

PATHFINDER SOCIETY

YEAR OF THE DEMON



YOU HAVE WHAT
YOU HOLD

BY SEAN MCGOWAN



YOU HAVE WHAT YOU HOLD

Pathfinder Society Scenario #5-06

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Pathfinder Society Scenario #5-06: You Have What You Hold is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Equipment*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

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YOU HAVE WHAT YOU HOLD

By SEAN MCGOWAN



In the River Kingdom of Tymon, “might makes right” is a truism. Fortunes rise and fall with the swing of a blade, and Helkit Silverbane’s life has risen far indeed. Once she was a Kellid with a country, but having run afoul of the Technic League in her homeland of Numeria, flight and exile were her only options. She spent several years wandering as a sellsword, eventually winding up in the gladiatorial kingdom of Tymon. Helkit’s inherent savagery and quick mind for tactics made her a natural in the arena, and once she earned her tenth victory, she joined the elite ranks of Tymon’s “bloodied,” and her second life began.

Helkit applied her arena-honed tactical skills to business, where her cutthroat instincts and keen eye for opportunity earned her a steady supply of gold. In addition to various legitimate interests, she honors her militant past by personally overseeing her own gladiatorial school. Many graduates have gone on to win names for themselves as well as tidy profits for Helkit. Profit also comes from less able students, for although gladiators are difficult to export, nearly everyone has need of well-trained muscle. Helkit hires out her less arena-worthy students across Avistan to anyone needing legs broken—sometimes dipping so far behind the scenes that even her students are unaware of her involvement in their contracts—and she keeps her ears open for other opportunities to profit from casual thuggery as well. These unprincipled business ventures are the reason behind her current predation upon the Pathfinder Society.

The Pathfinder Society recently skirmished with the nation of Razmiran, which borders Tymon. Although the Society took steps to hide its involvement in this conflict, the Razmiri have canny investigators, strong memories, and little interest in forgiving a slight. Once they discovered that Pathfinders were not only responsible for the confrontation but were also shipping goods up nearby rivers to Mendev, the servants of the Living God decided to seek revenge. Not wishing to attack directly and thus risk further retaliation, the Razmiri authorities instead quietly issued bounties on vessels bearing Pathfinder supplies.

WHERE ON GOLARION?

You Have What You Hold takes place in Tymon, a city-state in the River Kingdoms renowned for its tradition of arena combat. Tymon’s social hierarchy is unique in that the “bloodied,” a ruling class of successful gladiators, enjoy extraordinary rights and privileges. For more information on Tymon, see *Pathfinder Campaign Setting: Guide to the River Kingdoms* and *Pathfinder Campaign Setting: The Inner Sea World Guide*.



Deremin, a young Galtan, is one of Helkit’s recent mercenary investments. Discontent with an exile’s life in Gralton, he aspires to be an outlaw aristocrat and has pledged himself to Besmara; he views simple brigandage as but a first step to a new tradition of river piracy that incorporates his understanding of the romantic drama of the Shackles. With his halfling companion Karvis, he established a fledgling pirate crew near Tymon. Helkit chose not to eliminate these upstarts upon discovering them. Instead, she hired them, funded their operation, and fleshed out their ranks with her own trainees with the understanding that she would receive a generous cut of their earnings and they would execute the Razmiri bounty. To date, Deremin has done an excellent job—enough so that the Decemvirate has decided it is time to put a halt to the so-called “Sellen problem!”

GM RESOURCES

You Have What You Hold makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG GameMastery Guide* (GMG), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

SUMMARY

The PCs arrive in Tymon, where Venture-Captain Holgarin Smine summarizes the Pathfinder Society's piracy problem. He goes on to outline a possible solution, with the PCs acting as bait to flush the pirates out of hiding and then taking the fight back to their base. After the PCs establish a false cover story to make their voyage even more attractive to pirates, the Pathfinders set off upstream on a rented boat.

The pirates—several trained in gladiatorial combat—attack shortly after the PCs set out from the capital. Upon defeating their attackers, the PCs can either interrogate a captive or follow any escaping pirates to discover their base: a decaying manor on a hidden bayou. With this knowledge, the PCs can use guile to approach the manor without setting off alarms, or they can elect to perform a frontal assault. Upon defeating the pirates, the PCs discover the identity of the bandits' employer and learn that the true opponent is one of Tymon's "bloodied" gladiators named Helkit.

Although Helkit is nearly untouchable by local law, Smine recommends the PCs challenge her by Law of Grievance, effectively making the arena a court of last resort. Helkit accepts the challenge and, with a crew of allies, faces off against the PCs before a cheering crowd. Should the PCs prevail, they prove to any other future bounty hunters that the Pathfinder Society is prepared to defend its holdings.

GETTING STARTED

Read the following to get the adventure underway:

For a city founded upon bloody combat traditions, Tymon is surprisingly docile. Weapons are invariably peace-bonded, there is a lack of muscle-flexing machismo in the streets—even public disputes are scarcer than in comparably large settlements. Rule of law here is strong, perhaps, or else violent urges are simply sated vicariously through the famed Arena of Aroden.

Whatever the cause, little impedes the swift journey to

Smine's Weaponworks, locally famous as a place of business but secretly also a Pathfinder lodge. The sound of ringing steel and the withering heat of the forge through an open sliding door identify the stone structure as readily as its well-painted but soot-stained sign. Several apprentices work blades in various stages of completion, and at the largest work area toils a smiling dwarf: famed weaponsmith and venture-captain Holgarin Smine. He glances up under singed eyebrows, never missing a beat as he says, "Ah. It's you. A moment." After putting some final touches on a spearhead, quenching it in water, and nodding approvingly after a brief appraisal, he unties his apron and opens the door into the adjoining building.

Within a few minutes, Smine has set out refreshments such as bread and cheese in a much cooler kitchen. "Forgive me for not asking about your journey. Love the details, but those can wait. Someone's picking a fight—with us," he divulges in broken sentences reminiscent of the staccato clanging of the adjacent forge. "You might know we're committed to supporting Mendev. Important business, that. Worldwound expanding, wardstones failing. Not good for anyone. So when we send supplies north and they're stolen, it gets our attention. And that's been happening. Months now. Boat after boat heading up the Sellen, attacked, looted—always a few days out of Tymon. Now, River Kingdoms shipping isn't always chancy; brigands on the water are nothing new. Not like this, though. And it isn't all shipping. Just ours. Someone is targeting us.

"It's my job to get to the bottom of this, and I have a notion how. Been told you lot were just what I needed. So here's what's going to happen. We're not just going to find these pirates; we're going to flush 'em out. They want to hit Pathfinders? Pathfinders can hit, too. They'll think they've got another soft supply boat, but the cargo will be you. Ready to fight." He grins before concluding, "You're bait. But you're bait that bites back."

The PCs doubtless have questions at this point; likely inquiries and responses are detailed below. Should the PCs not ask questions, Smine looks crestfallen, chides them in a good-natured way for their lack of inquisitiveness, and, if necessary, may provide them some of the following information anyway.

What do you mean by "bait?" "You pose as the crew of a Pathfinder barge. They try and rob you. You take them down. You hunt down their hideout and deal with any others."

Where do we get a boat? "I'm hiring one. Get word to you shortly on which. Know a few boat-owners who'll go along for the right price. You'll have a pilot to sail it; you just need to fight."

How do you know they'll attack? "I've put out word there's a major shipment headed upriver. Should get their attention. You can help with that too. Make yourselves look soft. Hit the taverns. Look like landlubbers. Probably are, anyway, so it shouldn't be difficult. Drink hard, and

look like you're shipping out hung-over. Spread a good cover story. Make them overconfident."

Do we take them alive? "Up to you. Mind you, capture 'em and bring 'em back, they'll probably wind up naked in the arena, so your call if that's mercy. Still, might want to grab some for questioning."

What do we need from them? "Their base location. Take out their entire operation. Anything else you learn, bring back to me. Who hired them, why they're harassing us. That sort of thing."

Once the PCs have asked their questions, Smine offers them the use of his guest rooms and offers suggestions where to purchase supplies.

Diplomacy (gather information) or Knowledge (local)

PCs may already be familiar with Tymon's customs or learn about it by asking around town. Smine is able to make a DC 15 Knowledge (local) check and shares that information if the PCs ask him directly, but allow the PCs the opportunity to use their skills first.

10+ Tymon is founded on a tradition of gladiatorial combat, most famously in the city's Arena of Aroden, where gladiators have vied for popular acclaim for over 2,000 years.

15+ Tymon's ruling class is composed entirely of experienced gladiators who earned their status after winning 10 arena combats. Called "bloodied," these gladiators have rights and privileges beyond any common Tymons. They alone are allowed to own property or bear weapons, and their word carries greater weight in court, almost placing them above the law. Tymon's ruler, called the Champion, earns his place through combat as well.

20+ In spite of the privileges of the "bloodied," specialized laws grant some equity to others. The Law of Grievance allows anyone to challenge someone who has wronged him to arena combat. This carries across social ranks; if challenged by a commoner, even one of the "bloodied" must submit. Even the Champion's position is not secure; through the Law of Succession, any "bloodied" can challenge him for leadership.

A. DOCKSIDE DECEPTION

After receiving their orders from Venture-Captain Smine, the PCs are free to spend the remainder of the

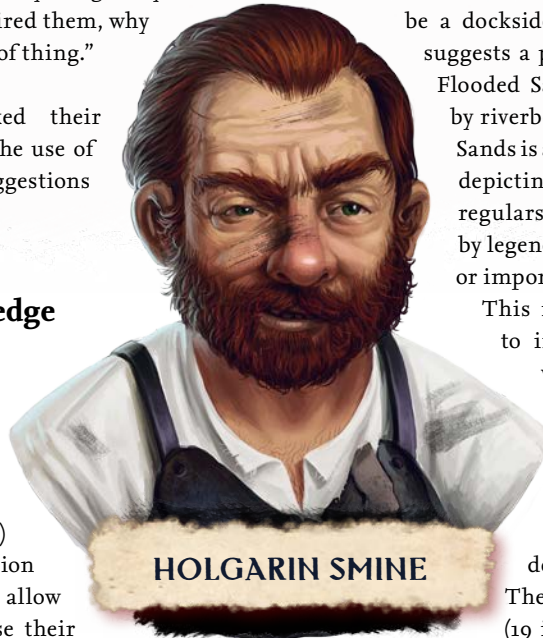
day and the upcoming evening as they please. One way or another, Helkit's pirates learn about the Pathfinder barge bound for the north and prepare for an ambush; however, by emphasizing the barge's slow-moving nature, lack of an escort, or incompetent crew as the PCs spend time in Tymon, they can trick the pirates' informants—and thus the pirates themselves—into being less cautious.

