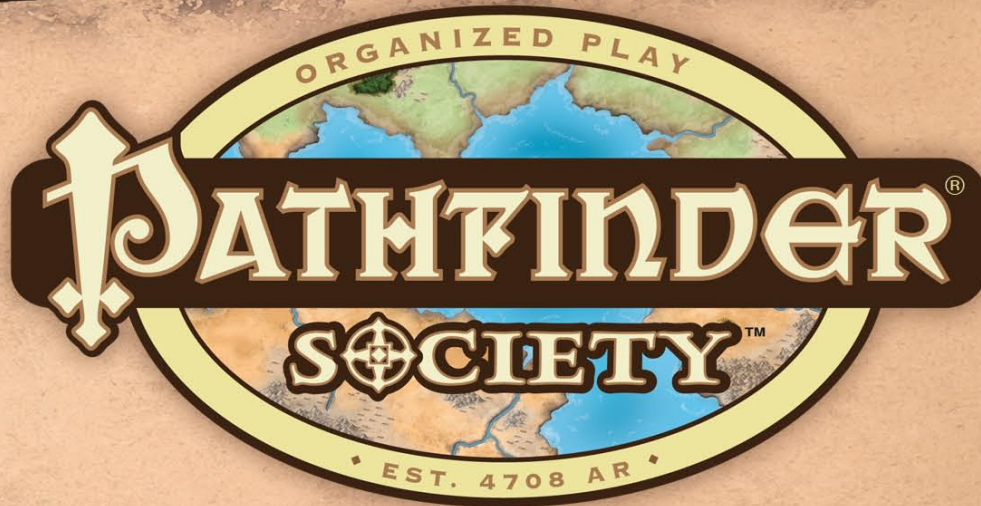


A PATHFINDER SOCIETY SCENARIO



NO PLUNDER, NO PAY™

By Larry Wilhelm



NO PLUNDER, NO PAY

PATHFINDER SOCIETY SCENARIO 38

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The OGL can be found on page 16 of this product.

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NO PLUNDER, NO PAY

BY LARRY WILHELM

The Sodden Lands, a wind-battered, waterlogged nation, sits soaked and buffeted by the massive storm known as the Eye of Abendego. Its inhospitable conditions attract brigands so desperate to avoid capture that they court disaster in the maelstrom. Pirate captains moor their ships along storm-worn coastlines, hiding from impending pursuers, knowing that only the foolish would dare follow. Worse still, lurking in this lawless region are cultists and fanatics who roam the festering, flooded lands seeking to spread discontent among its stagnant waters. Along the borders of the furious eternal hurricane lies a cesspool of scum and piracy.

Lately, this storm-raged region became the home of a fallen hero—Captain Caradoc Alazario. Caradoc, a former officer in the Her Majestrix's Navy, became disgusted at the treatment of his fellow people at the hands of House Thrune. His disgust led him to prey on the bloated merchants and decadent aristocracy who dared to trade goods at opulent Chelish ports. One port in particular, the docks at Egorian, has seen its commerce dry up completely. Due to brazen predation along this stretch of water, the Mayor of Egorian, Caradoc's own cousin, became horrified at the ramifications that a pirate-relative would bring to his political aspirations. Eager to clear his family name and even more desperate to increase his own standing, the Mayor of Egorian used his political clout to enlist the service of the Imperial Navy in order to hunt his cousin down and do away with him for good.

Hunted, Caradoc fled into the Sodden Lands and, for a time, plied his trade without recourse. Recently, just as Caradoc was celebrating the recent pillage of a ship smuggling Urgathoa artifacts (including the dangerous *defiled disks of Urgathoa*) to a collector in Absalom, the Chelish navy attacked. Unprepared and still damaged from the recent encounter, Caradoc's ship succumbed to the bombardment and was subsequently boarded. Caradoc watched as his men were gutted and his ship set aflame and sunk. Denied his obligation to die with

THE SODDEN LANDS

This storm-battered region, largely uninhabitable by civilized folk, holds many opportunities for adventure. From the sunken cities of forgotten civilizations to the devil-storm better known as the Eye of Abendego, exploration and treasure-seeking abounds for the Pathfinder Society. Although everything needed to run this scenario is included within, some GMs may want additional information on the Sodden Lands. For additional information on this region, read the *Pathfinder Chronicles Campaign Setting*.

his men, Caradoc was captured and imprisoned by the Chelish navy.

Transported to a covert coastal bastion designed to harbor Chelish privateers, Caradoc now sits, shackled and caged, awaiting his punishment. Caradoc's plunder of numerous merchant ships gained him several enemies who now move swiftly to bring the traitor from his briny prison back to the homeland.

In Absalom, the collector of Urgathoa artifacts, Bartavious Vlade, fumed at the incompetence of his hired smugglers. Bartavious learned that Caradoc Alazario raided his vessel and his agents in Jula told Bartavious that Caradoc sits caged in a nearby Chelish bastion. Bartavious has connections to the Pathfinder Society, and as a respected patron, he petitioned the Grand Lodge in Absalom for help.

Desperate, Bartavious tells the Society half-truths about the nature of the Urgathoan *defiled disks*, and he suggests that they are now in the cargo hold of a sunken pirate ship called the *Infernal Reward*. Bartavious Vlade offers the Society information on the whereabouts of the ship's captain, Caradoc Alazario. He warns Venture-Captain Adril Hestram about the evil artifacts, and hopes the lure of discovery convinces the Society to intervene. With the trap set, Adril Hestram sends the PCs to break Caradoc Alazario out from his prison in order to locate the *Infernal Reward*, and retrieve the *defiled disks*.

SUMMARY

The adventure begins outside of a seaside bastion wherein Caradoc Alazario awaits in shackles. The PCs must decide either to infiltrate or assault the bastion. If the PCs are discovered, prison guards and watch dogs attack them.

On escape, the players make their way toward a docked ship belonging to a Chelish privateer. Fortunately, the ship's crew celebrates recent plunders inside far away taverns and brothels and only the captain and a few others remain behind to defend their ship. The PCs can wrest control of this ship and travel to the location of the sunken *Infernal Reward*. With the newly stolen ship, Caradoc Alazario pilots the PCs into open waters in search of the shipwreck. Once on the open sea, a great sea monster attacks.

During a windstorm, the PCs reach the shipwreck site, but as the stolen ship struggles amidst the storm, the *Infernal Reward* sails from out of the spray. In disbelief, Caradoc releases the stolen ship's helm, causing the ship to flounder. The players can rally with skill and ability checks to get the ship back under control. Social skills may be used to snap Caradoc out from his stupor, eliciting his expertise. As the *Infernal Reward* courses closer, it becomes obvious that the ship is ethereal and its angry crew is none other than the ghosts of sailors who drowned aboard Caradoc's doomed vessel. Intent on claiming their dishonorable captain, the ghosts attack Caradoc. Furthermore, bloated lacedons rise from the seabed and climb up the PC's ship. The PCs have to decide whether to defend Caradoc and enter the battle, or hand the poor captain over to the hungry ghosts and thus save themselves. Once the undead are defeated, or appeased, the ghost ship sails over its wreck site and supernaturally ignites, reenacting its sinking at the hands of Her Majestrix's Navy.

If the PCs swim down to the shipwreck, the temperature falls rapidly, giving the sea a fell chill as the underwater tomb of the *Infernal Reward* comes into view. A partially charred ship rests at an awkward angle tilted on the seabed.

Finally, the players can enter the ship's hold and search for the *disks*. Through a maze of chambers, shadowy undead harry the PCs. The *disks* are guarded by a vicious cephalopod, bound to Urgathoa's will, and the PCs must destroy the octopus in order to retrieve the *disks*.

GETTING STARTED

Read the following to get the adventure underway:

A sudden flash illuminates the dark sky, revealing an imposing stone bastion that cracks the smooth horizon. Arcs of lightning

dance across the rain-soaked heavens in concert with the booming drums of thunder. Thick drops drench everything they touch, and cause pools of water to puddle on the winding dirt road. This road abruptly ends at a looming stone staircase that climbs to a stone causeway leading to the bastion's formidable walls. Caradoc Alazario waits, shackled within. Venture-Captain Adril Hestram's familiar voice booms once more in your ears from several weeks ago in balmy Absalom.

