

# PATHFINDER SOCIETY®

YEAR OF THE SKY KEY



## By Way of Bloodcove

By Justin Juan





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## Pathfinder Society Scenario #6–09

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*Pathfinder Society Scenario #6–09: By Way of Bloodcove* 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.

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# By Way of Bloodcove

By JUSTIN JUAN



**O**n the western coast of the Mwangi Expanse lies the port city of Bloodcove, a shady trade city dominated by the Aspis Consortium. A haven for poachers, smugglers, pirates, and grave robbers, Bloodcove's only laws that are truly enforced are those that protect the uninterrupted trade of pillaged Mwangi relics and resources from the inner expanse through the city and then throughout the Inner Sea region. Interfering with the Consortium's lucrative assets in this city is a sure way to call forth the organization's full might. Needless to say, it is not a place that is friendly to Pathfinders.

Despite the air of hostility, an agent of the Society named Malika Fenn has managed to maintain a small lodge in Bloodcove. Though the Aspis Consortium knows of her presence, they prefer to keep eyes on her rather than eliminate her and waste time identifying the Society's inevitable replacement. Recently, Malika discovered details pertaining to a major Consortium expedition up the Vanji River that is currently in the planning and preparation stages. Unable to send extensive information directly to her superior in Nantambu for fear of the documents being intercepted by the Consortium, she instead embedded a shorter, hidden message in her usual report. The message warned of a major undertaking and requested agents be sent into the city to receive the intelligence she had gathered and carry it out of the city without alerting the Consortium to her knowledge of their project.

Nieford Sharrowsmith, the venture-captain in Nantambu, quietly departed the city on an expedition to the Bandu Hills weeks ago, and his colleague Aya Allahe, a local merchant and ally, has struggled to keep the lodge intact when the other Pathfinders in the region learned of his disappearance. Although the Society now has an idea of where Sharrowsmith has gone, Aya is uneasy due to his lack of communication. The timing of the Aspis expedition makes her question its true purpose, and she suspects the Consortium knows something more about the venture-captain's fate. As a result, she has assembled a team to infiltrate Bloodcove, stall the expedition, and

## WHERE ON GOLARION?

This adventure takes place in Bloodcove, a dangerous city that straddles the Vanji River on the west coast of the Mwangi Expanse. The city rises above the silt-choked water on a foundation of mangrove roots crisscrossed by wooden walkways, and the trade port attracts a wide range of native Mwangi, merchants, and pirates. For more information about Bloodcove, see *Pathfinder Campaign Setting: Heart of the Jungle* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores, and online at [paizo.com](http://paizo.com).



secure Malika Fenn's report—all while undermining the Aspis stranglehold on trade in the western expanse.

Aya's team is not the only party seeking additional information about the Consortium's movements. A Technic League double agent by the name of Na'alu has lived in Bloodcove and worked for the Consortium for years while keeping an eye out for the occasional Numerian contraband, and secrecy about the upcoming expedition has him suspicious. Knowing that a team of League agents recently clashed with the Pathfinder Society in Nantambu, he believes this upcoming operation may interest his true patron. Hoping to let the Pathfinder Malika Fenn do his legwork for him, he

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### GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG NPC Codex* (NPC), and *Pathfinder Campaign Setting: Technology Guide* (TG). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

has expended more effort on tracking down and stealing her reports than investigating the Aspis Consortium's expedition himself. The arrival of new Pathfinder agents provides him a new target to follow.

### SUMMARY

Aya Allehe dispatches the PCs in response to a coded message she received from the Pathfinder agent Malika Fenn in the city of Bloodcove warning of an impending Consortium expedition up the Vanji River, and stating that Malika possesses further information of concern to the Pathfinder Society. Aya advises they find the bounty board at the infamous Witchlight Inn to suss out how to contact Malika and retrieve the intel. Aya additionally gives the PCs three tasks to complete while in Bloodcove: find a method to stall the impending Aspis expedition, connect with local elements within the city that might be willing to aid the Society in smuggling agents and supplies in and out of the city in the future, and finally, take the pulse of the city by talking to influential or connected citizens to see how strong the Aspis's hold on the populace really is.

Upon reaching the Witchlight, the PC's find an Aspis Consortium representative named Na'alu who is recruiting day workers to load cargo on the river boats preparing for the expedition, providing a potential method of getting close to the expedition's vessels. The PC's also must identify Malika's coded message among the postings on the bounty board and decrypt the message. By solving Malika's riddle, they find the trail that leads to the information they seek. However, Na'alu is a spy for the Consortium, and he tries to monitor the PCs' progress throughout the adventure.

The adventure allows the PCs to complete their objectives in any order, and as the PCs travel through Bloodcove, they must maintain their cover to avoid unwanted attention—or violence.

For their first objective, the PCs must sabotage the Aspis expedition in order to delay its departure. Doing so requires getting past the guards and dogs posted by the Consortium to keep an eye on their property. After that, the PCs must decide how to sabotage the mission effectively without attracting too much unwanted attention.

For the second objective, the PCs need to follow up on Aya's leads and establish an ally within the city. Aya directs the PCs to a contact that has worked with the Society before: Novaria of House Cartahegn, a small trading house that competes with the Consortium and is hungry to get a bigger piece of the pie. Novaria requests the PCs act as caravan guards to protect a shipment of goods being moved from Cartahegn's trade house to a dockside warehouse for export. The PCs later discover that Cartahegn has begun trading in pillaged Mwangi artifacts, and a local smuggler named Ungala has been raiding Cartahegn trading vessels and selling the artifacts back to the Mwangi people. The PCs must decide which side to support in the conflict, either protecting Cartahegn's latest shipment or allowing Ungala's criminal network to reclaim it.

The PC's last objective requires them to follow Malika's clues to find a hidden dead drop containing the gathered intelligence regarding the Aspis Consortium's pending expedition. Her clues consist of a series of hidden *ioun stones* keyed to seek one another when placed in a *wayfinder*, and the PCs can use these to pinpoint the hidden cache.

Once the PCs have completed their goals (or been chased out of Bloodcove), they encounter Na'alu, who attempts to take Malika's report by force.

### GETTING STARTED

Read or paraphrase the following to get the adventure started.

The sun bears down oppressively through the jungle's humidity, causing the air to shimmer and lending an even greater feeling of otherworldliness to the Mwangi city of Nantambu. Aya Allehe enters the sweltering room in the local Pathfinder Lodge with a worn and harried look in her eyes. "Thank you for agreeing to meet here on such short notice," she begins. "As you may already know, the venture-captain of this lodge, Nieford Sharrowsmith, has been away for several weeks heading an expedition into the interior of the expanse. A week ago, I received a letter addressed to Sharrowsmith from our agent working in the Aspis Consortium-controlled city of Bloodcove, Malika Fenn. The letter appeared to be a routine report, though I recognized that it hid an encoded message that describes an impending Consortium expedition up the Vanji River, planned to depart within the week.

"Malika additionally informed us that this expedition's aims are of great concern to the Pathfinder Society. She has collected substantial intelligence to this effect but is unable to get the information out of the city for fear that the Consortium will detect and intercept it. To make matters worse, Venture-Captain Sharrowsmith has failed to check in with any other Pathfinder contacts in the region or send back any messages during his own expedition. The timing of these two events



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is too convenient for my liking, so even though I am only overseeing this lodge in Sharrowsmith's absence, I ask that you travel into the lion's den to retrieve the information that Malika has gathered on this expedition so that we can find out if it is connected to Sharrowsmith's disappearance. Malika has indicated that she left a message for us in the Witchlight Inn that will help us find her information, so head there first.

"Though these are grim circumstances, they also present us with an opportunity. Once you have infiltrated the city, try to sabotage the Consortium's preparations for the expedition. You won't be able to stop it completely, but you can at least buy us some time to determine its nature and formulate a response. I also want you to make some inroads for the Society in the city. Gaining the ability to move agents and supplies through Bloodcove more easily would be a massive boon for our operations in the Expanse. I have some information on some disenfranchised citizens of Bloodcove who may be up to the task. Finally, gather some intelligence of your own. Talk to the people of Bloodcove and see how complete the Aspis's control over the populace is. Report to me any groups or people of influence who may be sympathetic to our cause and support us in future moves against the Consortium. Once you're done, get out of the city. Leaving in a different way than you arrived tends to be best."

Following initial questions, Aya provides the PCs with several forged bounty postings and explains that the simplest cover story involves posing as bounty hunters looking for work. Doing so would explain their movements around the city, though she invites the PCs to concoct an alternate cover story. She also provides them with the name of a possible contact: Novaria, an agent of House Cartahegn (one of the smaller rival trade houses of the city), who has worked with the Society in the past. She tells them that they if they mention Aya's name, the Cartahegn spokeswoman should at least hear them out.

The PCs might have additional questions. These and Aya Allahe's responses follow.

**Why didn't Malika Fenn just include the intelligence in her encoded message?** "I suspect the full report is quite substantial, and she would not have been able to smuggle such a package out of the city without the Consortium noticing, taking the report, and having enough text to break Malika's codes."

**Can we just meet with Malika to retrieve the report?** "In her message, Malika mentioned that she suspected that her cover had been compromised, and she has gone

to ground in order to stay safe. Any direct contact with her could further endanger both her life and her role in the city."

**Why are you helping the Society?** "Nieford is a friend and a close business associate, and the Pathfinders' role in the expanse benefits my business and the region as a whole—at least compared to others who would fill the vacuum if the Society disappeared here. I have asked you to perform mutually beneficial tasks, though the Society stands to lose much more than I do if you fail.

### Knowledge (geography or local)

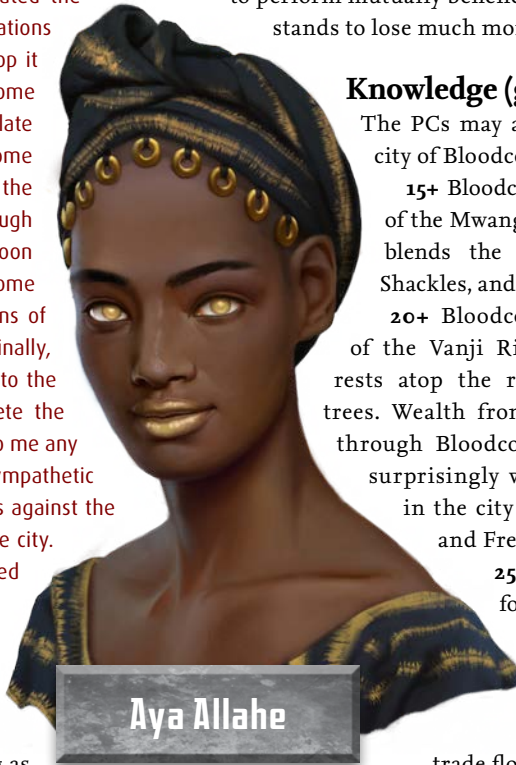
The PCs may already be familiar with the city of Bloodcove.