The ideal location for such subterfuge would be a dockside tavern. If asked, Smine readily suggests a popular boat pilot's bar called the Flooded Sands, but any location frequented by riverboat crews can suffice. The Flooded Sands is a true Tymon bar with wall frescoes depicting nautical arena tourneys. Bar regulars can easily point out ships crewed by legendary gladiators battling each other or imported sea monsters.

This is an opportunity for the players to indulge in some roleplaying, but watch the clock so that this section doesn't consume too much time. During the evening, each PC can make a single skill check to determine whether or not he succeeded in seeding his deception into Tymon's rumor mills. The DC for any given skill check is 15 (19 in Subtier 6–7). Although Bluff or Diplomacy might seem essential, even

less socially savvy characters can contribute. Someone with a high Swim modifier might take a dare to dive off the docks, making an awesome show of floundering about in the water. A Linguistics specialist might drone on at length about the root words for nautical terms while displaying complete ignorance of practical sailing knowledge. If a player can come up with a clever use for a skill, let her try it, and try to let everyone contribute to the group's success. Keep count of these successes, which affect encounter **B**.

Development: The next morning, Smine gives the PCs the dock number where their boat—*Tevryn's Terrapin*, a modified barge—awaits. Whereas most barges are current-driven and only travel downriver, the *Terrapin* is equipped with a sail and several oars to allow for movement up and down the waterways. **Demeliah Sorhenson** (N female human expert 3), a thickset Taldan woman approaching middle age, is the boat's pilot, and not only is she apprised of the PCs' mission but also willingly pilots the boat in spite of the risks. The pay is good, and pirates killed her husband (the eponymous *Tevryn*) years ago; anything done to combat river piracy is good in her eyes. Demeliah simply pilots the boat and makes a point of getting out of sight when actual combat occurs.



B. Bait on the Sellen

S : The Sea Queen's Spawn

T : Tevryn's Terrapin



Once the PCs meet Demeliah and are ready to set out, she casts off the *Terrapin's* mooring ropes and begins the journey up the Sellen.

B. BAIT ON THE SELLEN (CR 6 OR CR 9)

The first day of travel proves uneventful as *Tevryn's Terrapin* meanders upriver. Let the PCs establish a routine for their trip, and during the early afternoon of the second day, the pirates attack.

The ambush takes place around a river bed, where northbound traffic is unlikely to spot the pirates. Should the PCs have the means to scout ahead, they easily spot the pirates lying in wait. Of course, even a less vigilant group has the advantage of knowing that an attack is forthcoming. As the PCs head upriver, read or paraphrase the following.

The droning of frogs, insects, and birds along the riverbanks creates an atmosphere fit for dozing, even though the sun is barely past noon. Directly ahead, the river twists to the east for a bit before rounding a forested hummock. A splash breaks the monotony of sound as something slides off the marshy banks and into the water.

Creatures: By making a successful DC 15 Perception check, a PC can identify the source of the splash as an alligator that has slipped into the water and is swimming around the bend. This alligator is Scurvy, the animal companion of the halfling druid Karvis, who is watching for the Pathfinders' approach. Earlier in the day, Karvis instructed Scurvy to guard the area and then she cast *Speak with Animals* to further instruct the alligator to find the halfling if a boat came from the south. Scurvy slides into the water when *Tevryn's Terrapin* is 100 feet away, and she moves slowly and stealthily to avoid notice, rounding the bend toward the pirates over the course of 3 rounds. The pirates are not aware of the PCs' presence unless they spot Scurvy or the PCs make a great deal of noise during their trip upriver.

Once the pirates spot Scurvy, they haul anchor and begin rowing toward their target with the current speeding their travel; the pirates' boat *The Sea Queen's Spawn* (AC 2, hardness 5, and 600 hp) moves 50 feet per round, and if the PCs surprise the pirates, it takes a round to retrieve the anchor and get their boat moving downstream. The *Terrapin* (AC 2, hardness 5, 250 hp), on the other hand, moves against the current at 20 feet per round. As the pirates draw near the PCs' boat, they

B. Bait on the Sellen



1 square = 5 feet



Pathfinder Map Pack: Boats and Ships

toss grapples at the *Terrapin*, pull the boats together, and attempt to board.

The arena-trained scallywags still use many of the maneuvers they learned from Helkit's gladiatorial school, and a scallywag might add dazzling flourishes to her attack, pause after striking a PC to salute an invisible crowd, or even look to others for approval before delivering a killing blow. A PC can identify the scallywags' style as that of well-trained gladiators with a successful DC 15 Knowledge (local) or Sense Motive check, providing the Pathfinders with an early clue as to the nature of their enemy.

Subtier 3–4 (CR 6)

SAILORS (3) CR 1/2

NE shipmates (*Pathfinder RPG GameMastery Guide* 294)

hp 11 each

TACTICS

During Combat The sailors pilot the skiff and do not fight the PCs until the two ships are grappled. They then board the PCs' boat to join the attack, providing flanking for the scallywags when possible.

Morale If Karvis and Scurvy are both dead or fleeing, any remaining sailors throw down their arms and surrender.

ARENA-TRAINED SCALLYWAGS (3) CR 1

Human fighter 1/ranger 1

NE Medium humanoid (human)

Init +2; Senses Perception +5

DEFENSE

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

hp 16 each (2d10+6)

Fort +5, Ref +4, Will +0

OFFENSE

Speed 30 ft.

Melee mwk shotel^{UE} +4 (1d8+3/×3), cestus^{UE} +3 (1d4+1/19–20)

or

mwk shotel^{UE} +6 (1d8+4/×3)

Ranged composite longbow +4 (1d8+2/×3)

Special Attacks favored enemy (humans +2)

TACTICS

During Combat The scallywags fire arrows at anyone onboard the *Terrapin*. Once the two boats are close to one another, the scallywags throw grappling hooks to pull the two vessels together. They then leap aboard, drawing their shotels and attacking in melee.

Morale Graduates of Helkit's grueling training, the scallywags fight to the death unless they are clearly outmatched and Karvis is no longer fighting.

PATHFINDER SOCIETY SCENARIO

A LIE WELL TOLD

If the PCs misrepresented themselves well in Tymon, this encounter becomes easier. The pirates, feeling overconfident at the prospect of weak opposition, are careless in their preparations and fewer in number.

For every successful skill check made in encounter A, Karvis casts one less spell in preparation for combat, subtracted in this order: [greater] *magic fang* on Scurvy, *barkskin* on herself, *bull's strength* on Scurvy, and *summon nature's ally I*. In addition, if the PCs succeeded at three or more skill checks, the pirates do not make ranged attacks as they approach. Should the PCs attack the pirates from afar, the pirates and Karvis retaliate, casting spells or firing bows as appropriate. Finally, if the PCs made four or more successful skill checks, remove one sailor and one arena-trained scallywag from the encounter.

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 17

Feats Exotic Weapon Proficiency (shotel^{UE}), Toughness, Two-Weapon Fighting

Skills Climb +7, Intimidate +6, Perception +5, Perform (act) +3, Swim +7

Languages Common

SQ track +1, wild empathy +2

Combat Gear *potion of cure light wounds*, tanglefoot bag;

Other Gear leather armor, mwk shotel^{UE}, cestus^{UE}, composite longbow (+2 Str) with 20 arrows, flint and steel, 50-ft. hemp rope with grappling hook, jug of beer, torches (3), 32 gp

KARVIS

CR 3

Female halfling druid of Hanspur 4

CN Small humanoid (halfling)

Init +2; **Senses** Perception +11

DEFENSE

AC 19, touch 13, flat-footed 17 (+4 armor, +2 Dex, +2 shield, +1 size)

hp 33 (4d8+12)

Fort +7, **Ref** +4, **Will** +8; +2 vs. fear, +4 vs. fey and plant-targeted effects

OFFENSE

Speed 15 ft.

Melee dagger +2 (1d3-2/19-20)

Special Attacks wild shape 1/day

Druid Spells Prepared (CL 4th; concentration +7)

2nd—*barkskin*, *bull's strength*, *chill metal* (DC 15)

1st—*cure light wounds*, *magic fang*, *produce flame*, *speak with animals*

0 (at will)—*create water*, *flare* (DC 13), *guidance*, *virtue*

TACTICS

Before Combat Karvis casts *barkskin* and *produce flame*

as her group's boat approaches the PCs. When Scurvy is within reach, Karvis casts *magic fang* and *bull's strength* on her. In the round just before the boats grapple, she summons a giant centipede in the midst of her enemies by spontaneously casting *summon nature's ally I*.

During Combat Karvis remains in her own boat, supporting the pirates with spells and hurled flame. She drinks her healing potion if reduced to 16 or fewer hit points.

Morale If Scurvy and half of her other allies are killed or incapacitated, Karvis uses wild shape to transform into an eagle and flees north. She also flees if reduced to 8 hit points and she has no healing left.

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +3; **CMB** +0; **CMD** 12

Feats Augment Summoning, Spell Focus (conjunction)

Skills Acrobatics -1, Climb -5, Fly +3, Handle Animal +8, Knowledge (nature) +10, Perception +11, Profession (sailor) +7, Survival +11, Swim +0; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Druidic, Halfling, Hallit

SQ nature bond (animal companion), nature sense, trackless step, wild empathy +5, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** hide armor, heavy wooden shield, dagger, 76 gp

SCURVY

CR —

Female crocodile (alligator) animal companion

N Medium animal

Init +1; **Senses** low-light vision; Perception +1

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 38 (4d8+20)

Fort +8, **Ref** +5, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +8 (1d8+7 plus grab) or tail slap +8 (1d12+7)

Special Attacks death roll, sprint

TACTICS

Before Combat Scurvy swims to Karvis to receive spells and then swims alongside the boat as it approaches the *Terrapin*.

During Combat Scurvy clambers aboard the *Terrapin* and attempts to bite and grab a target. In subsequent rounds she performs a death roll and then tries to drag her prey into the water. If she fails to grab onto her prey, she begins using Power Attack.

Morale Scurvy fights to the death or until Karvis flees, in which case she attempts to swim away.

