

PATHFINDER SOCIETY

Year of Factions' Favor



SIGNS IN SENGHOR

By Kris Leonard



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GM RESOURCES

Signs in Senghor makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Monster Codex*, *Pathfinder RPG Ultimate Combat (UC)*, and *Pathfinder RPG Ultimate Equipment (UE)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *GameMastery Guide* and the *Monster Codex* are reprinted at the back of the adventure for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #9–10: Signs in Senghor is a Pathfinder Society Scenario designed for 1st-through 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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SIGNS IN SENGHOR

By Kris Leonard

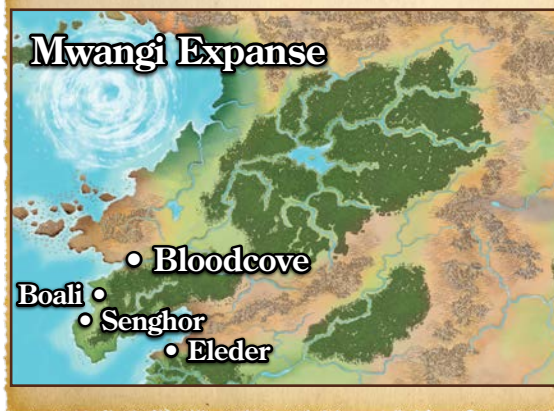


The collapse of Ghol-Gan saw the cyclopes' decline from high-minded scholars, prophets, and warriors into a brutal species of shortsighted giants. During the Age of Darkness, a powerful asura called Parveen took over one of their profaned temples within what is now known as the Kaava Lands. She embarked on a millennium-long meditation on ruin, contemplating Ghol-Gan's perverse religions and studying several profaned tablets known as the Twelve Rites. These powerful relics once contained deep truths and spiritual wisdom, but after the cyclopes' decline, they became a set of blasphemies that harnessed infernal powers. Through her studies, Parveen grew in strength, eventually ascending into an asurendra, among the most powerful classes of asuras. At the dawn of the Age of Destiny, two of the legendary mage Jatembe's magic warriors fought a challenging battle against Parveen. The warriors eventually prevailed, but they knew that if they slew the asura, it would only be reborn. They instead agreed to seal the fiend away within its temple.

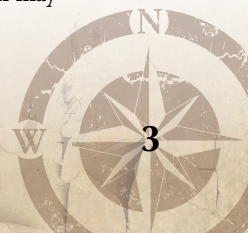
The seals stood strong for millennia until the rise of the Boalisi culture. The Boalisi pushed deep into the Kaava Lands, uncovering the Ghol-Gani temple within the city of Kaddodi where the asura slept. Settlers began scavenging stone from the temple to create a new town, and in the process they disrupted the old seals and recovered the Twelve Rites. They sent some of these blasphemous tablets back to their capital city, Boali, while retaining the others in the temple for study. The cataclysmic destruction of Boali within a decade left the settlement isolated, and the settlers quickly abandoned the temple—but not before absconding with some of the cyclopes' treasures, including the remainder of the Twelve Rites. From its weakened prison, the asura probed its surroundings, searching for a way to break through. Recently, with the assistance the asura Karan, Parveen nearly escaped. However, a group of Pathfinder Society agents thwarted her plot, slaying Karan and securing the seals once more. Having come so close to freedom, Parveen was not content to sit idle. She sent visions and dreams into receptive minds, hoping to find someone else to break the seals. These visions took root in the minds of a few well-placed Aspis Consortium agents.

WHERE ON GOLARION?

This scenario begins in Eleder, but it primarily takes place in the port city of Senghor and the long-since abandoned city across the bay, Boali. Senghor is located on the western end of the peninsula known as the Kaava Lands in the southern Mwangi Expanse. Although its founding date 2,000 years ago corresponds with the destruction of neighboring Boali, the link between the two settlements has been lost to time, in part because of Senghor's strong cultural taboo against even mentioning Boali. One of Senghor's largest groups is the Caldaru people, whose mysterious origins are evident in their linguistic and racial differences from the Mwangi peoples found elsewhere in the expanse. For more information on Senghor, the Caldaru people, the Kaava Lands, and the scale of Aspis Consortium's influence in the Mwangi Expanse see *Pathfinder Chronicles: Heart of the Jungle*.



Through subtle manipulations in dreams, Parveen convinced her patsies to launch a mining operation within Kaddodi. Meanwhile, a small contingent of agents under the command of bronze agent Shinri Dells has traveled to the ruins of Boali. There, they seek the Twelve Rites, which may hasten Parveen's return.



SUMMARY

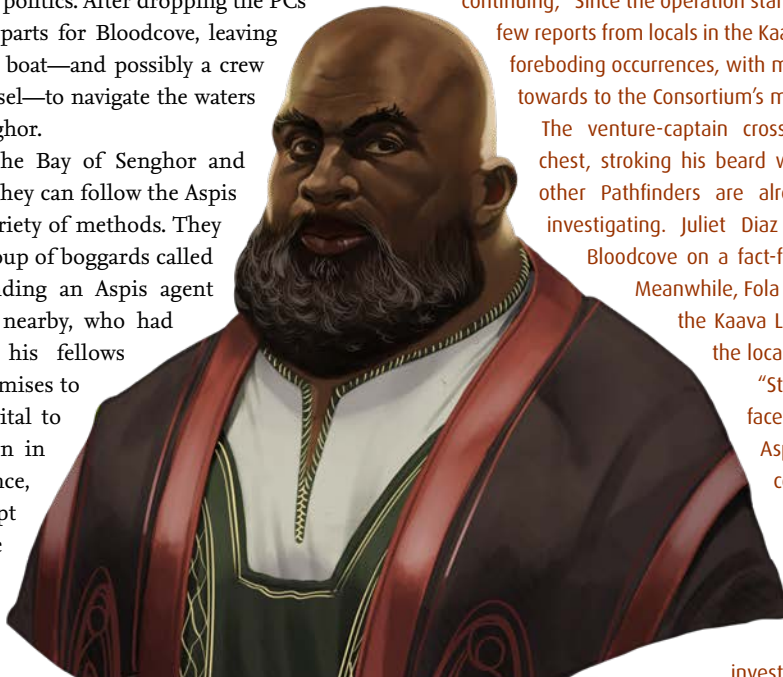
The adventure begins in the port of Eleder, capital of Sargava. Here, Venture-Captain Finze Bellaugh briefly explains the Aspis Consortium's recent activities and his plans for the area's future. The PCs travel to Senghor aboard Pathfinder Mirian Raas's vessel, *Daughter of the Mist*. Along the way, Raas provides the PCs with additional information about Senghor's customs and politics. After dropping the PCs off in Senghor, she departs for Bloodcove, leaving the PCs with a fishing boat—and possibly a crew member to sail the vessel—to navigate the waters between Boali and Senghor.

The PCs navigate the Bay of Senghor and arrive in Boali, where they can follow the Aspis agent's trail using a variety of methods. They encounter a hostile group of boggards called the Tralika before finding an Aspis agent named Gideon Wren nearby, who had been abandoned by his fellows hours ago. Gideon promises to provide information vital to their PCs' investigation in exchange for assistance, and the PCs may attempt to free him. Before the PCs have the chance to question Gideon, the boggards' so-called Great Queen, a mobogo, rampages out of the ruins, crushing buildings in her wake. A chase ensues as the PCs make their escape with Gideon, and Gideon's Aspis comrades also rush to escape the creature's wrath.

The PCs escort Gideon to Senghor and learn all they can from him about the Aspis operation. Upon returning, the PCs must both confront the Aspis ringleader, Shinri Dells, and convince Senghor's leadership to support the Pathfinder Society against the Aspis Consortium. Between these tasks, they may also encounter an asura drawn into Parveen's service. While Shinri has no interest in speaking with the PCs, her office contains her records and correspondence with other agents in Bloodcove. These documents reveal her obsession with finding more of the Twelve Rites in Boali and give signs that Parveen's malign presence was driving her actions.

GETTING STARTED

The adventure begins in Eleder, in the smoky office of Venture-Captain Finze Bellaugh. Bellaugh welcomes the PCs, asks them to close the door, and motions to join him around a table at the western end of the room. Read or paraphrase the following to get the adventure under way.



**Venture-Captain
Finze Bellaugh**

Books, scrolls, and maps are spread haphazardly over the table that Venture-Captain Finze Bellaugh currently leans upon. His brow furrows in thought as he surveys one of the maps that lie before him. "Over the last few months, the Aspis Consortium has devoted a surprisingly large number of resources to a mining operation somewhere in the Kaava Lands, beyond Bloodcove." He circles a general area on the map with his finger before continuing, "Since the operation started, we've heard quite a few reports from locals in the Kaava Lands of strange and foreboding occurrences, with many pointing the blame towards to the Consortium's mysterious operation."

The venture-captain crosses one arm over his chest, stroking his beard with the other. "Several other Pathfinders are already out in the field investigating. Juliet Diaz has traveled towards Bloodcove on a fact-finding mission of sorts.

Meanwhile, Fola Barun has gone out into the Kaava Lands to dig deeper into the locals' troubling reports.

"Still, their investigations face a major obstacle. The Aspis Consortium wields considerable influence in Bloodcove, and this influence extends far beyond the city's borders. If we want to be able to investigate in earnest, we'll need allies. Fortunately, the Consortium has dropped an opportunity into our laps."

Bellaugh smiles. He points to Bloodcove on the map and then traces his finger south along the coast. "The port of Senghor lies about two hundred miles to the south of Bloodcove. The Aspis Consortium doesn't have a strong presence in Senghor—after all, the city has strong independent merchants and no tolerance for slavery. Now, just a little ways north of Senghor is a ruined city called Boali. The mere mention of Boali is taboo in Senghor, as it is widely seen to be an accursed and haunted place. We've heard credible reports that Aspis agents have begun excavating for relics in Boali, and this expedition would surely sour their reputation in Senghor. However, the city's leaders would not take mere rumors as cause for action without solid evidence. They also are unlikely to send their own people to Boali unless they must. That's where you come in." Bellaugh excitedly continues. "If you can find evidence of Aspis activities in Boali, the Society will have a case to gain support from Senghor's leaders for our future operation against the Consortium. The more you can find about the Consortium's activities and objectives, the stronger your case will be." He moves towards a desk at the end of the chamber, opens a drawer, and produces a sealed envelope. He holds it forward and speaks, "This is a letter of introduction from myself



to the Senghor Council of Elders, bearing the seal of the Society. It will get you a meeting with some of their representatives in a reasonable amount of time. A fellow Pathfinder and old friend of mine, Mirian Raas, will be dropping you off at the port in Senghor.

He holds a hand forward as though motioning to stop and then adds, "Before you get too excited about exploring an accursed city filled with all manner of unknown riches and relics, keep in mind that local taboo makes it difficult to discern just how dangerous Boali really is. Be ready to leave the city immediately if you find yourselves in over your heads."

The PCs have the opportunity to ask Venture-Captain Bellaugh questions before they leave for Senghor on the *Daughter of the Mist*. The following are the questions the PCs are likely to ask and Finze's responses.

What is the Aspis Consortium mining, and where is their operation? "In truth, we don't know. Our preliminary reports suggest it is some kind of ruin; however, the specifics of the site are still unclear. However, ever since their expedition started, the locals have been reporting all sorts of troubling events: a foulness rotting the jungle, seemingly unprovoked attacks from otherwise docile animals, and even people jolting awake from terrifying nightmares before unexplainably bleeding from their ears or eyes."

Why are we moving against the Aspis Consortium? "The Aspis Consortium has kept a firm grip on trade and exploration in the Mwangi Expanse for decades, but something is off about their activities in the area of late. Their organization is driven primarily by profit, both long and short term, yet for all their investments in the dig over the last months, there have been no reported relics of any true value popping up in the nearby markets. We're growing concerned about their motivations and the effects of their actions on the surrounding region. Additionally, the Consortium's influence has traditionally proved a hindrance to local Society operations. If we can loosen their grip a bit, we'll be opening the door to plenty of new opportunities."

What is in Boali that the Aspis want? "I haven't the slightest idea. My guess would be treasures from ages past, but perhaps something else is afoot. The locals consider it taboo to enter, so information is all but nonexistent. From what we know, some kind of catastrophe

stuck Boali thousands of years ago and the entire Boalisi culture collapsed, from the city proper to all their settlements within the Kaava Lands. Senghor sprung up around the same time. What really happened is anyone's guess."

Who should we speak to in Senghor about the Aspis? "Unfortunately, I am not completely up to date with Senghor's political structure, but I suspect you'll need to arrange a meeting with several members of their ruling class after finding information about the Consortium's likely disreputable activities in Boali. Ask Mirian Raas for specifics while you are making the journey to Senghor. We will need support from Senghor if we are to be successful against the Consortium's interests in Bloodcove and uncover the secrets behind the mysterious mining operation."

If there are any PCs in the Exchange faction, Finze Bellaugh hands each of them a letter, explaining that the missive arrived several days ago. Give the Exchange PCs

Handout: Letter from Aaqir al'Hakam. There is time for the PCs to make purchases before they depart.

