part of the scenario.

Around noon on Fireday, Captain Zendrani calls a meeting on the deck of the *Sixwing Drake*. "An urchin boy delivered this note just a few minutes ago. I tried to keep him here so we could talk to him, but he slipped away without a word and ran off into the city. I haven't looked at the note—but it seems to be from Delroya." The captain hands over the note.

Provide the players with a copy of **Player Handout #3: Meeting with Delroya**. When the PCs go to meet Delroya, read or paraphrase the following text.

D. Warehouse



1–6: Randomized Warehouse Elements

a–f: Possible Entrances

1 square = 5 feet

A large warehouse looms into view at the end of Gull Street. Its main level sits at the edge of the street above a ten-foot drop to the harbor's waters below. A door in the western wall of the warehouse opens, and a woman clad in simple leather armor steps out. Her features display a blend of Taldan and Mwangi heritages, and her crisp accent is difficult to place. "I am Magali Delroya. You must come quickly, Pathfinders. We do not wish to be seen." Delroya moves briskly, waving off protests or interruptions, and speaks with the rhythm of her steps. "Questions later. Much is at stake. First you must listen." Her outward display of authority does not entirely mask her fear.

The small room through the warehouse's western door features a round table and several chairs. "This room is for the guards. They are all too busy dealing with our disruptions, so no one is here for now. That door leads to the docks below," she says, indicating a door in the southern wall. "Come this way. I will show you the warehouse." She opens a door in the northern wall, revealing a cavernous storage room. Haphazard stacks of barrels and crates almost reach the ceiling twenty feet above. Two large skylights in the ceiling provide ample light during the day, and a dozen unlit lanterns are spaced around the room. To the east, a wide opening in the southern wall looks out over the loading bay ten feet below. A freight elevator platform rigged to a complex set of pulleys and ropes and a staircase both lead down to the loading bay.

"As you can see, the Aspis Consortium maintains a sizable operation out of this warehouse, which they rent from the Kortos Consortium's Locosta family in exchange for alchemical goods. After tonight, I hope that the relationship between Aspis and Kortos will be irreparably damaged.

"We may have delayed the shipment, but my sources tell me that both the Kortos and Aspis consortia are likely to investigate the warehouse later tonight. I had hoped for more time, but I will not be able to move the goods until after midnight. I need your help in holding off the agents until everything is in order. They are not likely to work together, so you should prepare for multiple groups of agents. While I have no qualms about fighting the Aspis agents, if possible we should avoid further antagonizing the Kortos Consortium. Their agents may be willing to look the other way."

"Because the agents are on high alert, you should stay at the warehouse until they arrive. We wouldn't want anyone spotted or attacked out in the city before we're ready. That gives you several hours to prepare. Most of the items in the warehouse are simple trade goods designed to make this outfit look legitimate. You may want to take some time to look around, though—you never know what the Aspis Consortium might have stowed away here."

"I can stay here briefly, if you have questions or need assistance."

The PCs likely have questions for Delroya.

Is our defense of the warehouse legal? "By now you should know that the Aspis Consortium is breaking Diobel's laws. What we're doing here is not exactly legal,

SCALING ENCOUNTER D1

To accommodate a group of four PCs in Subtier 1, decrease any DCs in the location tables on page 24 by 2.

In Subtier 2, increase the DCs in the location tables by 2.

To accommodate a group of four PCs in Subtier 2, use the Subtier 1 DCs without adjustment.

either, in the views of the Kortos Consortium. I am hoping that we can get through this without drawing their ire, but as a last resort, you can use this document. It should eliminate any questions as to the legality of your actions. If you can avoid having to use it, I would be grateful, but do not hesitate to present it if necessary." Provide the players with a copy of **Player Handout #4: Lord Avid's Writ**.

Why can't we destroy the warehouse and/or the drug shipment? "The warehouse and many of the goods inside it belong to the Kortos Consortium, not the Aspis Consortium. We do not want to make them our enemies, if possible. As for the drugs, they are mixed in with a large number of goods that belong to the Kortos Consortium. It would take days to sort through all these crates—something I intend to do later, once they're moved to a secure location. But there's no time now. As for destroying the shipment, that's out of the question. The drug is far too unpredictable. There's no telling what effect it might have if we burn it or dump it in the harbor. No, we must deal with it later, in a way that puts no one in harm's way."

What are your plans for the drugs/goods? "Once I've moved the shipment to a safe location, I will have time to sort everything out. The drugs will be disposed of safely, and I will return the Kortos Consortium's goods along with evidence of the Aspis Consortium's wrongdoings. That should sufficiently damage their relationship and the reputation of the Aspis Consortium in Diobel. Some of the other goods belong to the Aspis Consortium, and I'll make sure the Pathfinder Society gets its fair share as payment for your help."

What can you tell us about yourself? Unless the PCs accomplished both of their earlier tasks with at least a standard success, Delroya frowns and grows annoyed at such questions. "There is no time to get to know each other. We are both enemies of the Aspis Consortium. There is nothing else to say." If the PCs have impressed Delroya with their actions so far, she opens up a bit more. "I am a wanderer. I call no place my home, and no one my family. I thought that meant that the Aspis Consortium was a good fit, but I was wrong. They have no respect for anyone but themselves."

Will you join the Pathfinder Society when this is done? Delroya looks thoughtful. "You are presumptuous, aren't you? I will say only this: when our work is done, I

SCALING ENCOUNTER D2

To accommodate a group of four PCs in Subtier 1, remove one melee NPC from the encounter, and have the remaining melee NPC enter in one group while the other two NPCs enter in the other group. In Subtier 2, add one support NPC and one healing NPC to the encounter. To accommodate a group of four PCs in Subtier 2, use the Subtier 1 encounter without any adjustments.

expect to meet with your venture-captain to settle up my payment. After our meeting, I do not know where I will go, but your actions in Diobel have certainly given me much to think about.”