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)

YOU HAVE WHAT YOU HOLD

Feats Power Attack, Toughness

Skills Stealth +6, Swim +18

SQ hold breath, link, tricks (attack [all creatures], come, guard, heel)

Gear *amulet of natural armor* +1

Subtier 6–7 (CR 9)

SAILORS (6) CR 1/2

NE shipmates (*Pathfinder RPG GameMastery Guide* 294)

hp 11 each

TACTICS

During Combat The sailors pilot the skiff and do not fight the PCs until the two ships are grappled. They then board the PCs' boat to join the attack, providing flanking for the scallywags when possible.

Morale If Karvis and Scurvy are both dead or fleeing, any remaining sailors throw down their arms and surrender.

ARENA-TRAINED SCALLYWAGS (4) CR 3

Human fighter 2/ranger 2

NE Medium humanoid (human)

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

DEFENSE

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

hp 32 each (4d10+10)

Fort +7, **Ref** +6, **Will** +0; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk shotel^{UE} +7 (1d8+3/×3), mwk cestus^{UE} +6 (1d4+3/19–20)

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

Special Attacks favored enemy (humans +2)

TACTICS

During Combat The scallywags fire arrows at anyone onboard the *Terrapin*. Once the two boats are close to one another, the scallywags throw grappling hooks to pull the two vessels together. They then leap aboard, drawing their shotels and attacking in melee.

Morale Graduates of Helkit's grueling training, the scallywags fight to the death unless they are clearly outmatched and Karvis is no longer fighting.

STATISTICS

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

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

Feats Double Slice, Exotic Weapon Proficiency (shotel^{UE}), Quick Draw, Toughness, Two-Weapon Fighting, Weapon Focus (shotel^{UE})

Skills Climb +7, Intimidate +8, Perception +7, Perform (act) +5, Swim +7

Languages Common

SQ track +1, wild empathy +3

Combat Gear *potion of cure moderate wounds*, tanglefoot bag;

Other Gear mwk chain shirt, mwk shotel^{UE}, mwk cestus^{UE},

mwk composite longbow with 20 arrows, flint and steel, 50-ft.

hemp rope with grappling hook, jug of beer, torches (3), 97 gp

KARVIS CR 6

Male halfling druid of Hanspur 7

CN Small humanoid (halfling)

Init +2; **Senses** Perception +11

DEFENSE

AC 21, touch 14, flat-footed 19 (+5 armor, +1 deflection, +2 Dex, +2 shield, +1 size)

hp 56 (7d8+21)

Fort +8, **Ref** +5, **Will** +9; +2 vs. fear, +4 vs. fey and plant-targeted effects

OFFENSE

Speed 15 ft.

Melee dagger +4 (1d3–2/19–20)

Special Attacks wild shape 2/day

Druid Spells Prepared (CL 7th; concentration +10)

4th—*control water*

3rd—*call lightning* (DC 16), *greater magic fang*, *quench*

2nd—*barkskin*, *bull's strength*, *chill metal*, *resist energy*

1st—*cure light wounds* (2), *faerie fire*, *produce flame*, *speak with animals*

0 (at will)—*create water*, *flare* (DC 13), *guidance*, *virtue*

TACTICS

Before Combat Karvis casts *barkskin* and *produce flame* as her group's boat approaches the PCs. When Scurvy is within reach, Karvis casts *greater magic fang* and *bull's strength* on her. In the round just before the boats grapple, she casts *summon nature's ally IV* to summon either an owlbear (space permitting) or a medium air elemental in the midst of her enemies.

During Combat Karvis remains in her own boat, supporting the pirates with spells, hurled flame, and bolts of electricity. She drinks her healing potion if reduced to 28 or fewer hit points.

Morale If Scurvy and half of her other allies are killed or incapacitated, Karvis uses wild shape to transform into a water elemental and flees north. She also flees if reduced to 14 hit points and she has already consumed her healing potion.

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +5; **CMB** +2; **CMD** 15

Feats Augment Summoning, Combat Casting, Natural Spell, Spell Focus (conjuration)

Skills Acrobatics +1, Climb –3, Fly +5, Handle Animal +11, Knowledge (nature) +13, Perception +14, Profession (sailor) +7, Survival +14, Swim +5; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Druidic, Halfling, Hallit

SQ nature bond (animal companion), nature sense, trackless step, wild empathy +8, woodland stride

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER B

To accommodate a party of only four PCs, treat the PCs as though they had succeeded at one additional skill check during the Docksides Deception encounter. Additionally, reduce the number of sailors and arena-trained scallywags in the encounter by one each.

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *hide armor*, mwk heavy wooden shield, *ring of protection +1*, dagger, 76 gp

SCURVY

CR —

Female crocodile (alligator) animal companion
N Medium animal

Init +6; **Senses** low-light vision; Perception +1

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 57 (6d8+30)

Fort +9, **Ref** +7, **Will** +3 (+4 vs. enchantments)

Defensive Abilities evasion

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +9 (1d8+7 plus grab) or
tail slap +9 (1d12+7)

Special Attacks death roll, sprint

TACTICS

Before Combat Scurvy swims to Karvis to receive spells and then swims alongside the boat as it approaches the *Terrapin*.

During Combat Scurvy clambers aboard the *Terrapin* and attempts to bite and grab a target. In subsequent rounds she performs a death roll and then tries to drag her prey into the water. If she fails to grab onto her prey, she begins using Power Attack.

Morale Scurvy fights to the death or until Karvis flees, in which case she attempts to swim away.

STATISTICS

Str 21, **Dex** 14, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Power Attack, Toughness

Skills Stealth +8, Swim +19

SQ hold breath, link, tricks (attack [all creatures], come, defend, guard, heel)

Gear *amulet of natural armor +1*

Development: The PCs can interrogate any of the surviving pirates to learn more about their operation and the location of their base. Despite having just fought with the PCs, the sailors and scallywags all have a starting attitude of unfriendly so long as they're treated without considerable malice; the scallywags' arena training has instilled in them a rather forgiving attitude after a fight,

and the sailors are willing to make a deal. With the exception of Karvis, who remains hostile, none of the pirates have any particular loyalty to Deremin. As a result, the PCs might be able to learn the location of the pirates' base by improving a combatant's attitude to friendly through the use of either Diplomacy or Intimidate.

Each pirate knows the base's location as well as the prearranged signal (waving a torch in a specific pattern) exchanged by the sailors and anyone on guard duty; despite having been trained by Helkit, they do not know that she is also Deremin's employer. Karvis also knows the background of how the pirate band formed from the adventure's background, though she does not know the identity of their employer. If the PCs took no captives, they are able to find a map of the group's ambush locations along the river, all connected by dotted lines to a hidden river branch marked by a drawing of a skull.

If Karvis escapes, she flies to the bayou and warns the remaining pirates of the recent defeat. Given her injuries, spent spell supply, and uncertain loyalties, she then decides to abandon the bounty-hunting venture. The halfling tries to convince Deremin to leave, but in the ensuing spat, Karvis stalks off into the swamp and plays no further role in this adventure.

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

Subtier 3–4: Reduce the gold earned by 334 gp.

Out of Subtier: Reduce the gold earned by 721 gp.

Subtier 6–7: Reduce the gold earned by 1,108 gp.

C. BESSIE'S BAYOU (CR 6 OR CR 9)

The pirates' base is an abandoned plantation 5 miles upriver from the ambush site. Once a prosperous manor, the property was flooded when the West Sellen burst its banks several years ago and formed a bayou. The owners had expected the occasional, short-lived flood and had built the house on stilts, but they lacked the resources to drain the swampy land and so abandoned it. Since then, the house has fallen further into disrepair as wayfarers and brigands squatted there for brief periods before moving on to better areas.

The West Sellen forms a shallow anabranch off of its main course that runs right past the manor. This bayou makes an ideal hideout, for it is hidden from sight, the owners are long gone, and few know of its location. Deremin has blessed the building with a shrine to Besmara, though the rest of his crew—folk of the River Kingdoms—are more inclined to favor Hanspur. In chucked derision of their leader's faith, the pirates have dubbed the place "Bessie's Bayou," though they're careful not to call it that around Deremin.

There are many different ways in which the PCs could approach the base upon learning of its location, though

C. Bessie's Bayou



1 square = 5 feet

the most obvious methods involve stealth, deception, or direct assault. Trees still grow out of the swampy ground around the manor, providing plenty of cover for the PCs to approach “overland;” however, the entire area is difficult terrain, and the sound made by feet entering and being pulled out of the sticky mud imposes a –2 penalty on Stealth checks. If the PCs approach during the day, allow any pirates to roll Perception checks to detect the PCs once the Pathfinders are within 100 feet of the building, applying distance penalties as appropriate. At night, reduce this distance to 40 feet.

Should the PCs choose to employ deception, the most likely means would be to use the pirates’ captured boat, approach the dock, and wave a torch in the pattern described by a captured pirate. Convincing the pirates guarding the dock that there is nothing amiss requires that the PC waving the torch has disguised herself, otherwise the pirates at the dock immediately see through the deception once the PCs’ boat is within 80 feet of the dock. Assuming the PCs donned an appropriate disguise, allow the sailors to make opposed Perception checks to see through the ruse. Allow any other PCs who donned a disguise to aid the torch-waver’s check, and treat the sailors as associates of the pirates (granting

them an additional +6 bonus on this Perception check). Once the PCs’ boat has pulled up to the dock, the sailors immediately recognize something is amiss unless either all of the visible PCs are disguised or one of them can quickly assure the pirates that all is well with a successful Bluff check—possibly extending the PCs’ element of surprise. If the PCs approach at night, they are able to approach within 40 feet before the sailors have a chance to see through the deception. If Karvis escaped the earlier encounter, everyone at Bessie’s Bayou automatically assumes that an approaching boat is hostile and sounds the alarm.

As one last option, the PCs can simply elect to assault the base without covering their approach. In this case, the Perception DC to hear the PCs is 5, adjusted for distance. In the relatively calm water of the anabranche, the PCs’ boat can move a maximum of 20 feet per round.

Creatures: Bessie’s Bayou is home to numerous pirates as well as Deremin himself, and these villains may appear in different locations at any given time, depending on the hour and the PCs’ approach. As a result, all of the creatures found at this location are presented below, followed by a gazetteer of individual rooms referencing the likely inhabitants.

PATHFINDER SOCIETY SCENARIO

Subtier 3–4 (CR 6)

SAILORS (4) CR 1/2

NE shipmates (*Pathfinder RPG GameMastery Guide* 294)

hp 11 each

TACTICS

During Combat The sailors fire arrows as the PCs approach by land or boat and then try to hold off the PCs in melee as best they can, using chokepoints until one or more scallywags join in the fight. The sailors then try to flank with the scallywags or otherwise beleague the PCs.