KNOWLEDGE (HISTORY)

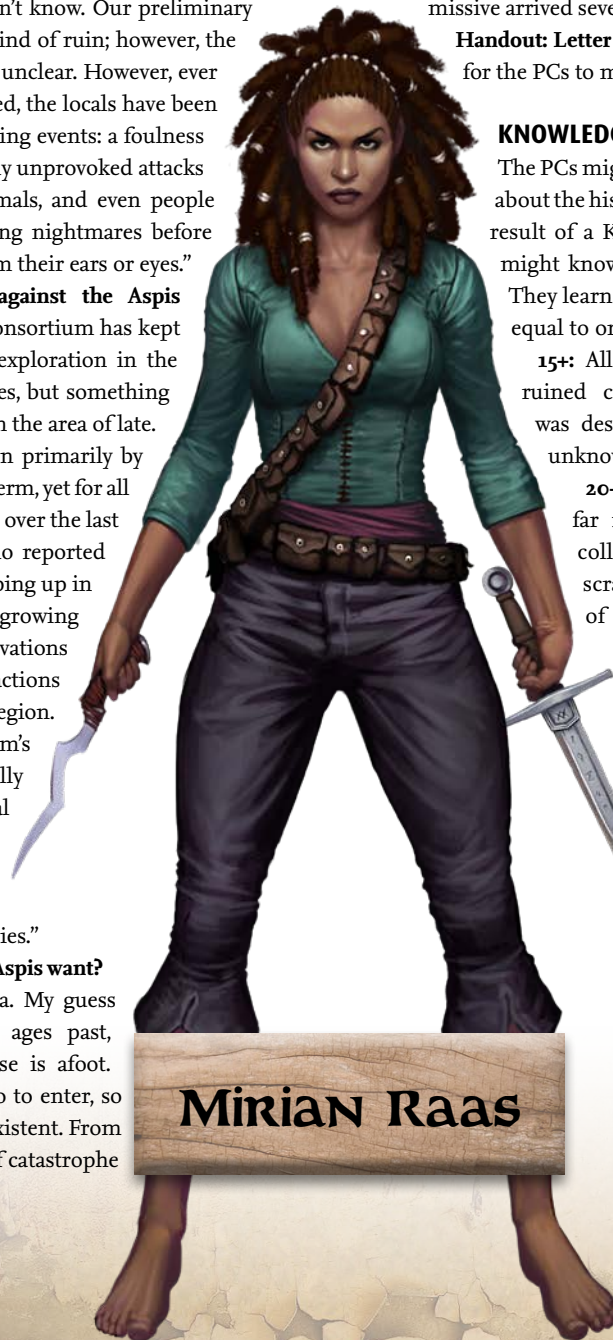
The PCs might already know about information about the history of Boalisi culture. Based on the result of a Knowledge (history) check, the PCs might know more about this lost civilization. They learn all of the information whose DC is equal to or less than the result of their check.

15+: All of Boalisi culture, including the ruined city of Boali, either vanished or was destroyed 2,000 years ago due to an unknown catastrophe.

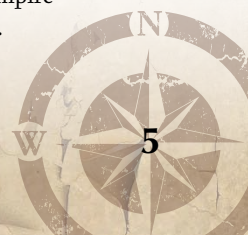
20+: Boalisi explorers ventured far into the Kaava Lands before the collapse of their culture. The few scraps of history that remain speak of them claiming various ruins, but few other sites in the Kaava Lands have been definitively connected to this exploration.

25+: The Boalisi frequently built their settlements with materials pulled from ancient ruins and claimed all manner of relics from the sites as their own.

30+: Shortly before the collapse of their culture, Boalisi people recovered dozens of relics from the ancient cyclops city of Kaddodi, part of the fallen cyclops empire Ghol-Gan.



Mirian Raas



TRAVELING TO SENGHOR

While sailing upon Mirian Raas' vessel, *Daughter of the Mist*, the PCs have the opportunity to gather information from her regarding Senghor. The following are the PCs' likely questions and Mirian's responses. If the PCs choose not to speak with Mirian, she approaches them directly to provide the information below.

What do we need to know about Senghor? "Senghor is a port city on the Bay of Senghor. It was founded 2,000 years ago and was built like no other city of its age. Its harbor is strong enough to protect it from storms coming from the Eye of Abendego, and it could hold off a naval assault by a fleet far stronger than any that has ever been in the area. As far as anyone knows, anyways. The people of Senghor rely heavily on ocean trade, and they will not for any reason deal with slavers, even suspected slavers. The ruling class is also heavily focused on expansion as of late, which may soon put them at odds with Bloodcove and the Aspis Consortium."

Who should we speak to in Senghor? "Senghor is ruled by a council made up of representatives from the nobility, the priesthood of Gozreh, the merchants' compact, and the military. While it would be highly doubtful you would be able to speak to the leaders of each faction, you could certainly speak with representatives from each. So long as you have a unanimous decision from at least one representative from each ruling faction during your meeting, you will have the full support of the council on whatever matters you are discussing. Either during the day or in the early evening, head over to the council hall and show them the letter of introduction you got from the venture-captain. That should get you a meeting; however, then it's up to you to present your case. I doubt you'll get a second chance."

RESUPPLYING IN SENGHOR

Read or paraphrase the following as the PCs enter Senghor.

The sunrise illuminates the deep waters of Senghor's harbor with shades of orange and red, as the enormous, centuries-old defenses rise against the horizon. Massive towers built with immense stone blocks flank the harbor's entrance, showcasing the city's architectural marvels.

After docking, Mirian Raas guides the PCs towards Senghor's grand market, located at the city center and bordered by a ring of canals. There she advises them to resupply as necessary and asks that they meet her back at the *Daughter of the Mist* by midday, when they are done making preparations for tracking down the Aspis agents in Boali. She explains that she procured the use of a fishing boat to sail across the bay and back—a journey that takes about a day in each direction—and inquires if they require one of her crew to aid them in the ship's navigation. While making preparations, the PCs could also canvas the locals

for some information about Boali. With the information the PCs have at present, it is extremely unlikely they can discover the location of the Consortium's base of operations in Senghor, Windrell Holdings. Obtaining this information prior to heading into Boali requires the PCs to succeed at a DC 26 Knowledge (local) check (DC 30 in Subtier 4–5), as Shinri Dells has been particularly careful to avoid revealing their affiliation with the Consortium to any but her most trusted contacts.

DIPLOMACY TO GATHER INFORMATION OR KNOWLEDGE (LOCAL)

Based on the result of a Knowledge (local) check, the PCs might know more about Boali. They learn all of the information whose DC is equal to or less than the result of their check.

10+: In Senghor, speaking of Boali is taboo, entry to Boali is strictly forbidden, and Boali is considered cursed.

15+: Although Boali is largely abandoned, rumors persist that on moonlit nights, the ghostly sounds of running footsteps and clashing swords echo down the empty streets.

20+: A sizable clan of boggards called the Tralika prowls the outskirts of Boali, serving a so-called Great Queen.

25+: The Great Queen of the Tralika is a powerful and fiercely territorial magical beast called a mobogo.

Development: When the PCs are ready to leave, they meet up with Mirian, who wishes them luck on their adventure before she sets sail for Bloodcove. If the PCs request a sailor to help operate the ship, Mirian leaves behind **White-Toothed Wallace** (N male human expert 1), a surly but experienced sailor with exceptionally good teeth. He offers no assistance beyond sailing and navigating the ship.

Faction Notes: While resupplying in Senghor, PCs in the Exchange faction could use this time to canvas the local merchants and discuss the possibility of lucrative trade opportunities with the Exchange, promoting it as an alternative to the Aspis Consortium. Making significant progress in this endeavor requires the PCs to succeed at a DC 17 Diplomacy check (DC 21 in Subtier 4–5).

NAVIGATING THE BAY OF SENGHOR

Traveling through the Bay of Senghor can prove a difficult task. Luckily, the PCs happen to encounter calm weather, making the trip relatively uneventful. If the PCs succeed at a DC 10 Profession (sailor) check, they can cross in 25 hours; in Subtier 4–5, the PCs encounter some troublesome currents in the middle of their journey, raising the DC to 14. Only one PC rolls the Profession (sailor) check; up to three people can use aid another to assist in the attempt. One of these people can be White-Toothed Wallace. If the PCs ask Wallace to assist, he succeeds at his skill check to aid another. If the PCs rely on Wallace for navigation, he succeeds at the navigation check, securing a result of 14; however, the PCs





can use aid another to boost the result. For every 5 by which the check exceeds the DC, the duration of the trip is reduced by 2 hours thanks to clever navigational choices. Failure by 4 or less results in the trip taking an additional 1d4 hours, while failure by 5 or more results in an additional 1d4+4 hours as the PCs are forced to avoid a squall from the Eye of Abendego. The duration of their journey to Boali directly affects the difficulty of rescuing Gideon Wren in area A4 and the Great Queen Chase encounter (see page 12). While their journey across the Bay of Senghor is long enough that the PCs could rest and recover, the small fishing vessel lacks the comfort required to get a good night's sleep. Each PC must attempt a DC 10 Fortitude save to avoid becoming fatigued when she arrives in Boali (DC 13 in Subtier 4–5); PCs who participated in sailing the vessel take a –2 penalty on this saving throw.

LOCATING THE ASPIS IN BOALI

After navigating their vessel towards the shores of Boali, the PCs must locate the Aspis agents who have been lurking within the city. The methods the PCs can use to search for them are outlined below, and each attempt requires 1 hour of effort. If the PCs come up with other methods, use the DCs presented here as guidelines.

Scaling Navigating the Bay of Senghor

Make the following adjustments to accommodate a group of four PCs: Mirian Raas has equipped her sailboat with magically treated sails to assist in navigation. These function as a masterwork tool for Profession (sailor), granting all PCs a +2 bonus on their skill checks and increasing Wallace's result on the navigation check to 16.

Perception: The PCs search within the city for the Aspis agents' tracks. Finding their tracks requires a PC to succeed at a DC 18 Perception check (DC 22 in Subtier 4–5) due to Boali's surprisingly high number of occupants. Have each PC roll this check independently.

Profession (sailor): The PCs scour the surrounding coastline for boats, requiring a successful DC 13 Profession (sailor) check (DC 16 in Subtier 4–5) to safely navigate the surprisingly rough waters. One PC takes the role of the boat's navigator, but other PCs may assist with aid another. This method is not available if the PCs rely on White-Toothed Wallace for navigation. If the PCs are successful, they may show interest in scuttling or otherwise damaging the Aspis



Scaling Locating the Aspis in Boali

To accommodate a group of four PCs, lower the DCs of all skill checks by 2.

Consortium's vessel *Dreams of Worth*, which is anchored offshore. This strategy is inadvisable, as the ship is currently occupied by a full complement of 20 sailors (use the statistics of the Senghor guards presented on page 25 if necessary).

Survival: The PCs can survey the city for signs of recent camp. If they succeed at a DC 15 Survival check (DC 19 in Subtier 4–5), they find a plausible location with signs of a recent campfire and a discarded pair of muddy boots with a hole in one toe. Gideon Wren (see area A4) left these boots behind when they stopped protecting his feet. One PC directs the group's search, but other PCs can assist using aid another.

A. BOALI RUINS

The Tralika are brutal boggards who have taken up residence in the heart of Boali. This group has pledged its service to a mobogo that they call the Great Queen.

Ever since a group of Aspis agents first trespassed on Tralika territory several days ago, the boggards have been relentlessly assailing the intruders.

The boggards have already devastated the Consortium's ranks in Boali, reducing their expedition group from nearly 30 strong to fewer than a dozen members. The remaining agents fled the Tralika the best they could and continued their search, eventually

ending up in an abandoned arcane laboratory. There they found one of the Twelve Rites hidden in a secret chamber. Unfortunately, in an attempt to claim it, an agent named Gideon Wren accidentally activated an ancient trap put there to protect the tablet. Unwilling to risk their lives to save their precariously positioned comrade, the remaining agents took the tablet and abandoned Gideon, continuing onward with little afterthought.

Several hours later, a pair of boggard scouts happened upon the trapped Gideon, and while their first thoughts were to capture him as a sacrifice to the Great Queen, they have come to find his predicament amusing. Since then, they have spent the last few hours jeering, flinging leeches, throwing rocks, and herding snakes towards the mostly immobile man, knowing that even one misplaced movement from him could result in a painful, bloody, and almost certain death.

The PCs enter the ruin following the trail of the Aspis agents, arriving from the southwest corner of the map.

A1. THE SUNKEN CROSSROADS (CR 3 OR CR 6)

The ruined city streets turn damp and sodden as the aged stone pathways dip under shallow, green water. The surrounding buildings are little more than collapsing heaps of stone with few exterior walls standing upright, save for a large elevated structure to the southeast that remains mostly intact. The remains of a marble statue lies shattered at the knees in the center of the crossroads, its torso and head hidden beneath the increasing depths.

A swamp has formed at the heart of the city, filling the area with dark-green water. Nearly all that remains of the buildings (excluding area A2) are several freestanding walls where they once stood, and large piles of rubble that quickly rise to a height of 5 feet. The piles of rubble are surprisingly solid, providing no adverse movement conditions; however, a DC 10 Climb check is required to scramble atop them. A long-since shattered marble statue of a vaguely humanoid figure rests at the center of the crossroads, its base rising just inches above the waterline. The bulk of the statue—the figure's body from the knees up—lies mostly complete just north of the base, with its head entirely submerged in deep water. Any identifying features of the person depicted by the statue have eroded away, save for its fanciful helmet and the orb-topped staff that its hand raises above the waterline.