Development: Once the PCs have finished asking questions, Delroya leaves to make final preparations to move the shipment. If the PCs did not inquire about the legality of their actions, Delroya hands them **Player Handout #4** before she departs.

D1. Warehouse Preparations

The PCs have about 6 hours to prepare for the first wave of agents to arrive. They can use that time to barricade entrances, move crates, look through goods for useful equipment, craft disguises, find hiding places, or make any other preparations they see fit.

To encourage replay of the scenario, many elements of the warehouse are randomized. To prepare for this encounter, GMs need to determine which elements are present for this particular play-through of the scenario. Six numbered locations are marked on the warehouse map; each of those locations has randomized elements. To prepare for this encounter, GMs should roll randomly on the location tables in **Appendix 1** on page 24. The GM might also choose to purposefully select items rather than rolling randomly. Suggestions for selecting items appear with the tables in the appendix. The six areas marked with lowercase letters are the possible entrances to the warehouse that the consortium agents might use in encounters **D2** and **D3** (see the chart in **Appendix 1**).

The normal-size doors to the warehouse are all good wooden doors (hardness 5, 15 hp, break DC 16), and the large loading doors are strong wooden doors (hardness 5, 20 hp, Break DC 23). The PCs locate the secret doors at **c** and **e** if they succeed at a DC 20 Perception check; Delroya does not know about them. All of the doors can be locked, but Delroya does not have the keys—she picked the locks, so all of them are open. A PC who succeeds at a DC 20 Disable Device check can relock a door, but Delroya warns the PCs that the enemy agents likely have keys.

The PCs can move the crates in the warehouse, though the crates are heavy, and the Aspis agents removed their

many helpful tools from the warehouse. One PC can move a 5-foot square of stacked crates by hand a total of 5 feet in 10 minutes—if the PC succeeds at a DC 20 Strength check, or if a group of PCs works together, they can move the same amount a total of 10 feet in 10 minutes. A PC can knock over a stack of crates as a full-round action if she succeeds at a DC 18 Strength check; falling crates deal 2d6 points of damage to creatures in a 10-foot line (Reflex DC 15 negates), and create an area of difficult terrain in those squares. PCs may use the aid another action to assist each other on this Strength check.

Extra Help

If the PCs achieved impressive success in one or both of the tasks they accomplished in Areas **A**, **B**, and **C**, Delroya offers additional help. If the PCs achieve impressive success on one task, Delroya has more time to investigate the warehouse and gather supplies. She finds the secret doors at locations **c** and **e** and shows them to the PCs. Additionally, she provides the PCs with extra supplies; roll once on the table for Location 4 in **Appendix 1** to generate these supplies. If the PCs achieve impressive success on both tasks, Delroya also discovers whom the Aspis Consortium is sending to the warehouse. Describe the combat abilities of each NPC in encounter **D3** to the PCs.

D2. Kortos Confrontation

Agents of the Kortos Consortium arrive at the warehouse to investigate around dusk on Fireday. To prepare for this encounter, GMs should follow the steps below.

Step 1: Determine the composition of the Kortos Consortium group. Use the tables in **Appendix 1** on page 25 to randomly generate two melee NPCs, one support NPC, and one healing NPC. Alternatively, GMs can select the group composition rather than rolling randomly, or they can use the following pre-made group: careful initiate, superstitious mercenary, novice scout, and acolyte.

Step 2: The Kortos agents split evenly into two groups, which each enter the warehouse from a different direction. Determine the warehouse entrances that this group uses by rolling on the Warehouse Entrances table in **Appendix 1** on page 25. An agent that enters through the skylight rappels down into the warehouse as a move action. One agent in each group has a key that opens any of the warehouse doors. If the agents find that any of the entrances are blocked or barricaded, they use an alternate entrance, if possible, or attempt to eliminate the barricade if no such entrance exists.

Creatures: The first group to enter the warehouse is made up of Kortos Consortium agents. These agents caught word from the Aspis Consortium that something went wrong with an important shipment, and have come to inspect their warehouse.

It is possible for the PCs to talk down the Kortos agents rather than fight them. The agents are loyal to House Locosta and are aware that the Aspis Consortium has been using the warehouse for illegal activities and drug smuggling, but they do not know about the experiments on Diobel's citizens. They also have less of a stake in the drug shipment than the Aspis agents. Their starting attitude is unfriendly. If the PCs present a plausible excuse for their presence and succeed at a DC 15 Bluff check, their starting attitude improves to indifferent. If the PCs are able to improve the Kortos agents' attitude to indifferent or better, by either succeeding at this Bluff check or succeeding at a DC 19 Diplomacy check to improve their attitude, the PCs can request that they leave the warehouse and keep the Pathfinders' presence a secret. However, this request counts as dangerous aid, increasing the DC of the Diplomacy check to ignore the Pathfinders by 10. If the PCs present Lord Avid's writ (**Player Handout #4**) to the Kortos agents, this request no longer counts as dangerous aid.

Additional modifiers apply to the PCs' Diplomacy checks in this encounter based on their actions in previous encounters. If the PCs broke up the meeting between Markell and Hasheen violently, the Kortos agents have minor concerns that the Aspis Consortium's enemies may interfere with their business, and the PCs gain a +2 circumstance bonus on this Diplomacy check. On the other hand, if the PCs disrupted the meeting nonviolently, the agents are beginning to doubt the Consortium's reliability, and the PCs receive a +4 bonus on the Diplomacy check. In area **B**, if the PCs took the shipment notes off of the *Blue Dragon's Bite*, the Kortos agents wonder if the Consortium's inability to keep its smuggling a secret may make it a less desirable ally, and the PCs gain a +2 bonus on their Diplomacy check. This bonus increases to +4 if the PCs convinced Allencroft to investigate the ship more thoroughly. Finally, if the PCs recount their discoveries about the Consortium's activities in area **C**, they gain a +2 bonus on their Diplomacy check. This bonus increases to +4 if the PCs show the agents both pieces of evidence from the alchemist's lab.

