



SLAVE SHIPS OF ABSALOM

By Mark Garringer



Slave Ships of Absalom

Pathfinder Society Scenario #6–05

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Pathfinder Society Scenario #6–05: Slave Ships of Absalom is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). 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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SLAVE SHIPS OF ABSALOM

By MARK GARRINGER

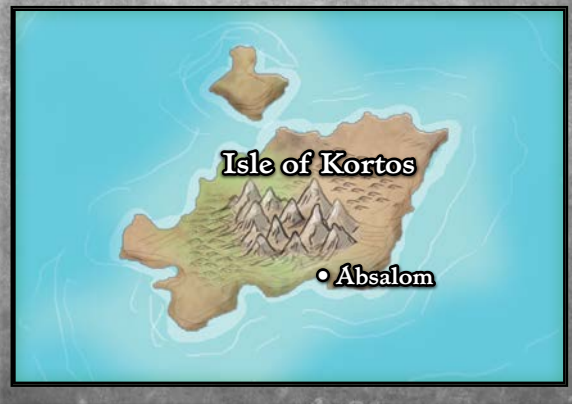


Over three years have passed since Pasha Muhlia Al-Jakri, then leader of the Qadira faction, struck down her rival, Taldor faction head Baron Jacquo Dalsine—a murder engineered by Jacquo's cousin, Chalfon Dalsine, when he killed Muhlia's younger sister, a priest of Sarenrae hiding in Taldor. Having avenged her sister's death Muhlia abandoned the shadow war that Qadira and other Inner Sea nations had fought against each other for subtle control over Absalom. Still bitter about the Pathfinder Society's quiet condoning of the shadow war, she began work with its rival, the Aspis Consortium, as that organization began its infiltration of the demiplane within the *Hao Jin Tapestry*. It was there that she met and became intimate with Aglorn Desimire, a powerful conjurer in the Consortium's employ and brother to the Chelish wizard Tancred Desimire. Within a year, the Society had struck Aglorn dead, and Muhlia and Tancred worked together to seek revenge. Pathfinder operatives struck first, though, defeating Tancred in the Worldwound. Time and again, the Pathfinder Society has caused the death of those Pasha Muhlia Al-Jakri held dear, and she has quietly sworn her revenge.

As a trained spy, Muhlia knows that the first step in planning vengeance is proper reconnaissance. She maintains informants and underworld contacts dating back to before her work with the Society, and her resources have only grown thanks to her Aspis connections. What's more, she has secured a *crystal ball* that allows her to spy on others from afar. Though it functions best when directed at a weak-willed target, Muhlia has found that she can still listen in on the conversations of more valuable targets nearby. What better way to ensure easy access to these high-priority targets than to plant observable servants in their midst? With the help of Captain Waheeda Wardak, a notorious pirate and Okeno slaver, she has spent several months gradually insinuating valuable house slaves into the homes of Absalom's elite. Slave ownership is not widespread in Absalom, yet there are enough noble families that own slaves directly or indirectly to provide Muhlia plenty of intelligence to attack the city's interests,

WHERE ON GOLARION?

Slave Ships of Absalom takes place in several districts of Absalom, the so-called City at the Center of the World. The teeming metropolis is home to over 300,000 souls and made up of numerous districts that cater to nearly every taste imaginable. As one of the largest seaports in the Inner Sea region, the Docks district is a perpetually changing canvas of ships, cargo, and crew. Absalom is also the home of the Pathfinder Society's Grand Lodge, the headquarters, training grounds, and second home of Pathfinders the world over. For more information on Absalom and its various districts, check out *Pathfinder Campaign Setting: Guide to Absalom*, available in hobby stores and bookstores everywhere and online at paizo.com.



secure valuable blackmail, and ultimately strike at the Pathfinder Society.

While entertaining guests recently, Lady Darchana, Archdean of the Arcanamirium, sensed the *crystal ball's* invisible *scrying* sensor tracking one of her guest's servants. Alarmed at the implications of someone spying on her or her colleagues, she magically the spell back to its source: a heavily veiled humanoid in an underground location somewhere on Stonespire Island, the home of the Okeno slaving operations. Not wanting to see her own plots and

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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 Bestiary 3* (B3), *Pathfinder RPG NPC Codex* (NPC), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd

schemes derailed, Lady Darchana decided that an outside interest would be most effective in investigating and dealing with the source of the problem. After she had a brief meeting with Master of Spells Aram Zey, the Society has agreed that some agents would follow up on the matter.

SUMMARY

Venture-Captain Ambrus Valsin briefs the PCs on the meeting between Lady Darchana and the Master of Spells, instructing the PCs to speak with Lady Silviana Dimora's majordomo or her Chelish solicitor. Only once they learn the source of the marked slave should they take that information to Lady Darchana directly. Neither of Lady Silviana's staff is initially willing to discuss the Lady's private business with strangers, so the PCs must convince them to divulge the name of the Keleshite slaver, Mahjub Mahdi, in Misery Row.

Mahdi's place of business appears closed, but the PCs can detect a struggle inside. Within, a trio of racketeers are busy extorting Mahdi, and the PCs can chase these thugs away to earn the slave dealer's cooperation. Mahdi explains his dealings with Captain Wardak, who sails the ship *At Sea* and is expected to arrive in Absalom soon. This is enough to earn the PCs an audience with Lady Darchana, who is reluctant to allow another boatload of slaves associated with magical espionage into the city. She directs the PCs to the Harbormaster's personnel for aid with claiming a bounty on the *At Sea* before it is allowed to cross the Ship's Graveyard into the harbor.

The ship's crew has taken pains to disguise the vessel, but once the PCs confirm the ship's identity, they can board it. There they clash with the gnoll and half-orc crew before descending into the ship's hold, where the PCs discover the diseased beasts the gnolls keep as revered pets. Taking advantage of the distraction, Captain Wardak rushes to destroy her most incriminating documents—particularly ones identifying her patron—before joining the fray.

GETTING STARTED

Venture-Captain Ambrus Valsin has sent word for the PCs to meet him first thing this morning in his office

in Skyreach, located on the grounds of the Grand Lodge in Absalom's Foreign Quarter. Read or paraphrase the following to get the adventure underway.

Seated behind a large, antique desk in his wood-paneled office, Venture-Captain Ambrus Valsin looks up from the pile of papers before him and shuffles them to one side. "Perfect timing! Welcome Pathfinders!"

"I had an interesting conversation with the Master of Spells Aram Zey yesterday. An old friend—Lady Darchana, Archdean of the Arcanamirium here in Absalom—contacted Master Zey. She's a councilmember on the Low Council, too. It seems her dinner party last week had an unexpected guest: a handmaiden of her fancy guest's had picked up a *scrying* sensor somewhere. When Lady Darchana learned that someone was attempting to eavesdrop on her party, she used her magic to trace the sensor back to its source. It sounds as though she didn't learn anything conclusive, and she's interested in bringing in an independent party to try and learn more. Master Zey agrees.

"Make no mistake, this is an excellent opportunity for you to impress a well-connected friend of the Society. Lady Darchana requested that the Pathfinders call upon her at her estate in the Petal District once they learn something of the origins of this servant. The owner of the handmaiden is named Lady Silviana Dimora. Lady Silviana isn't a councilmember or the like—at least not yet. From what I understand, though, she is an up-and-comer who is rubbing elbows with all of the right people, and she likely has little knowledge of where the slave was purchased. I recommend speaking to her majordomo Milana about the handmaiden, or you can pay a visit to her solicitor, a Chelish fellow named Salbus over in the Coins. Questions?"

The PCs may have questions for the venture-captain. The following are likely inquiries and his responses.

Shouldn't we start by talking to Lady Silviana? "My understanding is that she already left for Oppara two days ago. It seems Lady Darchana is trying to avoid turning this into a public debacle by working through intermediaries and not alarming other nobles, and Lady Silviana's recent departure may even be to ensure her safety and silence on the matter. Of course, that's an educated guess."