"Friends!" exclaimed Hestram. "May I introduce Bartavious Vlade, a generous patron and collector of obscure artifacts." As Bartavious stood, his girth squeezed out from his chair. His jowls quivered as he spoke.

"Greetings. Recently, I funded an exploration into the Sodden Lands to uncover astrological trappings from the Saoc Brethren. Although the mission failed to bare any such objects, what we did find was more interesting. Hidden inside the ruins of sunken Oagon, my expedition discovered a vile series of pitted bronze disks." Bartavious's face darkened, "Translating these disks revealed their gruesome nature. Dedicated to Urgathoa, these tableaus depicted obscene rituals. Knowing these disks represented evil, I intended to ask the society to secure them within their many vaults for safe keeping." Whispering, Bartavious continued, "Urgathoa herself must have sensed the disks, for as our ship sailed back to Absalom, that bastard Chelish pirate, Caradoc Alazario, stole the cargo!" Bartavious squished once more into his chair; through gasps he offered, "I have spent a fortune and finally located the pirate, who now rots inside a bastion within the Sodden Lands. His own cousin, the Mayor of Egorian, placed a bounty on his head too rich to pass up. Now, our disks rest at the bottom of the sea inside Caradoc's sunken ship. I provided your Venture-Captain with all the details."

Adril Hestram smiled. "We have work to do—make your way to this bastion and break out the pirate Caradoc Alazario. Our ship can't approach the bastion, so you'll need to acquire another one in order to flee with the pirate. In exchange for his freedom, ask him to take you to the site of his shipwreck." Hestram looked a bit sheepish as he continued, "It looks like you are all going for a swim—so go prepared."

A crash of lightning banishes the memory, bringing chill winds and unrelenting rain. Up ahead, at the end of the stone causeway, the Chelish bastion stands resolute, hinting at calmer conditions within.

Before leaving Absalom the PCs may wish to ask questions to clarify the mission, Bartavious can provide the subsequent information on the following subjects:

Who is Caradoc Alazario? "Caradoc, a former officer in the Chelish navy, became disgusted by the opulence

of those in power. Caradoc plagued merchant ships, crippling the economy of the mighty city of Egorian, and became a folk hero for doing it. Forced to flee into the Sodden Lands, he resorted to guerrilla raids on Chelish trade vessels until his eventual capture.”

Why did Caradoc raid your ship? “I am a merchant, and I do not discriminate among my business partners. I have many ties to the mercantile leagues within the borders of Cheliox.”

What do the defiled disks of Urgathoa do? “What exactly they do I am unsure of, but they radiated both magic and evil. I have my suspicions they harbor a fell curse.”

Where did the pirate ship sink? “If I knew I would not be asking for your help. I am sure Caradoc can answer this.”

Why not just recover the pirate yourself? “I am no adventurer and I would not last a day without my many comforts. I am a merchant and financier, not a Pathfinder.”

Additionally, pious and knowledgeable PCs can recall information about the dogma of the Urgathoan faith that may shed light on the obscure *defiled disks of Urgathoa*. Let the PCs make the following checks, and consult the information below.

Knowledge (Religion) or Bardic Knowledge

15+ Tethered together by entrails from an unrecognizable beast, these four bronze, pitted disks, each the size of a human fist, hold esteem within the cults of Urgathoa.

20+ The disks were given as a gift to Dason for penning the text *Serving Your Hunger*. Rumors suggest his magical skills swelled once he received this award.

25+ A strong necromantic aura radiates from the disks.

30+ When viewed during a moonless, starless night, occult lore suggests the *defiled disks of Urgathoa* meld into one large bronze plate, and if the wielder eats a meal from this plate, she is favored by Urgathoa herself.

ACT I: ESCAPE FROM THE BASTION

The stone bastion looms over the cliff side, standing tall above the ships that sail under its impressive battlements. Docks provide an entry to a rocky beach that ends at a small flight of stairs that climb up to a precarious trail and climbs one more set of stairs before ending atop a great causeway. The causeway runs north-south, facing the ocean, and is bristling with defenses such as ballistae and empty pots for boiling oil. A large set of oak doors grants one access to

the bastion on the first level, while a nearby staircase climbs to the second level which is mostly made up of a grand balcony.

This bastion does not hold its prisoners for long—either they’re executed at the gallows or transferred to frequent prison ships headed back to Cheliox. It exists largely in secret—a small location for Her Majestrix’s Navy to deal with brigands, pirates, or mutinous and disobedient sailors.

The PCs come ashore a mile or so north of the bastion after a lengthy boat ride from Absalom and have to make their way down the coast to the prison. The ship that brought the PCs to shore immediately sails from the waters around the bastion so as to not provoke Her Majestrix’s Navy. Rain and wind pound the bastion when the PCs arrive, reducing visibility by half and applying a –4 penalty on Perception checks and ranged weapon attacks. The rain and wind automatically extinguish unprotected flames, and cause protected flames (such as lanterns) to dance wildly, with a 50% chance that such flames will be extinguished as well. The weather hampers the vision of the bastion’s guards severely (see above) and because of it, they’re more apt (60% chance) to huddle against the weather than watching for approaching intruders.

The PCs have several options at this point to break in and find Caradoc. They can use Diplomacy, Bluff, or other similar skills to talk their way in to Caradoc. They might even forge documents passing Caradoc’s custody from the bastion to the PCs. A stealthy approach is also an option. Enterprising PCs might use the weather as cover to scale the bastion’s north walls or west-facing cliffs and sneak in to free Caradoc. Finally, a confrontational full-frontal assault is another option, though it is obviously the most dangerous.

1A: Holding Cells

Rusted bars line this hallway dividing four cells. Above each of the four pens, gentle rain sprays down through grated holes, wetting the earthen floor. A screech of metal rings from the northeast holding cell as its door swings on rusted hinges.

Currently all of the holding cells are empty, as evidenced by their unlocked doors and lack of prisoners. The conditions in these cells are squalid at best and the entire level smells moldy, wet, and rotten. The eastern room is largely empty but for a few dirty blankets.

1B: The Grand Balcony



(CR 8 OR CR 11)

This large flat balcony faces the sea on three sides, revealing a commanding view of all seaward approaches to the bastion. Four grates cover evenly spaced squares on the west side while a gallows and two ballistae guard the east. Two doors, one to the west and one to the north, lead back inside the bastion while a long stairway along the southern edge of the balcony leads down to the causeway.

Creatures: Four human jailors clad in weather-stained leathers and wide-brimmed hats that strap around their chins and blow crazily in the wind man ballistae that point toward a hooded hanged man dangling from the gallows. Eagerly, each jailor awaits his opportunity for target practice on the condemned man—one ballistae bolt is currently protruding from the gallows just next to the hanged man while several more lie nearby. A fat dwarf laughs and encourages his men to mark their aim more carefully. A pair of large dogs rest uncomfortably in the weather at the dwarf's feet. Abasi, an Osirion Pathfinder (human monk 4), is the man hanging from the gallows. Because the guards didn't properly prepare him to be hanged, he's actually still alive, though just barely (he's currently at 0 hit points). For each minute that he's still hanging after the PCs arrive, Abasi must make a DC 5 Fortitude Save (Fort +6) or die due to asphyxiation. Increase the DC of this Fortitude Save by 2 for each subsequent minute that passes until Abasi is saved, or he dies. If the PCs don't immediately give a reason to be

here (such as producing false paperwork) the guards draw their weapons. The PCs have 2 rounds to convince the guards they're here legitimately (the guards are hostile for the purposes of Diplomacy). If they're unable to, the guards attack.

Tier 7–8 (CR 8)

DURGIN ODOL, BOSS JAILOR

CR 6

Male dwarf fighter 5/rogue 2

LE Medium humanoid

Init +2; Senses darkvision 60 ft.; Perception +4 (+6)

DEFENSE

AC 22, touch 15, flat-footed 19 (+6 armor, +2 deflection, +2 Dex, +1 dodge, +1 shield)

hp 69 (5d10+2d8+28)

Fort +9, Ref +6, Will +2; +1 Will vs. fear, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, evasion

OFFENSE

Speed 20 ft.