If the PCs are unable to convince the Kortos agents to back down, or if they act threateningly toward the agents, the agents simply attack. Each Kortos agent attempts to flee if he or she is reduced to 3 hit points or fewer, or they surrender if fleeing is impossible.

Development: The PCs impress Delroya if they are able to handle the Kortos Consortium agents without resorting to violence. See the Secondary Success Conditions section on page 20 for information about how this impacts her decision about whether to join the Pathfinder Society.

Rewards: If the PCs do not defeat the Kortos agents, either by convincing them not to interfere or defeating them in combat, reduce each PC's gold earned as follows.

Subtier 1: Reduce each PC's gold earned by 110 gp.

SCALING ENCOUNTER D3

To accommodate a group of four PCs in Subtier 1, remove one melee NPC from the encounter, and have the remaining melee NPC enter in one group while the other two NPCs enter in the other group. In Subtier 2, add one support NPC and one healing NPC to the encounter. To accommodate a group of four PCs in Subtier 2, use the Subtier 1 encounter without any adjustments.

Out of Subtier: Reduce each PC's gold earned by 120 gp.

Subtier 2: Reduce each PC's gold earned by 130 gp.

D3. Aspis Assault

Half an hour after the Kortos agents arrive, Aspis Consortium agents show up at the warehouse to deal with the PCs. By now the Aspis agents know something is afoot, and they expect a fight. To prepare for this encounter, GMs should follow the steps below.

Step 1: Determine the composition of the group, using the tables in Appendix 1 on page 25 to randomly select two melee NPCs, one support NPC, and one healing NPC. Alternatively, GMs can select the group composition rather than rolling randomly or use the following pre-made group: two cutpurses, one tavern singer, and one mercenary healer.

Step 2: The Aspis agents split evenly into two groups, which each enter the warehouse from a different direction. Determine the warehouse entrances that this group uses by rolling on the Warehouse Entrances table in Appendix 1 on page 25. An agent that enters through the skylight rappels down into the warehouse as a move action. One agent in each group has a key that opens all warehouse doors. If the agents find that any of the entrances are blocked or barricaded, they use an alternate entrance, if possible, or attempt to eliminate the barricade if no such entrance exists.

Creatures: This group consists entirely of Aspis agents. Unlike the Kortos agents, these agents have no interest in diplomacy. They are here to kill anyone who dares to interfere with the Aspis Consortium's agenda and dump them unceremoniously into Diobel's harbor. They have no concern for anything except securing the shipment, and fight to the death.

Development: With the defeat of the Aspis agents, the warehouse is safe, and Delroya is able to enact the final stages of her plan. The PCs impress Delroya if they handle the agents without causing excessive damage to the warehouse. For the purposes of this scenario, actions such as collapsing stacks of crates, turning the elevator platform into a trap that triggers without repairing the platform afterward, or setting the warehouse on fire count

as causing excessive damage. Moving objects to different places within the warehouse or using the listed gear in locations 1–6 in Appendix 1 do not count as causing excessive damage. See the Secondary Success Conditions section on page 20 for information about how the PCs' treatment of the warehouse impacts Delroya's decision about whether to join the Pathfinder Society.

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

Subtier 1: Reduce each PC's gold earned by 120 gp.

Subtier 2: Reduce each PC's gold earned by 140 gp.

CONCLUSION

Delroya bribed the town guards to stay away from the warehouse days ago, so the operation goes smoothly once the PCs defeat the invading agents, even if their battle caused a disturbance. Delroya and her contacts arrive to move the goods from the warehouse, and she sends some items to the Pathfinder Society in thanks for their assistance. Ambrus Valsin personally thanks the PCs for their successful mission, stating that they dealt a major blow to the Aspis Consortium's operations on the Isle of Kortos, and prevented a great deal of suffering from spreading across the Inner Sea region. If the PCs did not use Lord Avid's writ, he speaks highly of their discretion among the nobility of the Isle of Kortos, and the PCs earn the Lord Avid's Recommendation boon listed on this scenario's chronicle sheet.

If the PCs managed to convince Delroya to join the Society (see the Secondary Success Conditions below), she attends their meeting with the venture-captain, and Valsin commends them for representing the best qualities of Pathfinders. Delroya herself remains quiet during the meeting, but her demeanor has softened a great deal since the ordeal in Diobel, and it is clear that she feels at home among the Pathfinders. The PCs earn the Inside Knowledge boon listed on this scenario's chronicle sheet.

REPORTING NOTES

If the PCs convince Delroya to join the Pathfinder Society by achieving the Secondary Success Conditions below, check box A. If the PCs avoid using Lord Avid's writ, check box B.

PRIMARY SUCCESS CONDITIONS

The PCs complete their mission if they are able to thwart the Aspis Consortium by protecting the warehouse from invasion until Delroya can move the shipment to a secure location. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

Over the course of the adventure, the PCs have the opportunity to perform their duties and tasks particularly well and impress Delroya. If the PCs succeed at their primary success condition, achieve at least a standard success on one of the missions, and complete three of the following five objectives, they succeed at their secondary success condition and Delroya decides to join the Pathfinder Society.

The possible objectives are as follows.

- They must achieve impressive success in the first task they choose to undertake for Delroya.
- They must achieve impressive success in the second task they choose to undertake for Delroya.
- They must handle the Kortos Consortium agents in encounter **D2** without resorting to violence.
- They must handle both waves of agents in area **D** without causing extensive damage to any Kortos Consortium property, including the warehouse and goods within.
- They must, over the course of the adventure, behave in a cooperative manner.