Creatures: The boggards that have been tormenting Gideon Wren have been frequently leaving area A2 to scrounge around the deep waters looking for snakes, leeches, or other swamp-dwelling fauna to continue their entertainment. While they were tasked with spending the day hunting down the Aspis trespassers, this pair was



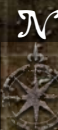
BOGGARD



A. Boali Ruins

B : Boggard

G : Gideon Wren



B2

B1

A1

A2

A3

A4

G

1 square = 5 feet

lucky enough to find Gideon less than an hour after setting out. They have relished the opportunity to shirk their duties for a while. They eventually plan to return triumphantly with their prize for the Great Queen.

For the same reasons, they likely don't listen to the PCs' attempts at diplomacy; however, if the PCs indicate they are here to track down the Aspis and succeed at a DC 20 Diplomacy check (DC 24 in Subtier 4–5), they can convince the boggards to leave them alone, so long as they do not attempt to free Gideon. If the PCs approach Gideon in this case, the boggards warn the PCs against assisting the struggling man, promising to destroy the PCs if they try. They boggards attack the PCs if they try to help Gideon in area **A2**, claiming, "Nobody steals from the Great Queen!"

If the PCs succeeded at the Diplomacy check and attack the boggards first before attempting to free Gideon, the boggards are taken aback by the sudden betrayal. The PCs gain a surprise round on the boggards.

Hazard: Most of the streets, as well as the collapsed buildings to the northeast and southwest, are filled with water to a 1-foot depth, functioning as shallow bog. The area to the northeast has begun to sink and is instead filled to roughly a 4-foot depth, functioning as deep bog. The walls are reasonably stable. A PC who succeeds at a DC 22 Strength

Scaling Encounter A1

To accommodate a group of four PCs, apply the sickened condition to the boggards. They have been eating some of the fauna they have gathered to torment Gideon. In their excitement, they mistook some poisonous vegetation they meant to throw at him for tasty moss slugs.

check can topple over any single 5-foot section, as well as each 5-foot section directly adjacent to it. Anyone caught under one of these walls must succeed at a DC 14 Reflex save or take 1d8 points of bludgeoning damage (DC 16 Reflex save and 3d8 points of bludgeoning damage in Subtier 4–5), and gain the pinned condition for 1d4+1 rounds as they try to escape from beneath it. A successful save halves the damage and reduces the duration of the pinned condition to 1 round.

SUBTIER 1–2 (CR 3)

BOGGARD YOUTHS (2)

CR 1

Young boggard (*Pathfinder RPG Bestiary* 295, 37)

CE Small humanoid (boggard)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +4



DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 16 (3d8+3)

Fort +3, **Ref** +2, **Will** +1

OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +4 (1d6), tongue –2 touch (sticky tongue)

Special Attacks terrifying croak

TACTICS

Before Combat Unless the PCs go to great lengths to mask their approach, the boggards notice them splashing about and attempt to use Stealth to ambush them from the deep waters, mistaking them for Aspis reinforcements.

During Combat The boggards try to engage the PC in deep water whenever possible.

Morale The boggards are both loyal to and terrified of their Great Queen. As such, they would rather fight to the death than flee and risk being devoured—and slowly digested—for failing their task.

STATISTICS

Str 11, **Dex** 13, **Con** 10, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 12

Feats Toughness, Weapon Focus (morningstar)

Skills Acrobatics +4 (+16 to jump), Perception +4, Stealth +5 (+13 in swamps), Swim +8; **Racial Modifiers** +4 Perception, +8 Stealth in swamps

Languages Boggard

SQ hold breath, swamp stride

Other Gear leather armor, morningstar

SPECIAL ABILITIES

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Sticky Tongue (Ex) A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward itself with its tongue.

Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour as a standard action, a boggard can emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must succeed at a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again

by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

SUBTIER 4–5 (CR 6)

BOGGARD SAVAGES (2)

CR 4

hp 61 each (*Pathfinder RPG Monster Codex* 12, see page 28)

TACTICS

Before Combat Unless the PCs go to great lengths to mask their approach, the boggards notice them splashing about and attempt to use Stealth to ambush them from the deep waters, mistaking them for Aspis reinforcements.

During Combat The boggards try to engage the PC in deep water whenever possible.

Morale The boggards are both loyal to and terrified of their Great Queen. As such, they would rather fight to the death than flee and risk being devoured—and slowly digested—for failing their task.

Base Statistics When not raging, the boggards' statistics are

AC 17, touch 10, flat-footed 17; **hp** 51; **Fort** +10, **Will** +2;

Melee mwk greatclub +10 (1d10+6), tongue +3 touch (sticky tongue); **Str** 19, **Con** 18; **CMB** +8; **Skills** Climb +9, Swim +17.

Development: After the combat concludes, Gideon begins calling loudly for help from area **A4**, believing that his fellows have come to their senses and returned to save him from the life-threatening peril they left him in. If the PCs choose to ignore him or otherwise leave the area, give them to opportunity to double-back to investigate further. However, if they make it clear they have no interest in helping Gideon, proceed directly to the encounter in area **A5**.

A2. ENTRY HALL

The interior of the structure has masonry walls, smooth stone floors, and 15-foot high ceilings. The illumination in this room comes from the natural light from areas **A1** and **A3** and, if it is still functional, the sunrod near Gideon in **A4**. A set of heavy stone double doors currently stands open on the north end of the chamber, while the stone doors on the southeast and southwest walls are stuck in place requiring the PCs to succeed at a DC 28 Strength check to open. The chambers farther south are accessed by crossing over the dense rubble where the south wall once stood prior to the collapse of the ceiling in **A3**.

A3. COLLAPSED LABORATORY

The most striking feature of this dilapidated chamber is the immense portion of the ceiling that has collapsed onto the floor, destroying the walls that once separated areas **A2**, **A3**, and **A4**, as well as leaving a gaping hole to the outside. A stone table lies against the north wall, an iron cage stands in the northeast, and a decayed wooden desk rests in the

southwest. This desk, as well as the other wooden furniture in this building, is a remnant of a group of explorers who used this ruin as their base 20 years ago.

Have each PC who investigates this room attempt two DC 15 Perception checks (DC 19 in Subtier 4–5), one for the stone table and one for the cage. If they succeed, they notice the following details: the stone table bears several channels carved into it along its edges, with strange symbols etched along their lengths, and the steel cage is forged of cold iron and lined with alchemical silver.

If the PCs succeed at both of these checks, they can attempt additional skill checks. A PC who succeeds at a DC 14 Knowledge (arcana) check (DC 18 in Subtier 4–5) suspects that this chamber was likely some sort of arcane laboratory. A PC who succeeds at a DC 17 Knowledge (planes) check (DC 21 in Subtier 4–5) reveals that the equipment was likely used to study all manner of fiends, such as asuras, demons, and div.

Treasure: The once-superior lock on the drawer has corroded. The PCs can open it by succeeding at a DC 20 Disable Device check (DC 25 in Subtier 4–5). Alternatively, the PCs can pull the rotten drawer out by succeeding at a DC 13 Strength check (DC 15 in Subtier 4–5). Within is a masterwork cold iron dagger, a *wand of summon monster II* (12 charges), two *oils of bless weapon*, and two flasks of holy water; in Subtier 4–5, the wand is instead a *wand of summon monster IV* (3 charges).

Rewards: If the PCs do not recover the items within the lockbox, cross its contents off each PC's Chronicle sheet. If they do not recover them or defeat the boggards, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 130 gp.

Out of Subtier: Reduce each PC's gold earned by 356 gp.

Subtier 4–5: Reduce each PC's gold earned by 583 gp.

A4. CONJURING HALL

This large chamber is encircled with bookcases filled with moldering works of all sorts. A single bookcase lies flat upon the floor to the southeast, revealing a hidden vault beyond, where a spiked iron contraption remains partially triggered. A silver channel is set into the floor, resembling an inner and outer ring divided into equal quadrants, cyclopean runes at the heart of each.

A sunrod softly glows on the floor near Gideon Wren, and light seeps in from area A3. The bookcases within this chamber and the materials upon them are utterly destroyed. A PC who succeeds at a DC 15 Linguistics check or a DC 20 Perception check can discern that the writing was originally in Common and that at least some of the books pertained to conjuration magic while others covered local flora and fauna.

Thousands of years ago, this room was used to conjure and contain fiends using the blasphemies described in one of the tablets of the Twelve Rites, which was kept hidden

Scaling Conjuring Hall

To accommodate a group of four PCs, lower the DCs of all checks in this encounter by 2. Reduce the number of hours it takes for the PCs to free Gideon from the floor to 2.

within a secret vault in the southeast corner. The more recent explorers inadvertently covered the secret door with a bookcase. However, the bookcase's decay revealed the wall to the Aspis explorers, who moved the bookcase out of the way. A silver circle at the heart of the room bears a number of cyclopean runes from the Twelve Rites and functions as a permanent, inwardly focused *magic circle against evil* (CL 15th) with the following exceptions: the circle increases the DC of Charisma checks to break free by 10, and it has the evil descriptor rather than the good descriptor.

Creatures: After realizing the southeastern bookcase concealed a hidden vault, Gideon moved the bookcase and opened the secret door. In so doing, he triggered an ancient trap placed there to protect it, effectively immobilizing him and nearly killing him. The stone block beneath his feet was affected with *transmute rock to mud* and *transmute mud to rock* cast in quick succession, trapping the lower half of his body in the floor. Immediately afterward, a spiked iron contraption sprung out from the surrounding walls toward him. If not for the aged gears of the device, it would have slain him; however, the delayed speed of the trap allowed him to jam his gauntleted hands into the device's inner workings, rendering it temporarily inoperable. Unfortunately, this solution only delays his inevitable demise, as it requires all his strength to hold his hands in place, which only diminishes with each passing hour. Rather than risk their own safety in an attempt to free Gideon, the other Aspis agents instead took the tablet and left him for dead.

Gideon Wren has been working with the Aspis Consortium as a freelance agent under Shinri Dells for over 2 years. While he doesn't always agree with Consortium's tactics, he enjoys the wealth the work has brought him. His usual self-satisfied smirk is currently replaced with a weary expression. If he notices the PCs, he puts on a strenuous smile and addresses them as politely as possible, trying to downplay his peril: "The name's Gideon Wren. What brings you folks to my humble home?"

Gideon is willing to do or say just about anything to escape from his current predicament. He explains to the PCs up front that he was here as a part of an Aspis expedition, that he has been trapped in the floor since the trap went off, and that his fellows apparently left him here to die. Hoping to gain sympathy, he is also extremely vocal about the way the boggards have been treating him. He also promises to reveal to the PCs everything he knows about the Consortium's activities in the Boali, as well as the location of his boss's



What about Gideon Wren?

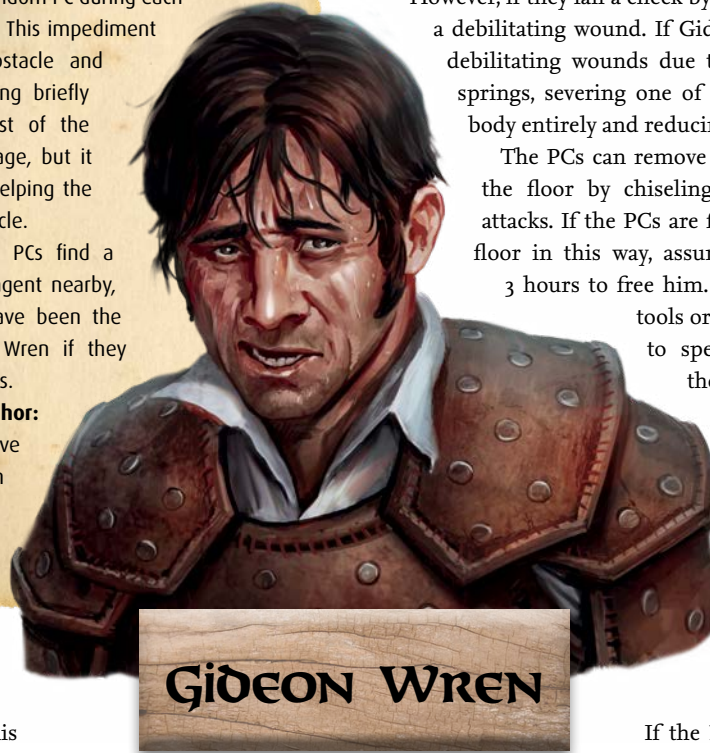
The adventure assumes that the PCs rescue Gideon Wren in area **A4**. If the PCs do not rescue him, make the following adjustments to the scenario.

The Great Queen Chase: Increase the DC of each check required to overcome an obstacle by 2. The mobogo impedes one random PC during each of phases 2, 4, 6, and 8. This impediment is thematic to the obstacle and represents the PC getting briefly separated from the rest of the group. It deals no damage, but it prevents that PC from helping the PCs overcome that obstacle.

After the chase, the PCs find a fatally wounded Aspis agent nearby, uttering what would have been the final words of Gideon Wren if they succeeded at 2–3 obstacles.

Returning to Senghor:

The PCs do not receive the information Gideon would have provided in this section.



hideout in Senghor, but only after the PCs have freed him from his predicament.

