

RETURN TO FREEPORT

PART THREE: STORMING THE RAZOR CAVES

Pathfinder
ROLEPLAYING GAME COMPATIBLE





PART THREE

STORMING THE RAZOR CAVES

THE TRUE THREAT IS REVEALED

The City of Freeport has suffered more travails than usual in the past weeks. First a terrible curse was visited on many of its poorest residents, as detailed in *Return to Freeport Part One: Curse of the Brine Witch*. Then when that threat was overcome, it was revealed that under cover of the curse local gangs were kidnapping locals and selling them to mysterious slavers beyond Freeport's borders, as detailed in *Return to Freeport Part Two: The Abyssinian Chain*. But the villain of that organization was herself employed by another foe, who she referred to only as "G," who apparently operated out of the near-mythical pirate port of Hangnail.

Over the course of two adventures the protagonists of these stories have ended two great evils in Freeport, gotten the attention (and possibly patronage) of some powerful citizens, and revealed a greater threat exists, directed from outside of Freeport itself. Some small gangs still seek to capture slaves within Freeport, but they lack the organization, backing, and scope of the organizations the PCs have dealt with. But if the characters don't do something to trace the true threat back to Hangnail, they will remain the target of periodic, apparently random attacks by agents of the mysterious "G." Even if the PCs don't want to hunt down the origin of their recent foes, and even if none of their potentially new allies tries to convince them to do so, the threat of

endless assaults by minor thugs might convince them there is still a mystery to solve.

THE TRUTH OF THE MATTER

The truth the PCs have only found hints of is that the slavers who hunt the dark alleys of Freeport for thralls are the agents of an old enemy—the slavers of Mazin. Nearly a century ago the slavers of Mazin captured Freeport convoys exploring the southern sea, and upon their refusal to free Freeport citizens from enslavement, Sea Lord Caxton waged a decade's long naval war against Mazin. Eventually Freeport won a decisive victory against the slavers in the Battle of Burning Torches, and forced Mazin to pay reparations and return any surviving citizens of Freeport. Since that victory, the threat of Mazin has become almost myth; a story parents tell children to keep them from wandering dark paths of the city, or as an explanation of those who inexplicably disappear.

While Freeport has largely forgotten about Mazin, the powers of that strange port have not forgotten about Freeport. And while it has been over four generations since the Mazin defeat during the Battle of Burning Torches, that length of time is a mere blink of an eye to the true masters of the southern slave city—twisted and fiendish

jinn-like creatures called div, who have been planning bitter revenge and reparations of their own ever since.

At the start of this adventure, the heroes have uncovered key players and exposed the means by which the flesh of Freeport is whisked away to ports unknown, but the trail is as clear as mud. Although they now know that the slave ships unload their cargo at the mythical pirate hideout called Hangnail, they have no idea that it's actually the Mazin slavers and their div masters pulling the strings.

Before the heroes can hope to discover the true agents behind the slave trade, they must discover the location of Hangnail, or at least find someone mad enough to provide them passage to the infamous port. Once there, they must free the port from Mazin influence and discover a long-lost base of slaving operations recently reinhabited by agents of the southern threat. If they can defeat the Mazin slavers and the div, they can free the most recent batch of slaves, capture a magical Mazin vessel, and unveil more of the Mazin plot for revenge against Freeport.

Storming the Razor Caves assumes the heroes start out as 5th-level characters. By the end of the adventure they should reach 7th level.

PART ONE

OBSCURE HEADINGS AND DARK PASSAGE

With the information gleaned from Miss Vee in *The Abyssinian Chain*, the PCs might assume the next step is as easy as securing a ship and heading to port called Hangnail. If the PCs didn't play through *The Abyssinian Chain*, or aren't motivated to track down Hangnail, they can be hired to do so by any of the major NPCs from the *Freeport: City of Adventure* sourcebook.

However, the PCs quickly discover that learning anything about Hangnail, much less hiring passage on a ship bound there, is easier said than done. Openly speaking the word "Hangnail" garners either confused looks or nervous laughter. More often than not, inquiries about the port made to sailors elicit a sharp and final, "g'day," followed by a shoving and hasty retreat. If pushed about the issue, most sailors end any interaction with a string of obscenity-ridden insults followed by violent threats, if necessary. None willingly speak of Hangnail.