This final objective requires the GM to consider the behavior of the party overall over the course of the adventure. If at least half of the PCs (and players) made an admirable display of cooperation over the course of the adventure, the GM should consider the group to have succeeded at this objective. If there were multiple instances that stand out to the GM that displayed selfishness or an unwillingness to cooperate on the part of the PCs (or players), the GM should consider the group to have failed at this objective. If the PCs achieve the secondary success condition, each PC earns 1 additional Prestige Point.

PLAYER HANDOUT #1: DELROYA'S NOTE

Venture-Captain Ambrus Valsin,

I write to you out of desperation, and I can only hope that you hear me out, though you may consider me an enemy. Our paths crossed years ago, and though we did not see eye to eye, I trust that you will do what is necessary—what is right—regarding my request to you today.

I am an agent of the Aspis Consortium operating out of your neighbor city, Diobel. The Aspis Consortium has long been active in Diobel, but now its foothold is stronger than ever: House Locosta of the Kortos Consortium lends aid to the Aspis's smuggling operations in exchange for valuable alchemical ointments from across the Inner Sea region.

For years I have worked as a broker and go-between for the Aspis Consortium, but my employment with them will soon come to an end. I recently discovered that the consortium is experimenting on the poor and destitute of Diobel with a vicious and unpredictable drug called whip. Next Fireday, Aspis agents will send a large shipment of this drug to many cities across the Inner Sea region, with the intention of expanding whip experiments and perfecting the drug. I intend to stop them, but I need your help. I cannot go to the authorities—the Aspis's arrangement with the Kortos Consortium offers it too much protection.

I have made arrangements to move the shipment to a more secure location, where it can be disposed of properly. You will forgive me for not trusting you with the location immediately—first, I need proof of your Pathfinders' skills and their willingness to help me. The three tasks I describe on the attached note will each thwart the Aspis agenda. Perform any two of these tasks and the consortium should be sufficiently delayed as to allow me to enact my plans—and I will know that you are serious about offering aid.

When I joined the consortium, I did not know the extent of its evil—their members' willingness to do anything for gold, no matter the harm caused. I cannot stop the group, but I can be a thorn in its side. Lend me aid, Valsin. Send me your Pathfinders. Prove that you are better than the Aspis Consortium.

Magali Delroya

PLAYER HANDOUT #2: DELROYA'S TASKS

Dear Pathfinders,

Thank you for giving me the chance to explain myself, and agreeing to help me stop the Aspis Consortium's foul plot. As it stands, I do not have enough time to stop the shipment, so I have compiled three tasks that would each delay the consortium's operations. Please select two of the three tasks to perform. Two disruptions could be a coincidence, but with three disruptions, the consortium will almost certainly suspect sabotage.

The first task is to disrupt a meeting between two agents, one each from the Aspis and Kortos consortia. Somehow, a snooping Kortos agent caught wind of my plans, and has set a meeting with an Aspis agent to reveal me and ruin everything. The bad news: I do not know the identity of either agent. The good news: I know that they intend to meet at a tavern called the Overflowing Oyster at noon on Oathday—the day before the shipment of drugs is to leave Diobel. If you can disrupt this meeting, you can prevent the Aspis from taking a closer look at my plans. However, you must be discrete. Killing either agent, or revealing yourselves as Pathfinders meddling in the Aspis's operations, would only cause them to grow more suspicious. It may help to know that the owner of the Overflowing Oyster is involved in creating fake pearls and selling them on the black market.

The second task is to steal the shipping documents from the smuggling ship that the Aspis Consortium intends to use for this operation. The ship is called *Blue Dragon's Bite*, and it is scheduled to offload its current cargo in the Trawl district all day on Oathday. The documents should be in the captain's cabin. Find a way to get aboard and obtain the documents without causing too much of a disruption, and you will cause a significant delay in their plans. Remember, the Aspis Consortium is our enemy, but the dockworkers are merely citizens of Diobel. If possible, they should not be harmed.

The third task involves the alchemist responsible for engineering the drug called whip in the first place. He has picked up the unfortunate nickname Laszo the Leper because of the drug-induced lesions and rashes that cover his skin. Laszo operates out of Diobel's sewers beneath Rat Street. Find his lab and bring back samples of unrefined whip, along with the alchemist's notes. These we can use as undeniable proof to the authorities that the Aspis Consortium is experimenting with the drug in Diobel. Laszo is a cruel and despicable man. Do what you must to obtain the evidence.

Complete any two of these tasks before the end of Oathday and I will give further directions the following morning, assuming you were successful. Good luck, Pathfinders.

Magali Delroya

PLAYER HANDOUT #3: MEETING WITH DELROYA

Pathfinders,

Your tactics were certainly unusual, but everything turned out as expected. The shipment is delayed, and the Aspis Consortium is occupied with getting everything back in order. Soon, though, the consortium will get its act together and come to the warehouse to proceed with the operation. There is no time to lose. The warehouse is at the southern edge of the Bristles, where Gull Street meets the water. I will meet you there.

Magali Delroya

PLAYER HANDOUT #4: LORD AVID'S WRIT

It is decreed by the Scion Lord Avid of House Arnsen, Teriarch of Diobel, that the actions of Magali Delroya on this day, the 28th of the month of Neth, of the year 4715 Absalom Reckoning, are aligned with the goals and mandates of House Arnsen, and that no lower power shall have jurisdiction over Delroya or those in her company.

Scion Lord Avid

APPENDIX 1: RANDOMIZED ELEMENTS

The *Consortium Compact* includes several sections that are randomly generated to help make this scenario replayable. The following appendix provides a breakdown of all randomized elements that appear in the scenario.