Melee 2 +1 dwarven waraxes +5/+5/+0 (1d10+4/x3)

Special Attacks hatred, sneak attack +1d6

TACTICS

During Combat Durgin puts himself between the PCs and his men whenever possible. He prefers to stand in one place and take down one PC at a time.

Morale Durgin surrenders if brought below 5 hit points.

STATISTICS

Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 6

Base Atk +6/+1; **CMB** +9; **CMD** +21 (+25 vs. bull rush and trip)
Feats Dodge, Double Slice, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
Skills Bluff +3, Disable Device +3, Handle Animal +6, Intimidate +8, Knowledge (local) +5, Perception +4 (+6), Sense Motive +2, Sleight of Hand +3, Stealth +3; **Racial Modifiers** Perception +2 (to notice unusual stonework)
Languages Common, Dwarven
SQ armor training +1, bravery +1, combat trick, trap finding, weapon training (axes +1)
Gear chainmail, +1 *dwarven waraxes* (2), *ring of protection* +2, brass ring of keys, signal whistle

BASTION JAILERS (4) CR 1

Male human expert 3
 N Medium humanoid
Init +2; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 13 (3d8)
Fort +1, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.
Melee dagger +3 (1d4+1/19–20)
Ranged ballista +0 (3d8/19–20) or dagger +4 (1d4+1/19–20)

TACTICS

During Combat On the first round, the two jailers seated at the ballista fire once each at the PCs. After that all of the jailers hurl daggers until down to their last at which point they enter melee combat.

Morale The jailers fight to the death while Durgin lives. If he dies, they fight until they are brought below 5 hit points and then surrender.

STATISTICS

Str 12, **Dex** 15, **Con** 11, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** +15
Feats Alertness, Exotic Weapon Proficiency (ballista), Skill Focus (Profession [siege engineer])
Skills Disable Device +6, Handle Animal +5, Intimidate +5, Knowledge (engineering) +5, Perception +8, Profession (siege engineer) +9
Languages Common
Gear chain shirt, bandolier with 4 daggers, 1 set of manacles (1 gp), brass ring of keys

GUARD DOGS (2) CR 1

hp 13 (use the wolf stats, *Pathfinder RPG Bestiary* 278)

TACTICS

During Combat The dogs flank a single PC and attempt to trip him.
Morale The dogs fight to the death.

Tier 10–11 (CR 11)

DURGIN ODOL, BOSS JAILER CR 9

Male dwarf fighter 8, rogue 2
 LE Medium humanoid
Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 23, touch 16, flat-footed 20 (+6 armor, +3 deflection, +2 Dex, +1 dodge, +1 shield)
hp 95 (8d10+2d8+38)
Fort +11, **Ref** +7, **Will** +4; +2 Will vs. fear, +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training, evasion

OFFENSE

Speed 20 ft.
Melee 2 +2 *dwarven waraxes* +10/+10/+5 (1d10+5/X3)
Special Attacks hatred, sneak attack +1d6

TACTICS

Same as Tier 7–8

STATISTICS

Str 16, **Dex** 15, **Con** 15, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +9/+4; **CMB** +13; **CMD** +25 (+29 against bull rush and trip)
Feats Combat Reflexes, Dodge, Double Slice, Greater Weapon Focus (dwarven waraxe), Stand Still, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
Skills Bluff +3, Disable Device +4, Handle Animal +7, Intimidate +8, Knowledge (local) +5, Perception +8, Sense Motive +4, Sleight of Hand +4, Stealth +5
Languages Common, Dwarven
SQ armor training +2, bravery +2, combat trick, trap finding, weapon training (axes +1)
Gear chainmail, +2 *dwarven waraxes* (2), *ring of protection* +3, brass ring of keys, signal whistle

BASTION JAILERS (4) CR 4

Male human expert 6
 N Medium humanoid
Init +2; **Senses** Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 39 (6d8+12)
Fort +3, **Ref** +4, **Will** +4

OFFENSE

Speed 30 ft.
Melee dagger +7 (1d4+1/19–20)
Ranged ballista +4 (3d8/x3), dagger +8 (1d4+1/19–20)

TACTICS

Same as Tier 7–8.

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +6; **CMB** +7; **CMD** +19
Feats Alertness, Exotic Weapon Proficiency (ballista), Skill Focus

(Profession [siege engineer]), Toughness

Skills Disable Device +8, Handle Animal +7, Intimidate +7, Knowledge (engineering) +7, Perception +10, Profession (siege engineer) +11

Languages Common

Gear chain shirt, bandolier with 4 daggers, 1 set of manacles (1 gp), brass ring of keys

GUARD DOGS (4)

CR 1

hp 13 (use the wolf stats, *Pathfinder RPG Bestiary* 278)

TACTICS

Same as Tier 7–8.

Development: If saved, Abasi can provide the following information when asked:

Where is Caradoc Alazario? “You must mean that fancy prisoner they brought here. He does not rot down here with the rest of the filth. I do not know where they keep him, but I overheard the guards talking about him getting his due.”

How many guards are there here? “I am not sure, but I have seen between five and fifteen guards at any one time.”

What is this place? “Some sort of secret base used by pirates, but it has another purpose. Special guests like me, who the Chelish government cannot silence, get sent here.”

What are you doing here? “I am a prisoner of Cheliox. Some call me a freedom fighter, and I hope to release the people of Cheliox from their infernal bonds.”

Once the PCs have asked their questions, Abasi thanks them for freeing him and climbs down the east wall into the surf, swimming up the shore a small distance before heading inland to escape the bastion.

Mission Notes: PCs from the Osirion faction should be very interested in Abasi and his fate. Andoran faction PCs should be interested in destroying the siege engines.

1C: Caradoc’s Cell

A lavish bed is all that furnishes this room, contrasting the lack of decor found elsewhere, though iron bars still adorn the windows and door. An aromatic smell of burning incense fills the air.

A lone figure sits on the bed smoking a pipe—this is Caradoc Alazario. Caradoc readily agrees to take the PCs to the location of his shipwreck and wants to flee the bastion as quick as possible. He informs the PCs that in a few days’ time, a Chelish prison ship is due to arrive and take him back to Egorian for his trial. He’d rather not be here when the ship arrives. Caradoc is aloof and arrogant and expects the PCs to protect him—thus he avoids combat if possible (he prefers to fight on the sea). Feel free to use the stats for

Jirandiel Waverider to represent him if necessary (see act 2). Caradoc was not aware that his men had taken an artifact as vile as the *defiled disks of Urgathoa* from the ship they raided before the *Infernal Reward* sank. He’s not shocked or upset about this piece of information, just amazed that he had such a thing in his possession.

Caradoc’s immediate suggestion for escape is to “borrow” one of the ships at the docks down below. If any of the PCs should object to this, Caradoc says, “Okay, so we’ll swim to my sunken ship. If we survive the month or so of swimming it’ll take for us to get there, we’ll be lucky to find my ship before someone else does. Likely they’ll take the stuff that you’re breaking me out to get.” In essence, PCs who would normally object to something like the theft of a ship should see the greater good aspect here—without the ship, the PCs can’t find the disks. Should this become a point of contention with your players, creative solutions to get them on a ship and headed to the *Infernal Reward’s* wreck are certainly permitted.

Treasure: A *javelin of lightning* rests next to the ammunition for the ballistae situated just outside the west door for area 1c. For Tier 10–11, three *javelins of lightning* can be found. A DC 15 Perception check or *detect magic* spell are all that’s needed to spot them.

Mission Notes: Qadira faction PCs should leave behind the false ledger at the bastion to fool the Chelish privateers. Andoran faction PCs should be interested in destroying the siege engines. Taldor faction PCs should be interested in obtaining information about Caradoc’s cousin—information Caradoc only reveals if the PC can make a DC 25 Diplomacy check (answer: roast mutton).

Rewards: If the PCs defeat the guards and rescue Caradoc, reward each tier thusly:

Tier 7–8:

Give each player 1,228 gp.

Tier 10–11:

Give each player 3,311 gp.

ACT 2: PIRACY! (CR 8 OR CR 11)

A large, three-masted ship sits docked in the otherwise empty harbor, knocking gently against the wooden dock it is moored to.