**15+** Bloodcove lies on the western edge of the Mwangi Expanse. The local culture blends the traditions of Cheliox, the Shackles, and the native Mwangi people.

**20+** Bloodcove sits on the headwaters of the Vanji River, and much of the city rests atop the roots of massive mangrove trees. Wealth from the jungle interior flows through Bloodcove, making the dingy city surprisingly wealthy. Prominent features in the city include the Witchlight Inn and Free Trade Square.

**25+** Retired Shackles pirates founded Bloodcove to enjoy their ill-gotten fortunes.

As a free trade port, the only laws genuinely enforced are those that keep trade flowing.



### Diplomacy (gather information) or Knowledge (local)

The PCs might know about Bloodcove's political and social dynamics.

**15+** Though ostensibly ruled by the elected Grand Admiral, fiercely competitive trading houses wield the genuine power behind Bloodcove politics. The Aspis Consortium currently dominates the political and economic scene.

**20+** The trading houses brutally crush any criminal organizations that interfere with their business. As a result, most of Bloodcove's criminal activity revolves around exports (such as the drug trade) or else focuses on the poorer citizens. The local guard only investigates crimes if well paid for the service, leaving most of the city subject to vigilante law.

**25+** The Aspis Consortium watches the local Pathfinder chapter house constantly. Foreign Pathfinders who visit it frequently disappear.

## PATHFINDER SOCIETY SCENARIO

### THE CONSEQUENCES OF AWARENESS

As the PCs accrue more Awareness Points, merchants and criminals alike become warier of the disguised Pathfinders. Word gradually reaches Aspis ears and results in tighter security and—eventually—enough armed agents to chase the PCs out of town. The Awareness Point thresholds fall into four categories: minor, moderate, major, and severe. When a group's point total reaches a certain threshold, they trigger the corresponding condition and all of the lesser conditions.

**Minor:** The PCs receive a –2 penalty on all Bluff, Diplomacy, Disguise, and Intimidate checks made in Bloodcove.

**Moderate:** The Consortium's local leadership dispatches more agents to ensure the protection of their assets. At the beginning of each combat encounter for the rest of the adventure, the GM should roll 1d10 (in Subtier 6–7, add 5 to the result), consult the table below, and add the resulting enemies to that encounter as additional Aspis agents, native sympathizers, or trained beasts as appropriate. Place these additional combatants as befits the encounter.

**Major:** Aspis sympathizers seem to be everywhere, warning others not to cooperate with the PCs. The PCs' penalty on Bluff, Diplomacy, Disguise, and Intimidate checks increases to –5. When rolling on the table below to add combatants to an encounter, add 3 to the die result.

**Severe:** The Aspis Consortium has mobilized enough enforcers and allies to lock down Bloodcove, preventing the PCs from completing any more objectives and forcing them to flee the city. Proceed to the final encounter in area E.

For most groups, reaching the minor threshold requires 5 Awareness Points. Reaching the moderate, major, and severe thresholds require 10, 15, and 20 points respectively. If the group has only four PCs, the thresholds for the four categories are instead 4, 8, 12, and 16 points respectively.

d10	Additional Enemies
1–2	trained hyena ( <i>Pathfinder RPG Bestiary</i> 179)
3–5	1 guard ( <i>Pathfinder RPG NPC Codex</i> 267)
6–9	2 Aspis Consortium guards (use Subtier 3–4 stats on page 10)
10–12	1 Aspis enforcer (use Subtier 3–4 stats on page 10)
13–14	2 Aspis Consortium guards (use Subtier 6–7 stats on page 11)
15–16	1 trained 5-headed hydra ( <i>Bestiary</i> 179)
17+	1 Aspis enforcer (use Subtier 6–7 stats on page 11)

**Development:** Once the PCs are ready to depart, Aya secures them passage on a convoy of small, fast riverboats bound for Bloodcove. The rest of the voyage is relatively uneventful.

### Maintaining Cover

Whether the PCs take Aya's advice to pose as bounty hunters or choose a different tact, they must periodically attempt skill checks to maintain their cover as they move about the city. Failing to do so attracts unwanted attention represented by Awareness Points, and those working for the Aspis Consortium can quickly piece together who the PCs are, what they're doing, and how to stop them.

When the PCs first arrive in Bloodport and again when the PCs begin pursuing any of the three objectives, each PC attempts an appropriate skill check based on her chosen cover (see below). In Subtier 3–4, the DC is 14, and in Subtier 6–7 the DC is 17. Each time a PC fails such a check, the entire group earns 1 Awareness Point. Each time the PCs attempt these skill checks, one PC may voluntarily increase her check's DC by 10 in order to create false trails and confound spies; if she succeeds at the check, she instead decreases the PCs' Awareness Point total by 1 (minimum 0). Other actions during the adventure may earn the PCs additional Awareness Points.

The players are encouraged to come up with their own cover stories as befits their characters, and the GM should use the following examples as a guideline to determine if a cover story is reasonable and which skills it ought to use. It is possible for the PCs to adopt different disguises, but each additional type of disguise beyond the first increases the DC of these skill checks by 1 to reflect the difficulty of avoiding notice while traveling as an eclectic group.

**Lying Low:** Keeping a low profile and sticking to crowds and back alleyways requires no special skills or preparations, however PCs attempting to avoid notice need to attempt **Knowledge (local)** or **Stealth** checks as they go about their business to avoid the suspicious eyes of the Aspis Consortium.

**Bounty Hunters/Mercenaries:** As Aya suggested, the PCs are easily able to pose as swords for hire around town. Bloodcove is teeming with sell swords, making another motley group of armed adventurers less conspicuous than in most situations. PCs who attempt this disguise need to attempt **Disguise** or **Intimidate** checks to prevent others from noticing their defining attributes.

**Merchants:** Bloodcove is a city that is run by powerful trading houses, and as such merchants are given free rein to conduct their business about the city. PCs who have the necessary skills and air can attempt to pose as merchants to gain greater freedom around the city, but must put more thought and care into their appearances. Weapons and armor on a merchant would draw suspicion and must be hidden or discarded, along with any obviously magical gear. These PCs use **Appraise** and **Diplomacy** to maintain their cover.



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**Tribespeople:** PCs of native Mwangi origin might attempt to disguise themselves as local tribespeople coming to town to find work. As second-class citizens of Bloodcove, the native Mwangi people are often all but invisible to the influential merchants of the city. PCs using this disguise use **Knowledge (nature)** and **Survival** to avoid detection.

**Traitors:** Pathfinders might choose not to disguise themselves at all, but rather pose as former members of the society that are interested in switching sides to join the Aspis Consortium. Though this option may be easy to maintain, it all but guarantees that the PCs are put under close watch for the duration of their stay in Bloodcove. PCs using this disguise use **Bluff** or **Diplomacy** to maintain their cover.

## A. THE WITCHLIGHT CIPHER

The dim atmosphere inside the Witchlight contrasts sharply with the bright Mwangi sun. The sour stench of unwashed bodies and stale beer fills the air as a throng of warehouse workers, ship crews, and less reputable folk take their morning meals. The innkeeper stands behind the bar chatting amiably with patrons, while servers hurry between tables.

The Witchlight is a prominent inn and a favorite of travelers visiting Bloodcove for the first time, so the arrival of a new group of armed mercenary types causes no comment. The innkeeper uses the inn's popularity to spy on newcomers to the city with the help of his serving staff. With a successful DC 22 Perception or Sense Motive check (DC 25 in Subtier 6–7), characters notice that the servers hover near certain tables and often take circuitous routes to their customers in order to overhear conversations. Succeeding at this check grants each PC a +2 circumstance bonus on his next check to avoid earning an Awareness Point.

The PCs' objective, the bounty board, hangs prominently near the entrance to the common room and is covered in over a dozen listings detailing various fugitives, missing persons, or unfortunate souls who've simply made wealthy enemies. The first task the PCs have is to identify which posting contains the message they are after. After reviewing the different notices, one sticks out like a sore thumb to the Pathfinders: a bounty requesting the recovery of a stolen amulet supposedly posted by Kreighton Shaine. Though few in the Mwangi Expanse would recognize the name, it belongs to the

## PATHFINDER SOCIETY SCENARIO

### CANVASSING THE LOCALS

As the PCs make their way through Bloodcove, they encounter numerous NPCs representing a range of professions and backgrounds. The PCs may recall that Aya requested they speak to the people of Bloodcove to ascertain the approval or animosity held by the citizens for the Aspis Consortium. Nearly everyone the PCs speak to could contribute to this goal, and the Pathfinders can perform these interviews between scenes or even while completing other objectives. Getting a helpful response requires the PC to succeed at a relevant DC 12 skill check to put the NPC at ease, whether that's a Profession check to fit in, a Diplomacy check to make friends, an Intimidate check to act tough, or any other reasonable approach she can think of. If she fails the check, the PC can try again with a different group or NPC.

Listed below are the various NPCs' opinions of the Consortium as well as representative quotes that reflects those views.

**Byshek Obiel, Innkeeper at the Witchlight (Positive):** "You ask me, the Consortium is the best thing that ever happened to this place. This used to just be a pirate hideaway, now it's the center for trade in the region!"

**Na'alu (Positive):** "The Consortium provides jobs, food, and wealth to a region that had nothing but sticks and mud before. Under its leadership, the people here have begun to enjoy the luxuries of the civilized world."

**Novaria (Negative):** "The Consortium has been exploiting the people and the lands of the expanse for too long. We at House Cartahegn oppose their continued expansion and seek to rein in their excesses."

**Ungala (Negative):** "The Consortium had my brother killed on trumped up charges that didn't even make sense. I swear by my life that I will see them driven out of these lands one day."

**Bonuwat Citizen (Negative):** "The Asps have been strangling our nation and our people, robbing us of our culture and selling it piece by piece to rich people in the north. If I didn't need their money to feed my family, I'd have nothing to do with them."

**Bekyar Citizen (Positive):** "They keep money and stable work flowing through the area. I've never been able to eat as well as I have since I started working for them."

Pathfinder Society's Master of Scrolls. Give the players the **Player Handout**.

Once the PCs identify the proper bounty, the harder task of deciphering Malika Fenn's hidden message begins. Before they can begin analyzing it, the inn's door slams open with a bang, and the room goes quiet. The new arrival is Na'alu, a tall, slender Bonuwat man with long but neatly kept dreadlocks wearing long robes

and a brightly colored necklace of beads. Two Bekyar men accompany him and leer menacingly at bystanders. Na'alu draws a rolled piece of parchment from his robe, opens it, and announces in a clear voice, "We have ten jobs available for today, working the warehouse at dock twenty-two. Any strong, able-bodied person is welcome to see me for assignment." He then moves to a table near the door and sits down, and a line begins to form in front of him.