Did the marked servant go with her? "I wouldn't know."

So the handmaiden is a slave? "Yes, slave ownership is legal in Absalom, though not widespread."

Where are slaves sold in Absalom? "Misery Row is the only place it is legal to conduct that sort of business."

Is Lady Darchana expecting us? "She is expecting you, and with solid information. Do not disappoint her, or embarrass me by showing up empty-handed."

Did Lady Darchana's magic tell her who was trying to eavesdrop? "My understanding is she learned something, but nothing definitive. You had best ask her yourselves."

SLAVE SHIPS OF ABSALOM

A. DIMORA MANOR—MAJORDOMO MILANA

An 8-foot-high fieldstone wall surrounds Lady Silviana Dimora's estate. The grounds are recently tended with thick, soft grass, several well-placed shade trees, and many species of flowering plants. Directly in front of the manor house is a pond with several large lilies and a lion-shaped marble fountain that bubbles gently. So long as the PCs claim to have business with Lady Silviana, members of the household staff entreat them to relax in a parlor furnished with plush blue couches and chairs.

Lady Silviana is not in Absalom, having departed for Oppara in Taldor 2 days ago. Her majordomo **Milana** (N female Taldan expert 3), a stern-looking woman with dark brown hair and hazel eyes, formally apologizes that Lady Silviana is not available to take unscheduled meetings at this time. She invites the PCs to arrange a scheduled meeting in the near future but gradually tries to direct the PCs toward the door so she can return to her other duties.

Milana has little time to spare and little inclination to sacrifice the time she does have to deal with private investigators. Securing her cooperation requires two successful DC 15 Bluff, Diplomacy, or Knowledge (nobility) checks (DC 19 in Subtier 4–5); the first persuades her to give the PCs an audience, and the second convinces her to share what she knows without waiting for an official go-ahead from her mistress. Each failed check increases the DC of subsequent checks by 1, and after the PCs fail three such checks, Milana insistently escorts the PCs out of the residence and sees them off.

If the PCs succeed, read the following aloud.

Milana shakes her head, touching her hand to her forehead. "Yes, Lady Darchana's dinner party. What an embarrassment for Lady Silviana. Can you imagine being told that your handmaiden is some sort of... well... spy? Dreadful. The woman's name is Atlag, and she has been here for almost three weeks! Three weeks! When I think of the private conversations that happened in front of Atlag? It makes me ill, honestly ill."

Composing herself, Milana continues, "Lady Silviana retains a solicitor, a Chelish gentleman named Solvius Salbus. He works out of an office in the Coins called the Red Letter. He drew up the paperwork for my Lady to complete the transaction on Atlag with a man named..." She wags her pointer finger a few times, shaking her head as she tries to recall the name. "Mahdi Mahjub. No, Mahjub Mahdi! He does his business down in Misery Row, of course. It's a small shop with several large windows to allow passersby to see into his display parlor from the street. 'Mahdi's Chattel: Absalom's Finest,' so the sign claims. Honestly, I think every third building in Misery Row claims to be 'Absalom's Finest.' I wonder how many spies like Atlag he's sold over the years? It's a dreadful, dreadful business. I am not sure there is anything else I can tell you, but I am sure you understand my Lady's desire to move on from this embarrassment? Good? Yes? Thank you."

If the PCs exceed one or both skill check DCs by 5 or more, Milana shares additional information:

"You seem to possess a keen understanding of how things work in Absalom, so perhaps you might be willing to perform a small service for my Lady. It would be unheard of for Lady Silviana to demand recompense for her handmaiden purchased from Mahjub Mahdi; however, were you to secure such a deal, it would be a gracious gesture that might lead to a budding friendship, don't you think? And should he refuse you, who were you to ask in the first place?" She shrugs her shoulders and frowns slightly.

Development: After learning the name of Mahdi's shop in Misery Row, the PCs can head there as soon as they are ready. The PCs might also be interested in questioning the slave Atlag—despite her reservations, Milana allows them an opportunity to perform a brief interrogation. Atlag, only recently enslaved in Sedeq to pay off debts she could not cover after a failed investment, is upset about her recent sequestration and believes herself innocent of the recent accusations of espionage. She was sold in Katapesh before being taken to Absalom, and she has never met Pasha Muhlia Al-Jakri. There is little that she knows that might contribute to the PCs' investigation.

Should the PCs fail to convince Milana to assist them, they can call upon Solicitor Salbus. See the sidebar Two Strikes on page 7 if they fail at both locations.

Faction Notes: Sovereign Court faction PCs should be interested in learning of favors that they might perform to gain the favor of a noble in Absalom—the favor Milana has requested on behalf of her mistress certainly qualifies.

B. RED LETTER—SOLICITOR SALBUS

Located in a rented office space in the Coins, Salbus's solicitation business keeps him very busy. The office is located on the ground floor of a recently rebuilt two-story building that houses several different professional offices and merchants. A small plaque with an Asmodean pentacle and an inscription reading "Red Letter—Solicitor Salbus" hangs outside. Read or paraphrase the following as the PCs enter.

As the office door opens, a small bell chimes overhead. Inside, the cramped space holds a meticulously organized bookshelf and a rosewood desk.

Seated at the desk, a middle-aged Chelish man with short red hair and a widow's peak peers intently at a sheaf of legal documents as he carefully copies out key clauses, then acknowledges his visitors. He looks up from his work with a slight smirk on his thin lips and introduces himself. "Solicitor Solvius Salbus. What brings you across my threshold this glorious day? Though I must warn you, given my current workload, accepting new clients may not be possible at this time."

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Solvius (LE male Chelaxian expert 4) is preparing a contract and is busy researching obscure legal precedents to get the wording just right. He has no time to spare for answering idle questions. Securing his assistance requires a two successful DC 15 Bluff, Diplomacy, or Knowledge (local), or Profession (barrister) checks (DC 19 in Subtier 4–5). The first secures his attention through persuasion or proper use and understanding of Solvius's professional jargon. The second check convinces him to share what he knows without violating his professional code of conduct. Each failed check increases the DC of subsequent checks by 1, and after the PCs fail three such checks, Solvius politely but insistently bids the PCs farewell and ignores further questions.

If the PCs succeed, read or paraphrase the following.

Grimacing slightly, the Chelaxian spreads his hands to admit defeat. "Ordinarily I would not speak of privately executed contracts with an unaffiliated third party," Solvius says before patting a folded paper on his desk. "However Lady Silviana had a letter delivered to me prior to her departure for Taldor, authorizing me to disclose to the deputized agents of Lady Darchana the identity of the chattel merchant. Mahjub Mahdi is the purveyor in question and can be found at the northern end of Misery Row. His private shop is called Mahdi's Chattel. It's a step up from the Slave Pits to be sure—a much more orderly experience, a very fine display parlor with excellent lighting, and he always keeps excellent wines on hand. I trust you will treat him with the respect that he deserves."

Development: After learning the name of Mahdi's shop in Misery Row, the PCs can head there as soon as they are ready and locate it. Should the PCs fail to convince Solvius to assist them, they can instead call upon Lady Silviana's majordomo to obtain information. See the Two Strikes sidebar, above, if they fail at their attempts to gather information at both locations.

C. MAHDI'S CHATTEL

Misery Row is an enormous, elevated platform that runs along the eastern edge of the Coins district, and serves as the main destination to buy and sell slaves in Absalom. The cages are set into the platform such that slavers and prospective buyers can walk over the pits to inspect the merchandise easily. Mahdi's Chattel is located along the platform, where his many-windowed storefront can catch the eye of discerning buyers. The massive wooden platform is well worn by foot traffic, and is active all hours of the day and night. The Token Guard, the guards responsible for patrolling this part of the city, intervene only in particularly egregious crimes or those they're paid to investigate. As a result, petty criminals have numerous opportunities to ply their craft.

TWO STRIKES

What happens if the PCs fail with both Milana and Solvius? A group that lacks Bluff, Diplomacy, or the specified Knowledge skills could find itself at a dead end—they haven't learned about Mahjub Mahdi, but showing up to meet with Lady Darchana empty-handed would be a mistake.