Items marked with an asterisk (*) are suggested for newer groups or as simpler encounters for GMs with less time to prepare. The statistics for the creatures referenced in the tables below appear in **Appendix 3** on page 27.

Warehouse Locations 1, 2, and 3

Roll on the table below to determine what the PCs find lying around the warehouse. If one or more PCs has the Handle Animal skill, GMs might choose the caged dog option over other options to provide those PCs with opportunities to use their skills. If the PCs lack sufficient healing, the GM might choose to place the *wand of cure moderate wounds* in favor of another element.

1d6	Random Element
1	Two disguise kits
2*	A bear trap (see below)
3	A 50-pound human-sized cage with lock and key
4*	Carpentry supplies and masterwork artisan's tools
5*	A <i>wand of cure moderate wounds</i> with 5 charges left
6	A hungry fighting dog growls at the PCs from within a locked cage (the key rests nearby in plain sight). A PC who spends 3 hours interacting with the dog and succeeds at a DC 20 Handle Animal check befriends him. If the PCs feed him, they receive a +4 bonus on this Handle Animal check. The dog knows the tricks attack, down, and stay. Use the statistics for a wolf (<i>Pathfinder RPG Bestiary 275</i> , see page 30).

BEAR TRAP CR 1

Type mechanical; **Perception** DC 15; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check

POISONED DART TRAP CR 1

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

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 ranged (1d3 plus greenblood oil; Poison—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Con damage; cure 1 save

Warehouse Location 4: The Guards' Gear

Roll on the table below to determine with the PCs find in the stash of gear in the guardroom.

1d6	Random Element
1*	Six <i>potions of cure light wounds</i>
2	A <i>potion of invisibility</i>
3	Six tanglefoot bags
4	Six smokesticks
5	Six thunderstones
6	An <i>oil of arcane lock</i>

Warehouse Location 5: Loading Platform

Roll on the table below to determine what the PCs find at the loading platform.

1d6	Random Element
1*	The lever mechanism is locked, and the platform cannot be raised or lowered. A PC can unlock it with a successful DC 20 Disable Device check.
2	The pulley system is broken, and the platform cannot be raised or lowered. A PC can repair it with a successful DC 15 Knowledge (engineering) check or relevant Craft check and 1 hour's work.
3	There is a crawl space big enough for one Medium creature under the platform. A PC who succeeds at a DC 18 Perception check notices it. If the platform is lowered, a creature must succeed at a DC 20 Escape Artist check to leave the crawl space.
5	The platform is unstable. A PC who succeeds at a DC 15 Craft (traps) check and spends 2 hours can rig the platform to collapse from the upper level if more than one creature stands on it. If the platform collapses, all creatures on the platform take 1d6 points of damage.
6	There is a bucket of grease nearby. If a PC spends 2 hours applying it to the gears, one PC can raise or lower the platform as a standard action. Any number of PCs may work together to reduce the time.

Warehouse Location 6: Hazardous Goods

Roll on the table below to determine with the PCs find on top of the crates in the south warehouse.

1d6	Random Element
1*	Ten flasks of alchemist's fire
2	A portable poisoned dart trap that can be set to trigger when someone touches a particular object (DC 15 Craft [traps] to set, see left)
3	Three doses of black adder venom (see page 25)
4	Six doses of drow poison (see page 25)
5	A shrieker mushroom in a large, soundproof glass cage (DC 15 Knowledge [dungeoneering] or Knowledge [nature] check to identify, <i>Core Rulebook 416</i>)

- 6 A stoppered glass jar filled with spiders. If the PCs remove the stopper or break the jar (hardness 1, hp 1) the spiders emerge as a spider swarm and attack any nearby creatures (*Pathfinder RPG Bestiary* 258, see page 29).

BLACK ADDER VENOM

Type poison, injury; **Save** Fort DC 11
Frequency 1/round for 6 rounds
Effect 1d2 Str damage; **Cure** 1 save

DROW POISON

Type poison, injury; **Save** Fort DC 13
Frequency 1/minute for 2 minutes
Initial Effect unconsciousness for 1 minute; **Secondary Effect** unconsciousness for 2d4 hours; **Cure** 1 save

Melee NPCs

Use the table below to select melee opponents for encounters **D2** and **D3**. Their statistics appear in **Appendix 3**, which begins on page 27.

1d3	NPC
1	Careful initiate (<i>Pathfinder RPG NPC Codex</i> 96, page 27)
2	Cutpurse (<i>NPC Codex</i> 144, page 28)
3	Superstitious mercenary (<i>NPC Codex</i> 80, page 29)

Support NPCs

Use the table below to select support opponents for encounters **D2** and **D3**. Their statistics appear in **Appendix 3**, which begins on page 27.

1d3	NPC
1	Consortium sorcerer (page 28)
2	Novice scout (<i>NPC Codex</i> 128, page 29)
3	Tavern singer (<i>NPC Codex</i> 26, page 30)

Healing NPCs

Use the table below to select healing opponents for encounters **D2** and **D3**. Their statistics appear in **Appendix 3**, which begins on page 27.

1d2	NPC
1	Acolyte (<i>Pathfinder RPG GameMastery Guide</i> 304, page 27)
2	Consortium druid (page 28)
3	Mercenary healer (<i>NPC Codex</i> 44)

Warehouse Entrances

Use the table below to determine the entrances that the Kortos Consortium and Aspis Consortium use in encounters **D2** and **D3**. An agent that enters through the skylight rappels down from the roof as a move action.