If the PCs ask any of the locals what is going on, they reply, "He is Na'alu, one of the Consortium's men. Been coming here for two weeks, looking for day workers to load up supplies on some big ships the company is sending upriver. They work you like dogs, but it's good money and they feed you at midday." If the PCs decide to try to apply, they find themselves to be the last applicants accepted, but they are forced to sign a contract stipulating that they will work for the entire day or receive no pay and be subject to possible breach of contract fees. The PCs may also choose to talk to Na'alu, who is cheerful and talkative. He continuously tries to sell the PCs on accepting the job and talks about how the Consortium pays good money for honest work. If the PCs accept the job, they are directed to travel to the warehouse in area **B**.

In order to begin the third objective, the PCs must decipher the message Malika hid in the bounty (see the **Player Handout**). The PCs may realize that the name of the amulet, "Terra Fas DeQuere," is actually an anagram of "Free Trade Square," but if they are having trouble solving the anagram they can receive the following clues by succeeding at an Intelligence check.

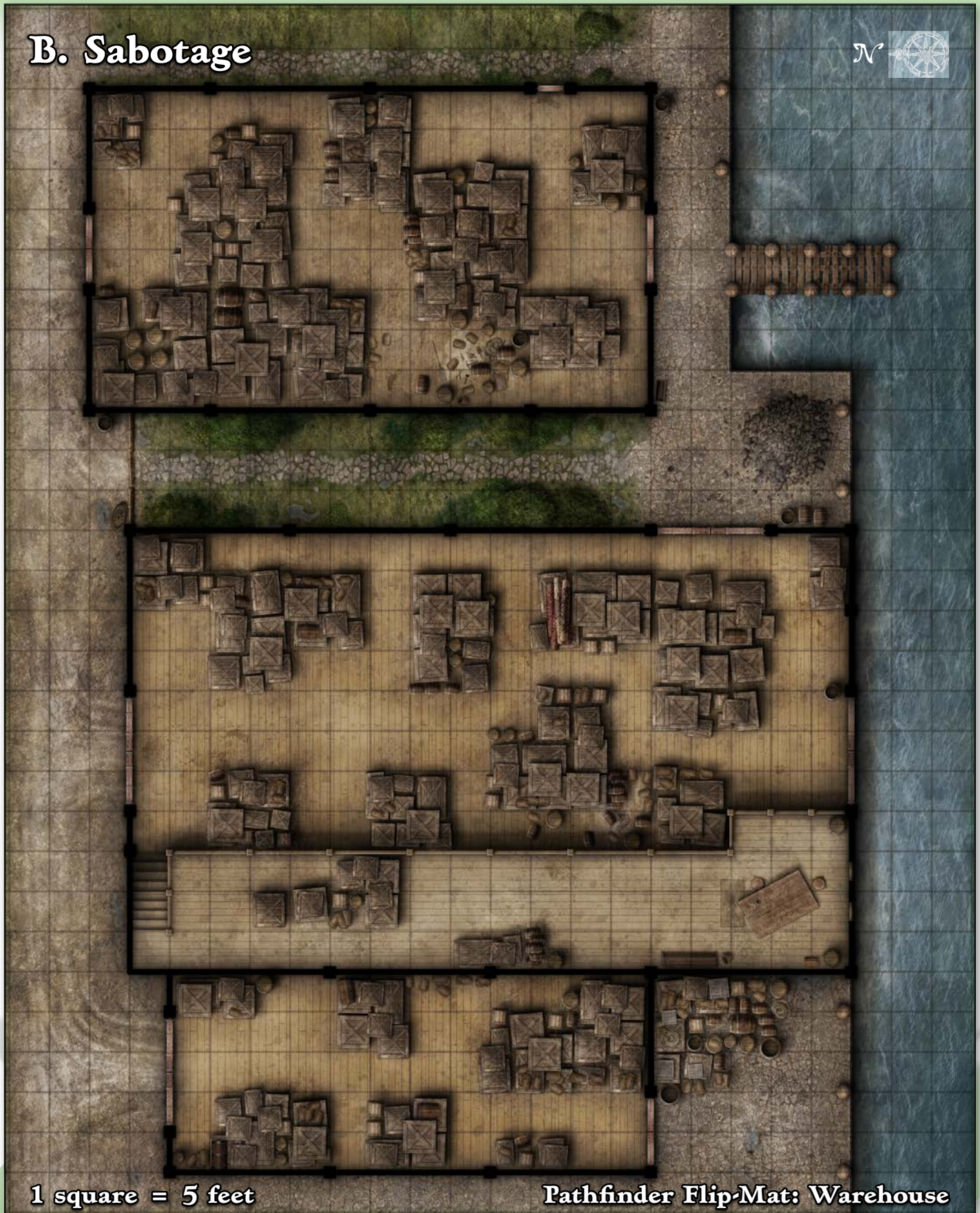
DC	Result
10+	Terra Fas DeQuere is not any language known in the Inner Sea. Also the reward amount is both too small for such a job and strangely specific.
12+	The words "mixed up" in the listing are a strange addition, and thus significant.
14+	The words "search every part of Bloodcove" could be suggesting that the answer is a location in the city.
16+	Merchant-owned buildings in Warehouse Row and Free Trade Square are assigned numeric identifiers instead of names, as they change hands frequently. In Bloodcove, these tend to be two or three digits long.

The PCs may choose to take 20 on an Intelligence check in order to automatically receive the answer to the riddle, but the time they spend poring over a seemingly innocuous bounty makes the various spies hidden around the Witchlight and the rest of the city suspicious. The PCs gain 3 Awareness Points as a result of this extensive scrutiny.



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### B. Sabotage



1 square = 5 feet

Pathfinder Flip-Mat: Warehouse



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**Development:** Solving Malika's riddle leads the PCs to find market stall #342 in Free Trade Square, allowing them to begin the third objective (see area **D**). From this point on, the PCs may proceed through the adventure in any order they choose.

### B. OBJECTIVE 1: SABOTAGE (CR 5 OR CR 8)

If the PCs accepted Na'alu's job offer, a crew leader brings them to the dock along with the work crew. If the PCs prefer to find the expedition's staging ground on their own, they can locate it with a successful DC 20 Diplomacy check to gather information. They may retry the check, but each subsequent check also requires the PCs to attempt new skill checks to avoid accruing more Awareness Points.

Finding the dock where the Aspis Consortium's riverboats are being prepared is a simple task, as the operation is large enough in scope to have most of the city talking about it. Three large sailing vessels sit in the river slips. All three are serviced by a large warehouse, which contains pallets of food and barrels of water.

The dock is bustling with porters packing supplies into crates and building pallets to be loaded onto the boats using an overhead winch. While working alongside the dockworkers guarantees the PCs access to look around, opportunities to actually sabotage the operation in a meaningful way without being seen are slim. The PCs must wait for the workers to leave, which they do either at the end of the workday (if the PCs have chosen to complete other objectives before this one) or shortly after midday (when the jungle heat becomes too great for manual labor). If the PCs decide to come back during one of these periods, or if they investigate the site without accepting the job, they arrive to find the dock empty of workers but guarded by the Consortium's hired mercenaries and their trained hyena. A sufficiently skilled party may attempt to sneak past the guards, but once the guards have spotted an interloper, it is very difficult to avoid combat. Possible methods the PCs might use to sabotage the expedition appear in the Sabotage section below.

**Creatures:** A handful of hired guards patrols this section of the docks at all times, and roughly every eight hours a set of replacements arrive to take over while the first group takes a break. These mercenaries are well paid, have a long-standing contractual relationship with the Aspis Consortium, and take their work seriously, so even though bribing them is not impossible, it is difficult. Their starting attitude is unfriendly toward virtually everyone but a confirmed Aspis agent, and even an operative with a bronze badge doesn't have the authority to radically change the guards' standing orders. When trouble arises, the guards quickly determine if lethal force is necessary, preferring to chase off hoodlums rather than initiate a

bloodbath. They handle any major threat seriously and do not hesitate to kill if needed.

In both subtiers, the mercenaries keep a trained hyena as a combination mascot, guard dog, and garbage disposal. Although it is far from domesticated, the hyena is fully trained to follow combat commands.

### Subtier 3–4 (CR 5)

#### ASPIS ENFORCER

CR 2

Traitorous brigand (*Pathfinder RPG NPC Codex* 81)

hp 30

#### TACTICS

**During Combat** The enforcer gives the hyena a kick and commands it to attack the PCs. Once the enforcer is in striking range, he attacks foes with his axe and uses Intimidate to demoralize tough-looking targets.

**Morale** The enforcer has his reputation to maintain, so he flees or surrenders only once the battle has truly turned against him and most of his subordinates have fallen or fled.

#### STATISTICS

**Skills** Handle Animal +5, Intimidate +9, Survival +3, Swim +5

#### ASPIS CONSORTIUM GUARDS (4)

CR 1/2

Human warrior 2

N Medium humanoid (human)

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

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor)

**hp** 15 each (2d10+4)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** scimitar +4 (1d6+3/18–20) or

sap +4 (1d6+2)

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

#### TACTICS

**Before Combat** If the guards have sufficient time to prepare for conflict, they drink their *potions of shield of faith*, draw crossbows, and apply *oils of magic weapon* to their crossbows.

**During Combat** The guards fight practically, taking cover behind nearby crates, firing at the PCs with their crossbows, and focusing fire against particularly vulnerable or threatening opponents. They don't hesitate to draw scimitars and join the melee if ranged attacks aren't working.

**Morale** A guard flees or surrenders when reduced to 3 or fewer hit points.

#### STATISTICS

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 14

**Feats** Alertness, Improved Initiative

**Skills** Intimidate +3, Perception +4, Profession (soldier) +4, Sense Motive +2



## BY WAY OF BLOODCOVE

**Languages** Common, Polyglot

**Combat Gear** *oil of magic weapon, potion of shield of faith;*

**Other Gear** chain shirt, light crossbow with 10 bolts, sap, scimitar, 5 gp

### TRAINED HYENA

CR 1

**hp** 13 (*Pathfinder RPG Bestiary* 179)

#### TACTICS

**During Combat** The hyena charges at the nearest foe and attempts to trip them so its master can finish them off with a cleaving blow.

**Morale** Despite being trained to obey commands, the hyena is a wild creature that obeys the enforcer out of fear and respect for the “pack leader.” If the Aspis enforcer falls unconscious or uses orc ferocity to keep fighting, the hyena turns on him in order to eliminate its rival. Without the enforcer to order it around, the hyena either flees the docks area or begins to scavenge the battlefield for food as appropriate.