What goes on in Misery Row is no secret in Absalom, however, so the PCs could journey to Misery Row and try to track down the slave trader directly. Doing so without additional leads is difficult, requiring a successful DC 21 Diplomacy or Knowledge (local) check (DC 25 in Subtier 4–5), though every 5 gold pieces the PCs spend as bribes and gifts reduce this DC by 1 (minimum DC 10).

Not long before the PCs arrive at Mahdi's, a half-orc enforcer named Mezuk and his associates broke into the shop, pulling the curtains over the display windows and hastily hanging up a "closed" sign to deter visitors. Mezuk is there on behalf of his employer, an organization known as The Sanguine Beast, demanding Mahdi pay protection money.

C1. Entrance

A hanging sign identifies the single-story building with large, full-length windows as "Mahdi's Chattel—Absalom's Finest." Heavy curtains are drawn over all of the windows—one of which has been smashed—and a small painted sign that reads "Closed" hangs over the latch of the door. The door is not completely closed and shows signs of scratches and damage to the wood around the latch. With a successful DC 20 Perception check, a PC outside can hear low, threatening speech inside, punctuated by an object slamming against wood or the breaking of a bottle.

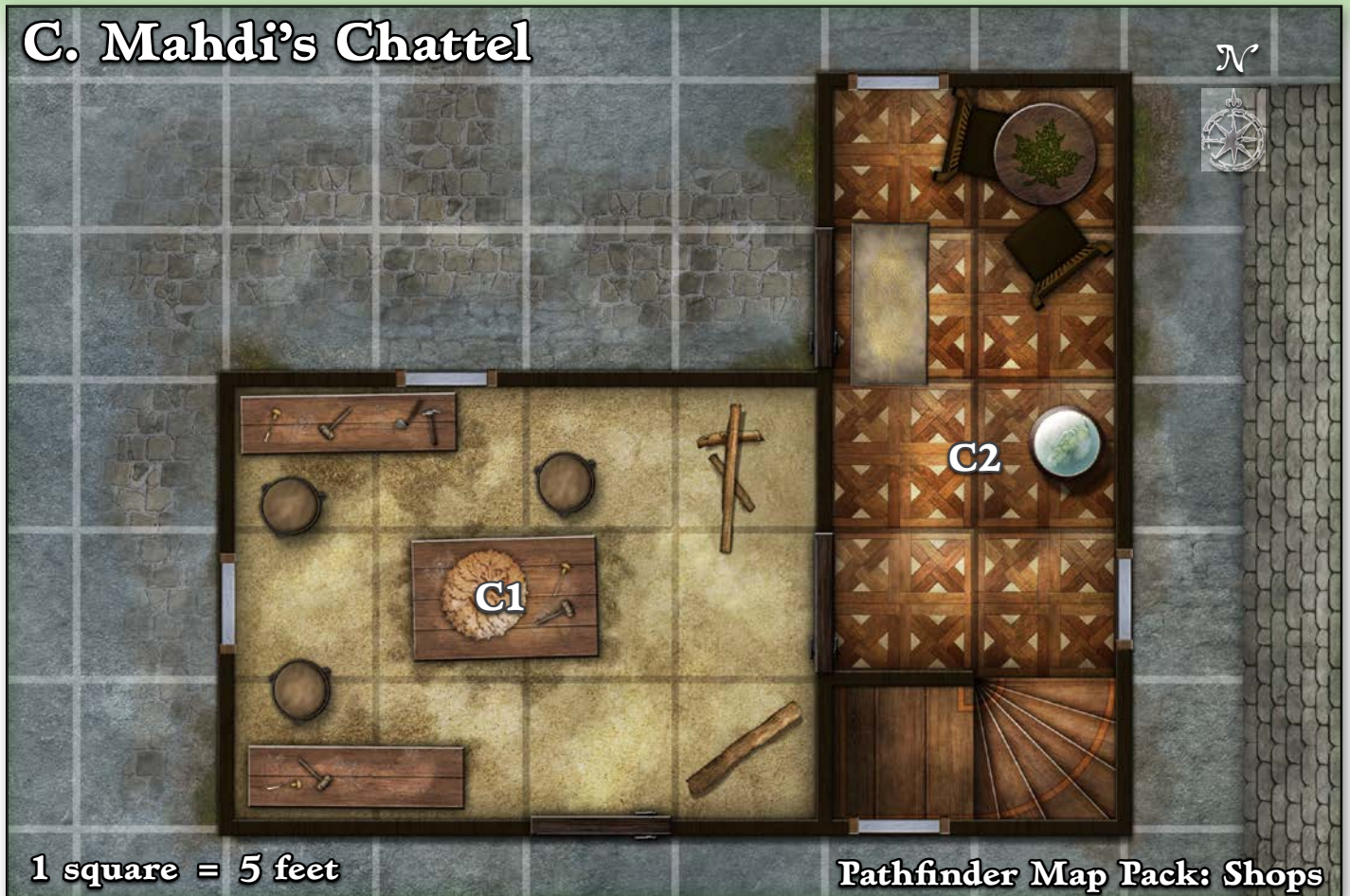
When the PCs enter Mahdi's Chattel, read or paraphrase the following.

Mahdi's Chattel is pleasantly decorated. An Andoren rug lies over the polished wooden floor of the entryway, and a small decorative table holds a curious stone statue. The eastern half of the room is in slight disarray, apparently from light renovations that are nearly complete.

The stone statue stands almost 2 feet tall, weighs 15 pounds, and has simian features, massive horns, and a long tail. A PC who succeeds at a DC 20 Knowledge (geography or religion) check identifies the statute as a Bekyar tribal representation of Angazhan. The windows have been smashed, and broken glass lies on the floor and on the desk on the opposite side. The windows are not large enough for a Medium creature to climb through

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C. Mahdi's Chattel



without squeezing, but a Small creature can pass through the window without squeezing. Anyone passing through the broken window must succeed at a DC 15 Acrobatics check or take 1d4 points of damage from the jagged glass shards that line the window frame.

The work table in the center of the display parlor conceals a heavy, polished stone with a 4-inch-diameter steel ring attached to the top, providing an anchor for manacle chains.

C2. Mahdi's Office (CR 3 or CR 6)

When the PCs enter Mahdi's office, read or paraphrase the following.

This large office doubles as a private parlor for Mahjub Mahdi to conduct his legal but objectionable business. The room's furnishings consist of a round table with two comfortable chairs, a desk with a metal-banded strongbox beneath it, and a refreshment cart. Two paintings hanging on the north wall both depict the bustling harbor of Katheer.

Mahdi has positioned his desk in front of the locked door (Disable Device DC 25) that leads to a back alley. He has avoided bricking it up so he can use it as an emergency

exit, though he was unable to get it open before Mezuk forced his way in.

Creatures: Mezuk is an enforcer for a protection racket known as The Sanguine Beast, and he travels with a pair of scallywags who assist him in matters that require a more delicate touch. The pair is watching the door while Mezuk shakes down Mahdi for his monthly protection fees. Several smashed bottles of wine lie on the floor next to the refreshment cart, and the half-orc holds a bearded Keleshite man off the ground by his fine-spun tunic when the PCs enter.

Mezuk is already angry and the arrival of unexpected company only serves to further enrage the half-orc, who has a starting attitude of unfriendly. Mezuk snarls at the PCs and demands they leave and mind their own business. If the PCs can shift his attitude to friendly, they can convince Mezuk to unhand Mahdi and leave in exchange for a "down payment" of 50 gold pieces—though he's likely to return later in the week to try again. If the PCs improve his attitude to helpful, he backs down with a show of professionalism, shoots a fierce scowl at Mahdi, and departs.

The half-orc's accomplices defend themselves if attacked but otherwise make no aggressive moves.

SLAVE SHIPS OF ABSALOM

Subtier 1–2 (CR 3)

MEZUK

CR 1

Male half-orc fighter 2

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 21 (2d10+6)

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

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 20 ft.