To free Gideon, the PCs must first disable or destroy the trap and then liberate him from the stone block in the floor. The difficulty of the first step depends upon how long Gideon has been stuck in place. The methods outlined below assume that the PCs took 25 hours to cross the Bay of Senghor, meaning Gideon has been in peril for 12 hours. The DCs decrease by 1 for every 2 hours earlier the PCs arrived and increase by 1 for every hour later.

Gideon's situation grows increasingly dire as he suffers debilitating wounds. Each debilitating wound represents some kind of injury that he can heal only with a *regenerate* spell or with weeks or months of natural healing, such as a crushed hand or broken bone.

If the PCs free Gideon in 12 hours or fewer, he starts the encounter with 1 debilitating wound. He suffers one additional debilitating wound for every 3 additional hours before the PCs free him. Keep track of the number of debilitating wounds Gideon has suffered, as they come into play during the chase (see below). He has both the exhausted and sickened conditions for as long as he has at least one debilitating wound.

The PCs can disarm the trap by succeeding at DC 18 Disable Device check (DC 22 in Subtier 4–5), tear out some of the inner workings with a DC 17 Strength check (DC 19 in Subtier 4–5), or jam it by replacing Gideon's spiked gauntlets with nearby rubble or another suitable object by succeeding at a DC 16 Sleight of Hand check (DC 20 in Subtier 4–5). The PCs can attempt these checks any number of times.

However, if they fail a check by 5 or more, Gideon suffers a debilitating wound. If Gideon suffers four or more debilitating wounds due to failed checks, the trap springs, severing one of Gideon's hands from his body entirely and reducing him to –5 hit points.

The PCs can remove Gideon's lower half from the floor by chiseling him out with physical attacks. If the PCs are forced to chip away at the floor in this way, assume that it takes the PCs 3 hours to free him. The PCs may have other tools or methods at their disposal

to speed up the process. Cut the time taken in half for each of the following resources that the PCs have: an adamantine weapon, a pickaxe or other mining tool, a Strength score of 16 or greater, or a spell suited to freeing someone from rock (such as *grease* or *shatter*).

If the PCs have multiple of any of these resources, continue cutting the time in half for each one they expend. Other creative solutions might help the PCs free Gideon.

If statistics for Gideon are necessary, use the statistics for the subtier-appropriate Aspis agent in **B3** (see page 17).

Development: Regardless of what kind of deal Gideon made with the PCs, he doesn't provide the promised assistance or information until he is safely outside of Boali. Proceed to the Great Queen Chase below after the PCs conclude their exploration of areas **A2**, **A3**, and **A4**.

THE GREAT QUEEN CHASE (CR 3 OR CR 6)

A few minutes after the PCs leave the part of the ruins where they found Gideon, a new danger finds them. Read or paraphrase the following.

What starts as a distant murmur quickly turns into loud, reverent chanting. Two words repeat over and over, a noticeable excitement building with each syllable: "Great Queen! Great Queen!" Suddenly, a thunderous crash shakes the structure. As the building begins to crumble, a half dozen Aspis agents rush past the entryway. A roiling torrent of water follows on their heels.

After abandoning Gideon Wren to his fate, the surviving Aspis agents continued their search for the remaining two tablets of the Twelve Rites, leading them into the heart of Tralika territory and into the domain of their Great Queen, a mobogo. While the agents succeeded in locating their prizes, they also drew the ire of the formidable beast. The mobogo began chasing them, much to the boggards' delight. The Aspis agents' retreat has brought them back toward the sunken crossroads and led the creature directly into the path of the PCs. It is virtually impossible for PCs in Subtier 1–2 to combat a mobogo, and even those in Subtier 4–5 have little hope for victory, so running away is the most likely chance for survival.

Escaping the wrath of the Great Queen uses a variation of the chase rules (*Pathfinder RPG GameMastery Guide* 232). However the PCs are fleeing pursuit rather than chasing someone else. They must work as a team to overcome each obstacle, and they are likely trying to keep the debilitated Gideon Wren safe all the while. The mobogo's primary targets are the Aspis agents, but it wouldn't hesitate to eat the PCs if they don't flee. All of the rules necessary to this encounter appear below.

For each obstacle, each PC should choose between one of two options: attempt a check, or use one of their character abilities, such as casting a spell. At least one PC must attempt a check. At the end of the turn, use the highest check result. Treat any other checks with a result of 10 or higher as though that PC had instead used the aid another action to assist that roll. Gideon Wren can aid the PCs in this way only if he currently suffers no debilitating wounds; otherwise each such wound instead increases the DC to overcome each obstacle by 1. If more than one PC rolls a natural 1 in the same turn, Gideon Wren suffers an additional debilitating wound. If a PC uses a spell or ability that seems appropriate to the situation, such as casting *burning hands* to destroy overgrown vegetation, or creating a barrier to block the mobogo, grant the highest check result a bonus between +2 and +4. Alternatively, grant this bonus if a PC uses an ability to assist, protect, or otherwise aid Gideon in some way, such as by casting *cure light wounds* or *expeditious retreat*.

If the PCs fail to overcome an obstacle, they still proceed to the next one, but their failures have

Scaling the Great Queen Chase

Make the following adjustments to accommodate a group of four PCs. Lower the DCs of all checks in this encounter by 3. Additionally, shift all of the thresholds for success by 1. The PCs receive the best result with 6–8 successes, the second best with 3–5 successes, the second worst with 1–2 successes, and the worst result with 0 successes.

consequences. Keep track of the number of obstacles the PCs fail. See Development below for details on how the number of successes and failures affects the PCs' efforts in completing their mission. After the PCs attempt to overcome the eighth obstacle, they pass beyond the border of Tralika territory and are safe from the rampaging Great Queen. (In Subtier 4–5, increase the DCs of all checks in this encounter by 4.)

Obstacles: Each of the obstacles is described below.

Through the Breach: A sudden torrent of water engulfs the entryway, sweeping away the crumbling structures and rushing through the streets. As the PCs flee ahead of an 8-foot high wave, they spot the mobogo perched upon the now-collapsing building, using *control water* to conjure the roiling tides.



Vile Croak: The mobogo's throat swells. It releases a mighty croak that pushes forth a shock wave of concussive power.

Aspis Stampede: Gideon's former Aspis comrades fill the congested street.

Leap Dragon-Frog: The mobogo launches itself high into the air and crashes down upon the streets, attempting to crush all those caught beneath its hefty frame.

Hurricane Alley: The mobogo takes flight and unleashes a gust of wind into the narrow alley ahead, forcing its prey to move against the buffeting winds.

Sudden Overgrowth: After herding its terrified quarry into a patch of poisonous vines, the mobogo uses *plant growth* to rapidly engulf the pathway ahead.

Crumbling Archway: A dilapidated archway resembling the lower half of an unidentifiable humanoid figure straddles the road ahead. The mobogo follows at ground level, close behind the fleeing groups.

Tongue Tied: After being temporarily trapped beneath the rubble of the archway, the mobogo launches its tongue forward, grabbing Gideon Wren and attempting to pull him toward its gaping maw.

Development: The success of the PCs in this encounter determines what kind of assistance or information Gideon can provide to them as well as the number of Aspis agents who report to Shinri Dells in Senghor, affecting the difficulty of the encounter in area **B4**. Adjust the rest of the scenario based on the number of obstacles the PCs successfully overcame, as follows.

7–8 Obstacles: The PCs easily escape. The mobogo devours the Aspis agents, and the PCs managed to take both of the tablets of the Twelve Rites that the Aspis have recovered in Boali. In addition, Shinri Dells receives no warning about the PCs' activities. She does not have time to cast *resistance* or drink her *potion of bull's strength* prior to the combat in area **B4**. Reduce the number of Aspis agents in area **B4** by 1.

4–6 Obstacles: The PCs escape just as the Aspis agents slip away, and the PCs recover one of the Twelve Rites from them during the chase. The Aspis agents arrive in Senghor before the PCs to warn Shinri Dells of their activities.

2–3 Obstacles: The PCs barely make it out. The mobogo devours Gideon before he can share what he knows the PCs, except for his final words, "Why did I ever trust Dells in the first place? Go to Windrell Holdings, and curse her for me." Each PC gains the exhausted condition.

1 or fewer: The PCs survived the chase, but the Great Queen severely injured one of them. In addition to the results of completing 2–3 obstacles, the mobogo gets close enough to attempt to bite one random PC: bite +20 (2d6+9). In Subtier 4–5 the mobogo's attack is instead bite +22 (2d6+11).

RETURNING TO SENGHOR

After fleeing the Great Queen of the Tralika and briefly encountering the Aspis agents in Boali, the PCs can set

sail across the Bay of Senghor once more. If Gideon lives, he suggests that they take the Consortium's vessel, *Dreams of Worth*. He promises the PCs that he can cover for them as long as they keep obvious signs of being Pathfinders hidden. Taking the *Dreams of Worth* has advantages and disadvantages. It is faster and better crewed than the PCs' fishing boat, and as such it arrives in Senghor in just 18 hours. It also has more comfortable crew chambers, allowing the PCs to get a proper night's rest. This clears any fatigue or exhaustion they may be experiencing. However, taking *Dreams of Worth* also guarantees that the PCs arrive in Senghor at the same time as any surviving Aspis agents who are also on the ship; this has no consequences if the PCs succeeded at 7 or 8 obstacles, as there are no Aspis survivors other than Gideon. If the PCs did not excel at the chase, they may wish to take their own boat for a chance to outrun the survivors. If the PCs manage to make the return journey and go to Windrell Holdings in less than 21 hours, limit Shinri's preparations as if the PCs had cleared 7 or 8 obstacles. This 21 hours includes both the time needed to sail and the time needed to find and travel to Windrell Holdings. Use the rules outlined in Navigating the Bay of Senghor on page 6. PCs who are already fatigued become exhausted if they fail at a DC 10 Fortitude save (DC 13 in Subtier 4–5), and exhausted PCs fall unconscious. PCs who participated in sailing the vessel take a –2 penalty on this saving throw. Note that the chance to limit Shinri's preparations is the only mechanical benefit of returning quickly.

If the PCs managed to safely escort Gideon Wren out of Boali, he joins them on their journey back to Senghor and hold up his end of their bargain to the best of his ability. The PCs likely inquire about the Aspis Consortium, but his information is limited to what he has directly been involved with or overheard, which is by no means as incriminating as what Shinri Dells knows. The most likely questions and his responses are below.

What do you know about the mining operation in the Mwangi Expanse? "Not much. I've heard that some of the higher-ups were working on something big. Digging up some kind of ruin or something—the usual payday. We weren't really involved in that. The boss was sent to Senghor to start up the explorations in Boali with her usual crew and a few other groups of freelance agents."

What were you doing in Boali? "The boss wanted us to collect some stone tablets with weird-looking markings etched onto them. I was in the process of procuring one earlier when I was so rudely interrupted by the floor swallowing me up. If I recall correctly, that going to be the tenth one in Shinri's set. Once, I overheard her calling them the Twelve Rites during her meditations. She's begun talking to herself when she thinks no one is listening."

What are the Twelve Rites? "I'm not sure, but they definitely aren't just some hunks of old stone. When I

SIGNS IN SENGHOR



touched that one earlier, I could feel the magic inside of it—dark magic. It sent chills down my spine worse than when I saw the boss punch that guy in the head so hard, one eye popped clear out of his skull.”

Where could we find your boss? “Shinri? Why would you want to go see her? She is the most terrifying person I’ve ever met, and keep in mind I saw the inside of a giant dragon-frog earlier. She stays at the base in Senghor, a place called Windrell Holdings near the pier. Her office is in the back, but she always has cronies on lookout, usually a pair outside her office and one watching the front desk keeping away the riffraff.”

Why are you so scared of Shinri Dells? “Because I like eating solid food, that’s why. She earned her spot with the Consortium as a Bronze agent by coming up with good plans and cracking any skulls that popped up along the way. I’ve been a part of her crew in Bloodcove for two years, and let me tell you, it’s much

better to be standing behind her than in her way. Shinri was born on the streets. She’s a natural fighter, tough as crocodile and furious as a hippo, but lately she’s been even more ‘Shinrey’ than normal. That’s a word we use when we’re safely out of earshot. Over the last few months, she has been meditating for four or five hours at a time, and she’s been using all kinds of strange fighting techniques she never used to, things you don’t learn on the streets. This might sound strange, but I think she is actually talking to someone when she meditates. Someone, or maybe something?”

The PCs may even convince Gideon to accompany them to their meeting with Senghor’s leadership. Convincing him to betray his former employer so brazenly requires the PCs to succeed at a DC 16 Diplomacy check (DC 20 in Subtier 4–5), with a –2 penalty for each debilitating wound he has suffered (see the sidebar in page 16).



Building a Case

If the PCs question Gideon Wren, they gain a +2 bonus on the Diplomacy checks in Vying for Senghor's Support. If they manage to convince him to speak at the meeting with Senghor's leadership and he arrives in Senghor safely, this bonus increases to +6.

BUSINESS IN SENGHOR

Before long, the PCs find themselves in Senghor. They have two tasks ahead, which they can accomplish in any order. They must confront Shinri Dells at Windrell Holdings to acquire evidence for their case against the Consortium. Additionally, they must bring their case against the Aspis Consortium to the offices of Senghor's leaders. If at least one hour remains in the scenario after the PCs finish the first of these tasks, the PCs face an optional encounter (see encounter C).

