

#6-05 Slave Ships of Absalom

Prep Checklist

Area	Minis	Base Size	# of minis	
			1-2	4-5
C2	Male Half-orc	Medium	1	1
C2	Humans	Medium	2	2
F1	Male Half-orc	Medium	1	1
F1	Male human gunslinger	Medium		1
F1	Gnolls	Medium	2	3
F2	Trollhound	Medium	1 (small)	2
F2	Half-elf bard	Medium	1	
F2	Half-orc ranger	Medium		1
F3	Female human ranger	Medium	1	1

Compiled by Carlos Robledo
GA PFS

MEZUK

Subtier 1-2

CR 1

Male half-orc fighter 2

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)**hp** 21 (2d10+6)**Fort** +5, **Ref** +1, **Will** +2 (+1 vs. fear)**Defensive Abilities** bravery +1, orc ferocity**OFFENSE****Speed** 20 ft.**Melee** mwk greatsword +6 (2d6+4/19–20) or heavy mace +5 (1d8+4)**STATISTICS****Str** 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Improved Initiative, Intimidating Prowess, Iron Will**Skills** Intimidate +11; **Racial Modifiers** +2 Intimidate**Languages** Common, Orc**SQ** orc blood**Combat Gear** *potions of cure light wounds* (2), thunderstones (2); **Other Gear** mwk scale mail, mwk greatsword, heavy mace, crowbar, saltwater pearl (50 gp), 10 gp**CUTPURSE****CR ½**

Human Rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +3**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)**hp** 10 (1d8+2)**Fort** +1, **Ref** +5, **Will** –1**OFFENSE****Speed** 30 ft.**Melee** short sword +3 (1d6+2/19–20)**Ranged** dagger +3 (1d4+2/19–20)**Special Attacks** sneak attack +1d6**STATISTICS****Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +0; **CMB** +2; **CMD** 15**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6**Languages** Common**SQ** trapfinding +1**Combat Gear** *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp**SCALING ENCOUNTER**

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

MEZUK

Subtier 4-5

CR 3

Male half-orc fighter 4

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)**hp** 38 (4d10+11)**Fort** +6, **Ref** +2, **Will** +3 (+1 vs. fear)**Defensive Abilities** bravery +1, orc ferocity**OFFENSE****Speed** 30 ft.**Melee** mwk greatsword +9 (2d6+6/19–20) or heavy mace +8 (1d8+6)**STATISTICS****Str** 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12**Base Atk** +4; **CMB** +8 (+10 bull rush); **CMD** 19 (21 vs. bull rush)**Feats** Improved Bull Rush, Improved Initiative, Intimidating Prowess, Iron Will, Power Attack**Skills** Climb +6, Intimidate +13, Swim +6; **Racial Modifiers** +2 Intimidate**Languages** Common, Orc**SQ** armor training 1, orc blood**Combat Gear** *potion of cure moderate wounds*, thunderstones (2); **Other Gear** +1 *breastplate*, mwk greatsword, heavy mace, crowbar, black pearl (250 gp), 88 gp**VETERAN BUCCANEER****CR 2**

Human warrior 4

CE Medium humanoid (human)

Init +3; **Senses** Perception –1**DEFENSE****AC** 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)**hp** 26 (4d10+4)**Fort** +4, **Ref** +4, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** mwk scimitar +6 (1d6+1/18–20)**Ranged** mwk heavy crossbow +8 (1d10/19–20) or throwing axe +7 (1d6+1)**STATISTICS****Str** 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9**Base Atk** +4; **CMB** +5; **CMD** 19**Feats** Dodge, Mobility, Toughness**Skills** Acrobatics +6, Climb +6, Intimidate +6, Profession (sailor) +3, Swim +17**Languages** Common, Orc**Combat Gear** *elixir of swimming*, *potion of bull's strength*, *potions of cure light wounds* (2), *potion of jump*, alchemist's fire; **Other Gear** studded leather, masterwork heavy crossbow with 10 bolts, masterwork scimitar, throwing axe, 231 gp**SCALING ENCOUNTER**

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

FIRST MATE BLEORAN BERTTIO

Subtier 4-5

CR 3

Human gunslinger 4 (Pathfinder RPG Ultimate Combat 9)

CN Medium humanoid (human)

Init +6; **Senses** Perception +9**DEFENSE****AC** 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)**hp** 34 (4d10+8)**Fort** +5, **Ref** +8, **Will** +3**Defensive Abilities** nimble +1**OFFENSE****Speed** 30 ft.**Melee** mwk battleaxe +6 (1d8+1/x3)**Ranged** mwk pistol +9 (1d8/x4) or DA mwk pistol +7 (1d8+4/x4)**Special Attacks** grit (2)**STATISTICS****Str** 12, **Dex** 18, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 20**Feats** Deadly Aim, Gunsmithing^{UC}, Point-Blank Shot, Precise Shot, Rapid Reload (pistol)**Skills** Acrobatics +7, Craft (alchemy) +6, Knowledge (local) +6, Perception +9,