## Subtier 6–7 (CR 8)

### ASPIS ENFORCER

CR 6

Half-orc fighter 7

NE Medium humanoid (human, orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +1

#### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

**hp** 57 (7d10+14)

**Fort** +8, **Ref** +4, **Will** +6 (+2 vs. fear)

**Defensive Abilities** bravery +2, orc ferocity

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 greataxe +14/+9 (1d12+10/x3)

**Ranged** mwk throwing axe +10 (1d6+5)

**Special Attacks** weapon training (axes +1)

#### TACTICS

**During Combat** The enforcer gives the hyena a kick and commands it to attack the PCs. Once the enforcer is in striking range, he attacks foes with his axe, uses Intimidate to demoralize tough-looking targets, and pushes heavily armored enemies into the river.

**Morale** The enforcer has his reputation to maintain, so he flees or surrenders only once the battle has truly turned against him and most of his subordinates have fallen or fled.

#### STATISTICS

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

**Base Atk** +7; **CMB** +11 (+13 bull rush); **CMD** 22 (24 vs. bull rush)

**Feats** Blind-Fight, Improved Bull Rush, Iron Will, Lunge, Power Attack, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Climb +4, Handle Animal +7, Intimidate +12, Survival +5, Swim +4; **Racial Modifiers** +2 Intimidate

## SCALING ENCOUNTER B

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

**Subtier 3–4:** Remove two of the Aspis Consortium guards from the encounter.

**Subtier 6–7:** Replace two of the Aspis Consortium guards with the guards from Subtier 3–4.

**Languages** Common, Orc

**SQ** armor training 2, orc blood

**Combat Gear** *potion of bear’s endurance; Other Gear* +1 half-plate, +1 greataxe, mwk throwing axes (2), cloak of resistance +1, 16 gp

### ASPIS CONSORTIUM GUARDS (3)

CR 3

Human warrior 5

N Medium humanoid (human)

**Init** +4; **Senses** Perception +6

#### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 armor)

**hp** 37 each (5d10+10)

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

#### OFFENSE

**Speed** 20 ft.

**Melee** scimitar +9 (1d6+4/18–20) or  
sap +8 (1d6+3)

**Ranged** light crossbow +5 (1d8/19–20)

#### TACTICS

**Before Combat** So long as the guards have sufficient time to prepare for conflict, they drink their *potions of shield of faith* and *bear’s endurance*, draw crossbows, and apply their *oils of magic weapon* to their crossbows and scimitars.

**During Combat** Use the guards’ tactics from Subtier 3–4.

**Morale** Use the guards’ tactics from Subtier 3–4.

#### STATISTICS

**Str** 16, **Dex** 11, **Con** 16, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Alertness, Improved Initiative, Step Up, Weapon Focus (scimitar)

**Skills** Intimidate +5, Perception +6, Profession (soldier) +6, Sense Motive +2

**Languages** Common, Polyglot

**Combat Gear** *oils of magic weapon* (2), *potion of bear’s endurance, potion of shield of faith; Other Gear* breastplate, light crossbow with 10 bolts, sap, scimitar, cloak of resistance +1

### ADVANCED HYENA

CR 2

**hp** 17 (*Pathfinder RPG Bestiary* 179, 294)

#### TACTICS

Use the hyena’s tactics from Subtier 3–4.

## PATHFINDER SOCIETY SCENARIO

**Treasure:** The Consortium's warehouse is mostly filled with food and water, the PCs can find a locked chest (hardness 5, 10 hit points, break DC 22, Disable Device DC 20) containing 10 doses of wolfsbane poison and a small chest containing a *potion of barkskin* (CL 9th) and an *elixir of swimming*.

**Sabotage:** In order to cripple the Aspis Consortium's expedition, the PCs need to perform at least two significant acts of sabotage here. The PCs are free to devise their own plans, but there are several likely methods described below. The GM should use these as guidelines for any alternate methods the PCs pursue, and each act of sabotage should involve at least one skill check, the clever use of a spell or class ability, or come with the risk of earning an additional Awareness Point. A PC can also determine whether the Pathfinders have caused enough damage to complete the objective with a successful DC 15 Disable Device, Intelligence, Survival, or Wisdom check.

Virtually all acts of sabotage attract the attention of the guards unless the PC succeeds at an opposed Sleight of Hand or Stealth check. Assume that at any given time, there are at least two guards nearby, though other PCs might devise strategies to distract them and let the saboteur work without being seen. Failing a check to avoid notice while sabotaging the expedition almost certainly leads to combat.

**Brute Strength:** The PCs might just use a weapon to stave in the boats' hulls. Each hull has hardness 5 and 20 hit points. Although this method is effective, it also leaves obvious evidence that earns the group 1 Awareness Point.

**Disable Device:** The PCs can disable the rudders, anchors, or tools more subtly, causing the crew to perform time-consuming repairs only after they are farther from Bloodcove. Doing so requires a successful DC 16 Disable Device check (DC 20 in Subtier 6–7). Failing the check by 5 or more results in the PC believing that the damage is sufficient, when in fact it does not contribute to the objective.

**Spoiled Supplies:** Less moral PCs could decide to tamper with the expedition's rations. The PCs can use the wolfsbane poison from the locked chest to poison the food and water supplies. As a matter of course, the Aspis Consortium scans the supplies with *detect poison* on a daily basis and are unlikely to actually be poisoned, but finding new supplies delays the expedition. Although using poison in this way is not an evil act, it might conflict with some characters' ethical codes.

**Burn the World:** A flashier option involves starting a fire in the warehouse or on the dock. As such areas are vulnerable to fires, the dockworkers have protocols in place to quickly contain and fight any fire that breaks out. The PCs must use accelerants such as oil, alchemist's fire, or a massive explosion like *fireball* to ensure the flames

spread fast enough to ensure their effectiveness. This requires no skill checks, but the PCs automatically gain 2 Awareness Points as the Consortium quickly realizes that something isn't right in their city.

**Development:** Fighting with the guards automatically earns the PCs 1 Awareness Point as the Aspis Consortium mobilizes more agents to combat this disturbance in Bloodcove. If the PCs fight the guards and allow any of them to escape, the DC of subsequent skill checks made to avoid gaining Awareness Points increases by 1 unless the PCs took additional steps to disguise their identities during the fight.

**Rewards:** If the PCs fail to sabotage the Aspis Consortium's mission in at least two ways, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 311 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 790 gp.

### C. OBJECTIVE 2: SMUGGLING (CR 5 OR CR 8)

Aya Allaha mentioned a contact in Bloodcove called Novaria of House Cartahegn as a possible ally in moving Pathfinder Society supplies and personnel through the city without the Aspis noticing. The PCs can easily locate House Cartahegn's headquarters.

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House Cartahegn is based in an imposing two-story trading post in the northeastern part of the city. The storefront bustles with citizens and merchants alike, most purchasing staple commodities such as sugar and rice. A busy clerk greets customers as they enter and provides helpful directions to any who ask.

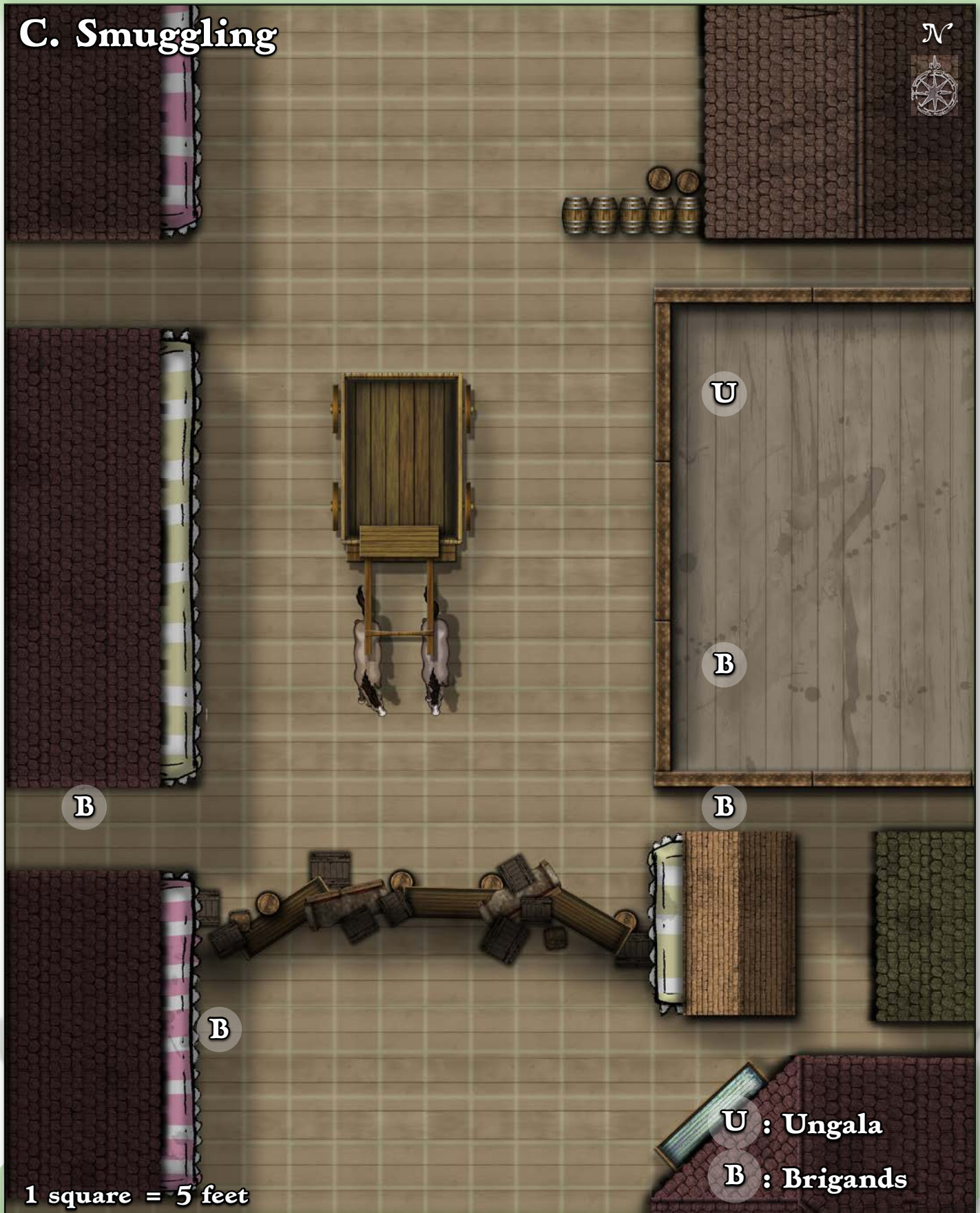
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If the PCs tell the clerk they are looking for Novaria, she tells them that they need an appointment to see Novaria, and that Novaria's schedule is quite full at the moment. If the PCs mention that Aya sent them, the clerk pauses, requests the PCs wait for a moment, and retreats into the building. When she emerges several minutes later, she bids the visitors to follow her. Novaria has climbed the ranks since her last encounter with the Pathfinder Society, and she now occupies a well-appointed office on the second floor of the trading house. If any of the PCs have completed *Pathfinder Society Scenario #2–01, Before the Dawn, Part 1: The Bloodcove Disguise*, Novaria immediately recognizes them and welcomes them warmly. Otherwise, she receives them with a pleasant but detached demeanor. She gives each character an appraising look before smiling in approval and saying, "Always a pleasure to work with your illustrious Society. The last time I dealt with your people, it led to a mutually beneficial arrangement that I have not forgotten. In fact, my current position at this trading house is a direct result of our last encounter. I sincerely hope that you come today with another such opportunity."