As the PCs approach the dock, a high-pitched, feminine scream slices through the continuing storm, yelling orders at two crew members who unload the ship’s contents onto the dock. Buzzing around an elf woman who stands at the helm looks to

be some kind of bird fighting hard against the wind to stay on the woman's outstretched arm. (The bird is, in fact, an imp using *Beast Shape I* to appear to be a tiny raven.) Two sailors unload contraband onto the dock as their captain, the elf, oversees their work. The woman stands watch at the ship's helm and she and the imp can make Perception checks against any approaching PCs, keeping the poor weather in mind (see act 1).

Jirandiel Waverider was one of the ship captains who captured Caradoc, and she knows there's a prison ship coming to get him. She won't believe any of the tricks the PC pulled on the bastion's ignorant jailers. When Caradoc sees Jirandiel, his eyes go wide and he says, just loud enough for the PCs to hear, "She's the one who sank my ship and killed my crew!" Despite this announcement, Caradoc continues to expect the PCs to fight for him and won't join in the combat unless absolutely forced to (use Jirandiel's stats).

The PCs find Jirandiel at the perfect time—nearly all of her crew took a smaller ship south for a weekend of revelry in Jula. Only the captain, her imp, and two of her most loyal mates stayed behind to unload and restock the ship. The ship is called *Waverider's Revenge* and is a three-masted galleon of Chelish design (Profession [sailor] DC 15) and bristles with ballista and small catapults meant to hurl flaming balls of thick cloth at enemy ships. It currently flies no flags, but a Chelish flag is easily found neatly folded in the captain's chambers.

Tier 7–8 (CR 8)

JIRANDIEL WAVERIDER	CR 8
Female elf rogue 4/ranger 3/duelist 2	
LE Medium humanoid (elf)	
Init +9 (+11 on water); Senses low-light vision; Perception +14	
DEFENSE	
AC 20, touch 16, flat-footed 14 (+4 armor, +1 dodge, +5 Dex)	
hp 59 (5d10+4d8+9)	
Fort +6, Ref +11, Will +3; +2 vs. enchantment spells or effects, +1 vs. morale effects	
Defensive Abilities canny defense +2, evasion, parry, trap sense +1, uncanny dodge; Immune magic sleep effects	
OFFENSE	
Speed 30 ft.	
Melee +2 rapier +15/+10 (1d6+5/15–20)	
Ranged dagger +11/+6 (1d4+3/19–20)	
Special Attacks favored enemy (humans +2), favored terrain (water), precise strike +2, sneak attack +2d6	
TACTICS	
Before Combat Jirandiel is suspicious of the PCs. If she sees Caradoc with them, she immediately orders her sailors to	

recover him from the PCs and attacks.

During Combat Jirandiel attempts to flank opponents with the sailors, so she can use her sneak attack ability. In addition, she always chooses to forgo her second attack on a full action so she can use her parry ability (*Pathfinder RPG Core Rulebook* 383) to block incoming melee strikes.

Morale Jirandiel surrenders if brought below 5 hit points.

STATISTICS

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

Base Atk +8/+3; CMB +10; CMD +23

Feats Dodge, Endurance, Greater Weapon Focus (rapier), Improved Critical (rapier), Improved Initiative, Mobility, Point Blank Shot, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12, Bluff +7, Diplomacy +6, Handle Animal +5, Intimidate +11, Knowledge (geography) +14, Knowledge (local) +10, Knowledge (nature) +9, Perception +14, Perform +5, Profession (sailor) +11, Sense Motive +8, Stealth +13, Survival +6, Swim +13; Racial Modifiers Perception +2

Languages Aquan, Common, Elven, Infernal, Sylvan

SQ finesse rogue, elven magic, improved reaction +2, track, trapfinding, weapon training, wild empathy

Gear +1 shadow studded leather, +2 rapier, bandolier of daggers (6), gold-plated wayfinder (550 gp), sextant, Chelish naval charts

PARROT-EATER CR 2

Male imp

hp 25 (*Pathfinder RPG Bestiary* 78)

TACTICS

During Combat During the first round of combat, the imp casts *suggestion* ("Run toward the bastion!") on the nearest melee PC and then uses *invisibility* on the following round. After that he alternates rounds between *invisibility*/movement and attacking out of invisibility with his sting.

Morale The imp fights until reduced to 5 hit points or lower and then flees.

SAILORS (2) CR 1

Male human expert 3

N Medium humanoid

Init +2; Senses Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 16 (3d8+3)

Fort +1, Ref +3, Will +3

OFFENSE

Speed 30 ft.

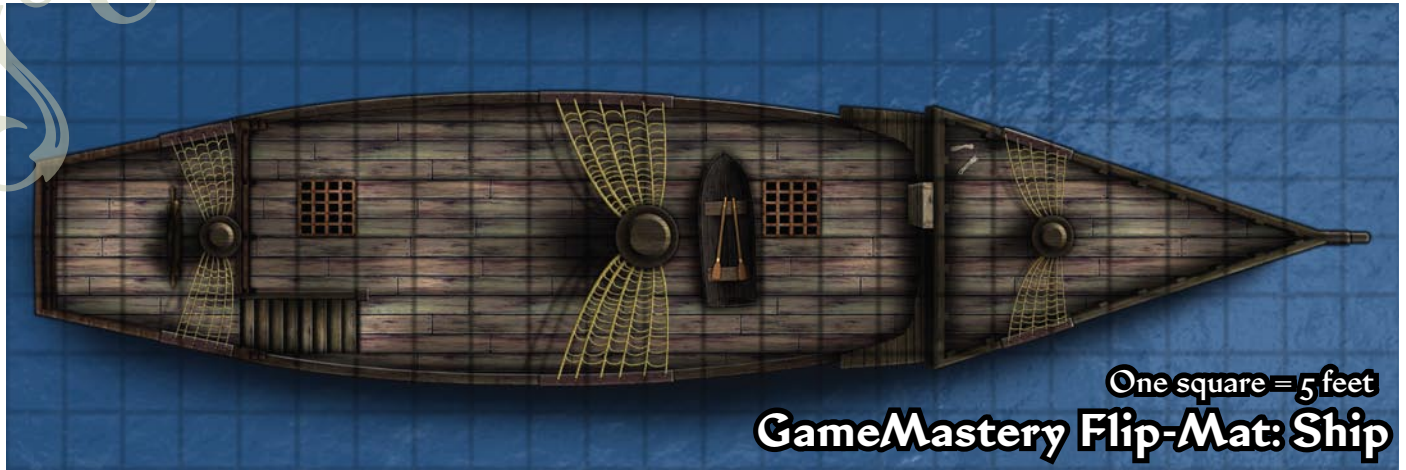
Melee club +4 (1d6+1) or dagger +3 (1d4+1/19–20)

Ranged dagger +4 (1d4+1/19–20)

TACTICS

During Combat The sailors work with Jirandiel to flank the PCs.

Morale The sailors fight to the death while Jirandiel is alive. If she dies, they fight until they are brought below 5 hit points and then surrender.



STATISTICS

Str 13, Dex 14, Con 11, Int 9, Wis 10, Cha 8
Base Atk +2; CMB +3; CMD +15
Feats Skill Focus (Profession [sailor]), Toughness, Weapon Focus (club)
Skills Acrobatics +6, Bluff +5, Intimidate +5, Knowledge (geography) +5, Perception +6, Profession (sailor) +9
Languages Common
Gear chain shirt, bandolier with 4 daggers, club, 50 ft. silken rope

Tier 10–11 (CR 11)

JIRANDIEL WAVERIDER CR 11

Female elf rogue 4/ranger 3/duelist 5
 LE Medium humanoid (elf)
Init +10 (+12 on water); **Senses** low-light vision; Perception +17
DEFENSE
AC 25, touch 20, flat-footed 16 (+5 armor, +1 dodge, +9 Dex)
hp 101 (8d10+4d8+24)
Fort +7, **Ref** +16, **Will** +4; +2 vs. enchantment spells or effects; +1 vs. morale effects
Defensive Abilities canny defense +3, enhanced mobility +4, evasion, grace, parry, trap sense +1, uncanny dodge; **Immune** magic sleep effects

OFFENSE

Speed 30 ft.
Melee +2 rapier +19/+14/+9 (1d6+8/15–20)
Ranged dagger +15/+10/+5 (1d4+6/19–20)
Special Attacks favored enemy (humans +2), favored terrain (water), precise strike +5, riposte, sneak attack +2d6

TACTICS

Before Combat Jirandiel is suspicious of the PCs. If she sees Caradoc with them, she immediately orders her sailors to recover him from the PCs and attacks.
During Combat Jirandiel attempts to flank opponents with the sailors, so she can use her sneak attack ability. In addition, she always chooses to forgo her second attack on a full attack action so she can use her parry and riposte abilities (*Pathfinder RPG Core Rulebook* 383) to block incoming melee strikes and

take an attack of opportunity.
Morale Jirandiel surrenders if brought below 5 hit points.