Locating Windrell Holdings in Senghor is a relatively simple task once the PCs know the building's name. The PCs can find it if they succeed at a DC 12 Knowledge (local) check or Diplomacy check to gather information (DC 15 in Subtier 4–5), and they can travel there in half an hour. If the PCs are traveling aboard *Dreams of Worth*, the sailors dock right next to Windrell Holdings. They are not eager to face Shinri's wrath for their troubled expedition, so they immediately go into Senghor in search of a stiff drink, returning a few hours later when the PCs are not present. They do not participate in any encounters in Windrell Holdings. Alternatively, if the PCs choose to speak with Senghor's leaders first, Harbormaster Takule Kanwo at the council hall can tell them where to find Windrell Holdings.

B. WINDRELL HOLDINGS

The Aspis Consortium's base of operations is an import company called Windrell Holdings. Built upon the pier, it allows easy access for the crew of *Dreams of Worth* to unload their shipments of cargo and relics from Boali without raising too many eyebrows. Windrell Holdings is a large wooden structure with an arched rooftop. The ceilings are 15 feet high in most rooms, rising to a height of 20 feet in the warehouse. Twin skylights over the center of the structure let natural light in to the warehouse.

B1. FRONT ENTRANCE

A relatively plain sign displaying the company's name hangs above the main entrance into Windrell Holdings. During the day, this entrance remains unlocked to maintain the facade of a legitimate business. After dark, however, its strong wooden door is secured with a built-in lock. This lock requires a DC 22 Disable Device check to unlock (DC 26 in Subtier 4–5). Alternatively, the PCs can bash down the

door (hardness 5, 20 hp, Break DC 25), but doing so makes a considerable racket.

B2. CARGO ENTRANCE

The south entrance into Windrell Holdings is along the pier. This pair of tall double doors opens outward from the structure and is held in place with removable pins on the exterior walls of the building. The PCs can remove these pins with a DC 15 Knowledge (engineering) check or DC 25 Disable Device check (DC 18 Knowledge [engineering] or DC 28 Disable Device in Subtier 4–5), allowing them to remove the doors. The double doors remain barred from the inside at all times unless the Aspis agents in area **B4** have case to open them. If the PCs succeed at a DC 18 Bluff check (DC 21 in Subtier 4–5) to pass themselves off as fellow Aspis agents returning from Boali, the guards unbar and open the doors.

B3. GREETING ROOM (CR 1/2 OR CR 2)

Oil lamps beside the doors to the west and south warmly illuminate this room. Pairs of heavy cabinets sit against the north and south walls, and a desk sits in the center of the room. On the center of the desk rests a thick ledger, while a surprisingly large piece of decorative pottery sits precariously close to the southern edge.

Creatures: A lone Aspis agent is on guard in this room, prepared to turn away anyone he does not recognize. If he encounters anyone suspicious, he is supposed to “accidentally” knock the pot off his desk to alert his fellows of the intruders before escorting them into an ambush in **B4**. Although the agent was once resolute in his duties, weeks of inactivity have made him succumb to boredom. He spends most days leaning back in his chair with his feet up on the desk (usually on the ledger), leafing through an immense book titled *Renswald's Complete Encyclopedia of Fish*.

If the PCs approach, he briefly looks up from behind his book and tells them “Windrell Holdings is not currently accepting any new business opportunities right now. Please come back next week.” He then returns to his studies. If the PCs mention anything about the Aspis operation, including the Aspis Consortium, Boali, or Shinri Dells, he puts down his book and replies, “We just deal with imports here. Look, it's almost my break; let me take you in the back so you can see for yourself”. He rises, “accidentally” knocks over the pot, muttering “Just my luck”, and tries to further stall them while he brushes aside the broken fragments. The PCs can recognize what the agent is up to before he knocks over the pot by succeeding at a DC 18 Sense Motive check (DC 21 in Subtier 4–5). The DC decreases by 3 after he knocks over the pot. If the PCs make any aggressive moves against him at any time, he attempts to flee into area **B4**, yelling “Boss! We've got company!”

B. Windrell Holdings



SUBTIER 1-2 (CR 1/2)

ASPIS RECRUIT

CR 1/2

Male human rogue 1

NE Medium humanoid (human)

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

DEFENSE

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

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee heavy mace +3 (1d8+3)

or heavy mace +1 (1d8+3), spiked gauntlet +1 (1d4+1)

Ranged dart +2 (1d4+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The recruit rushes in to the warehouse to fight with his allies.

Morale The recruit attempts to surrender or flee if he cannot reach the warehouse or if the PCs defeat Shinri.

STATISTICS

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

Base Atk +0; **CMB** +3; **CMD** 15

Scaling Encounter B3

Make the following adjustments to accommodate a group of four PCs. The Aspisp agent is fatigued because Shinri is making him pull a double-shift. His sleepiness also interferes with his bluff, reducing the DC of the Sense Motive check to notice his intentions by 2.

Feats Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +5, Appraise +3, Bluff +4, Disable Device +6, Knowledge (dungeoneering) +3, Knowledge (local) +3, Perception +5, Sense Motive +5

Languages Common

SQ trapfinding +1

Other Gear studded leather, heavy mace, spiked gauntlets (2), darts (5), thieves' tools

SUBTIER 4-5 (CR 2)

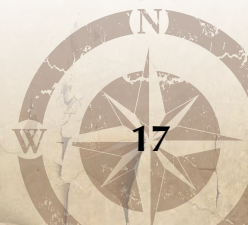
ASPIS FREELANCE AGENT

CR 2

Male human fighter 1/rogue 2

NE Medium humanoid (human)

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



Scaling Encounter B4

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

Subtier 1–2: Remove one Aspis recruit.

Subtier 4–5: Remove one Aspis freelance agent.

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 shield)

hp 24 (3 HD; 2d8+1d10+5)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19-20)

or mwk longsword +5 (1d8+3/19-20), spiked gauntlet +3 (1d4+3)

Ranged dart +4 (1d4+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The freelance agent rushes in to the warehouse to fight with his allies.

Morale The freelance agent attempts to surrender or flee if he cannot reach the warehouse or if the PCs defeat Shinri.

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 18

Feats Dodge, Double Slice, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +7, Appraise +5, Bluff +5, Disable Device +7, Knowledge (dungeoneering) +4, Knowledge (local) +4, Perception +6, Sense Motive +6

Languages Common

SQ rogue talent (weapon training), trapfinding +1

Other Gear mwk chain shirt, mwk longsword, spiked gauntlets (2), darts (5), thieves' tools

Treasure: The copy of *Renswald's Complete Encyclopedia of Fish* contains surprisingly detailed drawings of all manner of aquatic denizens, namely fish, and can fetch a price of 250 gp. In Subtier 4–5, it is a first edition and can fetch a price of 550 gp.

Development: If the PCs inspect the cabinets or the desk drawer, they find documents of all kinds. However, it is obvious that all of them predate the arrival of the Aspis operation in Senghor by at least a year. The ledger upon the desk appears much of the same, except for the newest few pages that detail cargo moving in and out of the building. A PC who examines the ledger and succeeds at a DC 13 Linguistics or Profession (merchant) check (DC 16 in Subtier 4–5) notices that the most recent entries are incomplete,

most likely forgeries written by someone without full understanding of cargo manifests.

Rewards: If the PCs do not defeat at least one of Shinri's allies within the warehouse, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 68 gp.

Out of Subtier: Reduce each PC's gold earned by 181 gp.

Subtier 4–5: Reduce each PC's gold earned by 294 gp.

B4. WAREHOUSE (CR 2 OR CR 5)

Natural light pours in through the pair of skylights in this warehouse's arched roof. Two wall-mounted oil lamps flank the double doors to the south, while single lamps rest on the floor by the doors to the east and the northwest. Piles of crates ranging from 4 feet to 8 feet high are scattered about. The crates contain little of value, mostly ropes, sailcloth, and various trade goods in poor condition. The Aspis Consortium inherited most of the crates when they took over the structure, and they use them to maintain the facade of a legitimate import company. The ceiling of the warehouse is 20 feet high.

If the PCs choose to enter Windrell Holdings through the skylights in the center of the roof, they find it no simple task. They must first scale the walls onto the rooftop with a successful DC 20 Climb check. The rooftop has suitable anchors for grappling hooks, ropes, and other tools the PCs can use to make this task easier. Afterward, the PCs must break through the skylights, which have no opening mechanism. Shattering the glass is simple—each pane has hardness 1 and 1 hit point—but loud enough to alert everyone within the building. Alternatively, the PCs can carefully remove a pane of glass without shattering it or letting it fall to the ground with a DC 16 Disable Device, Knowledge (engineering), or Sleight of Hand check (DC 20 in Subtier 4–5).

Creatures: Three Aspis agents sit around the crate on the east end of the room playing cards. They have worked with Shinri Dells for years and know better than to cross her, so it is unlikely the PCs can convince them to parley. If they know the PCs are coming, they take up positions behind the crates on the southeast and northwest end of the room and use Stealth to prepare an ambush.

SUBTIER 1–2 (CR 2)

ASPIS RECRUIT (3)

CR 1/2

hp 10 each (see page 17)

TACTICS

During Combat An Aspis recruit moves to flank with her allies and engages foes in melee using Two-Weapon Fighting whenever possible.

Morale As recruits, their loyalty extends only so far. They attempt to flee or surrender if the PCs defeat Shinri.

SUBTIER 4–5 (CR 5)

ASPIS FREELANCE AGENT (3)

CR 2

hp 24 each (see page 17)

TACTICS

During Combat An Aspis freelance agent moves to flank with her allies and engages foes in melee using Two-Weapon Fighting whenever possible.

Morale As freelance agents, their loyalty extends only so far. They attempt to flee or surrender if the PCs defeat Shinri.

B5. SHINRI'S OFFICE

This office is dark, as Shinri has not used it in several days. A pair of lamps hangs near the door on the west wall, while the doors on the north and south walls remain unadorned. Books of all ages are scattered haphazardly around the room. Maps hang in loose layers on an easel to the northwest.

Development: Shinri's journal rests open on the desk, with several letters tucked within its pages. By leafing through the journal and the letters—a process that takes about 20 minutes—the PCs can learn more about Shinri. The letters are several pieces of correspondence that she has received from various Aspis agents. It is clear from the replies that Shinri has been asking everyone to keep an eye out for tablets matching the description of the Twelve Rites, promising to pay well anyone who can bring one to her. One of her pieces of correspondence is with a man named Lutebu Alrati. Lutebu informs Shinri that his mining enterprise has been quite successful and that he has located an object that matches her description. He requested that she come to Bloodcove to inspect it personally and come to an arrangement for its purchase.

THE JOURNAL OF SHINRI DELLS

Despite her reputation as a brute, Shinri Dells was wise and thoughtful. She kept a journal of her activities, plans, and contemplations. While she eventually abandoned this practice recently, the journal documents her darkening thoughts in unerring detail. The last pages of the journal reflect an obsession with recovering the Twelve Rites and studying them to “reach enlightenment.”

By delving deeper into Shinri's erratic and confusing contemplations within the journal, the PCs may be able to glean further insight. Based on the result of a Knowledge (religion) or Wisdom check, the PCs might know more about Shinri's activities and those of her peers. In Subtier 4–5, increase the DCs of the Knowledge (religion) checks by 4 but do not increase the DCs of the Wisdom checks.

Knowledge (religion) DC 10 or Wisdom DC 8: Several months ago, Shinri made contact with a malign presence during her meditations. The presence offered Shinri forbidden martial techniques so long as she continued to contact it regularly.

Knowledge (religion) DC 14 or Wisdom DC 12: After continued contact during her meditations, Shinri realized the being was in fact a powerful fiend. The fiend offered Shinri blasphemous knowledge of blood magic in exchange for her loyal servitude, and Shinri accepted.

Knowledge (religion) DC 18 or Wisdom DC 16: Shinri soon learned her master was bound somewhere within the Mwangi Expanse, and that a number of Ghol-Gan relics would be required to hasten the fiend's return. Her task was to acquire the Twelve Rites, which were taken to the now-ruined city of Boali centuries ago by the Boalisi people.

Knowledge (religion) DC 22 or Wisdom DC 20: Shinri's strict adherence to the fiend's teachings and continued contact with a growing number of the Twelve Rites have allowed the fiend's essence to manifest itself within Shinri's psyche. She appears as a grotesque six-armed female giant with blackened flesh and three heads. Each of her heads sports a dozen eyes and a splayed crown of golden horns.

B6. SHINRI'S QUARTERS (CR 3 OR CR 6)

This room is scarcely illuminated, as Shinri prefers to keep the lamp near the south door snuffed out, allowing the room to remain dark while she sleeps in her bed or trains with the wooden dummies in the east corners.

Creatures: Whatever time Shinri Dells doesn't spend meditating in area B7, she spends here plotting, training, and sleeping. Shinri usually keeps her bronze badge carefully hidden away, wearing it only when she is in a meeting with other Aspis agents or working in her own quarters.

If Shinri knows that the PCs have arrived, perhaps because of hearing the pot shattering in area B3, she makes preparations for combat before moving to engage them in area B4. Shinri wants to give her agents the chance to prove themselves before jumping in to the fray. She is hoping that one of them may prove a worthy disciple to receive advanced training from her. Give the PCs time to take out one or two of the guards in the building before Shinri makes her entrance.