The reason for such violent hesitance is a mix of prudence and superstition. Founded nearly 200 years ago by pirates loyal to Captain Francisco (or at least those who did not trust Captain Drac), the hideout's builders bought the aid of a powerful sea hag and her coven who placed a subtle

warding ritual upon the port. This ward not only protected against divination, it inflicted a terrible and debilitating curse on any creature within a thousand miles who uttered or wrote the word "Hangnail" as a proper noun in reference to the port. As the curse takes hold, those afflicted devolve into stammering and babbling fools.

During the Freeport-Mazin war, Hangnail's pirates played both sides of the conflict, but tended to favor the Mazin, who paid well for information and captured flesh. The Mazin even built a small base on the far side of Hangnail Island, near a particularly treacherous bit of sea called the Razor Caves. After the Battle of Burning Torches the Mazin left Hangnail, abandoning their base. The next few generations of Hangnail pirates forgot about the strange southerners, and their forebearers' complicity in the Mazin slave trade.

Over the decades, the sea hag coven scattered and its members disappeared into the mists. And with the hag's passing, the ritual's power began to dwindle. What has not dissipated is fear of the curse, which has burgeoned into a deep and powerful superstition among the pirates and sailors of Freeport and beyond, long after the curse lost its true power.

Characters trained in Knowledge (local) may attempt a DC 12 check to remember the curse, and the fact that uttering or writing the name "Hangnail" can turn a person into a babbling fool. By succeeding the check by 10 or more, the character knows that reports of the strange curse have dwindled over the years, though it is not known whether that's due to people's fear of communicating the port's name, or the power of the curse has diminished.

Characters can also attempt a DC 20 Diplomacy skill check to gather information about the tale, but such inquiries are time-consuming and costly, taking 1d4 days and costing 3d10 gp in bribes and drinks. Many questioned about the curse outright refuse to speak or communicate in any way on the subject. Others advise that "it is wise to avoid such talk," or even state, "no one speaks that name, and you should forget it." Succeeding the Diplomacy skill check eventually points the PCs to **Captain Flynx** (male human rogue 5; see the next page) as the only person crazy enough to help someone find "that cursed port." If the Diplomacy check is failed by 5 or more, the PCs attract the attention of a band of halfling toughs (see the next page) who make it their mission to silence the PCs' inquires.

There are other ways to gain the information about Captain Flynx. Using *detect thoughts* can gain the information even from those who refuse to discuss Hangnail. Each time a character asks about the port, is rebuffed, and a member of the group uses that spell, if the creature being asked

fails a Will saving throw, there is a 50% chance the person questioned knows about and thinks about Hangnail. There is a 20% chance that the person questioned knows of Captain Flynx, a drunk who is the only one crazy enough to talk about that cursed place. There is a 10% chance the person knows of and thinks of something more useful: that the island port sits on a jagged island jutting out of the sea just beyond a treacherous stretch of ocean called Midnight's Ichor.

Charm person can provide similar results, but the caster must attempt a Charisma check in order to get the information from the spell's target.

Most folk the PCs talk to have a Will saving throw and a Charisma bonus between +0 to +3 (roll a d1d4 -1 to determine if necessary)

If the PCs' attempts are thwarted at every turn, another path to the relevant information is talking to **Harbormaster Kadd Serlin** (*CN male sea elf rogue 11; Freeport: City of Adventure*, p. 53). Tracking him down and getting him to talk to the PCs is a bit of a challenge (Diplomacy DC 17), but once they do his memory can be jogged for 10 + d20 gp. Once so motivated to speak on the subject, he tells the PCs they want to speak to Captain Flynx, and can even tell the PCs where to find the villain on most nights, explaining that, "*That drunkard has often claimed to have sailed to that place.*" The Harbormaster, like most in Freeport refuses to say the word, "Hangnail." As a final favor he does warn the heroes that Flynx's ship, the *Precocious Imp*, is currently impounded, as Captain Flynx owes 100 gold lords in fees and taxes. The Harbormaster asks the heroes to remind the captain of his duties to the city, or his ship will go on public auction in less than a week.