Melee mwk greatsword +6 (2d6+4/19–20) or
heavy mace +5 (1d8+4)

TACTICS

During Combat Mezuk takes pride in being strong enough to defeat his foes without having to draw his greatsword, which he prefers to reserve for handling particularly “serious” foes. He attempts to demoralize foes while wielding his mace, but draws his sword if reduced below 16 hit points or faced with an enemy wielding an equally impressive weapon.

Morale Mezuk is a stubborn combatant who keeps fighting so long as he seems to have any chance of winning. He flees only if both of his accomplices are defeated and he is faced with overwhelming odds.

STATISTICS

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

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

Feats Improved Initiative, Intimidating Prowess, Iron Will

Skills Intimidate +11; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ orc blood

Combat Gear *potions of cure light wounds* (2), thunderstones (2);

Other Gear mwk scale mail, mwk greatsword, heavy mace, crowbar, saltwater pearl (50 gp), 10 gp

THUGS (2)

CR 1/2

NE cutpurse (*Pathfinder RPG NPC Codex* 144)

hp 10 each

TACTICS

During Combat The thugs try to flank an opponent if possible, leaving heavily armored foes for Mezuk.

Morale If Mezuk falls, the thugs flee or surrender.

Subtier 4–5 (CR 6)

MEZUK

CR 3

Male half-orc fighter 4

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

SCALING ENCOUNTER C3

To accommodate a group of four PCs, remove one thug from the encounter.

hp 38 (4d10+11)

Fort +6, **Ref** +2, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greatsword +9 (2d6+6/19–20) or
heavy mace +8 (1d8+6)

TACTICS

During Combat Before attacking, Mezuk attempts to demoralize his target with an Intimidate check.

Morale Unwilling to show weakness once provoked, Mezuk fights to the death.

STATISTICS

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

Base Atk +4; **CMB** +8 (+10 bull rush); **CMD** 19 (21 vs. bull rush)

Feats Improved Bull Rush, Improved Initiative, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +6, Intimidate +13, Swim +6; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ armor training 1, orc blood

Combat Gear *potion of cure moderate wounds*, thunderstones (2);

Other Gear +1 breastplate, mwk greatsword, heavy mace, crowbar, black pearl (250 gp), 88 gp

THUGS (2)

CR 2

NE veteran buccaneer (*Pathfinder RPG NPC Codex* 267)

hp 26 each

TACTICS

During Combat The thugs try to flank an opponent if possible, leaving heavily armored foes for Mezuk.

Morale If Mezuk falls, the thugs flee or surrender.

Development: If the PCs don’t intervene, Mahdi tries to hold out against Mezuk’s threats, which drives the half-orc to dash the merchant against a wall and knock the proprietor unconscious. The thugs then break more of Mahdi’s possessions, grab the chest under the desk, and depart, reminding the PCs that nobody messes with The Sanguine Beast.

It’s very likely that the PCs intervene before Mahdi is seriously hurt. So long as the PCs can resolve the situation in some way that gets the intruders out of his shop, the boisterous Keleshite has a starting attitude of friendly and welcomes the PCs to his humble shop. He takes a moment to straighten his outfit and has a nervous habit of running his hands over his pulled-back hair as

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he speaks. Despite owing the PCs a favor, Mahjub Mahdi is a businessman at heart and offers to sell the PCs the information they seek at “a special price for special friends”: 400 gold pieces. If the PCs make him helpful (Diplomacy DC 12), he cuts the price in half. The PCs can convince him to waive the price entirely with a successful DC 20 Diplomacy or Intimidate check. Every 20 gold pieces the PCs offer as incentive reduces the DC by 1.

Once paid or convinced, Mahdi explains that the slave Atlag came to him through an infrequent supplier, a ship captain named Waheeda Wardak. Her ship, the *At Sea*, sailed with the distinctive yellow sails used by the Okeno pirates the last several times it was in Absalom. Mahdi also shares that he expects another shipment from Wardak tomorrow, and the *At Sea* should be docking tonight if it hasn't already arrived. Mahdi reluctantly adds he was told to expect an enslaved Pathfinder as part of tomorrow's lot. The names of the captain and her ship and the fact of its pending arrival are exactly the sort of information Lady Darchana is expecting from the PCs.

The PCs can also attempt to learn the names of other clients who purchased from Captain Wardak through Mahdi, though he is far more reluctant to provide this information and cautiously guards the sales ledger in which he records his transactions in encoded shorthand (Linguistics DC 20 to decrypt). The PCs can convince him to part with the information for 500 gold pieces, though he offers a discount of 250 gold pieces to particularly persuasive PCs who have improved his attitude to helpful. Alternatively, a PC can convince Mahdi to give her the information for free with a successful DC 25 Diplomacy check or DC 20 Intimidate check. The files list eight slaves purchased from Captain Wardak, each of whom was then sold to a different noble household in Absalom.

Faction Notes: Sovereign Court PCs may have been asked by Milana to request a refund on behalf of Lady Silviana over the embarrassment of this incident. If a Sovereign Court PC succeeds at a DC 20 Diplomacy check, Mahdi agrees to nullify the sales order and refund Lady Silviana's purchase price in order to protect his own business interests. Mahdi does not accept purely monetary offers from the PCs in return for a refund,

claiming fear of displeasing Abadar. If they are successful, Sovereign Court PCs earn the Budding Friendship Boon on the Chronicle Sheet.

Rewards: If the PCs fail to defeat or chase off Mezuk and his minions reduce each PC's gold earned as follows.

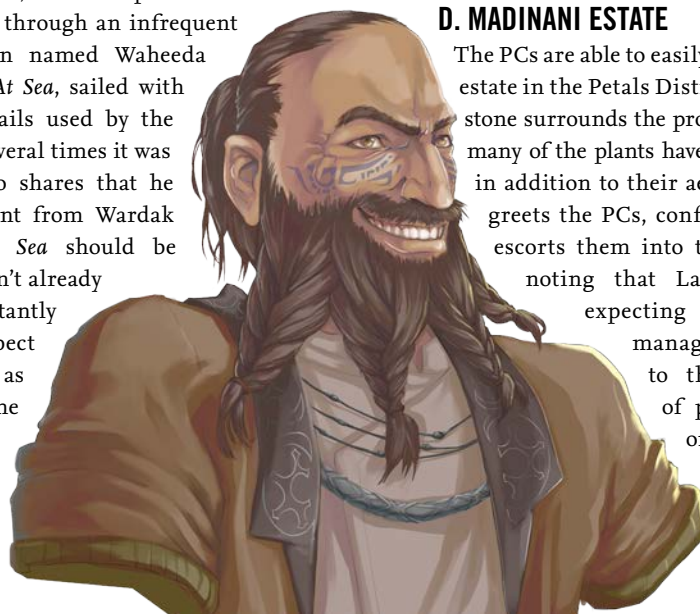
Subtier 1–2: Reduce each PC's gold earned by 169 gp.

Out of Subtier: Reduce each PC's gold earned by 389 gp.

Subtier 4–5: Reduce each PC's gold earned by 609 gp.

D. MADINANI ESTATE

The PCs are able to easily travel to Lady Darchana's estate in the Petals District. A tall wall of polished stone surrounds the property and its gardens, and many of the plants have arcane or alchemical uses in addition to their aesthetic value. A doorman greets the PCs, confirms their identities, and escorts them into the three-story residence, noting that Lady Darchana has been expecting them. There, the estate manager, Jemina, leads them to the upstairs study. Read or paraphrase the following once the PCs enter.



Mahjub Mahdi

The walls of the study are inset with bookshelves that are brimming with texts of all varieties. A large drawing table in the middle of the room bears an unrolled map of the Inner Sea region. At the far end of the study stands an impressive darkwood desk, and seated behind it is a woman dressed in midnight-blue robes. Her

piercing gray eyes look expectantly at Jemina.