SUBTIER 1–2 (CR 3)

SHINRI DELLS

CR 3

Female aasimar monk 3/sorcerer 1 (*Pathfinder RPG Bestiary 7*)

LE Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 15 (+1 Dex, +1 dodge, +3 natural, +2 Wis)

hp 28 (4 HD; 1d6+3d8+8)

Fort +6, **Ref** +5, **Will** +8; +2 vs. enchantment

Defensive Abilities evasion; **Resist** acid 5, cold 5, electricity 5

OFFENSE

Speed 40 ft.



Building a Case

If the PCs recover the journal of Shinri Dells, they gain a +2 bonus on the Diplomacy checks in Vying for Senghor's Support. In addition, for every piece of insight that they gained journal with a successful check, the Diplomacy check gains a further +1 bonus, to a maximum total bonus of +6.

Scaling Encounter B6

To accommodate a group of four PCs, apply the sickened condition to Shinri Dells. Her obsession with Parveen's message has begun to affect her both mentally and physically.



Melee unarmed strike +7 (1d6+5)
or unarmed strike flurry of blows +6/+6 (1d6+5)

Ranged mwk shuriken +4 (1d2+5)
or mwk shuriken flurry of blows +3/+3 (1d2+5)

Special Attacks flurry of blows, stunning fist (4/day, DC 14)

Spell-Like Abilities (CL 4th; concentration +5)
1/day—*feather fall*, *daylight*, *spider climb*

Bloodline Spell-Like Abilities (CL 1st; concentration +2)
4/day—*corrupting touch* (1 round)

Sorcerer Spells Known (CL 1st; concentration +2)
1st (4/day)—*protection from chaos*, *true strike*
0 (at will)—*open/close* (DC 11), *read magic*, *resistance*, *touch of fatigue* (DC 11)

Bloodline Infernal

TACTICS

Before Combat Shinri drinks her *potion of barkskin*. If she has enough warning of the PCs' approach, she also drinks her *potion of bull's strength* and casts *protection from chaos* and *resistance*. The benefits of *barkskin*, *bull's strength*, and *resistance* are included in her statistics.

During Combat Shinri adopts Mantis Style and engages her foes directly using her unarmed strikes in combination with Stunning Fist, Sorcerous Strike, and flurry of blows. If a PC proves unusually difficult to hit, she uses *true strike*.

Morale Driven by a desire for self-perfection and loyalty to her mysterious patron, Shinri fights to the death.

Base Statistics Without *barkskin*, *bull's strength*, and *resistance*, her statistics are **AC** 14, flat-footed 12; **Fort** +5, **Ref** +4, **Will** +7;

Melee unarmed strike +5 (1d6+3), or unarmed strike flurry of blows +4/+4 (1d6+3); **Ranged** mwk shuriken +4 (1d2+3), or mwk shuriken flurry of blows +3/+3 (1d2+3); **Str** 16; **CMB** +6; **CMD** 19.

STATISTICS

Str 20, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +2; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Dodge, Eschew Materials, Improved Unarmed Strike, Mantis Style^{UC}, Sorcerous Strike (corrupting touch)^{UC}, Stunning Fist

Skills Acrobatics +8 (+12 when jumping), Diplomacy +3, Heal +6, Knowledge (history) +3, Perception +8, Sense Motive +8; **Racial Modifiers** +2 Diplomacy, +2 Perception

Languages Celestial, Common

SQ bloodline arcana (+2 DC for charm spells), fast movement, maneuver training

Combat Gear *potion of barkskin* (CL 6th), *potion of bull's strength*; **Other Gear** mwk shuriken (15), 50 gp

SPECIAL ABILITIES

Blasphemous Studies (Sp) Shinri's connection to the Twelve Rites has granted her additional spell-like abilities that lesser asura typically have. The rites that she has already studied grant her the ability to use both *feather fall* and *spider climb* as spell-like abilities once per day. If her agents recovered one of the tablets from Boali and she has had at least 2 hours to study it, she can additionally use

levitate once per day. Finally, if her agents recovered both of the tablets from Boali and she has had at least 4 hours to study them, she can use *mirror image* once per day.

SUBTIER 4-5 (CR 6)

SHINRI DELLS

CR 6

Female aasimar monk 5/sorcerer 2 (*Pathfinder RPG Bestiary 7*)
LE Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 23, touch 15, flat-footed 21 (+4 armor, +1 Dex, +1 dodge, +4 natural, +3 Wis)

hp 47 (7 HD; 2d6+5d8+14)

Fort +7, **Ref** +6, **Will** +10; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease; **Resist** acid 5, cold 5, electricity 5

OFFENSE

Speed 40 ft.

Melee unarmed strike +10 (1d8+5), or unarmed strike flurry of blows +10/+10/+5 (1d8+5)

Ranged mwk shuriken +6 (1d2+5), or

mwk shuriken flurry of blows +6/+6/+1 (1d2+5)

Special Attacks flurry of blows, stunning fist (6/day, DC 15)

Spell-Like Abilities (CL 7th; concentration +8)

1/day—*feather fall*, *daylight*, *levitate*, *spider climb*

Bloodline Spell-Like Abilities (CL 2nd; concentration +3)

4/day—corrupting touch (1 round)

Sorcerer Spells Known (CL 2nd; concentration +3)

1st (5/day)—*mage armor*, *true strike*

0 (at will)—*message*, *open/close* (DC 11), *read magic*,
resistance, *touch of fatigue* (DC 11)

Bloodline Infernal

TACTICS

Before Combat Shinri casts *mage armor* and drinks her *potion of barkskin*. If she has enough warning of the PCs' approach, she also drinks her *potion of bull's strength* and casts *resistance*.

During Combat Shinri adopts Mantis Style and engages her foes directly using her unarmed strikes in combination with Stunning Fist, Sorcerous Strike, and flurry of blows. She makes use of her *bodywrap of mighty strikes* +1 on her first attack each round, using Stunning Fist and Mantis Wisdom to further enhance this potent unarmed strike. If a PC proves unusually difficult to hit, she uses *true strike*. She uses her ki pool to augment her offense or defense if she deems it more advantageous than Sorcerous Strike.

Morale Driven by a desire for self-perfection and loyalty to her mysterious patron, Shinri fights to the death.

Base Statistics Without *barkskin*, *bull's strength*, *mage armor*, and *resistance*, her statistics are **AC** 15, flat-footed 13; **Fort** +6, **Ref** +5, **Will** +9; **Melee** unarmed strike +8 (1d8+3), or unarmed strike flurry of blows +8/+8/+3 (1d8+3); **Ranged** mwk shuriken +6 (1d2+3), or mwk shuriken flurry of blows +6/+6/+1 (1d2+3); **Str** 16; **CMB** +9; **CMD** 22.

STATISTICS

Str 20, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +4; **CMB** +10; **CMD** 24

Feats Combat Reflexes, Dodge, Eschew Materials, Improved Unarmed Strike, Mantis Style^{UC}, Mantis Wisdom^{UC}, Sorcerous Strike (corrupting touch)^{UC}, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +8 (+17 to jump), Diplomacy +3, Heal +9, Knowledge (history) +4, Perception +9, Sense Motive +9;

Racial Modifiers +2 Diplomacy, +2 Perception

Languages Celestial, Common

SQ blasphemous studies, bloodline arcana (+2 DC for charm spells), high jump, ki pool (4 points magic), maneuver training, slow fall 20 ft.

Combat Gear *potion of barkskin* (CL 9th), *potion of bull's strength*; **Other Gear** mwk shuriken (15), *bodywrap of mighty strikes* +1^{UE}, 20 gp

SPECIAL ABILITIES

Blasphemous Studies (Sp) Shinri's close connection to the Twelve Rites has granted her additional spell-like abilities that

lesser asura typically have. The four rites that she has already studied grant her the ability to use *feather fall*, *levitate*, and *spider climb* as spell-like abilities once per day. If her agents recovered one of the tablets from Boali and she has had at least 2 hours to study them, she can additionally use *mirror image* as a spell-like ability once per day. Finally, if her agents recovered both of the tablets from Boali and she has had at least 4 hours to study them, she can use *dispel magic* as a spell-like ability once per day.

Treasure: A tall cabinet in the southwest corner of the room is unlocked and contains several Ghol-Gan relics that Shinri collected during her explorations in Boali before her descent into madness. It contains a Large masterwork cold iron bastard sword and a set of special *muleback cords* (*Pathfinder RPG Ultimate Equipment* 267) that also provide the benefits of a *cloak of resistance* +1. In Subtier 4–5, the *muleback cords* also provide the benefits of a *cloak of resistance* +2. The blade of the sword is engraved “Oathkeeper,” while the leather cords are emblazoned with a rune for “Indomitable,” both of which are in Cyclops. Shinri left several notes with the blade, and a PC who reads these notes and succeeds at a DC 15 Knowledge (history) check (DC 18 in Subtier 4–5) knows the items predate the fall of Ghol-Gan, when the Cyclops' civilization declined from a gathering of high-minded scholars and warriors into a tempestuous and brutal society. PCs who do not read Shinri's notes can still attempt the check, but the DC is 10 higher.

Development: While Shinri Dells won't surrender, the PCs can attempt to capture her in order to question her directly, or possibly present her to the Senghor leadership to further their case against the Aspis Consortium. If they do, Shinri provides little insight into her activities. She believes that she will be reincarnated into a higher being upon death, so no threat is enough to persuade her to speak.

Rewards: If the PCs do not recover the items within the cabinet drawer, the GM should cross its contents off each PC's Chronicle sheet. If they do not defeat Shinri, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 152 gp.

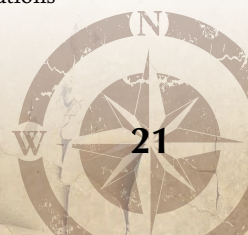
Out of Subtier: Reduce each PC's gold earned by 334 gp.

Subtier 4–5: Reduce each PC's gold earned by 516 gp.

B7. MEDITATION CHAMBER

This dark chamber currently bears no illumination of any kind, and its lamp beside the north door has been shattered. A circle is drawn in the center of the room in blood, surrounded by a ring of twenty-four unlit candles of various heights. Small stone tablets are laid out along the circle, forming an irregular ring.

Shinri Dells uses this room for her hours-long meditations during which she often communes with Parveen.



Building a Case

If the PCs recover at least one of the Twelve Rites and present it as evidence against Shinri, they gain a +2 bonus on the Diplomacy checks in Vying for Senghor's Support. This bonus increases to +4 if they recover all six of the Twelve Rites that appear in this adventure.

Optional Encounter

Encounter C is an optional encounter that takes place after the PCs complete either area B or Vying For Senghor's Support. Run this encounter only if more than 2 hours remain in which to complete the scenario.

Scaling Encounter C

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

Subtier 1-2: The giant tripurasura is sickened, having made a long journey to Senghor without rest.

Subtier 4-5: Reduce the number of tripurasuras by 1.

Treasure: Several of the Twelve Rites lie upon the floor forming the irregular ring on the circle drawn in blood. Shinri has at least four of the rites; however, if her remaining agents returned from Boali aboard *Dreams of Worth*, she might have up to two more. These rites can help the PCs' case against Shinri (see the Building a Case sidebar above).

C. PARVEEN'S SPY

Moving through the streets of Senghor is for the most part pleasant. Most people in the city have a high standard of living, and there is a strong sense of community. The average buildings range from 12 to 16 feet high, and the streets are both paved and clean.

Creatures: The malign influence of Parveen has drawn lesser asuras to Senghor. One or more of these asuras approach the PCs in the guise of destitute children. They each hold out their hands, begging for spare coins. A PC who succeeds at a DC 17 Sense Motive check (DC 20 in Subtier 4-5) notices that children seem out of place, as though they aren't locals.

SUBTIER 1-2 (CR 3)

GIANT TRIPURASURA

CR 3

Pathfinder RPG Bestiary 3 291, 26

LE Small outsider (asura, evil, extraplanar, lawful)

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 14, flat-footed 15 (+1 Dex, +1 dodge, +1 insight, +3 natural, +1 size)

hp 25 (3d10+9); fast healing 2

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

DR 5/good or cold iron; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10

OFFENSE

Speed 20 ft.

Melee sting +6 (1d6+1)

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*

At will—*feather fall*

3/day—*levitate*, *locate object*, *spider climb*

1/week—*commune*

TACTICS

Before Combat The giant tripurasura casts *spider climb* and then approaches the PCs under the guise of a human child begging for spare change.

During Combat On the first round, which is likely to be a surprise round, the asura returns to its natural form. On future rounds, it attacks with its stinger. When reduced below half its hit points, it withdraws from combat and scurries up a nearby building, allowing its poison and fast healing to do their work before reengaging once more.

Morale The tripurasura is loyal to its master, Parveen, and fights to the death.

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Weapon Focus (sting)

Skills Acrobatics +7 (+3 when jumping), Appraise +4, Bluff +7, Escape Artist +7, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10, Perform (dance) +5, Spellcraft +4, Stealth +9; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ change shape (any Small humanoid; *alter self*), elusive

SPECIAL ABILITIES

Change Shape (Su) The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid. Most take the form of gnomes or human children.

Elusive (Su) The tripurasura and items it carries are considered to be under the effects of a *nondetection* spell. A caster must succeed at a DC 14 caster level check to overcome this effect.

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis damage; *cure* 1 save.