1d6	Map Reference	Description
1	a	Main loading door
2	b	Skylight
3	c	Secret door in north wall (Perception DC 20 to notice)
4	d	Break room door
5	e	Trapdoor in loading bay floor (Perception DC 20 to notice)
6	f	Dock-level loading door

APPENDIX 2: STAT BLOCKS (AREAS A, B, AND C)

BARKEEP

CR 3

Pathfinder RPG GameMastery Guide 303

Human expert 4/warrior 1

N Medium humanoid

Init +0; **Senses** Perception +10

DEFENSE

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

hp 23 (5 HD; 4d8+1d10)

Fort +5, **Ref** +1, **Will** +6

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6-1 nonlethal) or

dagger +3 (1d4-1/19-20)

Ranged mwk heavy crossbow +5 (1d10/19-20)

STATISTICS

Str 9, **Dex** 11, **Con** 10, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 13

Feats Great Fortitude, Quick Draw, Rapid Reload, Skill Focus (Profession [barkeep])

Skills Bluff +8, Handle Animal +5, Intimidate +5, Knowledge (local) +9, Linguistics +6, Perception +10, Perform (comedy) +6, Perform (oratory) +6, Profession (barkeep) +13, Ride +5, Sense Motive +10, Sleight of Hand +5

Languages Common, Dwarf, Halfling

Gear +1 *leather armor*, dagger, mwk heavy crossbow with 10 bolts and one +1 *human bane bolt*, sap

DEALER

CR 3

Pathfinder RPG GameMastery Guide 301

Human expert 1/rogue 3

N Medium humanoid

Init +2; **Senses** Perception +6

DEFENSE

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

hp 22 (4d8+4)

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

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4+1/19-20) or
mwk sap +5 (1d6+1 nonlethal)
Ranged mwk hand crossbow +5 (1d4/19-20)
Special Attacks sneak attack +2d6

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 14
Base Atk +2; **CMB** +3; **CMD** 15
Feats Deceitful, Quick Draw, Skill Focus (Craft [alchemy]),
Weapon Finesse
Skills Appraise +6, Bluff +11, Craft (alchemy) +12, Disable
Device +6, Disguise +12, Escape Artist +9, Intimidate +9,
Knowledge (local) +9, Perception +6, Profession (herbalist)
+6, Sense Motive +6, Sleight of Hand +9, Stealth +9
Languages Common, Halfling, Orc
SQ rogue talent (finesse rogue), trapfinding +1
Combat Gear bloodroot poison (2 doses), oil of taggit (2
doses), striped toadstool poison (2 doses); **Other Gear**
leather armor, mwk hand crossbow with 10 bolts, mwk
dagger, sap, alchemy kit, disguise kit, thieves' tools

FLASH BEETLE CR 1/2

Pathfinder RPG Bestiary 33

N Small vermin

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

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 6 (1d8+2)
Fort +4, **Ref** +2, **Will** +2
Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)
Melee bite +3 (1d4+2)
Special Attacks flash of light

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** —, **Wis** 14, **Cha** 11
Base Atk +0; **CMB** +1; **CMD** 11 (21 vs. trip)
Skills Fly +0
SQ luminescence

SPECIAL ABILITIES

Flash of Light (Ex) Once per hour, a flash beetle can create a bright flash of light as a standard action. When a flash beetle does so, all creatures in a 10-foot burst must succeed at a DC 12 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.

Luminescence (Ex) A flash beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

DESCRIPTION

This housecat-sized beetle is a dull brown color that's brightened with two glowing green-yellow spots on its carapace.

SHOPKEEP CR 1

Pathfinder RPG GameMastery Guide 284

Human expert 3
N Medium humanoid
Init +0; **Senses** Perception +8

DEFENSE

AC 10, touch 10, flat-footed 10
hp 13 (3d8)
Fort +1, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.
Melee dagger +1 (1d4-1/19-20)
Ranged dagger +2 (1d4-1/19-20)

STATISTICS

Str 9, **Dex** 10, **Con** 10, **Int** 11, **Wis** 13, **Cha** 12
Base Atk +2; **CMB** +1; **CMD** 11
Feats Alertness, Deceitful, Skill Focus (Profession [merchant])
Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6,
Knowledge (local) +6, Linguistics +6, Perception +8,
Profession (merchant) +10, Sense Motive +9
Languages Common, Dwarven, Gnome, Halfling
Combat Gear smokestick, tanglefoot bag; **Other Gear** dagger,
disguise kit, heavy horse and wagon, 433 gp worth of
trade goods

SLAVER CR 3

Pathfinder RPG GameMastery Guide 266

Human fighter 2/ranger 2

NE Medium humanoid

Init +2; **Senses** Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 30 (4d10+8)
Fort +8, **Ref** +5, **Will** +1 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee mwk guisarme +9 (2d4+4/x3) or
mwk sap +8 (1d6+3 nonlethal) or
spiked gauntlet +7 (1d4+3)
Ranged bolas +7 (1d4+3)
Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)
Special Attacks favored enemy (humans +2)

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +7; **CMD** 19
Feats Combat Reflexes, Exotic Weapon Proficiency (bolas), Precise
Shot, Step Up, Weapon Focus (bolas), Weapon Focus (guisarme)
Skills Climb +12, Handle Animal +3, Knowledge (geography) +4,
Perception +8, Ride +7, Stealth +9, Survival +8 (+9 to follow
tracks), Swim +8
Languages Common

SQ track +1, wild empathy +1

Combat Gear feather token (whip), tanglefoot bags (2);
Other Gear mwk studded leather, bolas (3), mwk guisarme,

mwk sap, spiked gauntlet, climber's kit, drow poison (2 doses), manacles

STORYTELLER CR 1

Pathfinder RPG GameMastery Guide 272

Human bard 2

N Medium humanoid

Init +2; **Senses** Perception +4

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d8+2)

Fort +1, **Ref** +5, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6/18–20) or whip +1 (1d3)