## BY WAY OF BLOODCOVE

### C. Smuggling



## PATHFINDER SOCIETY SCENARIO

Novaria listens patiently to any request for an ongoing alliance with House Cartahegn, her face a mask of practiced neutrality. However, what the PCs are asking for is a considerably riskier proposition for House Cartahegn than simply purchasing supplies; moving Pathfinders and Society supplies through Bloodcove would certainly lead to direct conflict with the Aspis Consortium, and that is a risk she does not take lightly. The PCs must succeed at a DC 18 Bluff, Diplomacy, or Profession (merchant) check to convince her to consider the proposal. If the PCs fail this check, she proposes a less risky venture: expanding a trade route from Bloodcove through Nantambu, allowing the Pathfinder Society to purchase supplies and equipment from Cartahegn trade posts. If the PCs succeed, note this on the scenario's reporting sheet (see Reporting Notes on page 22).

Regardless of which plan results, Novaria requires a favor from the PCs before she formalizes any arrangement.

"Recently, a local pirate crew led by a thug named Ungala has been intercepting our trade barges and wagons and stealing our cargo. It is the gods' fortune that you came to see me today of all days, as we are preparing to move an exceptionally valuable shipment to Warehouse Row to be loaded onto a ship bound for the Inner Sea today. After our usual guards' failure to protect the last two shipments from Ungala's raiders, I've lost confidence in their abilities. But where they have failed, you might have a real chance. Up to this point, Ungala and her ruffians have always attacked while our supply carts were passing near Free Trade Square, where they can strike in the narrow streets and disappear into crowds quickly. I have no doubt that they'll be planning such an attack for today's shipment, and I want you to be there and ready to intercept them."

The shipment is not set to leave the headquarters until later that day, so the PCs can choose to perform other objectives before completing this favor for Novaria so long as they return within a few hours. Once they are ready to begin, Novaria introduces them to the teamsters driving the wagon, shows the PCs the expected route, and wishes them luck.

The tiny caravan winds through the northern half of the city while sticking to the sturdier streets, which are increasingly crowded as the procession approaches Free Trade Square. As the PCs travel with it, allow each of them to attempt a DC 21 Perception or Sense Motive check (DC 25 in Subtier 6–7) to watch for trouble in the crowd. Any PC who succeeds spots the crowd beginning to scatter ahead where someone has erected a rough barricade across the street, and that PC is able to act in the surprise round of the imminent combat. Any who fail are surprised when Ungala springs her trap.

**Creatures:** For three years the Bonuwat woman Ungala has led a guerrilla war against those who would smuggle Mwangi artifacts out of the region. She has used her outwardly noble cause to assemble a small force under her command, though in truth her operation continues in the interest of personal profit as much as altruism; she tends to sell the relics back to their original owners in return for a modest finder's fee. Even so, her band is respected among those who dislike the Aspis Consortium and don't export large quantities of native material culture. Ungala has brought a handful of trusted operatives to ambush this House Cartahegn shipment. Several hide in nearby alleys while others take cover either behind the barricade or on the roofs of nearby businesses.

At the first signs of conflict, the crowds rapidly disperse. Until the beginning of the second full round of combat, the street (not including the alleys and area south of the barricade) is considered difficult terrain and provides soft cover for all attacks against non-adjacent targets unless the attacker has high ground. By the second round, the streets are clear enough to facilitate combat without penalties. The Cartahegn teamsters apply the brakes and dive under the wagon soon after combat begins.

### Subtier 3–4 (CR 5)

UNGALA	CR 3
Female human ranger (hooded champion) 3/rogue 1 ( <i>Pathfinder RPG Advanced Class Guide</i> 108)	
N Medium humanoid (human)	
<b>Init</b> +5; <b>Senses</b> Perception +8	
DEFENSE	
<b>AC</b> 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)	
<b>hp</b> 27 (3d10+1d8+7)	
<b>Fort</b> +3, <b>Ref</b> +8, <b>Will</b> +2	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> mwk short sword +6 (1d6+2/19–20)	
<b>Ranged</b> mwk composite shortbow +7 (1d6+2/x3)	
<b>Special Attacks</b> combat style (archery), sneak attack +1d6	
TACTICS	
<b>Before Combat</b> Ungala applies her black adder venom to one of her +1 <i>seeking arrows</i> and then drinks her <i>potion of blur</i> .	
<b>During Combat</b> Ungala doesn't put herself in danger unnecessarily, generally letting her allies skirmish in melee while she rains arrows down on her enemies. She stays mobile and uses her <i>potion of invisibility</i> in order to evade melee threats.	
<b>Morale</b> If reduced to 8 or fewer hit points, hopelessly overwhelmed, or left with no allies, Ungala surrenders and tries to parley with the PCs. If the PCs refuse to talk, she tries to flee.	



## BY WAY OF BLOODCOVE

### SCALING ENCOUNTER C

To accommodate a group of four PCs, remove two brigands from the encounter.

#### STATISTICS

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

**Base Atk** +3; **CMB** +5; **CMD** 18

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

**Skills** Acrobatics +10, Climb +7, Diplomacy +8, Disable Device +10, Knowledge (local) +5, Perception +8, Profession (smuggler) +6, Sense Motive +6, Sleight of Hand +8, Stealth +10

**Languages** Common, Polyglot

**SQ** deeds (dead aim, derring-do, dodging panache, kip-up, hooded champion's initiative), favored terrain (urban +2), panache (1), track +1, trapfinding +1

**Combat Gear** *potion of cure light wounds*, *potion of invisibility*, *potion of blur*, +1 seeking arrows (2); **Other Gear** mwk studded leather, mwk short sword, mwk composite shortbow with 40 arrows, antitoxin (2), black adder venom (1 dose), thieves' tools, 41 gp

#### BRIGANDS (4)

CR 1/2

**hp** 15 each (*Pathfinder RPG NPC Codex* 266)

#### TACTICS

**During Combat** The brigands prefer to use their bows to fight at a distance, but they move to intercept anyone who tries to attack Ungala.

**Morale** A brigand flees or surrenders if reduced to 3 or fewer hit points or if Ungala surrenders.

### Subtier 6–7 (CR 8)

#### UNGALA

CR 6

Female human ranger (hooded champion) 6/rogue 1

N Medium humanoid (human)

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

#### DEFENSE

**AC** 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)

**hp** 50 (7 HD; 6d10+1d8+13)

**Fort** +5, **Ref** +12, **Will** +5

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +9/+4 (1d6+2/19–20)

**Ranged** +1 composite shortbow +12/+7 (1d6+3/×3)

**Special Attacks** combat style (archery), favored enemy (humans +2), sneak attack +1d6

**Ranger Spells Prepared** (CL 3rd; concentration +4)  
1st—*jump*, *resist energy*

#### TACTICS

**Before Combat** Ungala applies her black adder venom to one of her +1 shock arrows and then drinks her *potion of blur* and *potion of cat's grace*. She also casts *jump* and *resist fire*

on herself, though if the PCs have reached the moderate Awareness Point threshold, she instead casts *resist energy* to protect herself against an energy type used by the PCs.

**During Combat** Ungala doesn't put herself in danger unnecessarily, generally letting her allies skirmish in melee while she rains arrows down on her enemies. She stays mobile and uses her *potion of invisibility* and *jump* in order to evade melee threats.

**Morale** If reduced to 14 or fewer hit points, hopelessly overwhelmed, or left with no allies, Ungala surrenders and tries to parley with the PCs. If the PCs refuse to talk, she tries to flee.

**Base Statistics** Without *cat's grace* and *jump*, Ungala's statistics are **Init** +9; **AC** 17, touch 13; **Ref** +10; **Ranged** +1 composite shortbow +10/+5 (1d6+3/×3); **Dex** 16; **CMD** 21; **Skills** Acrobatics +13, Disable Device +13, Sleight of Hand +8, Stealth +13.

#### STATISTICS

**Str** 14, **Dex** 20, **Con** 10, **Int** 10, **Wis** 12, **Cha** 13

**Base Atk** +6; **CMB** +8; **CMD** 23

**Feats** Improved Initiative, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

**Skills** Acrobatics +15 (+25 when jumping), Climb +7, Diplomacy +10, Disable Device +15, Knowledge (local) +7, Perception +11, Profession (smuggler) +9, Sense Motive +8, Sleight of Hand +10, Stealth +15

**Languages** Common, Polyglot

**SQ** deeds (dead aim, derring-do, dodging panache, kip-up, hooded champion's initiative), favored terrain (urban +2), hunter's bond (companions), panache (1), track +3, trapfinding +1

**Combat Gear** *potion of cure light wounds*, *potion of invisibility*, *potion of blur*, *potion of cat's grace*, +1 shock arrows (4); **Other Gear** +1 studded leather, mwk short sword, +1 composite shortbow with 40 arrows, antitoxin (2), black adder venom (1 dose), thieves' tools, 9 gp

#### BRIGANDS (4)

CR 2

Veteran buccaneers (*Pathfinder RPG NPC Codex* 267)

**hp** 26 each

#### TACTICS

**During Combat** The brigands prefer to use their crossbows to fight at a distance, but they move to intercept anyone who tries to attack Ungala.

**Morale** A brigand flees or surrenders if reduced to 5 or fewer hit points or if Ungala surrenders.

**Development:** In the likely case that the PCs force Ungala to capitulate, she accuses them of conspiring to rob the Mwangi people of their treasures. "Do you even know what you are transporting?" she implores. If the PCs open the cargo crates, they find them loaded with statues and idols crafted in the native Bonuwat style.