The estate manager softly clears her throat and announces, “Senior Lesser Councilwoman, Archdean of the Arcanamirium, Second Spell Lord of Absalom, Lady Darchana of House Madinani, please receive these agents of the Master of Spells Aram Zey of the Pathfinder Society.”

Lady Darchana beckons with a short hand movement, “Pathfinders, join me. That is all, Jemina.” She folds her hands together and waits for Jemina to close the door behind her, then continues. “After my conversation with Master Zey, he agreed by necessity to keep the details that were passed on to you to a minimum. I am keenly interested to hear what you were able to learn based on what you were provided.”

As Lady Darchana utters the last sentence, she focuses all of her attention on one of the PCs; the GM should pick a player and indicate for him to explain what the PCs have learned thus far. Lady Darchana listens intently while maintaining enigmatic but not unfriendly demeanor.

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If another player tries to relay the information to her or interjects while the chosen PC is speaking, she puts a finger to her lips and says, "Please wait your turn." If the chosen PC tries to defer to another PC without reporting as requested, she says, "It is important to me to get your perspective on the events. Please." Once the first PC has completed recounting what he has learned, the GM should choose one or two other PCs to do the same. After listening to the PCs' accounts, she asks, "Anything else?"

Once the PCs have related their findings to their satisfaction, read or paraphrase the following.

"An Okeno pirate captain? Captain Wardak of the *At Sea*." she nods her head, a brief smile. "Yes, that would stand to reason." She flips open a ledger sitting on her desk that bears the seal of the harbormaster and begins scanning the pages, "When I became aware of the eavesdropping handmaiden, using my own magic I was able to follow the arcane trail back to it's origin. I only got a brief glimpse of the heavily veiled perpetrator, but based on the distance and direction, I knew the culprit was on Stonespire Island—somewhere underground on the island at any rate, with a powerfully enchanted mirror. The Okeno pirates' base of operations is a city on that island, and the Fleshfairs may be the largest slave markets on all of Golarion. It is a cunning place through which to move these sensed slaves." Her hand finally comes to rest in the ledger. "*At Sea*, here we are. It has been to Absalom two other times in the last three months. According to this, however, it has been marked with a bounty. 'Failure to fully declare cargo value for taxation.'" She clicks her tongue loudly. "Excellent. You said Mahjub Mahdi was expecting another shipment from the *At Sea* tomorrow? If it hasn't already docked, it'll be anchored outside the Ship's Graveyard, waiting for a pilot. We cannot allow those slaves to make it to the Docks unaccompanied! I trust I count on you to help?"

Lady Darchana explains that by law, a ship like the *At Sea* must have a Pilot's Guild member bring it in through the hazardous Ship's Graveyard. She then excuses herself briefly to follow up on this information and returns 15 minutes later. "I have spoken with a contact at the Harbormaster's Grange. There is an outstanding docking request for a ship called *Kat Season*, which is likely our ship with a flimsy disguise." She writes out a letter, seals it in wax with her seal, and hands it to the

PCs. "Carry this note to the Harbormaster's Grange—it authorizes the inspector to provide you with a rowboat and a pilot. So long as you can confirm the ship's identity, you are legally free to claim the bounty yourselves." The bounty on the *At Sea* is 725 gp (1,025 gp at Subtier 4–5).

Faction Notes: If the PCs mention either performing a favor for Lady Silviana's majordomo or securing the full list of Mahdi's slaves purchased from Captain Wardak,

Lady Darchana is particularly pleased and requests members of the Sovereign Court faction stay behind when the PCs depart. A PC who has earned the Impressive Influence boon for Lady Darchana (*Pathfinder Society Scenario #5–03: The Hellknight's Feast*) with any character also qualifies if her current PC is a member of the Sovereign Court faction.

Her request is seemingly simple, yet plays into much grander schemes that she is unwilling to elaborate upon. "I have spoken at length with one Lady Gloriana Morilla, who has demonstrated considerable ambition in Absalom and abroad. Among her strengths is her dedicated and talented corps of agents whose virtues she has praised at length. I have had few opportunities to see these agents in action, but consider me tentatively impressed. I would request a favor while you are at the Harbormaster's Grange, and I trust you might complete it for me with discretion as a sign of good faith between your

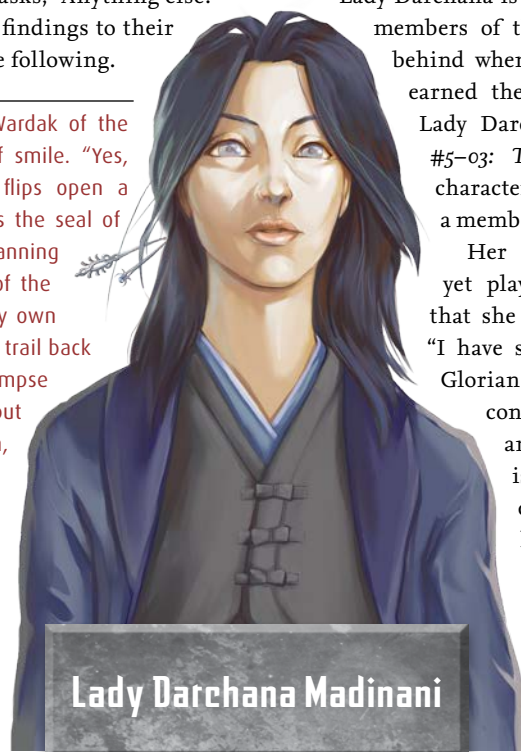
patron and us. Find and remove the docking certificate for the *At Sea*, then destroy it when you have the chance. It is perhaps not the easiest of feats, but you have proven your resourcefulness."

E. HARBORMASTER'S GRANGE

The PCs have been asked by Lady Darchana to intercept the marked slaves before they can make it to the Docks. Lady Darchana has given the PCs a request to present to the Harbormaster's personnel authorizing their use of a rowboat and a pilot to board the *Kat Season*, based on the suspicion that there's an outstanding bounty for the ship and its captain.

Once the PCs arrive in the Docks at Harbormaster's Grange, read or paraphrase the following.

The Inspection and Pilots' Office of the Harbormaster's Grange is cramped and perfumed by a particularly smelly bowl of salted fish stew that's cooling on one of its several desks. Ledgers and



PATHFINDER SOCIETY SCENARIO

F1. At Sea Upper Deck



loose papers occupy most of the horizontal surfaces in the office, and a bookshelf on the southern wall sags under the weight of heavy files.

At present only one inspector is on duty. The sleepy-looking halfling woman sits up, covers a yawn, and says, "Welcome to the Harbormaster's Grange. I'm Inspector Second Class Lilia Ginsi. How may I be of service?"

Inspector Ginsi (CG female halfling expert 1) is happy to help the PCs once presented with Lady Darchana's request. It takes her only a few minutes after reading the request to confirm the pending docking request for the *Kat Season* in her ledger, locate and sign out a rowboat, and finally locate the pilot roster. She excuses herself to notify a pilot to prepare for departure, leaving the PCs alone in the office for 1d6+2 minutes. When Inspector Ginsi returns, she informs the PCs that their dwarven pilot, **Zigil** (LN female dwarf expert 2/warrior 1), is ready to depart when they arrive at Docking Slip 49.

Zigil speaks little and is ready to get underway. She makes it very clear to the PCs that rowing the boat is their job, and navigating safely through the Ship's Graveyard is hers. She agrees to board the *Kat Season* once the ship has been secured, and not a moment sooner.

Faction Notes: If any Sovereign Court faction PCs were able to impress Lady Darchana, Inspector Ginsi's departure from the office provides an excellent opportunity to complete the councilor's request. Locating the docking certificate for the *Kat Season* requires a successful DC 20 Perception check (DC 23 in Subtier 4–5), and each attempt takes 1d4+1 minutes. Every 5 points by which the check exceeds the DC reduces the search time by 1 minute (minimum of 1 minute).