EVENT A

CR 7

HALFLING TOUGHS

LOCATION: Anywhere

If the PCs ignore the question of Hangnail, they are subject to random attacks by slaver gangs in Freeport seeking to get rid of them. If they begin asking questions about Hangnail, they get jumped by halfling toughs trying to end the PCs' curiosity. Either way, chances are the halflings jump the PCs in a dark alleyway, or amid a quiet spot of the city in broad daylight, long before the PCs manage to track down Captain Flynx. If two or more halflings fall to the PCs, the others attempt to flee.

GUILD INITIATE: halfling rogue 5; hp 41 (see *Pathfinder Roleplaying Game NPC Codex*)

MURDEROUS HALFLINGS (3): halfling fighter 4; hp 30 each (see *Pathfinder Roleplaying Game NPC Codex*)

THE DIMINISHED CURSE

Once this powerful curse would cause those communicating the name "Hangnail" (including any direct or indirect translations of the name into languages other than Common) or trying to write directions or draw a map to the place to fall curse to a powerful and permanent confusion. Nearly 200 years later, the curse's power has dwindled. These days, those who speak the word or record a way to find passage there only have a 5% chance of contracting the curse, and receive a DC 15 Will save to avoid it. Even if they are unlucky enough to be cursed, they receive a DC 15 Will saving throw each day to end the confusion.

The halflings want nothing more than to stop the PCs from asking about Hangnail. They are under the mistaken impression that the curse can spread if the name is spoken too often. Interrogating a vanquished halfling can lead PCs to what they seek. Succeeding at a DC 14 Intimidate check gets any one of the halflings to drop Flynx's name, and the fact that he often gets blind drunk at the Broken Mug, a tavern at the Docks.

The same information can be retrieved if the PCs bargain with the halflings. If the PCs promise to stop asking about the cursed port and succeed at a DC 20 Diplomacy check, the halflings grudgingly point them in Flynx's direction, but the information will cost them 50 gold lords.

Story Award: When the characters figure out they need to talk to Captain Flynx, they earn 3,600 XP. If they do so by defeating the halfling toughs, they earn the XP for that encounter instead.