STATISTICS

Str 12, Dex 18, Con 12, Int 17, Wis 10, Cha 8
Base Atk +11/+6/+1; CMB +13; CMD +27
Feats Combat Reflexes, Dodge, Endurance, Greater Weapon Focus (rapier), Improved Critical (rapier), Improved Initiative, Mobility, Point Blank Shot, Toughness, Weapon Finesse, Weapon Focus (rapier)
Skills Acrobatics +13, Bluff +10, Diplomacy +6, Handle Animal +5, Intimidate +11, Knowledge (geography) +14, Knowledge (local) +10, Knowledge (nature) +9, Perception +17, Perform +5, Profession (sailor) +14, Sense Motive +11, Stealth +14, Survival +9, Swim +13; **Racial Modifiers** Perception +2
Languages Aquan, Common, Elven, Infernal, Sylvan
SQ finesse rogue, improved reaction +2, track, trapfinding, weapon training, wild empathy
Gear +2 shadow studded leather, +2 rapier, bandolier of daggers (12), gold-plated wayfinder (550 gp), sextant, Chelish naval charts

PARROT-EATER CR 2

Male imp
hp 25 (*Pathfinder RPG Bestiary* 78)

SAILORS (2) CR 5

Male human expert 6/warrior 1
 N Medium humanoid
Init +2; **Senses** Perception +9
DEFENSE
AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)
hp 46 (6d8+1d10+14)
Fort +5, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.
Melee club +7 (1d6+1) or dagger +6 (1d4+1/19–20)
Ranged dagger +7 (1d4+1/19–20)

TACTICS

Same as Tier 7–8.
STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** +19

Feats Dodge, Lightning Reflexes, Skill Focus (Profession [sailor]), Toughness, Weapon Focus (club)

Skills Disable Device +8, Handle Animal +7, Intimidate +7, Knowledge (geography) +7, Perception +9, Profession (sailor) +12

Languages Common

Gear chain shirt, bandolier with 4 daggers, club, 50 ft. silken rope.

Development: However the PCs manage to take control of *Waverider's Revenge*, they now have a ship that Caradoc can pilot back to the sunken wreck of his own vessel. If any of the PCs are knowledgeable sailors, Caradoc will gladly let them take shifts with him to guide *Revenge* to its destination. If the PCs do take *Waverider's* ship and leave her alive, they will have made a powerful enemy in the Chelish navy—an enemy that might one day come calling for true revenge.

Though unlikely, if the PCs manage to take the ship without killing Jirandiel and her crew and leave them behind with their gear, Caradoc finds a chest filled with his booty and rewards the PCs the same gold amount as the rewards section below. If the PCs also managed to bypass the jailers and have received no rewards from that encounter as well (see act 1), Caradoc rewards them the appropriate gold by tier for that encounter as well. He calls it a reward for the PCs rescue—a reward he might very soon regret giving.

From the Chelish bastion, it's several days' journey northwest to the final resting place of the *Infernal Reward*. If the PCs have more than two hours remaining, they'll encounter a sea monster along the way (see act 3), but otherwise they get several days' rest before reaching the *Infernal Reward* (see act 4).

Treasure: Two *elixirs of swimming* and a *scroll of water breathing* are hidden in the row boat on *Waverider's Revenge* (Perception DC 10).

Mission Notes: Chelias faction PCs should be interested in returning Parrot-Eater, dead or alive, to Absalom. Taldor faction PCs should be interested in Jirandiel's charts. If not already obtained, Taldor faction PCs should be interested in gaining information about Caradoc's cousin. Caradoc gives the information if the PC can make a DC 20 Diplomacy check (answer: roast mutton).

Rewards: If the PCs wrest control of the pirate ship, reward each tier thusly:

Tier 7–8:

Give each player 1,222 gp.

Tier 10–11:

Give each player 1,472 gp.

ACT 3: SAILING ON SAVAGE SEAS (CR 8 OR CR 11)

Sometime on the second or third day after the PCs leave the Chelish bastion, they encounter one of the many dangers of the Sodden Lands: a hideous sea monster. This is an **optional encounter** and should only be run if the PCs have more than two hours remaining in the scenario.

Tier 7–8 (CR 8)

ADVANCED ELASMOSAURUS CR 8

N Huge animal (*Pathfinder RPG Bestiary* 84)

Init +8; **Senses** low-light vision, scent; Perception +19

DEFENSE

AC 24, touch 13, flat-footed 19 (+4 Dex, +1 dodge, +11 natural, –2 size)

hp 111 (10d8+66)

Fort +16, **Ref** +11, **Will** +6

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +16 (2d8+15)

Space 15 ft.; **Reach** 20 ft.

TACTICS

During Combat In round one the Elasmosaurus charges the ship from below gaining surprise as it crests the water. It attacks the nearest PC on deck. On subsequent rounds it bites the PC who dealt the most damage to it on the last round.

Morale The Elasmosaurus retreats back to the depths if brought below 5 hit points.

STATISTICS

Str 30, **Dex** 18, **Con** 24, **Int** 3, **Wis** 17, **Cha** 13

Base Atk +7; **CMB** +19; **CMD** +33

Feats Dodge, Great Fortitude, Improved Initiative, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +19, Swim +18

Tier 10–11 (CR 11)

YOUNG SEA SERPENT CR 11

N Huge magical beast (aquatic) (*Pathfinder RPG Bestiary* 244)

Init +6; **Senses** low-light vision, darkvision 120 ft.; Perception +8

DEFENSE

AC 25, touch 10, flat-footed 21 (+15 armor, +4 Dex, –4 size)

hp 157 (15d10+75)

Fort +14, **Ref** +15, **Will** +7

Defensive Abilities elusive; **Immune** cold; **Resist** fire 30

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +23 (3d8+10 plus grab), tail slap +18 (2d6+5 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks capsize, constrict (2d6+15), swallow whole (3d8+15 bludgeoning damage, AC 19, hp 18)

TACTICS

During Combat The sea serpent alternates between the port and starboard sides of the ship, using its elusive ability, and attacks unwary PCs from stealth. *Waverider's Revenge* is much larger than the young sea serpent and thus it cannot use its capsize ability against the ship.

Morale The Sea Serpent retreats back to the depths if brought below 5 hit points.

STATISTICS

Str 30, **Dex** 18, **Con** 21, **Int** 2, **Wis** 10, **Cha** 10

Base Atk +15; **CMB** +29 (+33 grapple); **CMD** +43 (can't be tripped)

Feats Improved Bull Rush, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy

Skills Perception +8, Stealth +15, Swim +18

ACT 4: GHOST IN THE STORM (CR 10 OR CR 13)

Waverider's Revenge gets dangerously close to the hell storm known as the Eye of Abendego on the third or fourth day of travel. As such, controlling the ship gets increasingly difficult—possibly requiring the aid of any knowledgeable sailors among the PCs. Each round consult the table below and determine the weather's effect on the player's actions that round. While Caradoc mans the helm (rounds one through three, and potentially round five) the PCs may use his Profession (sailor) check once per round in lieu of their own due to his commanding presence on the ship. Use the map on page 10 to once again represent the ship.