## PATHFINDER SOCIETY SCENARIO

House Cartahegn has recently gotten into the artifact trade, the very thing that has made the Aspis Consortium the target of local ire. Ungala asks the PCs to let her take the artifacts so that they can remain in Mwangi hands. She offers her services and those of her criminal network if the PCs assist her in this—especially if the PCs share that they need House Cartahegn’s assistance. If the PCs ask, she says that smuggling Pathfinders and supplies through the city would be a simple matter for her organization. A PC who succeeds at a DC 20 Sense Motive check can tell that there is more to Ungala’s relic-liberating operation than she is saying, and if confronted about it, she admits that she sells the objects back at a discount, noting, “A woman has to make her coin somehow, no?”

If the PCs decide to talk to Novaria again after the encounter, she is exasperated by their willingness to listen to a pirate. She explains that the goods were all purchased legitimately from adventuring expeditions not unlike those sponsored by the Pathfinder Society, and all of the goods are legally the property of House Cartahegn. If the question of how the artifacts were obtained in the first place comes up, she accuses the PCs of hypocrisy, saying “Do you bother seeking out and asking the descendants of the owners of an abandoned ruin for permission when you ‘recover’ artifacts of significance from a site?”

Novaria and Ungala are both able to provide the Society a reliable means of moving supplies and Pathfinders through Bloodcove. So long as they secure a deal with one of these parties, the PCs succeed at this objective.

**Faction Notes:** The choice between Novaria and Ungala is important for members of the Exchange faction. Although the former embraces the honest businessperson persona so important to faction leader Aaqir al’Hakam, her latest choice of commodities may trouble more upstanding faction PCs. Meanwhile, Ungala’s intentions are relatively pure but are tarnished by her criminal approach, which might appeal more to the high-ranking Exchange officer Guaril Karela and many former members of the Sczarni faction. Neither choice is right or wrong, but the choice helps to establish the Exchange’s reputation and allies in the region.

**Rewards:** If the PCs fail to finalize a deal with either Novaria or Ungala, reduce each PCs gold earned as follows.

*Subtier 3–4:* Reduce each PC’s gold earned by 311 gp.

*Subtier 6–7:* Reduce each PC’s gold earned by 790 gp.



### D. OBJECTIVE 3: THE DEAD DROP (CR 4 OR CR 7)

In order to begin this part of the adventure, the PCs must identify the proper location by deciphering the hidden message left in Malika’s fake bounty (see area A and the **Player Handout**).

Free Trade Square is the busiest part of Bloodcove. The streets swarm with merchants and wagons buying, selling, and transporting food, spices, and antiquities. Lot number 342 sits on the southeastern edge of the market, bordering the fringes of Warehouse Row. A run-down-looking stall dealing in lamps and oil occupies the space, though the poor quality of the lamps may be an indicator of why no customers are anywhere near the stall. The owner, a thoroughly bored middle aged Mwangi man, sits behind the counter making fishing lures.

**Omombo** (male middle-aged human expert 2) is the owner of the stall and barely looks up at the PCs when they approach. It takes a direct question or a major disruption to get him to put down his fishing lure and pay attention. His manner is terse and unfriendly, possibly also contributing to his lack of customers. If asked why he’s making fishing lures instead of lamps he simply replies “A man has to eat somehow.”

His demeanor changes drastically when the PCs show him the bounty board message. His eyes become serious and he glances around the square before waving the PCs to come around to the back of his stall. If the PCs directly ask about Malika Fenn, or identify themselves as Pathfinders, Omombo shushes them worriedly and flashes them an angry look before signaling them to go around to the back. He emerges from the back of the stall with a small clay oil lamp in one hand. He once again checks the area no one else is watching before handing the lamp over to the PCs and saying “This will lead you to what you seek. Only one of your number can use it, but keep it protected and out of sight as much as you can. Good luck.” With that he returns to his stall. Omombo knows little about the lamp and its contents other than his message from Malika.

The clay lamp is unremarkable, but it rattles slightly when handled, as though there were a broken piece of clay inside. It is actually a small sphere of hematite, a special type of *ioun stone*, and extracting it requires the PCs to break the lamp. Once slotted into a *wayfinder*, the compass needle spins wildly for a moment before pointing to the northwest. In order to find Malika’s dead drop, the PCs must travel where the compass needle points, periodically referring to the *wayfinder* to take a new bearing. As the PCs



## BY WAY OF BLOODCOVE

NEW MAGIC ITEM		
<b>HEMATITE SPHERE IOUN STONE (FLAWED)</b>		<b>PRICE 500 GP</b>
<b>SLOT</b> none	<b>CL</b> 12th	<b>WEIGHT</b> —
<b>Aura</b> moderate divination and evocation.		
<p>While orbiting a creature's head, this <i>ioun stone</i> provides its bearer a +2 enhancement bonus on Survival checks to avoid becoming lost. Once per day, its user can use it to cast <i>know direction</i>.</p> <p>When slotted into a <i>wayfinder</i>, the stone causes the <i>wayfinder's</i> needle to point toward the nearest <i>hematite sphere ioun stone</i>, no matter the distance, enabling bearers to locate one another across a city or even across a continent. When an <i>ioun stone</i> of this type comes in contact with another <i>hematite sphere ioun stone</i>, one of the two stones fades into a <i>dull gray ioun stone</i>, while the other stone begins to home in on the next nearest stone.</p>		
<b>CONSTRUCTION</b>		<b>COST</b> 250 GP
Craft Wondrous Item, <i>know direction</i> , <i>sending</i>		

do so, it is important that they maintain their cover—a difficult task given a *wayfinder's* distinctive appearance. Successfully tracking down the dead drop requires a successful DC 16 Survival check (DC 19 in Subtier 6–7), and each time the PC attempts such a check, he must succeed at a DC 14 Dexterity or Sleight of Hand check to keep the *wayfinder* concealed or gain 1 Awareness Point. Separate PCs can attempt these checks, but the DC of the Survival check increases by 2 as one PC tries to navigate without actually seeing the compass needle. In order to take 10 on the Survival check, a PC must keep the *wayfinder* handy and check it frequently, increasing the DC of the Dexterity or Sleight of Hand check by 4.

The *wayfinder* directs the PCs to a section of Bloodcove that occupies dry land. There, a fountain stands in a small plaza, and the needle points to an unoccupied storefront. There is little of interest inside the building beyond its cellar door, which is sealed with an imposing iron padlock. The lock is actually an illusion meant to keep out common scavengers, and a PC who interacts with the lock can attempt a DC 17 Will save to disbelieve the illusion. The cellar beyond is a small, square room with walls made of irregular stone cobbles. A PC can find a hidden niche behind one of the stones with a successful DC 20 Perception check.

After opening the hidden panel, the PCs discover a second *ioun stone* as well as a broad, wax-sealed scroll case that contains dozens of pages detailing Aspis activities in Bloodcove, qualitative data about the upcoming expedition, and even dossiers on several of the agents involved. Some entries stand out from the others, including Pahwoki the Blade, a murderous Bekyar who wears a necklace of ears and is believed able to make the trees walk; Lilianna Alazzario, an agent relocated to Bloodcove after she burned down an Iseri village just to collect a small debt; Yola Hask, a one-handed smuggler banished from Rahadom for “crimes against the state;” Micky Threetoes, an Andoren exile with a history of aiding slave traders; Zamil Namoth, an Ustalav aristocrat known both for his charm and his claiming trophies from his macabre hunts; and “Fiveknives” Kalim, a seasoned explorer of the Mwangi Expanse infamous for his callous treatment of the native people. Malika also suspects that the mission's primary purpose is looting, and she reports that the Consortium is particularly interested in a giant golden statue of some type. Finally, her report suggests the Consortium knows about Venture-Captain Nieford Sharrowsmith's expedition to the Bandu Hills, though it seems the Aspis are merely planning to attack him but have not actually done so yet.

**Creatures:** If the PCs have reached the major Awareness Point threshold, the PCs find the niche only contains a disabled trap and a *hematite sphere ioun stone*; Na'alu, who has been tracking the PCs through his own spies and inquiries, has already beaten them to the dead drop! In this event, he and his agents attack the PCs after they emerge from the shop and fight them in the square outside. Use the creatures from encounter E. The Bekyar double agent informs the PCs that he has been in charge of tracking down Pathfinder agents in Bloodcove, and thanks to the PCs actions, he was able to recover their colleague's report first. Before attacking, he taunts the Pathfinders, informing them that their deaths will send a message to the Society never to interfere in Bloodcove again.

**Trap:** Malika Fenn left one more obstacle to keep the curious away from the stash: a poison needle trap that strikes anyone who accesses the niche. Finding the trap requires an additional Perception check from the one used to find the niche.

## Subtier 3–4 (CR 4)

SPRING-LOADED NEEDLE TRAP	CR 4
<b>Type</b> mechanical; <b>Perception</b> DC 20; <b>Disable Device</b> DC 25	
<b>EFFECTS</b>	
<b>Trigger</b> touch; <b>Reset</b> manual	
<b>Effect</b> Atk +10 melee (1d3 damage plus giant wasp poison)	

## PATHFINDER SOCIETY SCENARIO

### D. The Dead Drop



#### Subtier 6–7 (CR 7)

##### SPRING-LOADED NEEDLE TRAP

CR 7

Type mechanical; Perception DC 25; Disable Device DC 25

##### EFFECTS

Trigger touch; Reset manual

Effect Atk +15 melee (1d3 damage plus purple worm poison)

**Development** Should the PCs defeat Na'alu here, they discover Malika's unsealed scroll case on his body as well as the evidence it contained. However, having killed an influential Aspis agent means the PCs need to depart quickly; every additional time the PCs make checks to maintain their cover, they also automatically gain 1d6 Awareness Points. The only sure way to avoid further attention is to depart Bloodcove and return to Nantambu. Once the PCs are ready to leave, proceed to the Conclusion, and reduce the PCs' rewards earned for any objectives they did not complete.

**Rewards** If the PCs fail to find Malika's dead drop and retrieve the scroll case with her intelligence, reduce each player's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 311 gp.

Subtier 6–7: Reduce each PC's gold earned by 790 gp.

#### E. THE CONFRONTATION (CR 6 OR CR 9)

When the PCs try to leave Bloodcove, Na'alu and several of his associates waylay them just outside the city. This encounter can also take place in the city if the PCs' Awareness Point total reaches the major threshold (see area D).

Exiting Bloodcove is relatively easy, but less than a mile from the city the road leads to a narrow bridge crossing a small tributary of the Vanji River. On the other side of the bridge stands the Consortium agent, Na'alu, accompanied by a strange, artificial looking humanoid. "I'll be taking those documents back now," he says smugly, "My employer would very much like to know their contents."

The tributary here is about 30 feet wide and 10 feet deep at its center. The water runs swiftly but has few rapids, requiring a successful DC 15 Swim check to traverse. The bridge has fairly low sides, providing little cover.