Morale The sailors surrender if Deremin dies or flees or if the PCs have slain the scallywags and half of the sailors.

ARENA-TRAINED SCALLYWAGS (2) CR 1

hp 16 each (use the stats on page 7)

TACTICS

During Combat The scallywags fire arrows as the PCs approach by land or boat, then draw their shotels and fight in melee.

Morale Graduates of Helkit's grueling training, the scallywags fight to the death unless they are clearly outmatched and Deremin has fled or fallen.

DEREMIN CR 4

Male human cleric of Besmara 5

CE Medium humanoid (human)

Init +4; Senses Perception +8

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)

hp 36 (5d8+10)

Fort +6, Ref +2, Will +8

OFFENSE

Speed 20 ft.

Melee rapier +5 (1d6+2/18–20)

Ranged heavy crossbow +3 (1d10/19–20)

Special Attacks channel negative energy 3/day (DC 12, 3d6)

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

6/day—copycat (5 rounds), storm burst (1d6+2 nonlethal damage)

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*call lightning*⁰ (DC 16), *magic vestment*, *water walk*

2nd—*cure moderate wounds*, *invisibility*⁰, *shatter* (DC 15), *spiritual weapon*

1st—*bless*, *cause fear* (DC 14), *cure light wounds*, *divine favor*, *obscuring mist*⁰

0 (at will)—*bleed* (DC 13), *create water*, *purify food and drink*, *stabilize*

D domain spell; Domains Trickery, Weather

TACTICS

Before Combat As part of a prayer earlier in the day, Deremin has already cast *magic vestment* on his shield.

During Combat Deremin joins the other pirates, at first casting *bless* and striking his enemies with spells and storm burst.

Once melee combat is inevitable, he casts *divine favor* and always maintains an illusory double with copycat. He flanks when possible and uses the trip combat maneuver regularly.

Morale If Deremin suspects that he is fighting a losing battle—whether as a result of losing multiple scallywags in one round, being attacked in melee by multiple assailants, or simply an uncomfortable hunch—he casts *water walk* and makes a run for the river. If the PCs cannot threaten him from there, he pauses to strike with another spell or two before casting *invisibility* to run away.

Base Statistics Without *magic vestment*, Deremin's stats are AC 19, flat-footed 19.

STATISTICS

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

Base Atk +3; CMB +5 (+7 trip); CMD 15 (17 vs. trip)

Feats Combat Casting, Combat Expertise, Improved Initiative, Improved Trip

Skills Knowledge (religion) +9, Perception +8, Profession (sailor) +11, Swim +2

Languages Common, Hallit

Gear +1 *breastplate*, heavy steel shield, heavy crossbow with 10 bolts, rapier, *cloak of resistance +1*, *pyxes of redirected focus*^{UE}, key to area C8, 9 gp

Subtier 6–7 (CR 9)

SAILORS (6) CR 1/2

NE shipmates (*Pathfinder RPG GameMastery Guide* 294)

hp 11 each

TACTICS

During Combat The sailors fire arrows as the PCs approach by land or boat and then try to hold off the PCs in melee as best they can, using chokepoints until one or more scallywags join in the fight. The sailors then try to flank with the scallywags or otherwise beleague the PCs.

Morale The sailors surrender either if Deremin dies or flees or if the PCs have slain the scallywags and half of the sailors.

ARENA-TRAINED SCALLYWAGS (3) CR 3

hp 32 each (use the stats on page 9)

TACTICS

During Combat The scallywags fire arrows as the PCs approach by land or boat, then draw their shotels and fight in melee.

Morale Graduates of Helkit's grueling training, the scallywags fight to the death unless they are clearly outmatched and Deremin has fled or fallen.

DEREMIN CR 7

Male human cleric of Besmara 8

CE Medium humanoid (human)

Init +4; Senses Perception +11

DEFENSE

AC 22, touch 10, flat-footed 22 (+7 armor, +5 shield)

YOU HAVE WHAT YOU HOLD

hp 55 (8d8+16)

Fort +8, Ref +3, Will +10

OFFENSE

Speed 20 ft.

Melee mwk rapier +9/+4 (1d6+2/18-20)

Ranged heavy crossbow +6 (1d10/19-20)

Special Attacks channel negative energy 3/day (DC 14, 4d6)

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

At will—lightning lord (8 bolts/day), master's illusion (8 rounds/day)

6/day—copycat (8 rounds), storm burst (1d6+4 nonlethal damage)

Cleric Spells Prepared (CL 8th; concentration +11)

4th—*confusion*^o (DC 17), *divine power*, *unholy blight* (DC 17)

3rd—*blindness/deafness* (DC 16), *call lightning*^o (DC 16) *cure serious wounds*, *magic vestment*, *water walk*

2nd—*cure moderate wounds*, *invisibility*^o, *shatter* (DC 15), *sound burst* (DC 15), *spiritual weapon*

1st—*bless*, *cause fear* (DC 14), *cure light wounds*, *magic weapon*, *obscuring mist*^o, *shield of faith*

0 (at will)—*bleed* (DC 13), *create water*, *purify food and drink*, *stabilize*

D domain spell; Domains Trickery, Weather

TACTICS

Before Combat As part of a prayer earlier in the day, Deremin has already cast *magic vestment* on his shield.

During Combat Deremin joins the other pirates, at first casting *bless* and *shield of faith* before striking his enemies with spells and storm burst. Once melee combat is inevitable, he casts *divine power* and always maintains an illusory double with copycat. He flanks when possible and uses the trip combat maneuver regularly.

Morale If Deremin suspects that he is fighting a losing battle—whether as a result of losing multiple scallywags in one round, being attacked in melee by multiple assailants, or simply an uncomfortable hunch—he casts *water walk* and makes a run for the river. If the PCs cannot threaten him from there, he pauses to strike with another spell or two before casting *invisibility* to run away.

Base Statistics Without *magic vestment*, Deremin's stats are AC 20, flat-footed 20.

STATISTICS

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

Base Atk +6; CMB +8 (+10 trip); CMD 18 (20 vs. trip)

Feats Combat Casting, Combat Expertise, Improved Trip, Improved Initiative, Shield Focus

Skills Bluff +11, Knowledge (religion) +13, Perception +11, Profession (sailor) +14, Swim +5

Languages Common, Halfling, Hallit

Gear +1 *breastplate*, heavy steel shield, mwk rapier, heavy crossbow with 10 bolts, *cloak of resistance +1*, *gauntlets of the skilled maneuver (trip)*^{UE}, *pyxes of redirected focus*^{UE}, key to area C8, 59 gp

SCALING ENCOUNTER C

To accommodate a party of only four PCs, remove one sailor from area C2 and one scallywag from area C4.

Development: Defeating the pirates ends the immediate threat to shipping. Interrogated pirates know little; even Helkit's gladiatorial graduates don't know her connection, as Deremin accepted the job from Helkit in secret and then hired several of her toughs a day later while wearing a different guise; the pirates remain unaware that their training and employment are related. Deremin, if captured, knows most of the details from the introduction; he's even figured out Helkit is contracting on behalf of Razmiran. He offers this information in exchange for his life, though he has also recorded it all in his logbook in area C7.

Rewards: If the PCs fail to defeat the pirates—regardless of whether or not Deremin escapes—reduce each PC's gold earned as follows.

Subtier 3–4: Reduce the gold earned by 607 gp.

Out of Subtier: Reduce the gold earned by 946 gp.

Subtier 6–7: Reduce the gold earned by 1,285 gp.

C1. Dock

The narrow hidden branch of the West Sellen swells to a wide expanse, bordered on one side by a high, forested islet. The other side of the river has no bank, for the water seeps into the ground and creates a broad wetland out of what were once low-lying fields. Cattails and grasses push through the surface and continue off into the distance. Declaring where river ends and marsh begins would involve either lucky guesswork or a surveyor's eye.

Straddling the border between river and swamp are the remains of a sumptuous house, yet despite the facade's once-elegant style and trim, the place has seen better days. The paint is faded and peeling, blending in so well with a growth of mold that the place may as well have been originally painted murky gray-green. Vines and creepers are less overgrowing the place than they seem to be holding it together. Other parts of the building have fared less well, and toppled beams jutting from the swamp hint at other wings that didn't survive the river's encroachment. Stilts and a narrow boardwalk support what little remains, and a makeshift dock extends into the river proper.

All of the extant structure stands about 5 feet above the water, and despite its appearance and tendency to creak ominously in high winds, the house is sound. Perhaps one board in 10 is noticeably newer, as Deremin had his subordinates perform a few basic structural repairs to the site before deeming it worthy of housing Besmara's image. The river is shallow here and is little more than

PATHFINDER SOCIETY SCENARIO

5 feet deep within 20 feet of the water's edge. A small concession of the damp environment's slow destruction of the site is that the house is too damp to catch fire easily, though a large, sustained source of fire could potentially burn the structure to the ground eventually.

Creatures: Two sailors guard the dock at all hours, changing who's on duty every 4 hours or so. They ring the bell and fire arrows upon sighting an unfamiliar boat, and they wait for 1 round upon spotting *The Sea Queen's Spawn* for the expected torch signal before sounding the alarm. At night, both sailors keep a hooded lantern lit but shuttered, and they take turns strolling around the boardwalk on the off chance that something should approach from the northeast.

C2. Common Room

The walls of this room barely keep out the elements yet somehow retain the smell of musk and sweat. A fireplace along the northern wall keeps some of the damp chill at bay, though vines riddle the mantel stones in a years-long endeavor to pry apart the structure. A table occupies the center of the room, its surface in need of a good cleaning and polish.

This former dining room still serves in that capacity to some extent, though among the pirates, formal group meals are rare. It sees more use as a general lounge and recreation area by those not on guard duty or a raid.

Creatures: During the day, two scallywags rest here playing cards. They call out if a fight begins, and they rush to join any ongoing conflict. At night, there's one less scallywag, the other having gone to sleep in area C4.

C3. Hallway

This stretch of hall is bare except for remains of moldering carpet along the baseboards. The door to area C6 has been removed from its hinges and currently leans against a wall.

C4. Kitchen Camp

A low fire and the smell of simmering stew pushes back the pervading scent of must in this room, though it is otherwise in as poor shape as the rest of the house. Beyond the hearth and food preparation area, the room is devoid of other furnishings besides cots and a few shared footlockers, giving it a crude barracks air. The double doors to the east open onto the boardwalk, and the north door once opened to a since-collapsed wing of the building.