Hell Storm

The bulk of the storm's fury lasts for five rounds, so each round the heroes may take actions to prevent *Waverider's Revenge* from sinking (see below). The ship begins with 60 hit points, and after each initiative pass the ship potentially takes damage. The storm's ferocity deals 20 points of damage to the ship after each initiative pass unless the PCs intervene. PC intervention requires overcoming various Skill checks, ability checks, and saving throws. Each successful intervention reduces the damage done to the ship that round by 5 hit points to a minimum of 0. If the ship's hit points ever reach 0, it begins to sink, and after this act, regardless of time passed, the ship fully sinks. If the PCs prevent the ship from taking 60 points of damage within 5 rounds, the vessel awaits their return after the underwater portion of this scenario. During the following 5 rounds, each task presented can be performed only once by a single PC. Each rounds functions more like a story element than a combat round—for example, if a PC is on deck and wants to reach the bilge that round to bail water, that's an acceptable action despite the distance.

THE HELL STORM

At the beginning of each round roll 1d10 and consult the following table.

Roll	Result
1–4	Eery Calm. The weather calms momentarily and no effects hamper the PCs efforts this turn.
5–6	Infernal Wind! The PCs face a windstorm level of wind (see Table 13–10 in the <i>Core Rulebook</i> on page 439).
7–8	Lightning Strike! Randomly determine a PC and deal 6d6 points of lightning damage to him. This lightning damage acts exactly like the <i>lightning bolt</i> spell (caster level 6th) and has a Reflex save DC 16 for half damage.
9–10	Wicked Waves! PCs aboard the ship must make a DC 15 Acrobatics check or fall prone. PCs intentionally holding on to immobile objects (such as the masts or railing) or who did not move on their last turn gain a +5 circumstance bonus to this check.

Round One: During the first round strong winds buffet the sails, several riggings come loose, and the sail atop the aft mast unfastens. PCs can reduce the 20 points of damage dealt to the ship this round by 5 in any of the following ways:

- A DC 10 Climb check allows a PC to reach the top of the mast and refasten the sail.
- A DC 10 Strength check enables a PC to reset the sails.
- A DC 15 Profession (sailor) check reties the rigging.
- A DC 15 Reflex save avoids the swinging booms and pivots them to allow the sail to expand.

Round Two: During the second round tall waves smash the deck and the ship tilts on edge. PCs can reduce the 20 points of damage dealt to the ship this round by 5 in any of the following ways:

- A DC 10 Strength check prevents the helm from overturning.
- A DC 20 Profession (sailor) check rights the rudder and prevents the ship from turning hard against the wave.
- A second DC 15 Profession (sailor) check avoids plowing head on into an enormous swell.
- A DC 15 Strength check untangles the shrouds from the windswept main boom.

Round Three: During the third round lightning strikes the ship's foremast, cracking the mast and setting the ship on fire. PCs can reduce the 20 points of damage dealt to the ship this round by 5 in any of the following ways:

- A DC 15 appropriate Craft or Profession check (GM's discretion) can repair part of the mast.

- A DC 12 Intelligence check allows a PC to recognize and remove potentially flammable materials from the fire's wake.
- A DC 15 Reflex save allows the PCs to douse the flames with water.
- A DC 12 Knowledge (engineering) check reinforces the cracked mast.

After round three read the following aloud:

Out from the stormy spray sails a magnificent ship, maneuvering with a supernatural grace unaffected by the deadly squall. Stormy seas crash through the vessel as it sails unnaturally across the rolling waves, a ghostly crew moaning inhuman cries. An ornate deckplate strung across the bow reads *The Infernal Reward*.

Round Four: The ghostly *Infernal Reward* appears and Caradoc panics. He abandons the helm and causes the ship to quickly lose control of its bearings. PCs can reduce the 20 points of damage dealt to the ship this round by 5 in any of the following ways:

- A DC 20 Diplomacy or Intimidate check snaps Caradoc out of his panicked condition, allowing PCs to use his Profession (sailor) check once more in round 5.
- A DC 15 Strength check brings the helm back under control.
- A DC 15 Disable Device check frees the jammed rudder that nearly snapped when Caradoc released control.
- A DC 15 Profession (sailor) check keeps the sails from collapsing.

Round Five: A monstrous, giant wave crashes into the ship, washing onto the deck and filling the hold. PCs can reduce the 20 points of damage dealt to the ship this round by 5 in any of the following ways:

- A DC 15 Profession (sailor) check keeps the ship from wanting to flip.
- A DC 10 Strength check keeps the helm on course.
- A DC 12 Intelligence check identifies the necessity to empty the bilge.
- A DC 15 Fortitude save allows a PC to bail heavy pails of water out of the hold without tiring.

The Ghost Ship (CR 9 OR CR 12)

After the 5th round, the weather, while still fierce, presents no further danger to the players. Provide some time for the PCs to regroup and prepare for the advancing ghost ship. PCs may spend up to 3 rounds casting spells, using magic items, or performing other actions before the ghosts arrive. Upon their arrival, the ghosts fly around *Waverider's Revenge*

UNDER THE SEA

This adventure's final act takes place at the bottom of the ocean. GMs should familiarize themselves with the rules for underwater combat in the *Core Rulebook* (pages 432–433).

and repeatedly cry, "Give us Caradoc, give us our captain!" If the PCs do not interfere, the ghosts focus their wrath on their Caradoc and leave once he's slain.

Creatures: The ghosts fly across the 60 foot span between the ships and focus their attacks on Caradoc. Several lacedons swim to the surface from the wreck below and start climbing the ship's hull on the first round. It takes two successful DC 10 Climb checks for the lacedons to reach the deck.

Tier 7–8 (CR 9)

SPIRITS OF THE INFERNAL REWARD (2) CR 7

Ghost (*Pathfinder RPG Bestiary* 144)

hp 73

TACTICS

During Combat The ghosts focus on Caradoc and will only attack the PCs if the PCs attack them first.

Morale The ghosts fight until destroyed.

Tier 10–11 (CR 12)

SPIRITS OF THE INFERNAL REWARD (6) CR 7

Ghost (*Pathfinder RPG Bestiary* 144)

hp 73

TACTICS

During Combat The ghosts focus on Caradoc and will only attack the PCs if the PCs attack them first.

Morale The ghosts fight until destroyed.

Development: Once the PCs defeat the ghosts or Caradoc is slain, the ghost *Infernal Reward* ignites in supernatural flames. Swiftly it sinks back into the sea and comes to rest on its material frame. All that is left for the PCs to do now is follow the sinking ghost ship down to the real *Infernal Reward* and find the *defiled disks of Urgathoa*.

Treasure: If the PCs helped to save Caradoc from the ghosts, he gives his *cloak of the manta ray* and *bottle of air* to them. If Caradoc dies, his *cloak of the manta ray* hangs off his corpse, and the *bottle of air* in his pocket.