Ranged shortbow +3 (1d6/×3)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1)

Bard Spells Known (CL 2nd; concentration +5)

1st (3/day)—*comprehend languages*, *hideous laughter* (DC 14), *ventriloquism*

0 (at will)—*dancing lights*, *daze* (DC 13), *ghost sound* (DC 13), *message*, *prestidigitation*

STATISTICS

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

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

Feats Dodge, Skill Focus (Perform [oratory])

Skills Bluff +8, Diplomacy +11, Disguise +10, Intimidate +8, Knowledge (local) +7, Perception +4, Perform (act) +8, Perform (oratory) +11, Sense Motive +11, Sleight of Hand +7, Stealth +6

Languages Common, Elven

SQ bardic knowledge +1, versatile performance (oratory)

Gear mwk studded leather, buckler, rapier, shortbow with 20 arrows, whip, disguise kit, light horse (combat trained) with riding saddle

STREET THUG CR 1

Pathfinder RPG GameMastery Guide 265

Human fighter 1/rogue 1

NE Medium humanoid

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

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 16 (2 HD; 1d10+1d8+6)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee quarterstaff +4 (1d6+3) or quarterstaff +2/+2 (1d6+3/1d6+1) or dagger +4 (1d4+3/19–20) or sap +4 (1d6+3 nonlethal)

Ranged dagger +3 (1d4+3/19–20)

Special Attacks sneak attack +1d6

STATISTICS

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

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

Feats Skill Focus (Intimidate), Toughness, Two-Weapon Fighting

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7

Languages Common

SQ trapfinding +1

Gear mwk studded leather, daggers (2), quarterstaff, sap, manacles (2)

APPENDIX 3: STAT BLOCKS (AREA D)

ACOLYTE CR 1/2

Pathfinder RPG GameMastery Guide 304

Human cleric 1

LN Medium humanoid

Init +0; **Senses** Perception +2

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 5 (1d8+1)

Fort +3, **Ref** +0, **Will** +4

OFFENSE

Speed 20 ft.

Melee shortspear +1 (1d6+1)

Ranged shortspear +0 (1d6+1)

Special Attacks channel positive energy 7/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3) 5/day—rebuke death, touch of law

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bless*, *command* (DC 13), *cure light wounds*⁹

0 (at will)—*guidance*, *resistance*, *virtue*

D domain spell; **Domains** Healing, Law

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 11

Feats Extra Channel, Selective Channeling

Skills Diplomacy +6, Heal +8, Knowledge (religion) +4, Sense Motive +6

Languages Common

Combat Gear *scroll of protection from chaos*, *scroll of sanctuary*; **Other Gear** scale mail, heavy wooden shield, shortspears (2), healer's kit, silver holy symbol

CAREFUL INITIATE CR 1/2

Pathfinder RPG NPC Codex 96

Human monk 1

LN Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

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

hp 9 (1d8+1)

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

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d6+1) or

kama +3 (1d6+1) or

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

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

shuriken +3 (1d2+1) or

shuriken flurry of blows +2/2 (1d2+1)

Special Attacks flurry of blows, stunning fist (1/day, DC 12)

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 17

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +7, Knowledge (history, religion) +5, Perception +6, Sense Motive +6, Stealth +7

Languages Common, Dwarven

Combat Gear *potions of cure light wounds* (2), *potions of mage armor* (2), *potions of magic weapon* (2); **Other Gear** kama, light crossbow with 10 bolts, shuriken (20), 50 gp

CONSORTIUM DRUID

CR 1/2

Human druid 1

NE Medium humanoid (human)

Init +5; **Senses** Perception +7

DEFENSE

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

hp 10 (1d8+2)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee quarterstaff +2 (1d6+3)

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—storm burst (1d6 nonlethal)

Druid Spells Prepared (CL 1st; concentration +4)

1st—*cure light wounds*, *obscuring mist*^o, *shillelagh* (DC 14)

0 (at will)—*create water*, *light*, *stabilize*

D Domain spell; **Domain** Weather

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 13

Feats Combat Casting, Improved Initiative

Skills Acrobatics –1, Handle Animal +3, Heal +9, Perception +7, Spellcraft +4, Survival +9

Languages Common, Druidic

SQ nature bond (Weather domain), nature sense, wild empathy +0

Combat Gear *potions of cure light wounds* (2), healer's kit, smokestick (2); **Other Gear** mwk hide armor, quarterstaff, holly and mistletoe, spell component pouch, 30 gp

CONSORTIUM SORCERER

CR 1/2

Human sorcerer 1

LE Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

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

hp 12 (1d6+6)

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

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks claws (2, 1d4, 6 rounds/day)

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

1st (4/day)—*cause fear* (DC 14), *shocking grasp*

0 (at will)—*daze* (DC 13), *message*, *open/close* (DC 13), *ray of frost*

Bloodline draconic (blue)

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 10

Feats Combat Casting, Eschew Materials, Toughness

Skills Appraise +5, Intimidate +7, Perception +4, Spellcraft +5

Languages Common, Draconic

SQ bloodline arcana (electricity spells deal +1 damage per die)

Combat Gear *potion of cure light wounds*, *potion of remove fear*, *scrolls of mage armor* (2), *scroll of shield*, *wand of grease* (11 charges); **Other Gear** dagger, light crossbow with 10 bolts, 12 gp

CUTPURSE

CR 1/2

Pathfinder RPG NPC Codex 144

Human rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** –1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19–20)

Ranged dagger +3 (1d4+2/19–20)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7,

Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** mwk studded leather, daggers (5), short sword, thieves' tools, 25 gp

MERCENARY HEALER CR 1/2

Pathfinder RPG NPC Codex 44

Human cleric 1

LE Medium humanoid (human)