Creatures: Any other pirates aside from Deremin are likely found here, either dozing on cots, preparing food, or sitting outside to repair clothes or sharpen weapons. During the day, at least one sailor is sleeping here, and any others are busy with cooking, chores, or general

relaxation. During the night, the pirates close and bar the north and east doors (Strength DC 18 to break), and any pirates not described as being awake at night in other areas are sleeping here.

C5. Pantry

This room is stocked with sacks of beans, flour, and other consumables. Most are stale or spoiled; Deremin keeps the food supply inedible to ensure his crew relies upon his casting of *purify food and drink*. A valuable leader fears no mutiny.

C6. Shrine to Besmara

By removing the door to this small room and widening the opening, someone has created a crude arch that frames a small shrine. Cobalt light spills from a dark blue glass lantern that hangs above a crude altar improvised from domestic furnishings. Candles on the altar flank a pewter mug and a bottle of rum, and behind the altar stands the wooden female figurehead of a ship. A black tricorne perched on her head at an angle partially shields her face from the lantern's light.

Deremin opened this former storage closet up into the hallway so that Besmara might observe and favor her servants. All the pirates are supposed to offer a gesture of respect to her when passing through, but in practice this only happens when Deremin is watching.

C7. Leader's Retreat

Wall hangings, paintings, and rugs futilely endeavor to cover up this room's mildewed surfaces, making it resemble a plague victim slathered with makeup for a funeral. A large bed in good condition sits in the room's northwest corner, and a writing desk, chair, and small bookcase of damp wood round out the furnishings. The room is heavy with the smell of incense, which masks the omnipresent dank odor.

This formerly well-appointed bedchamber is still reasonably intact and less dank than most of the manor house. Deremin and Karvis reside here during their downtime. While the original luxurious furnishings are gone, Deremin has outfitted it with spoils from plundered ships like the pirate king he imagines himself to be. Karvis has less taste for frippery, but has made her own modification: a *wood shaped* trapdoor in the floor offers access to the marsh beneath the house; specifically, Scurvy's den. The door leading to area C8 is locked (Strength check DC 15 or Disable Device DC 20), and the key that Deremin carries can unlock it.

Deremin's logbook is lying in clear sight on his writing desk. It contains a detailed but somewhat choppy

account of his career in piracy, and the past several months' entries show that he switched his strategy from opportunistically targeting vessels at random to exclusively targeting Pathfinder shipments due to Helkit Silverbane's instructions. The Besmaran is hardly discreet, and he regularly mentions Helkit in his writing. A PC can identify Helkit as one of the "bloodied" of Tymon with a successful DC 15 Knowledge (local) or (nobility) check. In reading through the logbook, two entries in particular stand out; give the players **Player Handouts 1** and **2**.

Creatures: Deremin spends much of his time here and in areas **C3** and **C6**, and he keeps irregular hours and rarely follows a set schedule. As a result, he is awake and wearing armor whenever the PCs attack.

Faction Notes: Sczarni faction PCs should take an interest in **Player Handout 2**, which mentions Helkit Silverbane's involvement in a plot against the faction. Although finding this logbook entry does not fulfill the faction's mission, it does point the PCs to Helkit as a valuable source of information regarding the ever-expanding plot against faction leader Guaril Karela.

C8. Dead Man's Chest

There are nearly a dozen crates stacked inside this room, each one stamped with the Glyph of the Open Road and weighing approximately 100 pounds. These are supplies that Deremin has not yet had an opportunity to fence, and returning them to Venture-Captain Smine helps the Pathfinder Society quickly resume its shipments.

RETURN TO TYMON

Returning to Tymon is a relatively peaceful affair and takes approximately half a day of travel. Even if Karvis or Deremin escaped, neither is foolish enough to retaliate without reinforcements. If the PCs have prisoners, they may hand them off to local authorities. If the PCs captured *The Sea Queen's Bounty*, Demeliah waives the fees she's owed by Holgarin Smine in exchange for the skiff—terms that Smine happily agrees to. Upon settling such matters, Smine listens intently to the PCs as they give their report, clearly as enthralled by the adventure as by the Pathfinder Society's business. Hearing Helkit's name dampens his mood and causes him to furrow his brow.

"Well done. Everything I hoped for out there. Whatever else, our immediate enemies are done for. Hopefully gives anyone thinking about doing the same pause. But there's the problem. There'll be more, because they weren't acting on their own.

"Helkit Silverbane—she's a problem: Lots of money, lots of clout. She could just hire another group and hardly lighten her purse. We need to take this to her—make her see we're more

than she can handle. But going up against the bloodied... that's like swimming upriver. Through piranha. Bleeding.

"Law's not an option. First off, bankrolling pirates... barely a crime here—only if you get caught. Even with witnesses, she's hardly red-handed. And bloodied's word in court is worth lots more than words from captured bandits or the ones that caught them. Tymon's got some hard laws, but this wasn't really even in Tymon. It's all... borderline. Don't think we could make formal charges stick."

Smine sips his cooling tea thoughtfully, the furrows of worry on his brow slowly evening out. "Got one option, if you want to take it. Can't hit her in court... but Tymon wasn't built on courts." His eyes widen as he leans in close, "Ever heard of the Law of Grievance?"

Smine outlines a plan: under the Law of Grievance, anyone in Tymon can challenge another person to arena combat. Even a "bloodied" citizen must accept the challenge of outsiders. In a way, it's the fairest possible law available to those with the deck stacked against them. If the PCs challenge Helkit for having moved against the Pathfinder Society, she must accept. Killing her isn't even necessary; as challenged, Helkit would set the terms of the fight, and most Grievance matches aren't lethal. But publicly defeating and humiliating her demonstrates forcefully that Pathfinders protect their interests.

Once the PCs agree, Smine sends an apprentice to locate Helkit. Within the hour the girl returns, stating Helkit is overseeing gladiatorial team training at the arena. Smine tells the PCs that all they need do is approach her, state their grievance, and challenge her under the law.

Hurling the Gauntlet

Once the PCs travel to the arena, read or paraphrase the following aloud.

Even empty, the Arena of Aroden is an imposing sight that seems to magnify the sounds of clashing blades and grunts of exertion of a dozen sweaty, muscular men and women sparring on the sandy floor. The synergy of well-trained teamwork and combat style is apparent, though it falls short of the standards set by a tall, broad, iron-haired woman dressed in rich furs. "Watch your flanks, you ham-fingered dolts! Felex, if you leave your partner's back uncovered again just to make a cheap swing, it's your back I'll break in two!" she roars at the gladiators. "Now hold! There's company." Turning in your direction, she snaps, "Who in Abaddon are you? The Silver Slayers have the training ground today."

The speaker is Helkit, who behaves with the proud arrogance of someone who has enjoyed decades of civil privilege. Allow the PCs to direct the flow of the encounter. Helkit laughs off any accusations against her,

not even deeming them worth discussing. Should the PCs invoke the Law of Grievance, she stops laughing, shocked by their boldness. Challenged publicly—in front of her trainees, no less—leaves her little choice.

Her surprised expression curls into a sneer. “Very well, I accept. Some fights are already scheduled for two days from now. We’ll settle this then. As challenged, I set the terms: Group battle—you lot against me and my Slayers. No limits on weapons or magic. Public arena fight, on the shifting sands—and you should know I’ve never lost on those.” She glances at her trainees for a moment before reluctantly adding, “No need for a death match. The challenge may be decided by yielding. Anyone losing their nerve can call it off for their team.” She smirks. “Mind you, that won’t be anyone on my side. I don’t train cowards.”

Assuming the PCs accept her terms, Helkit sends a minion to have the arena manager put their battle on the docket.

Faction Notes: Sczarni faction PCs aware of Helkit’s connection to the ongoing threat against Guaril Karela’s life can press her for information. Such a request amuses her, and she says, “You want secrets? Well, I don’t owe that one any favors, and I don’t owe you, either. Still, tell you what... I’ll toss answering a few questions in the pot if you win. Beat me in the arena, and I’ll let you in on who’s poking around your boss’s business.”

D. THE ARENA OF ARODEN

The PCs have more than a day in which to rest, plan, and purchase items to use in their upcoming combat.

Diplomacy (gather information) or Knowledge (local)

During this time, the PCs also have an opportunity to learn about their opponents by asking around about Helkit’s and her Silver Slayers’ reputations.

10+ The Silver Slayers—often just called the Slayers—are well known as being among the better team-oriented gladiators in Tymon. They are quick on their feet and favor the use of exotic weapons and fighting styles.

15+ Helkit is famous for her piecemeal armor, which is rumored to include a piece of armor from each of her fallen foes. Although she has not fought in the Arena of Aroden for several years, Helkit is well-loved by the crowds.

20+ At the beginning of her career, Helkit was famous for employing powerful animals that she fought alongside. She is best remembered for once riding a rhinoceros into combat during a grand melee. Her combat style emphasizes powerful swings that she twists into elegant dance steps that delight onlookers.

25+ In the heat of battle, Helkit seems able to tap inner reserves to become giant-sized. She also favors the “shifting sands,” an arena setup that involves hidden pits.

30+ The name Silverbane is believed to refer to Numeria, Helkit’s homeland from which she fled more than 20 years ago. Some suspect she keeps a cache of Numerian devices that she uses to win her battles.

Ground Rules

The Arena of Aroden and Tymon as a whole use numerous rules to maintain the integrity of the arena, and a few in particular apply to the PCs’ combat.


- Participants may cast preparatory spells before entering the arena but otherwise cannot use magic, activate items, or drink potions until the combat officially begins; in the case of *You Have What You Hold*, this translates to 10 minutes of time checking in with the arena manager, suiting up, reviewing the rules, and verbally acknowledging these rules before stepping out into the fighting space.
- Magical flight and climbing the walls and columns is permitted, but only to the level of the grandstands (25 feet above the floor). Going any higher is considered unsporting, presents a risk to the spectators, and is grounds for disqualification. Violators receive a single warning and slow count to three (over the course of 1 round) before being disqualified.
- The combat conditions established by Helkit allow either team to give up should any participant declare that he yields. Doing so grants victory to the opposing team.
- The combat is not, strictly speaking, a death match, but participants are not held accountable for killing their opponents.