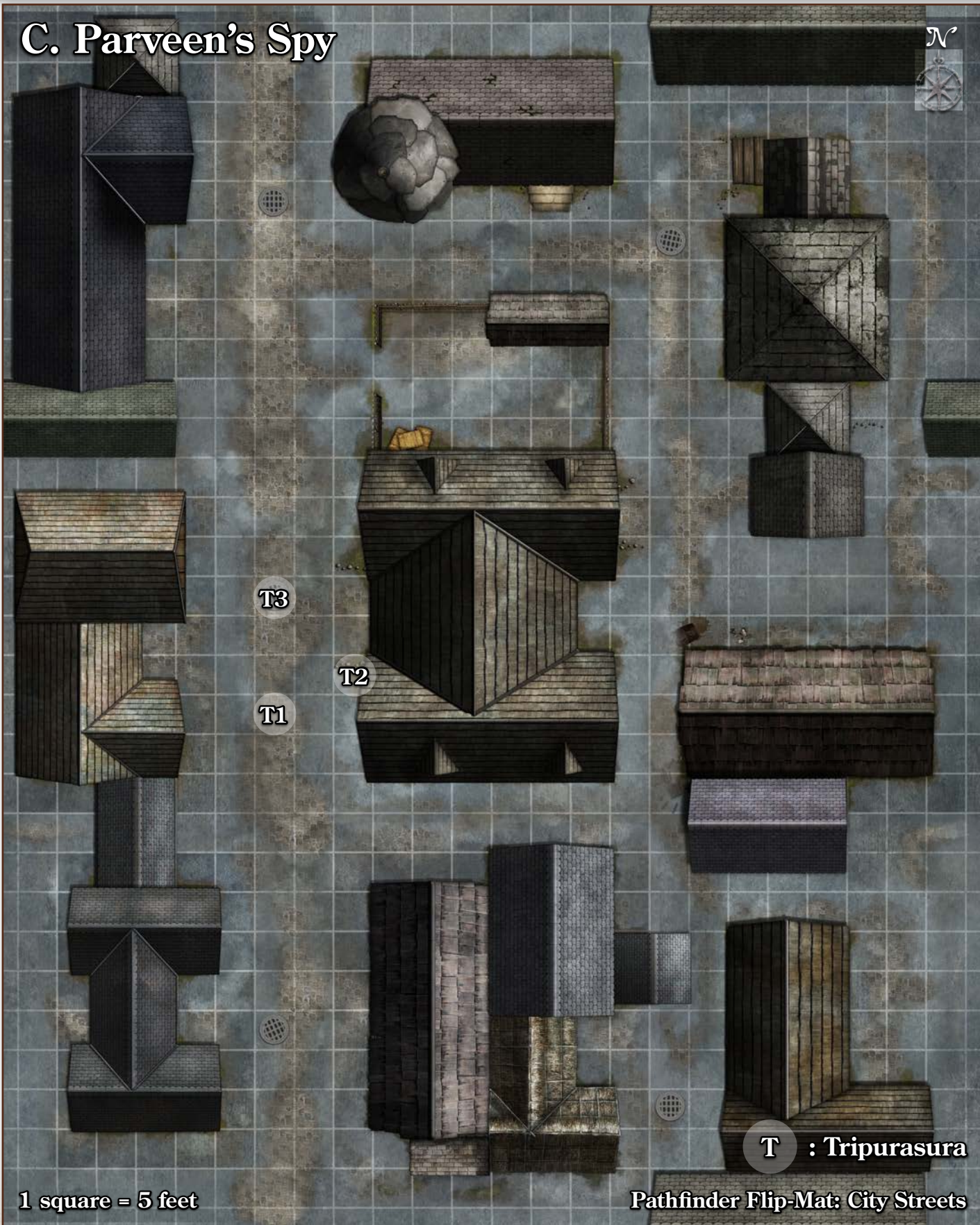
SUBTIER 4-5 (CR 6)

GIANT TRIPURASURAS (3)

CR 3

hp 25 each (see above)

C. Parveen's Spy



1 square = 5 feet

T : Tripurasura
Pathfinder Flip-Mat: City Streets



TACTICS

Before Combat The giant tripurasuras cast *spider climb* and then approach the PCs under the guise of a group of human children begging for spare change.

During Combat On the first round, which is likely to be a surprise round, the asuras return to their original form. On future rounds, they attack with their stingers in an all-out melee offensive, relying on their natural defenses and healing to improve its durability. When reduced to 10 hp or less, they withdraw from combat and scurry up a nearby building, allowing their poison and fast healing to do their work before reengaging once more.

Morale The tripurasuras are loyal to their master, Parveen, and fight to the death.

VYING FOR SENGHOR'S SUPPORT

The main purpose of the PCs' mission is to secure Senghor's support for the Pathfinder Society's investigation into the Aspis Consortium's activities in Bloodcove, as well as their mining operation deeper within the Mwangi Expanse. Unfortunately, Senghor is fiercely independent and not easily inclined to forge such an alliance. The PCs need proof of the Aspis Consortium's illicit or unscrupulous activities in the region to build their case. Without the support of three of the four faction representatives, the alliance fails.

When the PCs present their letter of introduction to the aide at the front desk of the council hall, the secretary informs the PCs that he can secure them an audience within 30 minutes. He stresses that the councilors are busy and that the PCs had best ensure they are prepared before the meeting. As long as the PCs affirm that they have no other preparations they want to make, he leads them to a waiting room, where he offers them simple refreshments of water and dried fruit. The PCs can enjoy the refreshments or wander the nearby hallways while

they wait. The secretary also gives the PCs the names of the people who are currently representing the interests of each of Senghor's factions, as outlined below.

The PCs have some time to recall knowledge about these individuals or ask the clerks in the Council Hall. For each name, a PC who succeeds at a DC 16 Knowledge (local) check (DC 20 in Subtier 4–5) pertaining to a council member knows enough about that person to glean which skill other than Diplomacy the PCs can use. Alternatively, a PC could ask around the council hall to glean the same information by succeeding at a DC 18 Diplomacy check (DC 20 in Subtier 4–5). Each PC has enough time to ask around the hall about one NPC.

Each faction representative requires the PCs to succeed at a DC 28 Diplomacy check (DC 32 in Subtier 4–5) to sway in favor of the alliance. This DC is particularly high, but the PCs need to face it without significant bonuses only if they didn't gather any evidence during the adventure. Alternatively, each faction has an alternative skill that PCs can roll in place of a Diplomacy check, using all the same bonuses earned throughout the scenario in the Building a Case sidebars (see pages 16, 20, and 22). The base DC of this alternative check is 24 (DC 28 in Subtier 4–5). While the PCs can attempt to influence each representative once, other PCs can assist with aid another using either a Diplomacy check, or the alternative skill check.

The Nobility: Senghor's most influential noble families elect their representatives to the council. They are heavily focused on expansionism and are likely to vote in favor of the alliance, offering a +4 bonus to a PC's Diplomacy check. Lord Servitor **Vance**

Kagoshe (NG male halfling aristocrat 6) currently represents the nobility. He is an elderly fellow with a clean-shaven head, an overly curly beard, and a pleasant demeanor. He respects those with an understanding of the etiquette and unspoken subtleties of the courts.



Tripurasura

As such, the PCs can attempt a Knowledge (nobility) check instead of a Diplomacy check.

The Priesthood of Gozreh: Made up of representatives drawn from the ranks of Gozreh's indoctrinated faithful, the priesthood of Gozreh are not easily swayed to take a stance against the Aspis Consortium, so the DC to influence their vote is increased by 2. If the PCs can provide evidence that the Consortium is conspiring with fiends, the DC to influence their vote is instead reduced by 4. Windspeaker **Belbi** (N female human cleric of Gozreh 2/ranger 1) currently represents the priesthood of Gozreh. She is a middle-aged woman of Caldaru descent, with weathered, sun-battered features, green eyes, and stick-straight hair. She leans on a driftwood walking staff as she moves. She respects those who understand her faith and the nature of the winds and waves. The PCs can attempt a Knowledge (nature) or Knowledge (religion) check instead of a Diplomacy check.

The Merchant Compact: Senghor's most powerful and prosperous merchants make up the Merchant Compact. **Attea "Iron Lady" Mbansa** (N female human bard 3) represents this group. She is a young woman of Bonuwat descent with dark skin and a penchant for vibrant clothing. She has a keen mind for business—just 2 years ago, she inherited a struggling arms company that is now flourishing under her direction. She respects those with mercantile skill and an eye for financial opportunities. The PCs can attempt an Appraise check or Profession (merchant) check instead of the Diplomacy check to gain her favor.

The Military: Made up of representatives from Senghor's navy and city guard, the military is currently represented by Harbormaster **Takule Kanwo** (LN male human fighter 4). He is an overworked man of Caldaru descent with green eyes and a trimmed handlebar moustache. As a former officer in the Senghor navy, he respects military experience and naval expertise. The PCs can attempt a Profession (sailor) or Profession (soldier) check instead of the Diplomacy check. If the PCs convince him to support them against the Aspis Consortium, he comments that he did not realize that the Consortium "flew upon shrieking wings." If the PCs seem confused by the expression, he explains that it is an old phrase that refers to lurking and malevolent threats. Windspeaker Belbi says that it comes from Caldaru legends about the perils that can ride upon the winds.

Development: After the PCs state their case and attempting to sway each representative to vote in favor of the alliance, the representatives withdraw for several minutes. When they return, they provide their verdict. If they vote in favor of the alliance and the PCs have not yet encountered Shinri Dells in Windrell Holdings, the leaders enlist the PCs to capture her. They provide the PCs with a trio of Senghor guards to assist in the raid. These guards are clad in the scarlet and black uniforms common to their occupation. Use the statistics below for the Senghor guards.

Scaling Vying for Senghor's Support

To accommodate a group of four PCs, reduce the DCs of all skill checks in this section by 3.

SUBTIER 1-2 (CR 1)

FOOT SOLDIERS (3)

CR 1/3

hp 8 each (*Pathfinder RPG GameMastery Guide* 286, see page 28)

TACTICS

During Combat These guards do their best to apprehend their foes without violence, but if met with resistance, they do not hesitate to respond with lethal force.

Morale The soldiers take directions from the PCs. They flee if the PCs flee, but they otherwise fight to the death.

SUBTIER 4-5 (CR 4)

GUARDS (3)

CR 1

hp 19 each (*Pathfinder RPG GameMastery Guide* 260, see page 28)

TACTICS

During Combat These guards do their best to apprehend their foes without violence, but if met with resistance, they do not hesitate to respond with lethal force.

Morale The soldiers take directions from the PCs. They flee if the PCs flee, but they otherwise fight to the death.

Faction Notes: PCs from the Exchange faction can approach Attea Mbansa about forming trade agreements with her and other members of the Merchant Compact. The Iron Lady is a skilled merchant. She has heard all kinds of offers that seem too good to be true, so convincing her of the Exchange's interest in promoting free trade is no easy task.

First, she asks the PC to pass a test to determine their eye for quality, providing three daggers of near similar appearance. Two of them are crafted from quality steel, while the third is made from low-quality materials. A PC who succeeds at a DC 12 Craft (weapons) check (DC 16 in Subtier 4-5) or a DC 16 Appraise or Profession (merchant) check (DC 20 in Subtier 4-5) identifies the quality of the blades. If the PCs pass her test, she is willing to hear out the PCs regarding trading with the Exchange. However, convincing Attea to work with the PCs requires them to succeed at a DC 22 Bluff, Diplomacy, or Intimidate check (DC 26 in Subtier 4-5). Apply the bonuses that the PCs have earned on their checks to influence Senghor's leaders on this second skill check but not on the test.

Treasure: If the PCs earn the support of the group of Senghor's leaders, the leaders present the PCs with a token



of their favor: a *phylactery of faithfulness*. The leaders explain that no matter which member of the council wore it, the phylactery always warned against going to Boali. In Subtier 4–5, they also provide the PCs with a set of *gloves of swimming*. These gloves are detailed on the Chronicle sheet.

Rewards: If the PCs do not gain Senghor's support, reduce each PC's gold earned by the following amount. This represents the value of the council's reward, as well the value of several antiques that Finze Bellaugh is forced to donate to Senghor's leaders to convince them to give the Pathfinder Society another chance.

Subtier 1–2: Reduce each PC's gold earned by 152 gp.

Out of Subtier: Reduce each PC's gold earned by 334 gp.

Subtier 4–5: Reduce each PC's gold earned by 516 gp.

CONCLUSION

With Shinri Dells defeated and several of the Twelve Rites in the hands of the Pathfinder Society, the PCs stop one of Parveen's plots. If the PCs successfully allied with Senghor, they can proceed with their plans to strike against the Apsis Consortium in Bloodcove and hopefully gather further intelligence about the mysterious mining operation. If the PCs were unsuccessful in this endeavor, Venture-Captain Finze Bellaugh manages to convince the Merchant Compact to provide its full support, but only after weeks of deliberations and the donation of several antiques from their vaults.

If the PCs recovered at least two of the Twelve Rites, each PC earns the Student of the Twelve Rites boon on her Chronicle sheet. The PCs earn all three checkboxes on this boon only if they recovered all six of the tablets that appear in this scenario.

Cross off two boxes on each Chronicle sheet if the PCs recovered two or three tablets, or one box if they recovered four or five tablets.