**Creatures:** Na'alu is a double agent whose true loyalties are to the Technic League, a powerful organization of scholars and spellcasters who run much of Numeria (a land strewn with strange technology that fell from the sky millennia ago) and jealously hoard any of its secrets. His duties in the Mwangi Expanse have been fairly lax until recently, when the Pathfinder lodge in Nantambu recovered a copy of *A Thread of Silver*, a survey of Nimerian ruins. Concerned that there may be other relics in the expanse that belong to the League, Na'alu has done what he can to intercept Pathfinder intelligence and learn of the Aspis expedition's true purpose, which his Consortium superiors have refused to divulge. He recently received several tools from the Technic League to assist him, including several pharmaceuticals and a refurbished, anthropomorphic construct that he has crudely disguised to blend in with Bloodcove's diverse citizenry. After paying a small fortune to a local diviner,



## BY WAY OF BLOODCOVE

### E. The Confrontation



he has predicted the PCs' route out of Bloodcove and used his magic to race ahead to intercept them.

The Bonuwat double agent is content to banter, taunt the PCs, and engage in a modest amount of villainous monologuing, if only to reinforce his local guise as an Aspis agent and give the Society something suitably unsettling to hear should another Pathfinder cast *speak with dead* on the PCs' mangled remains. From his perspective, the PCs have done the heavy lifting of retrieving Malika's notes, and now Na'alu merely needs to snatch them from the Pathfinders' cold, dead hands.

#### Subtier 3–4 (CR 6)

##### NA'ALU

CR 5

Male human transmuter 6  
LE Medium humanoid (human)  
**Init** +6; **Senses** Perception +0

##### DEFENSE

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

**hp** 47 (6d6+24)

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

##### OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +3 (1d6–1)

**Arcane School Spell-Like Abilities** (CL 6th; concentration +10)

7/day—telekinetic fist (1d4+3 bludgeoning)

**Transmuter Spells Prepared** (CL 6th; concentration +10)

3rd—*fireball* (DC 17), *slow* (DC 17), *stinking cloud* (DC 17), *suggestion* (DC 17)

2nd—*bull's strength*, *glitterdust* (DC 16), *scorching ray* (2)

1st—*charm person* (DC 15), *expeditious retreat*, *mage armor*, *magic missile*, *mount*

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

**Opposition Schools** illusion, necromancy

##### STATISTICS

**Str** 8, **Dex** 14, **Con** 15, **Int** 18, **Wis** 10, **Cha** 12

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

**Feats** Dodge, Extend Spell, Improved Initiative, Scribe Scroll, Technologist<sup>16</sup>, Toughness

**Skills** Bluff +7, Disguise +7, Knowledge (arcana) +13, Knowledge (history) +10, Knowledge (local) +13, Knowledge (planes) +10, Sense Motive +6, Spellcraft +13

**Languages** Abyssal, Aklo, Common, Hallit, Polyglot, Sylvan

**SQ** arcane bond (quarterstaff), physical enhancement (+2)

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, *Vive*<sup>16</sup> (1 dose); **Other Gear** mwk quarterstaff, *cloak of resistance* +1, *ring of protection* +1, spellbook (contains all memorized spells), diamond dust worth 250 gp, 50 gp

##### MANNEQUIN SECURITY ROBOT

CR 3

N Medium construct (robot; *Pathfinder Campaign Setting: Numeria Land of Fallen Stars* 57)

## PATHFINDER SOCIETY SCENARIO

**Init** +6; **Senses** darkvision 60 ft., low-light vision, Perception +4

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+2 armor, +2 Dex, +3 natural)  
**hp** 31 (2d10+20)

**Fort** +0, **Ref** +2, **Will** +0

**Defensive Abilities** hardness 5; **Immune** construct traits;  
**Resist** electricity 5, fire 5; **Weaknesses** vulnerable to critical hits, vulnerability to electricity

### OFFENSE

**Speed** 30 ft.

**Melee** longspear +6 (1d8+6/×3) or  
2 slams +6 (1d4+4)

**Ranged** javelin +4 (1d6+4)

### TACTICS

**Before Combat** The mannequin remains quiet while Na'alu speaks, though it sometimes sways slightly or makes other small movements to feign life.

**During Combat** The mannequin tries to pin down any foes trying to cross the bridge and attack Na'alu.

**Morale** The mannequin fights until destroyed.

**Base Statistics** Without *bull's strength*, the mannequins statistics are **Melee** longspear +4 (1d8+3/×3) or 2 slams +4 (1d4+2); **Ranged** javelin +4 (1d6+2); **Str** 15; **CMB** +4; **CMD** 16.

### STATISTICS

**Str** 19, **Dex** 14, **Con** —, **Int** 10,  
**Wis** 11, **Cha** 1

**Base Atk** +2; **CMB** +6; **CMD** 18

**Feats** Improved Initiative

**Skills** Disguise –4 (+4 to appear human), Knowledge (local) +4, Perception +4, Sense Motive +4; **Racial Modifiers** +8 Disguise to appear human

**Languages** Common, Hallit

**SQ** false flesh

**Gear** longspear, javelins (2), leather armor

### SPECIAL ABILITIES

**False Flesh (Ex)** The synthetic flesh and hair of a mannequin robot give it a +8 bonus on Disguise checks to appear human (but not to impersonate

a specific human). Closely inspecting a mannequin or touching its cold, synthetic skin automatically reveals its non-human nature.

**Robot Subtype (Ex)** “Robot” is a special subtype applied to a construct without changing its CR. All robots are vulnerable to critical hits (see below), vulnerable to electricity, and are intelligent. A creature can identify a robot by using Knowledge (arcana or engineering), but only if he also has the Technologist feat (*Pathfinder Campaign Setting: Technology Guide* 7); otherwise the creature is limited to identifying the robot as an unfamiliar construct (DC 10 reveals the type and basic construct traits).

**Vulnerable to Critical Hits (Ex)** Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fortitude save to avoid being stunned for 1 round. If its saving throw is successful, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.

## Subtier 6–7 (CR 9)

### NA'ALU

CR 8

Male human transmuter 9

LE Medium humanoid (human)

**Init** +6; **Senses** Perception +0, *see invisibility*

### DEFENSE

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

**hp** 79 (9d6+45)

**Fort** +9, **Ref** +8, **Will** +9

**DR** 10/adamantine (90 points)

### OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +4 (1d6–1)

**Arcane School Spell-Like Abilities** (CL 9th; concentration +13)

At will—change shape (beast shape II/elemental body I, 9 rounds/day)

7/day—telekinetic fist  
(1d4+4 bludgeoning)

**Transmuter Spells Prepared** (CL 9th; concentration +13)

5th—*baleful polymorph*

(DC 19), *feeblemind* (DC 19)

4th—*confusion* (DC 18),

*stone shape*, *stoneskin*,

*wall of fire*

3rd—*fireball* (DC 17),

*haste*, *slow* (DC 17), *stinking*

*cloud* (DC 17), *suggestion* (DC 17)





## BY WAY OF BLOODCOVE

## SCALING ENCOUNTER E

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

**Subtier 3–4:** Na'alu has already expended his *fireball* and *bull's strength* spells as well as his arcane bond's daily ability. He does not have them available for this encounter.

**Subtier 6–7:** Replace the trained mannequin bodyguard with the Subtier 3–4 trained mannequin security robot. Na'alu has already expended his 5th-level spells and does not have them available for this encounter.

2nd—*bull's strength*, *glitterdust* (2, DC 16), *scorching ray* (2), see *invisibility*

1st—*charm person* (DC 15), *expeditious retreat*, *mage armor*, *magic missile* (2), *mount*

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

**Opposition Schools** illusion, necromancy

## TACTICS

**Before Combat** Na'alu casts *mage armor*, see *invisibility*, and *stoneskin* on himself. He casts *bull's strength* on his mannequin ally and moves behind it to shield himself from enemy attacks.

**During Combat** Na'alu uses spells to slow the PCs, adjusting his tactics as necessary to counter their strategies and grant the mannequin robot an edge.

**Morale** Na'alu flees if reduced to 11 or fewer hit points or if he predicts he has no chance of winning the fight.

**Base Statistics** Without *mage armor* and *stoneskin*, Na'alu's statistics are **AC** 14, flat-footed 11; **DR** none.

## STATISTICS

**Str** 8, **Dex** 14, **Con** 16, **Int** 18, **Wis** 10, **Cha** 12

**Base Atk** +4; **CMB** +3; **CMD** 22

**Feats** Combat Casting, Defensive Combat Training, Dodge, Extend Spell, Improved Initiative, Scribe Scroll, Technologist<sup>16</sup>, Toughness

**Skills** Bluff +10, Disguise +10, Knowledge (arcana) +16, Knowledge (history) +12, Knowledge (local) +16, Knowledge (planes) +11, Sense Motive +9, Spellcraft +16

**Languages** Abyssal, Aklo, Common, Hallit, Polyglot, Sylvan

**SQ** arcane bond (quarterstaff), physical enhancement (+2)

**Combat Gear** hemochem<sup>16</sup> (grade III, 1 dose), *potion of cure moderate wounds*, *potion of invisibility*, *Vive*<sup>16</sup> (1 dose);

**Other Gear** mwk quarterstaff, *cloak of resistance* +3, *ring of protection* +1, spellbook (contains all memorized spells), diamond dust worth 250 gp

## TRAINED MANNEQUIN BODYGUARD

CR 6

Mannequin security robot fighter 3 (*Pathfinder Campaign Setting: Numeria Land of Fallen Stars* 57)

N Medium construct (robot)

**Init** +8; **Senses** darkvision 60 ft., low-light vision, Perception +4

## DEFENSE

**AC** 24, touch 14, flat-footed 20 (+5 armor, +4 Dex, +3 natural, +2 shield)

**hp** 53 (5d10+25)

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

**Defensive Abilities** hardness 5; **Immune** construct traits;

**Resist** electricity 5, fire 5; **Weaknesses** vulnerable to critical hits, vulnerability to electricity

## OFFENSE

**Speed** 30 ft.

**Melee** mwk battleaxe +13 (1d8+6/×3) or

2 slams +11 (1d4+6)

**Ranged** javelin +9 (1d6+6)

## TACTICS

**Before Combat** The mannequin remains quiet while Na'alu speaks, though it sometimes sways slightly or makes other small movements to feign life.