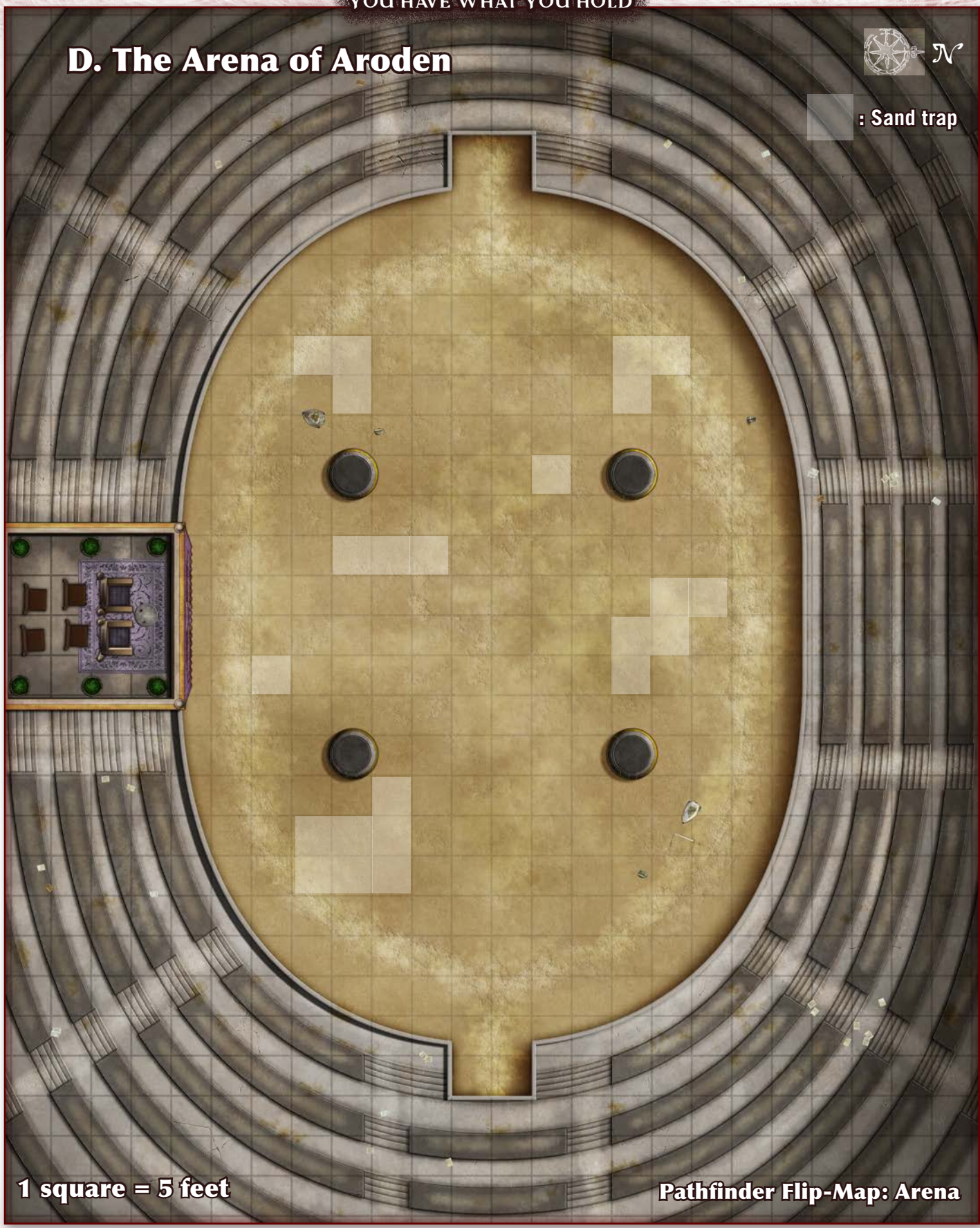
The PCs’ match against Helkit headlines a long day of battle. In the late morning, a handful of naked, convicted criminals (possibly including any pirates the PCs captured) “fight” a gelatinous cube, warming the crowd for more brawls to come. After herding the skeleton-filled cube offstage, numerous one-on-one matches fill out the schedule as up-and-coming gladiators face off. By the time the PCs’ match rolls around, the crowd is rabid with excitement; the return of a retired gladiator is a rare treat. As the challengers, the PCs enter first through the western gate. The master of ceremonies roars an introduction for each PC through a bullhorn, announcing each by name and spinning (potentially very exaggerated) lists of his or her deeds.

Hazards: The “shifting sands” are pits scattered about the arena that contain a mix of fine sand and water, creating a quicksand-like slurry that is then further disguised by sprinkling coarser sand on top. Before the PCs’ fight with Helkit begins, arena workers crank wheels that uncover the pits and then give the fighting area a

D. The Arena of Aroden



 : Sand trap



1 square = 5 feet

Pathfinder Flip-Map: Arena

CROWD FAVORITE

Pathfinder RPG Ultimate Combat introduces an extensive system for performance combats like the ones performed in the Arena of Aroden; however these are likely too complicated for use over one encounter. The GM is welcome to employ those rules on pages 153–157 of that book, but otherwise she may use the simplified rules included here. Any time a combatant performs one of the following actions, he or she earns the team one Crowd Point. As a swift action as part of any action that would earn a Crowd Point, the combatant may attempt a DC 19 Perform (act), (dance), or (oratory) check to increase the total points earned by 1. As well-known gladiators, Helkit and her Slayers receive a +2 circumstance bonus on this check. Making this check is treated as a performance combat check for Helkit’s performance feats.

When a team has a number of Crowd Points equal to or greater than the number of combatants on the team, all team members gain a +1 morale bonus on attack rolls, combat maneuver checks, ability checks, skill checks, and saving throws. If a team has twice as many Crowd Points as members, increase the bonus to +2. Should a team’s Crowd Points total drop below 0, team members suffer a –1 penalty on attack rolls, combat maneuver checks, ability checks, skill checks, and saving throws. If a team has a negative Crowd Point total equal to or greater than the number of team members (for example, –5 points for a 5-person team), increase this penalty to –2.

Action	Points Earned
Score a critical hit	+1
Hit more than once per round	+1 per additional hit
Deal the first damage of the encounter	+1
Successfully perform a combat maneuver	+1
Perform a charge action and hit the target	+1
Use a spell, ability, or item that heals damage	–1 per target healed (max –3)
Roll a natural 1 on an attack or saving throw	–1
Use the withdraw action and end the turn not adjacent to an enemy	–1
Fall into a shifting sands hazard	–1
Attack a foe who has yielded	–10

quick sweeping to disguise the locations further. Spotting such a hazard requires a successful DC 20 Perception or Survival check, and the DC decreases by 2 for each such hazard that a creature has already revealed. A creature that steps into or lands in a square with a shifting sands pit must succeed at a DC 20 Reflex save or become entangled until it can succeed at a DC 15 Swim check as a move action

or DC 20 Escape Artist check as a standard action to escape to an adjacent square.

Warming up the Crowd (CR 5 or CR 8)

With the final introduction, the crowd’s cheers reach a crescendo, demonstrating that the citizens of Tymon are impartial in their favoritism so long as bloodshed is imminent. As the opposing gate opens, Helkit and her Slayers do not emerge. Instead, part of the arena’s floor begins to lower as the master of ceremonies continues shouting.

“Despite their achievements, it would be a sad event to just drop anyone into the arena cold against one of the bloodied! It’s only fair they be given a chance to warm up first, don’t you agree?” Supportive as always, the crowd’s cheering drowns out anything else the announcer attempts to say for a moment. “Then let’s bring out our favorite pet! She’s been aching for a hardier challenge, and I think our friends here are just the thing!”

Helkit has pulled some strings to arrange a surprise preliminary match. The PCs might protest that they never agreed to such a match, and in such an event, the master of ceremonies lowers his voice to address them directly. “The Champion of Tymon personally authorized this. I understand it was something about vigilantes attacking some squatters within Tymon’s borders who may or may not have been involved in piracy. It’s a pity that nobody ever involved the civic guards to sort things out; it would have been better for all involved. So, the Champion offers you a choice: either fight this match as heroes—as you are now—or fight it as criminals and go naked.”

Creatures: Shocrote is one of the arena’s “stock” monsters. Along with trained animals and unintelligent creatures, the arena maintains a few intelligent monsters that work voluntarily to execute prisoners or spice up dull matches. It’s a mutually beneficial arrangement; the monsters get easy food, and the arena gets some excellent spectacles.

Subtier 3–4 (CR 5)

SHOCROTE **CR 5**

Manticore (*Pathfinder RPG Bestiary* 199)

hp 57

TACTICS

During Combat Shocrote uses spike volleys as long as possible, flying across the arena if the PCs threaten her.

Once out of spikes, or if she is taking more ranged damage than she is dealing, she creates a cloud of sand around the party using her Hover feat and lands near a soft target for melee attacks.

Morale Shocrote is a coward that’s used to fighting defenseless prey. If reduced to 10 hit points or fewer, she yields, flying high in the air to ensure disqualification.

YOU HAVE WHAT YOU HOLD

Subtier 6–7 (CR 8)

SHOCROTE

CR 8

Behir (*Pathfinder RPG Bestiary* 34)

hp 105

TACTICS

During Combat Shocrote blasts her enemies with her breath weapon from afar and then focuses her fury on one target at a time. She takes her time to rend her prey unless there are other targets nearby, in which case she swallows the grappled creature and moves onto a new target.

Morale Shocrote is a coward that's used to fighting defenseless prey. If reduced to 20 hit points or fewer, she yields, climbing a wall or pillar high enough to ensure disqualification.

Development: After defeating Shocrote, arena staff call the PCs back to their gate and give them a minute to recover from the fight and cast any healing spells without penalty; one of the attendants (Spellcraft +11) keeps a close watch to ensure the PCs do not cast other spells. In the event that a PC casts an illegal spell or uses an unsanctioned item, the attendant informs the PC that he will have to dismiss the spell or wait for its duration to expire before contributing to the fight. After 10 rounds, the PCs are marched back into the arena. During this time, the crowd's attitude toward the PCs wanes slightly; reduce the PCs' Crowd Point total by 2 (minimum 0) unless they had a negative score, in which case grant the PCs 2 Crowd Points (maximum 0).

Till Last Blood (CR 7 or CR 10)

The master of ceremonies gives Helkit and her Slayers a stirring introduction, exclaiming, "Now, Tymons, here's the match you've waited for! It's been years since she earned her status as one of our finest, but she's lost none of her skill or style with an axe. Let her know how glad you are to see her fighting again—you certainly don't want to be on her bad side! Helkit! Silverbane!"