EVENT B

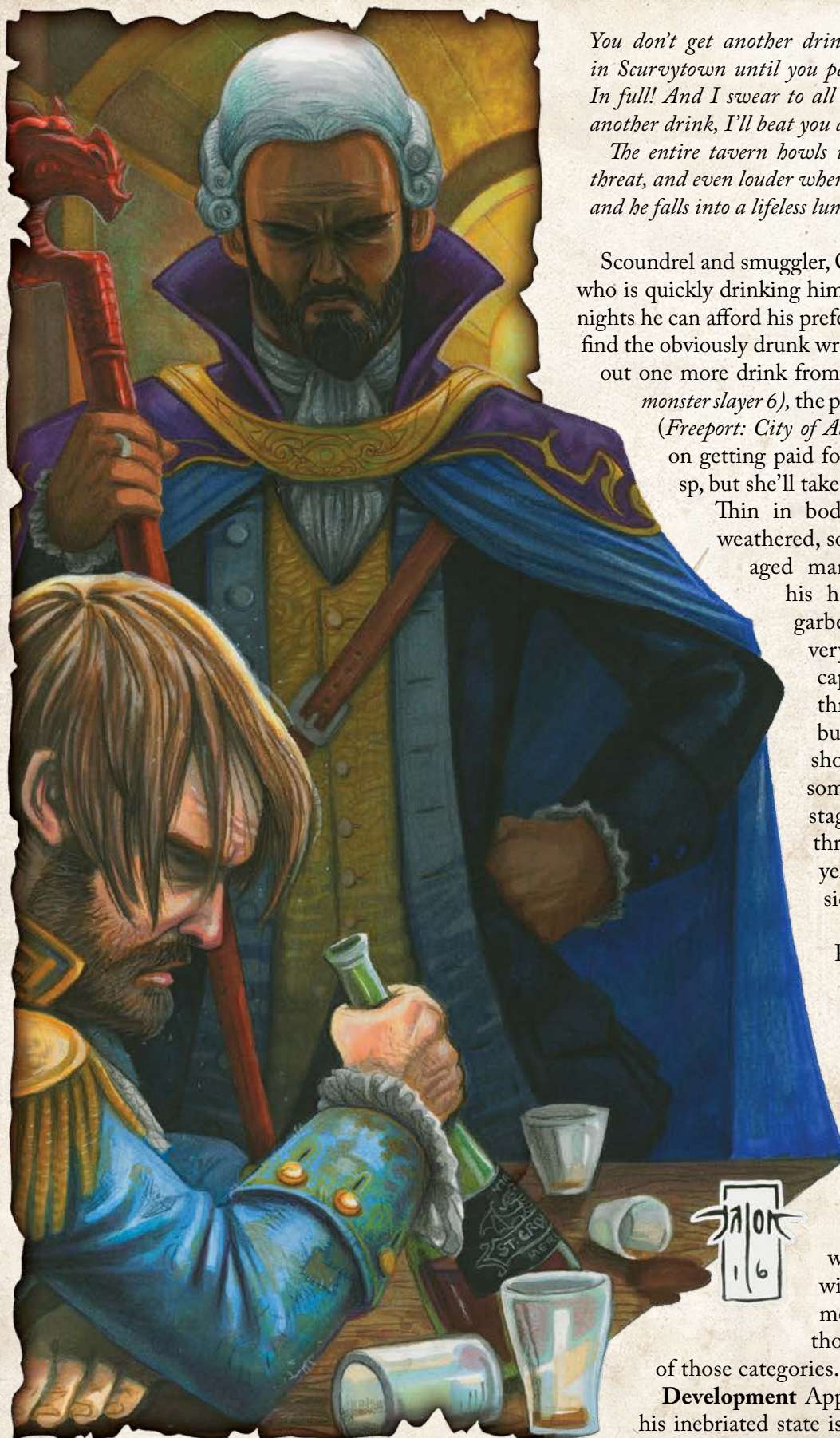
CR 5

CAPTAIN FLYNX

LOCATION: The Docks

Laughter echoes though the Broken Mug, as a burly brown-haired dwarf woman grabs an inebriated fop in threadbare lapels of what can be called a gaudy costume, a caricature of a captain's dress uniform that has seen better days.

The slight beard on the woman begins to bristle, as she spits through a gap-toothed snarl. "Listen, Flynx, you already owe me 20 skulls, and that's being kind."



You don't get another drink from me or anyone else in Scurvytown until you pay me your bar tab in full. In full! And I swear to all the gods, if you ask me for another drink, I'll beat you dead with a pewter mug."

The entire tavern howls in laughter at the barkeep's threat, and even louder when she lets go of Flynn's lapels, and he falls into a lifeless lump on the filthy tavern floor.

Scoundrel and smuggler, Captain Flynn is a miscreant who is quickly drinking himself to the grave, at least on nights he can afford his preferred poison. When the PCs find the obviously drunk wretch, he is attempting to eke out one more drink from **Dakarta** (LN female dwarf monster slayer 6), the proprietor of the Broken Mug (Freeport: City of Adventure, p. 64) who insists on getting paid for his tab first—currently 30 sp, but she'll take what she can get.

Thin in body and loose of skin, this weathered, somewhat withered, middle-aged man wears what remains of his hair greasy and long. He's garbed in the tatters of a once very fancy and flamboyant captain's uniform that is now threadbare, patched with burlap and mismatched cloth shoring up its tatters. When somewhat lucid he sways and staggers, spitting out his words through crooked teeth, his yellowed tongue gnarled with sickly lesions.

In his younger days, Flynn was handsome and charming. These days he acts like a complete ass. He tells jokes that barely make sense and fumbles his way into insulting those around him, seemingly inadvertently, claiming, "It was just a quip."

He leers slurred compliments at beautiful women, tries to make friends with handsome or successful men, and tends to ignore those who don't fit into either

of those categories.