REPORTING NOTES

If the PCs rescued Gideon Wren and he arrived safely in Senghor, check box A. If the PCs forged an alliance between Senghor and the Pathfinder Society, check box B.

PRIMARY SUCCESS CONDITIONS

If the PCs manage to convince the representatives from each of Senghor's ruling factions to lend their support to the Pathfinder Society against the Apsis Consortium, they fulfill their primary objective and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

If the PCs defeat Shinri Dells and secure at least two of the Twelve Rites for the Pathfinder Society, they fulfill their secondary objective and earn 1 Prestige Point.

FACTION NOTES

PCs from the Exchange faction can promote the Exchange's interests by presenting them as an alternative to working with the Consortium, as well as forming alliances with other local merchant groups. The PCs can accomplish this by both canvassing local merchants in Senghor and speaking with a representative of the Merchant Compact, Attea Mbansa.

The Exchange: If the PCs belonging to the Exchange faction successfully canvas the local merchants in Senghor and convince Attea Mbansa to support them as a trade partner, the PCs earn the Connections in Senghor boon on their Chronicle sheets.

HANDOUT #1: Letter from Aaqir Al'Hakam

Most Esteemed Associate,

I was delighted to hear that you were one of the agents selected for the investigation into potential unsavory Aspis activities around Senghor. I've been monitoring the situation through the contacts I have, but the Consortium's influence on the markets of Bloodcove has provided a significant barrier. I don't have anything to add to what Venture-Captain Bellaugh can already tell you, I'm afraid. I spoke to Aya Allaha, master merchant of Nantambu; however, she had not heard much, and actively investigating the Aspis Consortium's activities would be a great professional risk for her. After all, trade flowing out of Nantambu must pass down the Unji River and through Bloodcove, which controls the river's mouth. Still, I understand that she's working with several prominent local Pathfinders to prepare a deeper investigation into Bloodcove once you have uncovered enough evidence to justify it.

More so than your fellow Pathfinders, you understand that the weakening of one major trade faction leaves room for others to grow and flourish. With you on this mission, we can lay the groundwork for our organization to seize this opportunity. While you are in Senghor, do your best to impress the city's mercantile compact with your trade knowledge and negotiating skill. Don't just talk to the most powerful merchants, though the more you can spread the word about the benefits of working with the Exchange, the more likely we are to make inroads in the city's markets.

The Aspis Consortium tends toward a singular focus on profit above all else, not hesitating to extract profit from misery. Their actions in the Mwangi region are, to be frank, exploitative. Let us rise above their example, forging agreements that are beneficial to all involved parties.

*Safe Travels,
Trade Prince Aaqir al'Hakam*



APPENDIX: STAT BLOCKS

The following creatures appear in this adventure.

BOGGARD SAVAGE

This frog-like creature's bulbous eyes seethe with rage. A multitude of warts and bumps decorate its greenish skin.

BOGGARD SAVAGE CR 4

Pathfinder RPG Monster Codex 12

Boggard barbarian 2 (*Pathfinder RPG Bestiary 37*)

CE Medium humanoid (boggard)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 15, touch 8, flat-footed 15 (+4 armor, +3 natural, -2 rage)

hp 61 (5 HD; 3d8+2d12+30)

Fort +12, **Ref** +3, **Will** +4

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk greatclub +12 (1d10+9), tongue +5 touch (sticky tongue)

Ranged javelin +4 (1d6+6)

Special Attacks rage (10 rounds/day), rage powers (no escape), terrifying croak (DC 12)

STATISTICS

Str 23, **Dex** 11, **Con** 22, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +10; **CMD** 18

Feats Lightning Reflexes, Power Attack, Weapon Focus (greatclub)

Skills Acrobatics +6 (+22 when jumping), Climb +11,

Intimidate +4, Perception +10, Stealth +0 (+8 in swamps),

Swim +19

Languages Boggard

SQ fast movement, hold breath, swamp stride

Combat Gear *oil of magic weapon*, *potions of cure moderate wounds* (2); **Other Gear** +1 studded leather, javelins (3), mwk greatclub, 269 gp

SENGHOR GUARDS

These tall, dark-skinned people wear red-and-black uniforms. Their eyes shine with determination to protect civilians from harm.

FOOT SOLDIER CR 1/3

Pathfinder RPG GameMastery Guide 286

Human warrior 1

N Medium humanoid

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

DEFENSE

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

hp 8 (1d10+3)

Fort +2, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft.

Melee longspear +3 (1d8+3/×3) or

greatsword +3 (2d6+3/19-20) or

dagger +3 (1d4+2/19-20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 14

Feats Step Up, Toughness

Skills Craft (weapons) +3, Profession (soldier) +4, Survival +1

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** chainmail, greatsword, dagger, javelin, longspear, 2 gp

GUARD CR 1

Pathfinder RPG GameMastery Guide 260

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 19 (3d10+3)

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

OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/×3) or

heavy flail +5 (1d10+3/19-20) or

sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19-20)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

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

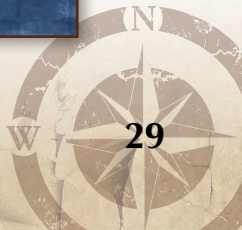
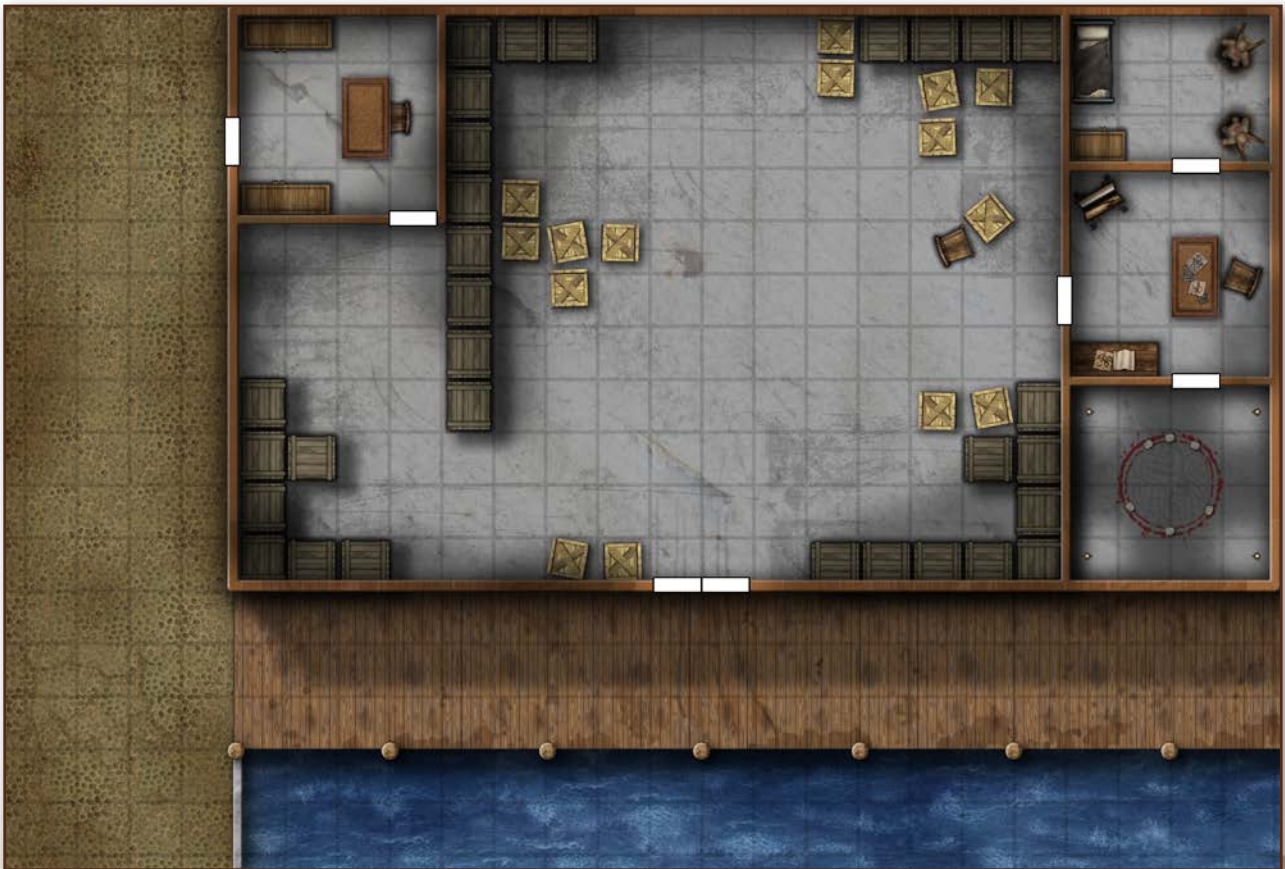
Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride -3, Sense Motive +2

Languages Common

Combat Gear *potions of cure light wounds* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

SIGNS IN SENGHOR



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9-10: Signs in Senghor

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

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

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Pathfinder Society Scenario #9-10: Signs in Senghor

Character Chronicle #

Core Campaign

A.K.A. _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Connections in Senghor (Exchange Faction): You have made a name for yourself and represented the Exchange well in the markets of Senghor. You may purchase the following vanity, which originally appeared in *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, even if you do not own that book. As long as your business is in Senghor, you can start your store for 3 PP instead of 5 PP. If you do so, you become a member of Senghor's Merchant Compact, which grants you a +2 bonus on Bluff, Diplomacy, and Intimidate checks while in Senghor in addition to the vanity's normal benefits.

Mercantile Store (5 PP): When it comes to commerce, you dabble in wares of all sorts, selling the works of others as a general merchant. If you use ranks in Profession (merchant) to calculate your bonus on Day Job checks, your business provides you with a +1 circumstance bonus on all such checks. In the city where you have your store, you can treat the gold limit for buying items as 5% greater than normal because of the many inside connections you have within the region's markets and trade organizations.

Student of the Twelve Rites: You have recovered several of the tablets of the Twelve Rites from the monk Shinri and her agents. The blasphemous knowledge contained within these ever-shifting tablets is dangerous to ponder for too long, but you can tap into it briefly to learn Shinri's abilities.

You can use this knowledge to replace some of your own abilities with Shinri's. You can check a box before this boon to retrain one of your feats into one of Shinri's feats using the retraining rules from *Pathfinder RPG Ultimate Campaign* at a reduced cost. Retraining into one of the following feats takes 2 days, rather than 5: Combat Reflexes, Dodge, Eschew Materials, Improved Unarmed Strike, Mantis Style^{UC}, Mantis Wisdom^{UC}, Sorcerous Strike^{UC}, Stunning Fist, or Weapon Focus. Feats with the superscript "UC" are from *Pathfinder RPG Ultimate Combat*. If you are a spontaneous spellcaster, you can check a box before this boon to retrain one of your spells known into one of Shinri's spells using the retraining rules from *Pathfinder RPG Ultimate Campaign* at a reduced cost. Retraining into one of the following spells takes 1 day per spell level rather than 2: *dispel magic*, *feather fall*, *levitate*, *mirror image*, or *spider climb*.

Alternatively, you can check a box before this boon to use *feather fall* as a spell-like ability, using your character level as your caster level. If you are at least 3rd level, you can check two boxes to cast *levitate*, *mirror image*, or *spider climb*. If you are at least 5th level, you may check all three boxes to cast *dispel magic*.

Gloves of Swimming (aura faint transmutation; CL 5th; 2,500 gp): These gloves grant their wearer a +5 competence bonus on Swim checks. Both gloves must be worn for the magic to function. A PC can pay 3,750 gp to upgrade these gloves to *gloves of swimming and climbing* (*Pathfinder RPG Ultimate Equipment* 237).

Muleback Cords of Resistance +1 or +2 (aura faint abjuration and transmutation; CL 5th; 2,500 gp or 5,500 gp): These sturdy leather straps combine the benefits of *muleback cords* (*Ultimate Equipment* 267) with the benefits of a *cloak of resistance +1* or *cloak of resistance +2*, respectively. A PC who buys the +1 version of the cords can later upgrade into the +2 version by paying 3,000 gp, and a PC who finds the +2 version can purchase the +1 version instead.

Subtier 1-2	Subtier 4-5
<i>muleback cords of resistance +1</i> (2,500 gp) <i>phylactery of faithfulness</i> (1,000 gp) <i>potion of barkskin</i> (CL 6th; 600 gp, limit 1) <i>wand of summon monster II</i> (12 charges; 1,080 gp, limit 1)	<i>bodywrap of mighty strikes +1</i> (3,000 gp; <i>Ultimate Equipment</i> 214) <i>gloves of swimming</i> (2,500 gp) <i>muleback cords of resistance +2</i> (5,500 gp) <i>potion of barkskin</i> (CL 9th; 900 gp, limit 1) <i>wand of summon monster IV</i> (3 charges; 1,260 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1-2	251	502
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	603	1,206
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	4-5	955	1,909
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	Starting XP			
				GM's Initials
	XP Gained (GM ONLY)			
	Final XP Total			
FAME	Initial Prestige		Initial Fame	
				GM's Initials
	Prestige Gained (GM ONLY)			
	Prestige Spent			
	Current Prestige		Final Fame	
GOLD	Starting GP			
				GM's Initials
	GP Gained (GM ONLY)			
	Day Job (GM ONLY)			
	Gold Spent			
Total				

For GM Only

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