The eastern gate opens, and Helkit leads a group onto the floor. She wears a patchwork assortment of armor, scuffed and showing signs of many battles. Nevertheless, it is clearly custom-fitted and in excellent repair. She holds a chain, attached to the collar of a pony-sized beast resembling a cross between a wolf and a tiger. Completing her team are a number of men and women clad in oiled armor and tabards of silver and crimson. They come to a halt. Helkit unchains her pet, then brandishes her greataxe aloft to the vocal pleasure of the crowd.

Creatures: Helkit has picked her most promising gladiators to fight alongside her and even the odds. Additionally, Brimstone, a trained thylacine, fights by her side.

OPTIONAL ENCOUNTER

The preliminary match with Shocrote is optional. If fewer than 90 minutes remain in which to complete this scenario, skip this encounter and move directly to the final match with Helkit.

SCALING THE ENCOUNTER

To accommodate a party of only four PCs, apply the young simple template to Shocrote.

Subtier 3–4 (CR 7)

SILVER SLAYERS (4)

CR 1

Human fighter 2

NE Medium humanoid (human)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 shield)

hp 21 each (2d10+6)

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

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk flail +7 (1d8+3) or

mwk flail +7 (1d8+4)

Ranged throwing shield^{UE} +3 (1d6+3) or

javelin +3 (1d6+3)

TACTICS

During Combat The Slayers skirmish with the PCs to buy Helkit a round or two to drink her potions. Several throw their shields to trip PCs, and each tries to screen Helkit from being attacked.

Morale Helkit's Silver Slayers are handpicked for courage and obedience; they do not yield and fight to the death or until Helkit surrenders.

STATISTICS

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

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

Feats Combat Reflexes, Exotic Weapon Proficiency (throwing shield^{UE}), Iron Will, Weapon Focus (flail)

Skills Climb +4, Intimidate +6, Perform (comedy) +2

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, heavy steel shield, javelins (3), mwk flail, throwing shield^{UE}, 7 gp

HELKIT SILVERBANE

CR 5

Female middle-aged human barbarian (mad dog) 4/cavalier (huntmaster) 2 (*Pathfinder RPG Advanced Player's Guide* 32, *Pathfinder Player Companion: Animal Archive* 6, 7)

NE Medium humanoid (human)

PATHFINDER SOCIETY SCENARIO

HELKIT'S SIGNATURE STYLE

Although several years have passed since Helkit last entered the Arena of Aroden as a combatant, she is still fairly well known; a PC who succeeds at a DC 15 Diplomacy (gather information) or Knowledge (local) check can learn that she has two signatures as a gladiator: her piecemeal armor and her penchant for bringing a trained animal into combat with her.

Helkit has created a suit of armor from the armor of her fallen foes, built using the Piecemeal Armor rules on pages 198–205 of *Pathfinder RPG Ultimate Combat*. The statistics for her suit of armor—+1 mithral chain torso, +1 studded leather legs, +1 banded mail arms—are as follows (including enhancement bonus to AC).

AC +8, **maximum Dex** +1, **armor check penalty** -2, **arcane spell failure** 40%, **speed** 30 ft., **weight** 20.5 lbs.

Helkit has never shown off her thylacine companion Brimstone in combat, so few Tymons know of the creature's existence. Note that although Helkit's two classes would not normally stack their effective druid levels for determining the strength of her animal companion, Brimstone's stats are generated as though this were the case; this is a product of Helkit's esoteric fighting style and training with the exotic animal—a special exception to the rules for this scenario.

Brimstone also knows the flank trick from *Pathfinder Player Companion: Animal Archive*, which allows Helkit to command the thylacine to flank a particular target with an ally whenever possible.

Init +1; **Senses** Perception +9

DEFENSE

AC 17, touch 9, flat-footed 16 (+8 armor, +1 Dex, -2 rage)

hp 64 (6 HD; 4d12+2d10+22)

Fort +10, **Ref** +2 (+1 vs. traps), **Will** +3; +3 vs. magic

OFFENSE

Speed 40 ft.

Melee +1 greataxe +12/+7 (1d12+7/x3)

Ranged javelin +7 (1d6+4)

Special Attacks bestial challenge (+2, +1, 1/day), pack tactics, rage (5 rounds/day), rage powers (superstition +3)

TACTICS

During Combat Helkit drinks her *potion of enlarge person* once combat begins. If her Slayers are still faring well, she then moves closer and uses her Dazzling Display feat to demoralize as many PCs as she can. Her tactics are otherwise simple but brutal: she begins to rage, charges into melee, and makes judicious use of Power Attack and Dramatic Display while commanding Brimstone to flank with her.

Morale Helkit yields if reduced to 15 hit points or fewer or if all but one of her allies (including Brimstone) fall. If the PCs "accidentally" ignore her surrender, she grits her teeth and

fights to her death, cursing them for their dishonor.

Base Statistics When not raging, Helkit's statistics are **AC** 19, touch 11, flat-footed 18; **hp** 56; **Fort** +8, **Will** +1; **Melee** +1 greataxe +10/+5 (1d12+4/x3); **Ranged** javelin +7 (1d6+2); **Str** 14, **Con** 13; **CMB** +8.

STATISTICS

Str 18, **Dex** 12, **Con** 17, **Int** 13, **Wis** 11, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 19

Feats Dazzling Display, Dramatic Display^{uc}, Heavy Armor Proficiency, Outflank^{apg}, Power Attack, Weapon Focus (greataxe)

Skills Acrobatics +8 (+12 when jumping), Appraise +6, Handle Animal +10, Intimidate +10, Knowledge (local) +2, Knowledge (nobility) +2, Perception +9, Perform (dance) +10, Profession (gladiatorial trainer) +5; **Racial Modifiers** +4 Acrobatics when jumping

Languages Common, Hallit, Skald

SQ fast movement, hunting pack (Brimstone [thylacine]), order of the cockatrice (braggart), tactician (1/day, 4 rounds, standard action)

Combat Gear *potion of cure serious wounds*, *potion of enlarge person*; **Other Gear** +1 piecemeal armor (see sidebar), +1 greataxe, javelins (3), 227 gp

SPECIAL ABILITIES

Bestial Challenge (Ex) Whenever Helkit issues a challenge, both she and her hunting pack gain the bonuses and penalties associated with her challenge. This ability modifies a cavalier's challenge ability.

Hunting Pack (Ex) Helkit has gained the service of an animal companion, Brimstone. Her effective druid level is equal to her cavalier level.

Pack Tactics (Ex) Helkit and her war beast gain a +4 bonus on attack rolls while flanking the same opponent (instead of the normal +2 bonus).

Rage (Ex) Helkit gains the rage barbarian class ability, except that her effective barbarian level for the ability is equal to her barbarian level - 3.

Tactician (Ex) A huntmaster's tactician ability affects only her hunting pack, not other allies. This modifies the tactician ability.

War Beast (Ex) Helkit has gained the service of an animal companion, Brimstone. Her effective druid level is equal to her barbarian level.

BRIMSTONE

CR —

Male thylacine animal companion (*Pathfinder RPG Bestiary* 3 191, 312)

N Medium animal

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 57 (6d8+30)

Fort +10, **Ref** +8, **Will** +3 (+4 vs. enchantments)

OFFENSE

Speed 30 ft.

YOU HAVE WHAT YOU HOLD

Melee bite +9 (1d6+6/19–20)

TACTICS

During Combat Brimstone stays with Helkit, snarling and howling when his master uses Dazzling Display (using aid another to bolster Helkit's Intimidate check). He typically attacks the same target as Helkit.

Morale Brimstone fights to the death or until called off by Helkit.

STATISTICS

Str 18, **Dex** 16, **Con** 20, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +4; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Intimidating Prowess, Skill Focus (Perception), Weapon Focus (bite)

Skills Intimidate +6, Perception +9

SQ devotion, evasion, link, powerful jaws, tricks (attack [all creatures], come, defend, down, fetch, flank^{AA}, heel, perform)

Subtier 6–7 (CR 10)

SILVER SLAYERS (3)

CR 5

NE gladiators (*Pathfinder RPG GameMastery Guide* 262)

hp 57 each

TACTICS

During Combat The Slayers begin raging and close with the PCs to buy Helkit time to prepare for combat. Each Slayer picks a different target in an attempt to keep the PCs from teaming up on anyone. If given the opportunity, a Slayer uses the knockback rage power to push a target into a quicksand pit.

Morale Helkit's Silver Slayers are handpicked for courage and obedience; they will not yield and fight to the death or until Helkit surrenders.

HELKIT SILVERBANE

CR 8

Female middle-aged human barbarian (mad dog) 5/cavalier (huntmaster) 4 (*Pathfinder RPG Advanced Player's Guide* 32, *Pathfinder Player Companion: Animal Archive* 6, 7)

NE Medium humanoid (human)

Init +1; **Senses** Perception +12

DEFENSE

AC 17, touch 9, flat-footed 16 (+8 armor, +1 Dex, –2 rage)

hp 101 (9 HD; 5d12+4d10+41)

Fort +12, **Ref** +3 (+1 vs. traps), **Will** +4; +3 vs. magic

OFFENSE

Speed 40 ft.

Melee +1 *greataxe* +15/+10 (1d12+7/×3)

Ranged javelin +10 (1d6+4)

Special Attacks bestial challenge (+4, +2, 2/day), pack tactics, rage (8 rounds/day), rage powers (superstition +3), takedown

TACTICS

During Combat Helkit drinks either her *potion of enlarge person* or *potion of haste* once combat begins, depending on which would be more advantageous. If her Slayers are still faring well, she moves closer and uses her Dazzling Display feat to demoralize as many PCs as she can. Her tactics are otherwise simple but brutal: she begins to rage, charges into

melee, and makes judicious use of Power Attack and her performance combat feats while commanding Brimstone to flank with her.

Morale Helkit yields if reduced to 25 hit points or fewer or if all but one of her allies (including Brimstone) fall. If the PCs "accidentally" ignore her surrender, she grits her teeth and fights to her death, cursing them for their dishonor.

Base Statistics When not raging, Helkit's statistics are **AC** 19, touch 11, flat-footed 18; **hp** 92; **Fort** +10, **Will** +2; **Melee** +1 *greataxe* +15/+10 (1d12+7/×3); **Ranged** javelin +10 (1d6+2); **Str** 14, **Con** 14; **CMB** +11.