**During Combat** The mannequin tries to pin down any foes trying to cross the bridge and attack Na'alu.

**Morale** The mannequin fights until destroyed.

**Base Statistics** Without *bull's strength*, the mannequins statistics are **Melee** mwk battleaxe +11 (1d8+4/×3) or 2 slams +9 (1d4+4); **Ranged** javelin +9 (1d6+4); **Str** 19;

**CMB** +9; **CMD** 23.

## STATISTICS

**Str** 23, **Dex** 18, **Con** —, **Int** 10, **Wis** 13, **Cha** 3

**Base Atk** +5; **CMB** +11; **CMD** 25

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Toughness, Weapon Focus (battleaxe)

**Skills** Disguise +1 (+9 to appear human), Knowledge (local) +4, Perception +6, Sense Motive +6; **Racial Modifiers** +8 Disguise to appear human

**Languages** Common, Hallit

**SQ** false flesh

**Gear** mwk battleaxe, javelins (2), heavy wooden shield, +1 *hide armor*

## SPECIAL ABILITIES

**False Flesh (Ex)** See Subtier 3–4.

**Robot Subtype (Ex)** See Subtier 3–4.

**Vulnerable to Critical Hits (Ex)** See Subtier 3–4.

**Treasure:** In addition to his gear, Na'alu carries several encoded messages that are his latest instructions from the Technic League. Deciphering these requires a successful DC 21 Linguistics check (DC 25 in Subtier 6–7), revealing Na'alu's true affiliation with the League, instructions to procure information regarding the Aspis Consortium's upcoming expedition, and a warning that the Pathfinder Society is showing increased interest in the Mwangi Expanse.

**Development:** Once the PCs defeat Na'alu and the robot, they are free to depart Bloodcove without any further difficulties.

## PATHFINDER SOCIETY SCENARIO

**Rewards:** If the PCs fail to defeat Na'alu, reduce each player's gold earnings as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 325 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 815 gp.

### Conclusion

Malika Fenn's report confirms Aya's suspicions that the Aspis expedition is planning to investigate the same area that Venture-Captain Sharrowsmith was researching before his party's disappearance. The intelligence also reveals that the consortium is sending a lot of manpower along with the expedition, including several veteran field agents with grim reputations. With this information in hand—and possibly knowledge that the Technic League is also monitoring these expeditions—Aya thanks the PCs wholeheartedly as she steels herself for the daunting task of preparing the Society's response to the impending conflict. If the PCs succeeded in sabotaging the expedition, Aya tells them that they have been given a precious few days to plan their response—a commendable advantage.

If the PCs managed to make a deal with either Novaria or Ungala, Aya congratulates them excitedly. She explains that having reliable transport of supplies and personnel through Bloodcove greatly strengthens the Society's position in the upcoming conflict, and a capable ally in Bloodcove is to the Society's long-term advantage.

### Reporting Notes

If the PCs managed to convince Novaria to smuggle Pathfinders through Bloodcove, check box A on the

reporting sheet. If they accepted Novaria's trade deal instead, check box B. If they sided with Ungala, check box C. If Na'alu escaped and the PCs failed to discover his true identity, check box D.

### Primary Success Conditions

If the PCs manage to find Malika Fenn's dead drop and return the written report to Aya Allehe, they successfully alert the Pathfinder Society to the nature of the Aspis Consortium's expedition. This earns each PC 1 Prestige Point.

### Secondary Success Conditions

The PCs successfully complete their secondary mission if they manage to complete at least three of the following five goals: sabotage the Aspis Consortium expedition (area B), successfully make a deal to smuggle Pathfinders through Bloodcove (area C), discover Na'alu's true allegiance (area E), gauge the attitudes of at least three citizens of Bloodcove toward the Aspis Consortium, and complete the scenario without their Awareness Point total reaching the major threshold. Succeeding earns each PC 1 additional Prestige Point.

### Faction Notes

Members of the Exchange faction should complete the smuggling objective (area C) by forging an alliance with either Novaria's House Cartahegn or Ungala's criminal network. Succeeding at either one reinforces the Exchange faction's reputation in the Mwangi Expanse for good or for ill, and doing so earns each Exchange faction PC the Mwangi Exports boon on his Chronicle sheet.

### PLAYER HANDOUT

I am calling upon any who are willing to take up the call and search every part of Bloodcove to find my missing amulet! The artifact is in fact an heirloom called the Terra Fas DeQuere, a jewel-studded pendant that has been passed down for generations by my family. It was stolen by vile thieves from my household at some point in the last week. I am seeking any information leading to its recovery or to any of the lowlifes mixed up in this most heinous crime! Bring your information to the bounty office to receive your reward.

**Reward:** 342 Gold Pieces to be paid by the bounty poster, Kreighton Shaine, upon return of his valuables.



## BY WAY OF BLOODCOVE

## Pathfinder Society Scenario #6-09: By Way of Bloodcove

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Scarab Sages <input type="checkbox"/> A	<input type="checkbox"/> The Exchange <input type="checkbox"/> Silver Crusade <input type="checkbox"/> B
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court <input type="checkbox"/> C	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court <input type="checkbox"/> D
Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange <input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange <input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
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Character #	Prestige Points
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Character #	Prestige Points
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<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange <input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Sovereign Court
Character #	Prestige Points

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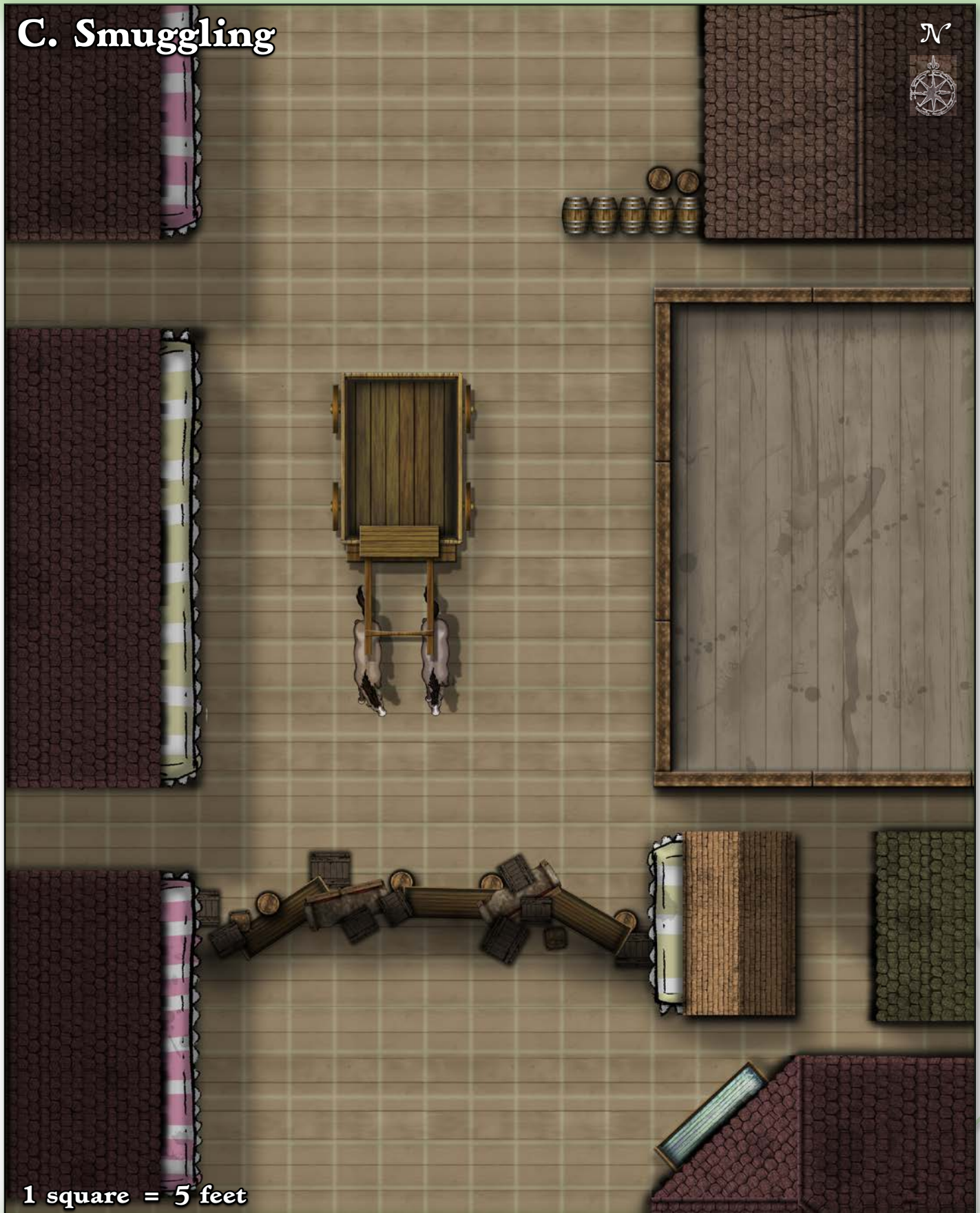
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Author: Justin Juan.

## PATHFINDER SOCIETY SCENARIO

### C. Smuggling







# Pathfinder Society Scenario #6-09: By Way of Bloodcove

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Mwangi Exports (The Exchange Faction):** Your faction's ability to import goods to and export goods from the Mwangi Expanse without the Aspis Consortium's oversight makes it possible to undercut the competition. It's only a matter of time before the authorities in Bloodcove catch on and take additional precautions, but in the meantime you enjoy cheaper prices on Garundi products. You can cross this boon off your Chronicle sheet when purchasing an item found on one of your Chronicle sheets to reduce its cost by 10%. If you use this boon with another ability that allows you to reduce an item's cost, the two effects stack to a maximum reduction of 15%.

### HEMATITE SPHERE IOUN STONE (FLAWED)

**Aura** moderate divination and evocation; **CL** 12th

**Slot** none; **Price** 500 gp; **CL** 12th; **Weight** —

While orbiting a creature's head, this *ioun stone* provides its bearer a +2 enhancement bonus on Survival checks to avoid becoming lost. Once per day, its user can use it to cast *know direction*.

When slotted into a *wayfinder*, the stone causes the *wayfinder's* needle to point toward the nearest *hematite sphere ioun stone*, no matter the distance, enabling bearers to locate one another across a city or even across a continent. When an *ioun stone* of this type comes in contact with another *hematite sphere ioun stone*, one of the two stones fades into a *dull gray ioun stone*, while the other stone begins to home in on the next nearest stone.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *know direction, sending*; **Cost** 250 gp

#### All Subtiers

+1 *seeking arrow* (167 gp, limit 2)  
black adder venom (110 gp, limit 1)  
*cracked hematite sphere ioun stone* (500 gp)  
*potion of barkskin* (CL 9th; 900 gp, limit 1)  
vive (200 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide* 34)  
wolfsbane poison (500 gp, limit 5 doses)

#### Subtier 6-7

+1 *shock arrow* (167 gp, limit 4)  
*cloak of resistance* +3 (9,000 gp)  
hemochem (grade III; 750 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide* 34)

### Notes

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	629	1,258
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	1,111	2,222
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-7	1,593	3,185
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
EXPERIENCE	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		
GOLD	Current Prestige		
	Final Fame		
	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 #