Profession (sailor) +6, Sleight of Hand +8, Survival +8, Swim +6

Languages Common, Osiriani**SQ** deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), gunsmith**Combat Gear** +1 *seeking bullets*^{UE} (3), *potion of cure moderate wounds*, *potion of darkvision*, black powder horn^{UE} with 10 doses of black powder^{UE}; **Other Gear** +1 *chain shirt*, mwk battleaxe, mwk pistol^{UE} with 10 bullets^{UE} and 16 paper alchemical cartridges^{UE} (bullet), waterproof bags^{UE} (2), 40 gp**GNOLL CREW MEMBERS**

Subtier 1-2

CR 1

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; **Perception** +2**DEFENSE****AC** 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)**hp** 11 (2d8+2)**Fort** +4, **Ref** +0, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** spear +3 (1d8+3/x3) or PA spear +2 (1d8+6/x3)**Ranged** spear +1 (1d8+2/x3)**STATISTICS****Str** 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8**Base Atk** +1; **CMB** +3; **CMD** 13**Feats** Power Attack**Skills** Perception +2**Languages** Gnoll**GNOLL CREW MEMBERS**

Subtier 4-5

CR 2

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; **Perception** +4**DEFENSE****AC** 19, touch 12, flat-footed 17 (+2 armor, +2 Dex, +3 natural, +2 shield)**hp** 15 (2d8+6)**Fort** +6, **Ref** +2, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** spear +5 (1d8+6/x3) or PA spear +4 (1d8+9/x3)**Ranged** spear +3 (1d8+4/x3)**STATISTICS****Str** 19, **Dex** 14, **Con** 17, **Int** 12, **Wis** 15, **Cha** 12**Base Atk** +1; **CMB** +5; **CMD** 17**Feats** Power Attack**Skills** Perception +4**Languages** Gnoll**SCALING ENCOUNTER**

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

YOUNG TROLLHOUND

Subtier 1-2

CR 2

N Small magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**DEFENSE****AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)**hp** 22 (4d10); regeneration 3 (acid or fire)**Fort** +4, **Ref** +7, **Will** +1**OFFENSE****Speed** 40 ft.**Melee** bite +7 (1d8+3 plus disease and trip)**STATISTICS****Str** 14, **Dex** 17, **Con** 11, **Int** 2, **Wis** 11, **Cha** 6**Base Atk** +4; **CMB** +5; **CMD** 18 (22 vs. trip)**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Perception +8, Stealth +11, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival while scent tracking**SPECIAL ABILITIES**

Disease (Ex) A trollhound's saliva is an infectious brew of contagion. Creatures bitten by a trollhound are often afflicted with bloodfire fever, a disease characterized by deep internal pain, as if the victim's blood were on fire. Additional symptoms include loss of muscular coordination, pus-filled blisters, and overall lethargy and fatigue. Trolls and trollhounds alike are immune to bloodfire fever, even though trollhounds often exhibit the pus-filled blisters that come with the disease.

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

SCALING ENCOUNTER

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

KENNEL MASTER KINORE

CR ½

Half-elf bard 1

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +5**DEFENSE****AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)**hp** 9 (1d8+1)**Fort** +1, **Ref** +4, **Will** +1; +2 vs. enchantments**Immune** sleep**OFFENSE****Speed** 30 ft.**Melee** rapier +2 (1d6/18–20)**Ranged** shortbow +2 (1d6/x3)**Special Attacks** bardic performance 7 rounds/day (countersong, distraction, fascinate, inspire courage +1)**Bard Spells Known** (CL 1st; concentration +4)1st (2/day)—*grease*, *hideous laughter* (DC 14)0 (at will)—*dancing lights*, *ghost sound* (DC 13), *message*, *prestidigitation***STATISTICS****Str** 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 17**Base Atk** +0; **CMB** +0; **CMD** 12**Feats** Skill Focus (Perform [wind]), Weapon Finesse**Skills** Bluff +7, Diplomacy +7, Perception +5, Perform (wind) +12, Sense Motive +3, Sleight of Hand +6, Stealth +5, Use Magic Device +7**Languages** Common, Elven**SQ** bardic knowledge +1, elf blood**Combat Gear** *potions of cure light wounds* (2), alchemist's fire, sunrod, tanglefoot bag, thunderstone; **Other Gear** studded leather, rapier, shortbow with 20 arrows, masterwork flute, 13 gp

TROLLHOUND

Subtier 4-5

CR 3

N Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 30 (4d10+8); regeneration 3 (acid or fire)**Fort** +6, **Ref** +5, **Will** +1**OFFENSE****Speed** 40 ft.**Melee** bite +8 (1d10+6 plus disease and trip)**STATISTICS****Str** 18, **Dex** 13, **Con** 15, **Int** 2, **Wis** 11, **Cha** 6**Base Atk** +4; **CMB** +8; **CMD** 19 (23 vs. trip)**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Perception +8, Stealth +5, Survival +1 (+5 scent tracking); **Racial Modifiers** +4

Survival while scent tracking

SPECIAL ABILITIES

Disease (Ex) A trollhound's saliva is an infectious brew of contagion. Creatures bitten by a trollhound are often afflicted with bloodfire fever, a disease characterized by deep internal pain, as if the victim's blood were on fire. Additional symptoms include loss of muscular coordination, pus-filled blisters, and overall lethargy and fatigue. Trolls and trollhounds alike are immune to bloodfire fever, even though trollhounds often exhibit the pus-filled blisters that come with the disease.