F. ON THE OPEN WATER

Any ship that carries more than six people or 500 pounds of cargo cannot, by law, sail through the Ship Graveyard except under the guidance of a registered member of the Pilot's Guild. Regardless of its own captain or pilot's skill, a

specially trained pilot travels out from the Harbormaster's Grange to a waiting ship once it has signaled. This pilot then directs the ship through the ever-changing maze of wrecks that constitutes the Ship Graveyard.

The crew of the *Kat Season* waits for the arrival of the familiar rowboat as part of the regular docking process. It is likely night when the PCs approach. Read or paraphrase the following as they do.

Absalom's harbor is an inky, shifting landscape of shadows at night, illuminated only by the city's lights, the waxing moon, and the distant blaze of the Absalom Lighthouse on Pilot's Island. Eventually, a three-masted ship with white sails comes into view. It's just over one hundred feet in length, and its bowsprit is a weatherworn representation of a canine-headed mermaid. The crew is busy as they await an escort through the Ship's Graveyard. A rope ladder hangs from the rail of its starboard to a foot above the waterline.

Once the PCs are in position with the rowboat, they can identify with a successful DC 15 Perception check that the name on the prow (*Kat Season*) is a recent and sloppy modification of the original name (*At Sea*). By exceeding the DC by 10 or more, a PC also notices several folded yellow sails on the upper deck. With a successful DC 10 Knowledge (local) check, a PC knows that yellow sails are the trademark of Okeno pirates, who are not barred from Absalom. The DCs of these Perception checks are reduced by 5 for PCs with low-light vision or darkvision.

The rope ladder is about 10 feet long and requires a DC 10 Climb check to ascend. Failing the check by 5 or more causes the PC to fall into the rough water (Swim DC 15 to swim back to the boat and grab the rope ladder again).

F1. At Sea Main Deck (CR 4 or CR 7)

The main deck of the *At Sea* has two 10-foot-square wood grates that access the hold below. The grates are fairly flimsy, able to bear up to 250 pounds (approximately the weight of a gnoll and its gear) before collapsing. Anyone

SLAVE SHIPS OF ABSALOM

who fails a DC 15 Reflex checks falls 10 feet into the hold, taking 1d6 points of falling damage.

Two doors access the forecastle's cabin, and a ladder leads up to the forecastle's deck. Inside the forecastle are the crew's berths and two storage areas containing barrels of potable water, a sail repair kit, and coils of rope. A staircase descends from here into the hold.

The helm is positioned on the raised quarterdeck at the stern, accessible by short staircases on both sides.

Creatures: The crew of the *At Sea* expects a pilot accompanied by one or two sailors to board from the rowboat to navigate the ship safely through the Ship's Graveyard and to the docks. Some of the PCs can attempt to distract the first mate with a successful DC 15 Bluff or Diplomacy check (DC 18 in Subtier 4–5) while additional PCs climb aboard. The GM should consider the creative use of other skills for this check, allowing the PC to explain how they wish to use a skill to distract or otherwise engage the attention of the first mate. Failure to distract him means that when the fourth PC begins to climb the ladder, his attitude shifts from unfriendly to hostile and he orders the crew on deck to repel the boarders and attack. In Subtier 1–2 the first mate is Curtzog, a surly half-orc from Katapesh, who is aided by gnoll crew members. In Subtier 4–5 the first mate is Bleoran, a gambling gunslinger and exile from Alkenstar, aided by the surly Curtzog and several gnoll crew members.

It is possible the PCs might maintain a peaceful ruse and even trick Captain Wardak into leaving her cabin without starting to destroy evidence (see areas **F2** and **F3**). This makes for a much more challenging encounter. Alternatively, they might be able to talk their way past other combatants to area **F3**, allowing them to strike at the captain first. If Captain Wardak is defeated, the remaining humanoid combatants become much less courageous and tend to flee more quickly.

Subtier 1–2 (CR 4)

FIRST MATE CURTZOG CR 1

hp 21 (use the statistics for Mezuk in Subtier 1–2 on page 9)

TACTICS

During Combat Before attacking Curtzog attempts to demoralize a foe by using Intimidate.

Morale Curtzog works for a harsh captain and alongside even less forgiving crew, and he fights to the death rather than contemplate the fate that awaits him for showing weakness.

GNOLL CREW MEMBERS (2) CR 1

hp 11 each (*Pathfinder RPG Bestiary* 155)

TACTICS

During Combat The gnolls prefer to let Curtzog do the harder job of fighting in melee while they use ranged attacks.

SCALING ENCOUNTER F1

To accommodate a group of four PCs, remove one gnoll crew member from the encounter.

Morale If the first mate dies, the gnolls fight until reduced to 6 or fewer hit points, at which point they flee by jumping overboard.

Subtier 4–5 (CR 7)

FIRST MATE BLEORAN BERTIO CR 3

Human gunslinger 4 (*Pathfinder RPG Ultimate Combat* 9)

CN Medium humanoid (human)

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

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 34 (4d10+8)

Fort +5, **Ref** +8, **Will** +3

Defensive Abilities nimble +1

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +6 (1d8+1/×3)

Ranged mwk pistol +9 (1d8/×4)

Special Attacks grit (2)

TACTICS

Before Combat Bleoran drinks a *potion of darkvision* if he suspects a raid.

During Combat Bleoran stays on the elevated quarterdeck, using Deadly Aim to fire at heavily armored targets within 20 feet.

Morale Confident and unwilling to ruin his prized pistol by swimming to safety, Bleoran fights until incapacitated.

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 20

Feats Deadly Aim, Gunsmithing^{UC}, Point-Blank Shot, Precise Shot, Rapid Reload (pistol)

Skills Acrobatics +7, Craft (alchemy) +6, Knowledge (local) +6, Perception +9, Profession (sailor) +6, Sleight of Hand +8, Survival +8, Swim +6

Languages Common, Osiriani

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), gunsmith

Combat Gear +1 *seeking bullets*^{UE} (3), *potion of cure moderate wounds*, *potion of darkvision*, black powder horn^{UE} with 10 doses of black powder^{UE}; **Other Gear** +1 *chain shirt*, mwk battleaxe, mwk pistol^{UE} with 10 bullets^{UE} and 16 paper alchemical cartridges^{UE} (bullet), waterproof bags^{UE} (2), 40 gp

CURTZOG CR 3

hp 38 (use the statistics for Mezuk in Subtier 4–5 on page 9)

TACTICS

Use the tactics for Subtier 1–2.

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F2. At Sea Hold

W : Captain Wardak

T : Trollhound

K : Kinore

R : Rilla

S : Slave



1 square = 5 feet

Pathfinder Map Pack: Ship's Cabins

GNOLL CREW MEMBERS (3)

CR 2

Advanced gnolls (*Pathfinder RPG Bestiary* 155, 294)

hp 15 each

TACTICS

Use the tactics in Subtier 1–2.

Development: Once the PCs defeat the first mate and deckhands, they can seize control of the helm and have effective control over the *At Sea*. Any combat convinces Zigil that the ship is not yet secure enough for her to leave the rowboat, though. Also, there is no sign of Captain Wardak, who is below deck with the kennel master and almost certainly aware of the PCs' attack—the sounds of combat would be easily heard below in the hold.

Rewards: If the PCs fail to defeat or chase off the deck crew, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 86 gp.

Out of Subtier: Reduce each PC's gold earned by 243 gp.

Subtier 4–5: Reduce each PC's gold earned by 400 gp.

F2. At Sea Hold (CR 3 or CR 6)

The hold of the *At Sea* has been outfitted to allow for easy access from above and a mixture of live and boxed cargo. Iron rings attached to the inside of the hull on both sides provide anchor points for manacles (hardness 10, 10 hit points, break DC 26, DC 20 Disable Device). Along the port side, iron cages have been bolted to the floorboards and hull. Barrels of potable water and crates filled with dried carnivore feed are packed into several sections of the hold.

There are two doors toward the stern. One leads to a combination storeroom and galley. The other leads to area F2, the captain's quarters.