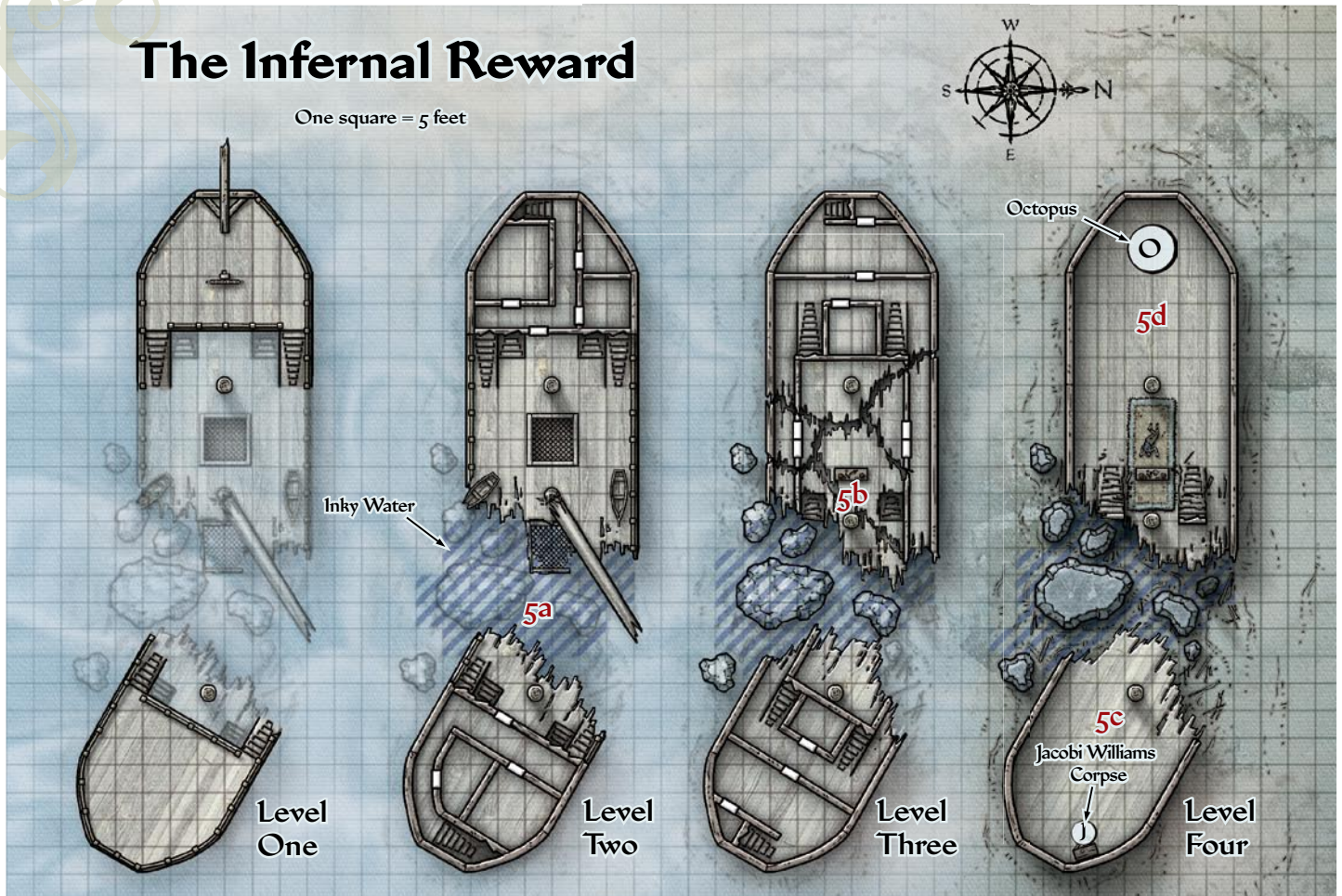
Rewards: If the PCs survive the storm, reward each tier thusly:

All Tiers:

Give each player 1,204 gp.

The Infernal Reward

One square = 5 feet



ACT 5: HORROR IN THE HOLD

Through the water's murk, the charred hulk of the *Infernal Reward* enters view. Two outer masts stand defiantly against the depth's pressure while the central mast lies snapped and toppled, resting on the ship's deck. The sails and rigging sway back and forth in the icy water's current. A mighty rock formation pierces the proud pirate vessel, splitting the forecabin askew.

The *Infernal Reward* lies broken at the bottom of the sea, skewered by jagged rocks. A macabre scene waits on the ship, for coldly-preserved corpses fill the ship's interior. Cloudy water fills the area in and around the ship, so reduce the vision of all PCs to 40 feet.

The Infernal Reward

The defiled disks of Urgathoa pervert the *Infernal Reward*, creating the effect of a *desecrate* spell (use the form with a shrine present). If the disks are taken more than 30 ft. from the ship, the *desecrate* effect ends. Only one area, Jacobi's Locker, remains immune to Urgathoa's influences. A giant octopus now calls this ship home, drawn here by

Urgathoa to guard the disks. Corridors and levels of the ship are all 9 feet high.

5A. Inky Depths

Dark water churns around the jagged rocks that ripped the proud vessel in two. The powerful current pulls debris down into the chasm's depth, and a black, gloomy tear in the ship's hull dares any to wade into its sightless depths.

Treat the area between the fore end of the ship and its main section as difficult terrain. In addition, vision is further obscured, for this area is under the effects of a *darkness* spell due to the inky emissions from the giant octopus (see map).

5B. The Pallid Passage (CR 5 OR CR 8)

Descending into the hold brings a morbid sight, for many bloated, festering corpses float on one another. Diseased fragments of flesh drift throughout this chamber bringing the putrid taste of death.

Floating, bloated corpses fill this level and drift around a shrine dedicated to Urgathoa. This shrine erupts from cracks in the floor piercing myriads of defiled bodies. Treat movement through this area as difficult terrain.

Creatures: Shadows reside here, drawn by the power of the *defiled disks*. For Tier 10–11, there is instead a greater shadow.

Tier 7–8 (CR 5)

SHADOWS (2) CR 3

hp 19 (*Pathfinder RPG Bestiary* 245)

Tier 10–11 (CR 8)

GREATER SHADOW CR 8

hp 58 (*Pathfinder RPG Bestiary* 245)

Treasure: A DC 20 Perception check finds a bejeweled bracelet (Tier 7–8: 50 gp value; Tier 10–11: 150 gp value) among the corpses.

Mission Notes: Cheliox faction PCs should be interested in Caradoc's ship's log hidden within the pocket of a corpse's jacket (DC 20 Perception check). Qadira faction PCs should be interested in the bejeweled bracelet.

5C. Jacobi's Locker

A soft glow emanates from sea fungus creating a blue radiance that highlights a lone man slumped over a rusted footlocker.

The *desecrate* spell does not affect this area. Jacobi's locker is locked and requires a DC 20 Disable Device check to open.

Treasure: For Tier 10–11, Jacobi's periapt (*periapt of health*) and a *pearl of power* (3rd) waits within the locker, as well as 450 gp worth of minted coins from various

Inner Sea nations. For Tier 10–11, the locker instead has 1,600 gp worth of minted coins.

Mission Notes: Andoran faction PCs should be interested in Jacobi's remains.

5D. Den of the Disks (CR 10 OR CR 13)

A great dining table acts as the base for a filthy shrine that rises into the chamber above. Upon the table icy waters frost the tarnished silverware at each place setting. Sitting at the table, a macabre display of corpses depict a dinner celebration: the feast, an eviscerated human splayed open for its entrails to be dined upon. Above the table, corpses dangle from the many cracks in the ceiling, for their limp arms hunger for the banquet below them.

Creatures: A giant octopus drawn here by Urgathoa guards the *disks*. The *disks* rest on the far western side of the room, likely behind the octopus in relation to the PCs entrance. The giant octopus defends the *disks* violently.

Tier 7–8 (CR 8)