Bloodfire fever: Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Str damage, 1d3 Dex damage, and target is fatigued; *cure* 2 consecutive saves. The save DC is Constitution-based.

SCALING ENCOUNTER

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

KENNEL MASTER KINORE

CR 3

Half-orc ranger 4

NE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)**hp** 30 (4d10+4)**Fort** +5, **Ref** +8, **Will** +2**Defensive Abilities** orc ferocity; Resist fire 10**OFFENSE****Speed** 30 ft.**Melee** mwk falchion +7 (2d4+3/18–20)**Ranged** mwk composite longbow +9 (1d8+2/x3)**Special Attacks** favored enemy (elves +2)**Ranger Spells Prepared** (CL 1st; concentration +2)1st—*resist energy***STATISTICS****Str** 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 20**Feats** Endurance, Point-Blank Shot, Precise Shot, Rapid Shot**Skills** Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8**Languages** Common, Orc**SQ** favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3**Combat Gear** +1 *flaming arrows* (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*; **Other Gear** masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, elixir of hiding, 26 gp

CAPTAIN WAHEEDA WARDAK

Subtier 1-2

CR 2

Female human ranger 3

LE Medium humanoid (human)

Init +6; **Senses** Perception +7**DEFENSE****AC** 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)**hp** 24 (3d10+3)**Fort** +3, **Ref** +5, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** mwk kukri +5 (1d4+3/18–20), mwk kukri +5 (1d4+3/18–20)**Special Attacks** combat style (two-weapon), favored enemy (magical beasts +2)**STATISTICS****Str** 16, **Dex** 15, **Con** 10, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +6; **CMD** 18**Feats** Double Slice, Endurance, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting**Skills** Climb +8, Handle Animal +5, Heal +6, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +7, Profession (sailor) +5, Stealth +7, Survival +7, Swim +8**Languages** Common, Gnoll, Osiriani**SQ** favored terrain (forest +2), track +1, wild empathy +2**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (3), tanglefoot bags (2); **Other Gear** mwk studded leather, mwk kukris (2), key to the manacles in area **F2**, pair of emerald earrings (75 gp), pair of gold earrings (20 gp), 4 gp**CAPTAIN WAHEEDA WARDAK**

Subtier 4-5

CR 5

Female human ranger 5

LE Medium humanoid (human)

Init +7; **Senses** Perception +7**DEFENSE****AC** 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield)**hp** 37 (5d10+5)**Fort** +4, **Ref** +7, **Will** +4**Resist** fire 10**OFFENSE****Speed** 30 ft.**Melee** mwk kukri +7 (1d6+3/18–20), mwk kukri +7 (1d6+3/18–20)**Special Attacks** combat style (two-weapon), favored enemy (humans +2, magical beasts +4)**Ranger Spells Prepared** (CL 2nd; concentration +3)1st—*lead blades*^{APG} (already cast), *resist energy* (already cast)**TACTICS****Base Statistics** Without *resist energy (fire)* and *lead blades*, Captain Wardak's statistics are no energy resistance; **Melee** mwk kukri +7 (1d4+3/18–20), mwk kukri +7 (1d4+3/18–20).**STATISTICS****Str** 16, **Dex** 16, **Con** 10, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +8; **CMD** 21**Feats** Double Slice, Endurance, Improved Initiative, Iron Will, Two-Weapon Defense, Two-Weapon Fighting**Skills** Climb +10, Handle Animal +7, Heal +9, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +9, Profession (sailor) +6, Stealth +10, Survival +9, Swim +10**Languages** Common, Gnoll, Osiriani**SQ** favored terrain (water +2), hunter's bond (companions), track +2, wild empathy +4**Combat Gear** *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of invisibility*, alchemist's fire (3), tanglefoot bags (2); **Other Gear** +1 studded leather, mwk kukris (2), key to the manacles in area **F2**, pair of emerald earrings (75 gp), pair of gold earrings (20 gp), 54 gp

End of the scenario:

Reporting Notes

Event	Check box
The PCs successfully capture the Okeno slave galley, <i>At Sea</i> without it sinking	A
Captain Wardak survives the scenario	B
The PCs recover Captain Wardak's documents before they are burned	C
Members of the Sovereign Court faction successfully complete their faction's goal for the scenario	D

Primary Success Condition

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

Secondary Success Condition

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

Factions and Boons

Liberty's Edge

Requisite: If the PCs kill or capture Captain Wardak and ensure all four slaves in area **F2** survive until the end of the scenario and escape the *At Sea*.

Reward: Liberty Never Rests boon on their Chronicle sheet

Sovereign Court

Requisite: Destroying the docking certificate of the *At Sea* fulfills this condition

Reward: The Court Grows (Lady Darchana of House Madinani) boon on their Chronicle sheet

Special

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