Creatures: Four slaves are chained to the starboard side's iron rings. Three are Keleshite and Vudrani

humans, respectively, from cities along the Obari Ocean. The fourth is a gnome Pathfinder named Rilla Lavon (CN female gnome druid 3, *Pathfinder RPG NPC Codex* 63), whom the gnolls have gagged. If rescue seems imminent, she excitedly beckons for the PCs to free her so she can help in the fight. She has all uses of her spell-like abilities available but has only one *cure light wounds* spell and one *flaming sphere* spell prepared. Use the statistics for a beggar (*Pathfinder RPG NPC Codex* 256) to represent the other captives.

The *At Sea* transports more than just slaves; Captain Wardak often transports dangerous beasts, selling them at quite a profit. Her latest shipment is a trollhound (two trollhounds in Subtier 4–5), which the gnoll crew has taken to revering in grotesque rituals to Lamashtu. The trollhound's keeper is a equally ill-tempered man by the name of Kinore, and once he hears sounds of serious trouble above deck, he opens the cage to let his pet feed on the intruders.

Subtier 1–2 (CR 3)

YOUNG TROLLHOUND

CR 2

hp 22 (*Pathfinder RPG Bestiary* 3 274, 291)

TACTICS

During Combat Inadequately fed during the journey, the young trollhound attacks the nearest living creature. It is wary of Kinore and attacks him only if presented with no other viable targets.

Morale In the confined quarters of the ship's hold, the young trollhound fights to the death.

SPECIAL ABILITIES

Disease (Ex) *Bloodfire fever:* Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Str damage, 1d3 Dex damage, and target is fatigued; *cure* 2 consecutive saves.

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KENNEL MASTER KINORE

CR 1/2

NE male tavern singer (*Pathfinder RPG NPC Codex* 26)

hp 9

TACTICS

Before Combat Alerted by the fighting topside, Kinore releases the trollhound from its cage and waits to ambush the PCs.

During Combat Kinore avoids melee and uses *grease* and his tanglefoot bag to hamper the young trollhound's targets.

Morale Kinore tries to flee if reduced to 4 or fewer hit points.

Subtier 4–5 (CR 6)

KENNEL MASTER KINORE

CR 3

NE male border guard (*Pathfinder RPG NPC Codex* 129)

hp 30

TACTICS

Before Combat Alerted by the fighting above deck, Kinore drinks his *elixir of hiding* and waits to ambush the PCs with his falchion.

During Combat Kinore favors attacking elven and half-elven targets with his falchion.

Morale Kinore tries to flee if reduced to 8 or fewer hit points.

TROLLHOUNDS (2)

CR 3

hp 30 (*Pathfinder RPG Bestiary* 3 274)

TACTICS

Use the tactics from Subtier 1–2.

Development: Once Captain Wardak in area F3 hears signs of combat, she begins burning her most egregiously incriminating documents by throwing them atop an iron brazier bolted to the floor. When the combat in area F2 begins, she has 3 rounds of work remaining, and a PC can smell smoke with a successful DC 25 Perception check. During the fourth round, she unlocks and opens the door while drawing her weapons to join any ongoing conflict. The unattended flames grow quickly as the papers burn, and it sets fire to other parts of the room at the end of the sixth round. Once the room has caught fire, the PCs can fight the blaze only by succeeding at a DC 12 Survival check as a full-round action or creating a large amount of water. Succeeding at one such check before the rest of the room catches fire is sufficient to keep the fire from spreading; otherwise the PCs must succeed at three such checks before the end of the tenth round or the fire grows too large to battle. At that point, the *At Sea* burns and sinks over the course of 3d10 minutes.

SCALING ENCOUNTER F2

Make the following changes for a party of four PCs.

Subtier 1–2: Remove Kinore from the encounter.

Subtier 4–5: Remove one trollhound from the encounter.

If she survives the encounter, Rilla is immensely excited to be in the company of fellow Pathfinders again. Once her gag has been removed, she hurriedly and excitedly begins thanking her rescuers. Rilla also aids the Pathfinders to the best of her abilities in completing their mission.

Faction Notes: By unleashing the trollhound, Kinore has recklessly endangered the four bound slaves—an unforgivable crime in the eyes of most Liberty's Edge faction PCs. Ensuring that all four of the slaves survive and escape the ship is critical.

Rewards: If the PCs fail to defeat the kennel master and his beasts reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 83 gp.

Out of Subtier: Reduce each PC's gold earned by 242 gp.

Subtier 4–5: Reduce each PC's gold earned by 402 gp.

F3. Captain's Quarters (CR 2 or CR 5)

This room serves as the private quarters for Captain Wardak, and it contains an uncomfortable bed, a desk, a small chest, and a brazier bolted to the floor. Both of the room's doors are locked (hardness 5, 20 hp, break DC 23, DC 25 Disable Device).

Creatures: Having long since grown tired of waiting for a pilot to guide the *At Sea* to the docks, Captain Wardak has retired to her quarters.



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The Keleshite woman is dressed in studded leather, and wears two ornately decorated kukris at her waist. Her black hair is held out of her face by a faded yellow bandana. She has a dark mole on her left cheek just below her eye.

At the first sign of serious trouble, she assumes that Absalom's authorities have seen through her ship's disguise and are preparing to confiscate her cargo. She immediately sets to burning her more incriminating documents before joining any conflicts above. See the Development section of area **F2** for more about her actions before entering combat.

Subtier 1–2 (CR 2)

CAPTAIN WAHEEDA WARDAK CR 2

Female human ranger 3

LE Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 24 (3d10+3)

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

OFFENSE

Speed 30 ft.

Melee mwk kukri +5 (1d4+3/18–20),
mwk kukri +5 (1d4+3/18–20)

Special Attacks combat style
(two-weapon), favored enemy
(magical beasts +2)

TACTICS

Before Combat Captain Wardak begins burning important papers in her cabin.

During Combat Captain Wardak fights with a kukri in each hand, systematically cutting down any attackers.

Morale If Captain Wardak is reduced to 8 or fewer hit points, she drinks her *potion of invisibility* and flees or drinks her *potion of cure moderate wounds* to continue the fight, depending on which action as best suits the situation.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 18

Feats Double Slice, Endurance, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting

Skills Climb +8, Handle Animal +5, Heal +6, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +7, Profession (sailor) +5, Stealth +7, Survival +7, Swim +8

Languages Common, Gnoll, Osiriani

SQ favored terrain (forest +2), track +1, wild empathy +2

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (3), tanglefoot bags (2); **Other Gear** mwk studded leather, mwk kukris (2), key to the

manacles in area **F2**, pair of emerald earrings (75 gp), pair of gold earrings (20 gp), 4 gp

Subtier 4–5 (CR 5)

CAPTAIN WAHEEDA WARDAK

CR 5

Female human ranger 5

LE Medium humanoid (human)

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield)

hp 37 (5d10+5)

Fort +4, **Ref** +7, **Will** +4

Resist fire 10

OFFENSE

Speed 30 ft.

Melee mwk kukri +7 (1d6+3/18–20), mwk kukri +7 (1d6+3/18–20)

Special Attacks combat style (two-weapon), favored enemy (humans +2, magical beasts +4)

Ranger Spells Prepared (CL 2nd;
concentration +3)

1st—*lead blades*^{APG} (already cast),
resist energy (already cast)

TACTICS

Before Combat Captain Wardak casts *resist energy* (fire) and *lead blades* on herself in preparation for combat (already reflected in her stats).

During Combat Captain Wardak fights with a kukri in each hand,

systematically cutting down attackers.

Morale If Captain Wardak is reduced to 12 or fewer hit points, she either drinks her *potion of invisibility* and flees or drinks her *potion of cure serious wounds* to continue the fight.

Base Statistics Without *resist energy* (fire) and *lead blades*, Captain Wardak's statistics are no energy resistance; **Melee** mwk kukri +7 (1d4+3/18–20), mwk kukri +7 (1d4+3/18–20).