GIANT OCTOPUS CR 8

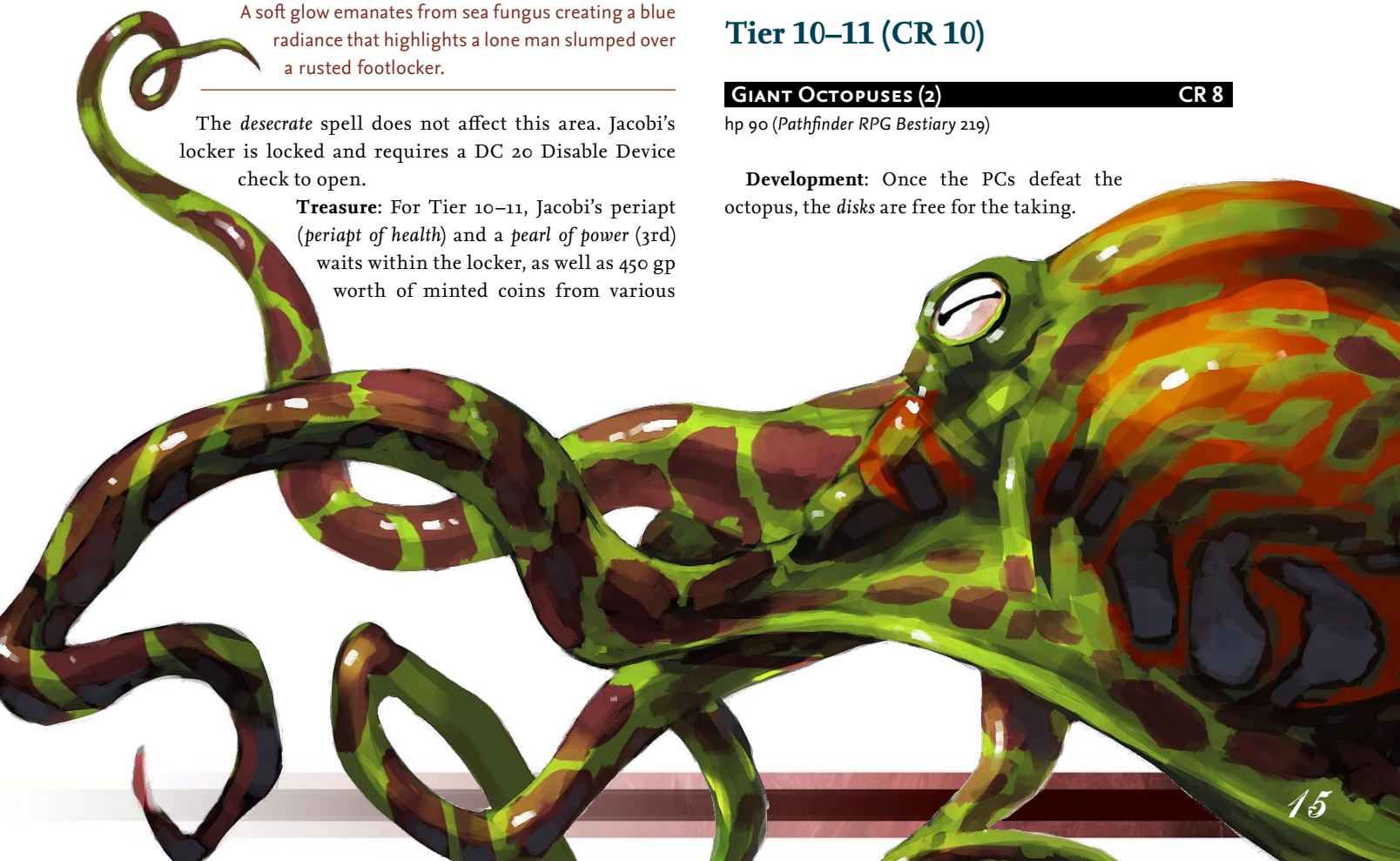
hp 90 (*Pathfinder RPG Bestiary* 219)

Tier 10–11 (CR 10)

GIANT OCTOPUSES (2) CR 8

hp 90 (*Pathfinder RPG Bestiary* 219)

Development: Once the PCs defeat the octopus, the *disks* are free for the taking.



Treasure: The *defiled disks of Urgathoa* and a scroll tube containing *animate dead*, *contagion*, and *desecrate* lay on the floor of the ship on the westernmost end.

Mission Notes: Osirion faction PCs should obtain a rubbing or take notes about the writing upon the *defiled disks of Urgathoa*.

Rewards: If the PCs recover the items in Jacobi's locker and the bracelet and defeat the octopus, reward each tier thusly:

Tier 7–8:

Give each player 783 gp.

Tier 10–11:

Give each player 1,742 gp.

CONCLUSION

With the *disks* recovered, the PCs can return to Absalom and secure the artifact within the Pathfinder Society's vaults. If *Waverider's Revenge* was destroyed, have the PCs rescued by the same ship that dropped them north of the bastion—it was shadowing them to ensure no interference from Her Majestrix's Navy.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who destroy the siege engines in act 1 earn 1 Prestige Award. PCs from the Andoran faction who also recover Jacobi's remains in act 5 earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who return Parrot-Eater dead or alive to Absalom earn 1 Prestige Award. PCs from the Cheliox faction who also retrieve Caradoc's log in act 5 earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who free Abasi in act 1 earn 1 Prestige Award. PCs from the Osirion faction who also transcribe or make a rubbing of the *disks* in act 5 earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who plant a false shipping ledger in act 1 earn 1 Prestige Award. PCs from the Qadira faction who also reclaim the pasha's bracelet in act 5 earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who gain evidence linking *Waverider's* privateers to the nation of Cheliox in act 2 earn 1 Prestige Award. PCs from the Taldor faction who learn the favored foods of Caradoc's cousin by act 4 earn 1 bonus Prestige Award.

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Andoran Faction Handout

Fellow Free citizen,

Word reaches me that your recent mission finds you headed to the Sodden Lands to rescue a Chelish malcontent. This works in our favor in two ways: first, the very prison you journey to has plagued our shipping lanes for years. We hope to run a supply ship to that area soon, and if you could destroy the mighty siege engines of that damnable place it would ensure many individuals gain the supplies they need. Second, an old hero of Andoran tells me his son, Jacobi Wilm, perished aboard the Infernal Reward. Bring back this man's remains. You can identify him by the Eagle Knight tattoo on his back. Let us give this son of Andoran a proper burial.

Capt. Colson Maldris

For Freedom,

Captain Colson Maldris



Cheliox Faction Handout

Loyal Servant,

I need two favors. First, a pet of mine has escaped. Return him to me dead or alive, but be warned, he can shift his shape favoring the ruse of a raven. My agents tell me he sits perched on the slender arm of a lovely elf. Second, I care not what happens to Caradoc, but I need his ship's log which is likely wherever the Infernal Reward is. Return it to me. Do this, and my caress is yours.

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Subject of the Ruby Prince,

An agent of mine needs rescuing and he happens to be held in the same bastion as your fool pirate. Since the Society has seen fit to turn you into prison breakers, take the time to free this agent of the Ruby Prince—he answers to the name Abasi. My contacts within the Society have told me of this man Vlade and his obsession with the artifact your pirate stole from him—return the artifact to the Society, to be sure, but bring me a copy of whatever is inscribed on those disks.



With Honor,

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

You travel to a hive that houses privateers who raid our many exploration vessels. I charge you to plant the enclosed forged shipping ledger designed to send these scoundrels on a wild goose chase. Once fooled, we can sail our ships back home unmolested. Additionally, you seek a sunken vessel filled with stolen goods. One of these stolen items was intended to be a gift; return this gift, a bejeweled bracelet, so it can be given to its rightful owner—namely, me.

sincerely,

Pasha Muhlia Al-Jakri 

Taldor Faction Handout

Glorious Agent,

Justice needs to be served. For many months the honey-tongued magistrates of Cheliox feigned their knowledge about rogue vessels preying on merchant ships in the Sodden Lands. Bring back evidence linking these privateers to the infernal nation of Cheliox. Furthermore, a discontent, one Caradoc Alazario, can provide us with information detailing the eating habits of his cousin, the mayor of Egorian. With this knowledge, we could make him a very tasty final meal.



For Taldor!

BARON JACQUO
Baron Jacquo Dalsine

★ REBEL YELL ★



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SCENARIO 38: NO PLUNDER, NO PAY

Scenario Chronicle #

TIER		
7-8	→	4,457
TIER		
10-11	→	7,749
TIER		

MAX GOLD

This Chronicle Certifies That

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario.

Items Found During This Scenario

TIER
7-8

Waverider's True Revenge: If you stole Waverider's Revenge and left its captain, Jirandiel Waverider, alive, you gain a powerful enemy with a long memory and a longer life. This enemy may once again return to haunt your adventures.

- Bottle of air (7,250 gp)
- Cloak of the manta ray (7,200 gp)
- Elixir of swimming (250 gp)
- Javelin of lightning (Limit 1; 1,500 gp)
- Periapt of health (7,500 gp)
- +2 rapier (8,320 gp)
- Ring of protection +2 (8,000 gp)
- Scroll of animate dead (375 gp)
- Scroll of contagion (375 gp)
- Scroll of desecrate (150 gp)
- Scroll of water breathing (375 gp)
- +1 shadow studded leather (4,925 gp)
- Waverider's gold-plated wayfinder (550 gp)

TIER
10-11

- +2 dwarven waraxe (8,330 gp)
- Javelin of lightning (Limit 3; 1,500 gp)
- Pearl of power (3rd) (9,000 gp)
- Ring of protection +3 (18,000 gp)
- +2 shadow studded leather (7,925 gp)

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

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

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

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

GP Gained (GM ONLY)

+ Items Sold

= Subtotal

- Items Bought

= Subtotal

- Gold Spent

= Subtotal

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

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