Development Approaching Captain Flynn in his inebriated state is a trial of patience. At first



IMPOUND

The easiest method for releasing the *Precocious Imp* from impound is to either pay Captain Flynx or Harbormaster Serling the fees owed, but the characters could also attempt to liberate the ship from the impound dock. The dock is always guarded by four **sea lord's guards** and a **Freeport guard officer** (*Freeport: City of Adventure*, p. 344), and the boat is chained and locked to the docks (good lock, Disable Device DC 30 opens). If the PCs are able to liberate the vessel, and the theft is detected, only a token force is mustered to follow, and the *Precocious Imp* is small and fast enough to outrun them. Such a theft has consequences when the PCs return to Freeport (see **Conclusion**).

he mutters incoherently, grumbles at anyone trying to help him, occasionally slurring “leave me alone.” The only thing that rouses him from his stupor is a slap that deals at least 8 temporary hit points of damage, casting *delay poison* on him (though he is none too happy about this being done, as he is no longer drunk and cannot become so until the duration is done), or promising to buy him another drink. His starting attitude is helpful if the heroes choose the latter course; all other courses cause his starting attitude toward them to be unfriendly. Even while unfriendly, offering to buy him a drink immediately changes his attitude to friendly.

Getting the Captain his drink in the Broken Mug comes at a steep price. Dakarta will not serve the PCs or Flynx until his bar tab is paid. If the PCs agree, she ups the tab to 30 sp (which is closer to Flynx's true tab). If the PCs mention that she was asking for 20 sp before she responds “*I was trying to get what I could from this waste of a man.*” She's not going to allow PCs to pour Flynx a drink from their own supplies in her establishment, and Flynx won't willingly leave with the PCs while unfriendly (though no one moves to help him if the PCs opt to haul him bodily away).

Whatever way the PCs make friends with Flynx they find that while he is drunk, he chats openly about Hangnail and his knowledge of how to get there. If asked about the curse, he shares his knowledge of its diminished nature. He explains that over the years he's frequently used Hangnail as a base for smuggling and piracy, but that he is currently *persona non grata* at the pirate base, but declines to discuss why. He keeps that information from his surface thoughts, if the PCs attempt to use *detect thoughts* or similar magic on Flynx, though a *charm person* and a successful Charisma check gets him to admit that it is a “family problem.”

If the characters keep him friendly and continue to ply him with drink, he agrees to take them to Hangnail, as long as certain conditions are met. The first and most pressing condition is that the PCs have to get his ship,

CAPTAIN FLYNX

CR 4 • XP 1,200

Male human rogue 5
NE Medium humanoid (human)
Init +6; **Senses** Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 51 (5d8+25)
Fort +4, **Ref** +6, **Will** +1
Defensive Abilities evasion, uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.
Melee +1 rapier +6 (1d6+3/18-20), mwk dagger +6 (1d4+3/19-20)
Ranged mwk dagger +6 (1d4+2/19-20)
Special Attacks sneak attack +3d6

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +5; **CMD** 17
Feats Combat Reflexes, Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (rapier)
Skills Acrobatics +10, Climb +10, Disable Device +4, Escape Artist +10, Knowledge (geography) +4, Perception +8, Profession (sailor) +8, Stealth +10, Swim +10
Languages Common
SQ rogue talents (finesse rogue, surprise attack), trapfinding +2
Gear +1 leather armor, +1 rapier, mwk dagger

the *Precocious Imp*, out of impound. He tells the PCs that he owes 150 gp in taxes and fees, and asks for that much, along with 10 casks of rum, for passage to Hangnail. As the PCs might already know, he is lying about the taxes and fees he owes the Harbormaster, and plans on pocketing the rest. If caught in the lie, he attempts to bargain, and even lies about his ship needing some repairs before they set off, but can be bargained down to the true impound fee if pressed. The PCs can purchase rum for a low as 1 gp per cask and Flynx is not

picky as to the quality of his rum, as long as it is strong. Lastly, the characters must swear to protect the drunken Captain from his enemies in Hangnail. Only when the PCs agree to all of his terms is the deal struck, though he does warn of the danger the journey entails.

"We must make a run through a haunted bit of sea the sailors call Midnight's Ichor. It's the mass graveyard of some great battle and the storms that batter the area, but I've been able to navigate its necrotic waters successfully many times in the past. It is riddled with the souls of the dead who can rise up and cause some difficulty. When we go, sharpen your blades and prepare your most powerful spells. We may need them."