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

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee morningstar -1 (1d8-1)

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

Special Attacks channel negative energy 6/day (DC 13, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—inspiring word (1 round)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*cure light wounds*, *longstrider*^o, *protection from good*

0 (at will)—*detect magic*, *mending*, *read magic*

D Domain spell; **Domains** Nobility, Travel

STATISTICS

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

Base Atk +0; **CMB** -1; **CMD** 10

Feats Selective Channeling, Weapon Focus (light crossbow)

Skills Appraise +4, Diplomacy +7, Knowledge (religion) +4, Spellcraft +4

Languages Common

SQ +10 base speed from Travel domain, agile feet (5/day), aura

Combat Gear *potion of cure light wounds*, tanglefoot bags (2);

Other Gear chainmail, light crossbow with 20 bolts, morningstar, silver unholy symbol, 22 gp

NOVICE SCOUT CR 1/2

Pathfinder RPG NPC Codex 128

Half-elf ranger 1

LN Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+3/19-20) or shortspear +3 (1d6+2)

Ranged longbow +4 (1d8/×3)

Special Attacks favored enemy (orcs +2)

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Skill Focus (Perception)

Skills Climb +6, Knowledge (local) +1, Knowledge (nature) +4, Perception +10, Stealth +7, Survival +5

Languages Common, Elven

SQ elf blood, track +1, wild empathy +0

Combat Gear *potion of cure light wounds*, alchemist's fire, mwk arrows (3), smokestick; **Other Gear** mwk studded leather, longbow with 20 arrows, longsword, shortspear, 15 gp

SPIDER SWARM CR 1

Pathfinder RPG Bestiary 258

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

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

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; frequency 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

DESCRIPTION

This swarm is an awful, scuttling mass of legs and mandibles that scrambles forward out of the darkness.

SUPERSTITIOUS MERCENARY CR 1/2

Pathfinder RPG NPC Codex 80

Human fighter 1

N Medium humanoid (human)

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

DEFENSE

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

hp 14 (1d10+4)

Fort +3, Ref +2, Will +3

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19–20) or
cold iron dagger +4 (1d4+3/19–20)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

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

Base Atk +1; CMB +4; CMD 16

Feats Iron Will, Power Attack, Toughness

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

Languages Common

Combat Gear *potion of cure light wounds*, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); **Other Gear** breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

TAVERN SINGER

CR 1/2

Pathfinder RPG NPC Codex 26

Half-elf bard 1

CN Medium humanoid (elf, human)

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

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 9 (1d8+1)

Fort +1, Ref +4, Will +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6/18–20)

Ranged shortbow +2 (1d6/×3)

Special Attacks bardic performance 7 rounds/day
(countersong, distraction, fascinate, inspire courage +1)

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

1st (2/day)—*grease, hideous laughter* (DC 14)

0 (at will)—*dancing lights, ghost sound* (DC 13), *message, prestidigitation*

STATISTICS

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

Base Atk +0; CMB +0; CMD 12

Feats Skill Focus (Perform [wind]), Weapon Finesse

Skills Bluff +7, Diplomacy +7, Perception +5, Perform (wind) +12, Sense Motive +3, Sleight of Hand +6, Stealth +5, Use Magic Device +7

Languages Common, Elven

SQ bardic knowledge +1, elf blood

Combat Gear *potions of cure light wounds* (2), alchemist's fire, sunrod, tanglefoot bag, thunderstone; **Other Gear** studded leather, rapier, shortbow with 20 arrows, mwk flute, 13 gp

WOLF

CR 1

Pathfinder RPG Bestiary 278

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

DESCRIPTION

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

THE CONSORTIUM COMPACT



Pathfinder Society Scenario #7-10: The Consortium Compact

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
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Pathfinder Society Scenario #7-10: The Consortium Compact © 2015, Paizo Inc.; Author: Mike Kimmel.



Pathfinder Society Scenario #7-10: The Consortium Compact

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Inside Knowledge: As a former member of the Aspis Consortium, Magali Delroya is well informed about the organization's activities, and she shares some of her information with you. You gain a +2 bonus on Knowledge (local) checks about the Aspis Consortium and can roll such checks untrained. You can cross this boon off the Chronicle sheet to take 20 on a single Knowledge (local) check about the Aspis Consortium.

Lord Avid's Recommendation: Lord Avid is impressed that you managed to complete your mission without using his writ, and he speaks highly of your discretion. You gain a +2 circumstance bonus on all Charisma-based skill checks against nobility while on the Isle of Kortos. You can cross this boon off your Chronicle sheet to lean heavily upon your connection to Lord Avid. If you do so, the circumstance bonus on one such Charisma-based skill check increases to +4, and you can apply it while interacting with anyone on the Isle of Kortos.

All Subtiers

- cloak of resistance +1* (1,000 gp)
- drow poison* (75 gp, limit 6)
- feather token* (whip) (500 gp)
- oil of arcane lock* (325 gp)
- potion of cure moderate wounds* (300 gp)
- potion of invisibility* (300 gp)
- wand of cure moderate wounds* (5 charges; 450 gp, limit 1)
- wand of grease* (11 charges; 165 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1	215	430
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	235	470
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	2	255	510
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
FAME	Starting XP			
	+	XP Gained (GM ONLY)		<small>GM's Initials</small>
	=		Final XP Total	
	Initial Prestige		Initial Fame	
GOLD	+	Prestige Gained (GM ONLY)		<small>GM's Initials</small>
	-		Prestige Spent	
	Current Prestige		Final Fame	
	Starting GP			
GOLD	+	GP Gained (GM ONLY)		<small>GM's Initials</small>
	+	Day Job (GM ONLY)		<small>GM's Initials</small>
	-		Gold Spent	
	=		Total	

For GM Only

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