STATISTICS

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

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

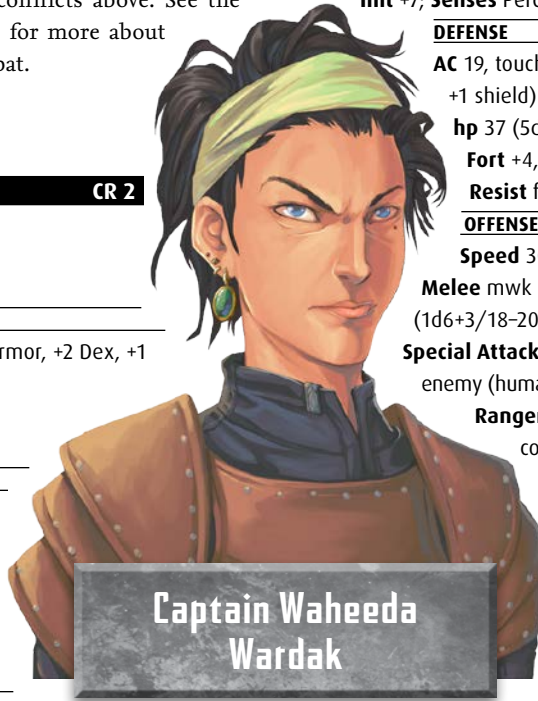
Feats Double Slice, Endurance, Improved Initiative, Iron Will, Two-Weapon Defense, Two-Weapon Fighting

Skills Climb +10, Handle Animal +7, Heal +9, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +9, Profession (sailor) +6, Stealth +10, Survival +9, Swim +10

Languages Common, Gnoll, Osiriani

SQ favored terrain (water +2), hunter's bond (companions), track +2, wild empathy +4

Combat Gear *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of invisibility*, alchemist's fire (3),



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tanglefoot bags (2); **Other Gear** +1 studded leather, mwk kukris (2), key to the manacles in area **F2**, pair of emerald earrings (75 gp), pair of gold earrings (20 gp), 54 gp

Development: See the development section for area **F2** for more information about tracking the progress of the fire in this room.

Once the documents start burning, there's very little left of them to read even if pulled from the fire, but so long as the PCs salvage the documents without the entire ship catching fire, they are able to find the corner of a letter signed "Muhlia." In the unlikely event that the PCs prevent Captain Wardak from burning any of the documents, they recover instructions intended for Mahjub Mahdi listing half a dozen noble families to whom he should prioritize selling the slaves. There is also a letter addressed to Waheeda Wardak instructing her where to sell the slaves and whom she should bribe to smooth her dealings in Absalom. Both sets of instructions are signed "Muhlia."

Faction Notes: Preventing Captain Wardak from escaping is important to members of the Liberty's Edge faction. Securing the unburned missives is very difficult, but doing so is a victory for both Liberty's Edge and Sovereign Court faction PCs. See the Faction Notes section, below, for more details.

Rewards: If the PCs fail to capture or defeat Captain Wardak, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 176 gp.

Out of Subtier: Reduce the gold earned by 323 gp.

Subtier 4–5: Reduce the gold earned by 470 gp.

CONCLUSION

With Captain Wardak captured or dead and her ship, the *At Sea*, seized by the Pathfinder Society, the PCs have revealed Pasha Muhlia Al-Jakri's involvement in attempts to infiltrate the highest levels of Absalom's inner workings. The harbor pilot, Zigil, dutifully navigates the ship through the Ship Graveyard safely to the docks, where city officials take custody of the vessel.

The PCs should return to Lady Darchana to bring her up to speed on everything that has happened. Pleased with their success but deeply troubled by the implications, Lady Darchana has the bounty payment on Captain Wardak and the *At Sea* authorized (725 gp at Subtier 1–2, 1025 gp at Subtier 4–5). She addresses the PCs once more before dismissing them: "Pathfinders, you have done a great service to Absalom today. The full extent, understandably, may never be widely known or recognized by the sleeping masses, but know that the Pathfinder Society can count on me as a friend and ally, and I hope that I may call upon you again in the future should the need arise."

Upon returning to the Grand Lodge, Rilla recounts what she can to Venture-Captain Valsin and the PCs

about her time spent in the Okeno slave markets on Stonespire Island, confirming several interactions with a heavily veiled humanoid woman who forcibly took blood samples on two occasions. When Rilla inquires as to the fate of the other Pathfinders she was on assignment with, Venture-Captain Valsin closes his eyes and slowly shakes his head. "No contact," is all he says on the matter.

If the PCs successfully negotiated a refund in Lady Silviana's name, each PC also gains the Budding Friendship (Lady Silviana) boon on his Chronicle sheet.

Reporting Notes

If the PCs successfully capture the Okeno slave galley, *At Sea* without it sinking, check box A on the reporting sheet. If Captain Wardak survive the scenario, check box B on the reporting sheet. If the PCs recover Captain Wardak's documents before they are burned, check box C. If members of the Sovereign Court faction successfully complete their faction's goal for the scenario, check box D.

Primary Success Condition

The PCs successfully complete their main mission by delivering the charred letter fragment bearing the name of Pasha Muhlia Al-Jakri to Lady Darchana. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

The PCs successfully complete their secondary mission if they free the captured Pathfinder Rilla from the hold of the *At Sea*. Doing so earns each PC 1 additional Prestige Point.

Faction Notes

Members of the Liberty's Edge faction have the relatively straightforward task of freeing slaves and defeating slavers. If the PCs kill or capture Captain Wardak and ensure all four slaves in area **F2** survive until the end of the scenario and escape the *At Sea*, each Liberty's Edge faction PC earns the Liberty Never Rests boon on her Chronicle sheet.

Sovereign Court faction PCs should win noble allies for Lady Gloriana Morilla's cause. Although earning Lady Silviana's thanks is valuable, it is actually Lady Darchana's support that matters more. Destroying the docking certificate of the *At Sea* fulfills this condition and earns each faction PC The Court Grows (Lady Darchana of House Madinani) boon on her Chronicle sheet.

In the unlikely event that the PCs are able to recover all of Captain Wardak's documents in area **F3** without her burning them, the information they contain is valuable to both Lady Darchana and Major Colson Maldris. In this case, members of the Liberty's Edge faction need only save the slaves or prevent the captain from escaping to earn that faction boon, not both. Members of the Sovereign Court faction automatically succeed at their mission.

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #6-05: Slave Ships of Absalom

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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Pathfinder Society Scenario #6-05: Slave Ships of Absalom

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Budding Friendship: You have done a favor for Lady Silviana in Absalom, and she is willing to repay the favor. If you would earn no Prestige Points at the end of an adventure that included one or more encounters in Absalom, you can cross this boon off your Chronicle sheet to earn 1 Prestige Point instead.

Liberty Never Rests (Liberty's Edge faction): Quick thinking and quicker action are necessary elements of heroism, and you are prepared to act promptly to defend others. You can cross this boon off your Chronicle sheet before rolling initiative to roll twice and take the better result.

☐ ☐ ☐ **The Court Grows (Lady Darchana of House Madinani; Sovereign Court faction):** You have impressed Lady Darchana, Second Spell Lord of Absalom, and taken an important step in recruiting her to Lady Gloriana Morilla's cause. You can use this boon and check one of the boxes before attempting a Knowledge (arcana) or Spellcraft check on the Isle of Kortos to roll twice and take the better result. You can attempt such a check untrained. You cannot use this ability if all three boxes are checked, but the boon may grant other benefits in future adventures.

All Subtiers

potion of cure moderate wounds (300 gp)
potion of invisibility (300 gp)

Subtier 4-5

+1 *flaming arrow* (166 gp; limit 3)
+1 *seeking bullet* (167 gp; limit 3)
elixir of hiding (250 gp)
potion of cure serious wounds (750 gp)
potion of darkvision (300 gp)

Notes

SUBTIER ☐ Slow ☐ Normal

1-2

257

514

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

599

1,198

SUBTIER ☐ Slow ☐ Normal

4-5

941

1,881

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

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FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

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 #