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** 13, **Wis** 11, **Cha** 12

Base Atk +9; **CMB** +13; **CMD** 22

Feats Dazzling Display, Dramatic Display^{UC}, Heavy Armor Proficiency, Hero's Display^{UC}, Masterful Display^{UC}, Outflank^{APG}, Power Attack, Weapon Focus (greataxe)

Skills Acrobatics +11 (+15 when jumping), Appraise +6, Handle Animal +13, Intimidate +13, Knowledge (local) +3, Knowledge (nobility) +3, Perception +12, Perform (dance) +13, Profession (gladiatorial trainer) +6; **Racial**

Modifiers +4 Acrobatics when jumping

Languages Common, Hallit, Skald

SQ animal trainer +2, fast movement, hunting pack (Brimstone [thylacine]), order of the cockatrice (braggart), tactician (1/day, 5 rounds, standard action), trap sense +1

Combat Gear *potion of cure serious wounds*, *potion of enlarge person*, *potion of haste*; **Other Gear** +1 *spell storing*^{UE} *piecemeal armor* (contains CL



HELKIT SILVERBANE

PATHFINDER SOCIETY SCENARIO

SCALING THE ENCOUNTER

To accommodate a party of only four PCs, make the following adjustments to the encounter.

Subtier 3–4: Remove two Silver Slayers and the shifting sands hazard from the encounter.

Subtier 6–7: Remove one Silver Slayer and the shifting sands hazard from the encounter.

5th *vampiric touch*; see sidebar on page 20), +1 *greataxe*, javelins (3), 77 gp

SPECIAL ABILITIES

Ferocious Fetch (Ex) Helkit grants Brimstone Improved Drag^{APG} as a bonus feat. As a swift action, Helkit can command Brimstone to move toward an opponent within 30 feet and attempt a drag combat maneuver to pull the target back toward her. Brimstone can move before and after performing the maneuver, but this movement counts toward its total movement during its turn.

Takedown (Ex) Helkit grants Brimstone the takedown special ability, detailed further in its stat block.

BRIMSTONE

CR —

Male Thylacine animal companion (*Pathfinder RPG Bestiary 3* 191, 312)

N Medium animal

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

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 76 (8d8+40)

Fort +11, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +12/+7 (1d8+7 plus takedown/19–20)

TACTICS

During Combat Brimstone stays with Helkit, snarling and howling when his master uses Dazzling Display (using aid another to bolster Helkit's Intimidate check). He typically attacks the same target as Helkit.

Morale Brimstone fights to the death or until called off by Helkit.

STATISTICS

Str 20, **Dex** 17, **Con** 20, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +6; **CMB** +11; **CMD** 24 (28 vs. trip)

Feats Improved Drag^{APG}, Improved Natural Attack (bite)^B, Intimidating Prowess, Skill Focus (Perception), Weapon Focus (bite)

Skills Intimidate +7, Perception +10

SQ devotion, evasion, link, powerful jaws, tricks (attack [all creatures], come, defend, down, fetch, flank^{AA}, heel, perform, stay)

SPECIAL ABILITIES

Takedown (Ex) Brimstone can make a free trip or dirty trick

(entangled) combat maneuver after a successful melee attack.

These combat maneuvers do not provoke attacks of opportunity.

Development: If the PCs accept Helkit's surrender, she grudgingly shakes hands, later approaching them in the changing rooms to confirm that Pathfinder shipping is safe from her. If the PCs yielded during the fight, Helkit honors the terms of the challenge and ends the fight, victorious.

If the PCs ignore Helkit's surrender and kill her, they face an ugly crowd and a frosty reception from arena officials after. Regardless, there are no legal consequences; "accidental" killings during non-lethal matches aren't uncommon.

Faction Notes: If any member of the Sczarni faction convinced Helkit to talk to them about the threat to Karela, she pulls those characters aside soon after the fight. "Here's what I know," she says quietly. "I've hired out muscle to whoever's after Guaril Karela. I don't know who's at the top of the operation; I've only dealt with intermediaries, but one of those really gave me the feeling that he knew much more about the operation than anyone else. I don't think he's one of the ones working against Karela, but he seems to have more of an interest in it beyond money. I've had some people looking for him since, but it's like he vanished or went up in smoke—oddly appropriate for a man who asked that I call him "Torch.""

If Sczarni faction PCs did not secure a pre-combat deal with Helkit, she is not keen on sharing her secrets after the fight. Convincing her to do otherwise requires shifting her attitude to friendly (she begins as unfriendly) or coercing her with Intimidate, though her confidence as a bloodied citizen of Tymon increases the DC of Intimidate checks by 5. If the PCs killed Helkit, a Sczarni faction PC may want access to her body to cast *speak with dead*. Convincing the local priests of Gorum to allow this requires a successful DC 20 Diplomacy check.

Rewards: If the PCs failed to defeat Helkit, reduce each PC's gold earned as follows. In addition, cross the +1 [*spell storing*^{UE}] *piecemeal armor* off the Chronicle sheet.

Subtier 3–4: Reduce the gold earned by 333 gp.

Out of Subtier: Reduce the gold earned by 604 gp.

Subtier 6–7: Reduce the gold earned by 875 gp.

CONCLUSION

By defeating Deremin's gang, the Pathfinder Society enjoys a short reprieve from piracy, and the vital month of uninhibited traffic allows the organization to deliver essential supplies to Nerosyan. If the PCs were also able to defeat Helkit in the arena, they prove to the region how fiercely the Pathfinder Society defends its interests, and as a result, pirates of the River Kingdoms cease their attacks on Society-affiliated boats entirely, and Razmiran quietly retracts its bounty several months later to avoid seeming impotent. So long as Helkit

YOU HAVE WHAT YOU HOLD

survived her defeat, she is impressed with the Pathfinders in general and specifically the PCs. Soon after the fight, Holgarin Smine receives a delivery of crates stamped with the Silverbane seal, each box containing captured supplies that never made it to Mendev. In addition, each PC receives the Smine's Best boon on her Chronicle sheet.

If the PCs failed to defeat Helkit, the society suffers a slight embarrassment. Still, with Deremin's band defeated, it will be some time before Helkit resumes her indirect attacks. Forewarned of the danger, further Society shipments proceed up the West Sellen with caution.

If the PCs defeated but did not kill Helkit, check box A on the reporting sheet. If Karvis survived until the end of the scenario (she and Deremin are executed if the PCs turn her over to Tymon authorities), check box B. If Deremin survived until the end of the scenario, check box C.

Success Conditions

If the PCs defeated all the pirates—even if Deremin or Karvis escaped—award each PC 1 Prestige Point. Additionally, if the PCs learned of Helkit's involvement, brought the accusation home, challenged her in the arena, and won, award each PC 1 Prestige Point.

Faction Notes

Sczarni faction PCs have the opportunity to acquire a critical lead in identifying Guaril Karela's secretive enemy. Discovering Deremin's logbook in area C7 demonstrates that Helkit has provided muscle to Guaril's foes. Confronting Helkit with this and convincing her to reveal what she knows earns Sczarni faction PCs the Forewarned is Forearmed boon on their Chronicle sheets.

PLAYER HANDOUT #1

Met with Helkit in the city today. Charming as ever. Gave her her cut of most recent Pathfinder raids. Don't know why she needs it; she's even richer than most bloodied. Fenced supplies are pocket money to her. I've heard there's a Razmiri bounty on Pathfinder boats, and I'm sure that's where she's really earning profit here. Need proof—might be able to use as blackmail if things go sour. Till then, just have to trust my Pirate Queen will continue to bless her Favored Son as he plies her ways upon the river.

PLAYER HANDOUT #2

Helkit wants us keeping an eye out for Sczarni in the area. Sounds like they're mostly Varisians but have been recruiting others lately. Heard she was supplying muscle to those messing up Guaril Karela's business—probably fears retaliation. I'll have to keep an eye on her other visitors to see if I can learn about her contact and what he knows for myself.

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #5-06: You Have What You Hold

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character # _____	<input style="width: 100%; height: 100%;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 100%; height: 100%;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 100%; height: 100%;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 100%; height: 100%;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 100%; height: 100%;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input style="width: 100%; height: 100%;" type="text"/> Prestige Points		
Character Name _____			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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W&P 13



Pathfinder Society Scenario #5-06: You Have What You Hold

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Forewarned is Forearmed (Szarni faction): Whoever is after Guaril Karela has armed, Tymon-trained gladiators at his or her disposal. Knowing this, Guaril hires a few specialists to train you and other faction members to better understand and combat this type of foe. You gain a +1 dodge bonus to AC against attacks made with weapons that have the performance quality.

Smine's Best: Following your spectacular performance in the Arena of Aroden, Venture-Captain Holgarin Smine decided to craft a spectacular new weapon (colloquially known as a "Smine") to commemorate your victory. You may apply this boon to any one weapon made primarily out of metal when you purchase it. Alternatively, you may spend 2 Prestige Points to apply this boon to a pre-existing weapon that the venture-captain modifies for you. When you choose the weapon, record its type below. While wielding that weapon, you gain a +1 bonus on performance combat checks as well as a +1 bonus on Intimidate checks made against creatures proficient with that weapon. In addition, increase the weapon's hit point total by 5.

Weapon: _____ GM Initials _____

All Subtiers

- +1 *piecemeal armor* (heavy armor, AC +8, maximum Dex +1, armor check penalty -2, arcane spell failure 40%, speed 30 ft./20 ft., weight 20.5 lbs; 3,355 gp)
- amulet of natural armor* +1 (2,000 gp)
- cloak of resistance* +1 (1,000 gp)
- potion of cure moderate wounds* (300 gp)
- pyxes of redirected focus* (1,000 gp; *Pathfinder RPG Ultimate Equipment* 317)

Subtier 6-7

- +1 *spell storing piecemeal armor* (heavy armor, AC +8, maximum Dex +1, armor check penalty -2, arcane spell failure 40%, speed 30 ft./20 ft., weight 20.5 lbs; 6,355 gp; *Pathfinder RPG Ultimate Equipment* 122)
- gauntlets of the skill maneuvers* (trip; 4,000 gp; *Pathfinder RPG Ultimate Equipment* 235)
- potion of cure serious wounds* (750 gp)
- ring of protection* +1 (2,000 gp)

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3-4	637	1,274
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	1,135	2,271
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	6-7	1,634	3,268
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
			Starting XP	
	+			GM's Initials
			XP Gained (GM ONLY)	
	=			Final XP Total
FAME			Initial Prestige	Initial Fame
	+			GM's Initials
			Prestige Gained (GM ONLY)	
	-			Prestige Spent
			Current Prestige	Final Fame
GOLD			Starting GP	
	+			GM's Initials
			GP Gained (GM ONLY)	
	+			GM's Initials
			Day Job (GM ONLY)	
		Gold Spent		
		Total		

For GM Only

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