Story Award: When the characters get Flynx to take them to Hangnail and get his ship out of impound, they earn 4,000 XP. If they do so by defeating the sea lord's guards and the Freeport officer, they earn the XP for that encounter instead.

PART TWO

A PRECOCIOUS IMP IN MIDNIGHT'S ICHOR

Once the *Precocious Imp* is freed from impound, the PCs are in the hands of Captain Flynx to get them to and through a haunted bit of sea known as Midnight's Ichor. Once beyond the coral reef circling the Serpent's Teeth, Flynx guides his ship due southeast. It takes four days of sailing to reach an ancient volcanic stone outcrop most charts list as Pride's Perch, due to the fact that sea lions often sun themselves on the flatter areas of the rugged little island.

EVENT C

CR 4

MIDNIGHT'S ICHOR

LOCATION: Southern Sea

As the *Precocious Imp* closes in, Captain Flynx explains the next part of the journey.

"There are those who will tell you that the Midnight's Ichor is just a myth to scare the pressed and landlubbers among a crew. No doubt it's used as that. But those of us in the know realize that it is the boundary of a twilight reality, something resting between our world and shadow."

Hangnail and the Razor Caves sit at the edge of this boundary. One must enter through the Ichor, but once found it is easily escaped. At its heart, Hangnail is the perfect launch point for a pirate, as long as that pirate knows how to navigate the nightmare realm we are about to enter."

The captain then grabs a bottle, secreted somewhere in the ragged depths of his coat. With practiced ease, he bites off the bottle's cork and takes a big swig, followed by a moist burp leaving a yellowish, disgusting foam on the man's chapped lips.

"The good news is I know how to navigate the Ichor. The bad news is that it's not going to be easy, and we are going to have to work together, or we will join the swimming dead."

Flynx goes on to explain the methods for entering Midnight's Ichor and what must be done when they reach that treacherous sea. First, the *Precocious Imp* must be piloted, sharply, to circle Pride's Perch. Circling it three times transitions the vessel from the normal waters to the strange demiplane home of the Midnight Ichor, Hangnail, and the Razor Caves. From there, the going gets rough. Flynx requires two of the PCs to help him navigate the ship by positioning the sails to his exact specifications. The rest of the PCs must aid in bailing the strange and heavy water of the Ichor so as to not slow down or even sink the ship. He goes on to tell the PCs that doing this as effectively as possible will speed the passage through the Midnight Ichor, and hopefully avoid the wrath of its denizens: the bodies and souls of long dead sailors.

Circling Pride's Perch is invigorating, but relatively simple. Once completed, the world turns to gloom.

In the blink of the eye, the sea turns into a dark and horrifying swirl of hate. The howl of the wind mixes with the moaning of the dead, as corpses bob up, surfacing upon the ocean swell, before sinking down into the inky black waters again. Worse still, a strange green mist moves against the wind, heading directly toward the ship.

Navigating through this dreadful bit of sea is a challenge where all the PCs can contribute. The quickest that the *Precocious Imp* can get through the sea is 1 minute (10 rounds). Each round the PCs have the opportunity to keep the boat on this optimal course, but it will be difficult. The pair of PCs helping Flynx position the sails must both succeed their check, and the rest of the PCs must continue to bail out the ship. This becomes more difficult as the spirits caught in this nightmare sea assault the ship.



Each round, the two PCs positioning the sails must first succeed at DC 10 Perception and Sense Motive checks, to hear and understand the Captain's directions. The rough seas and the moaning of the dead create a deafening cacophony. Making matters worse, Flynn's directions are often inarticulate and overly dramatic. Each time one of these checks is failed, it increases the DC of the next, more important check, by 1 (so failing both increases the DC by 2).

Once the Perception and Sense Motive checks are made, the sail positioning PCs must succeed either a DC 12 Profession (sailor) or Wisdom ability check to correctly position the sails. Each time both of these checks are failed, it takes another round for the ship to escape the Midnight Ichor.

Creatures: Each time a check is failed it also allows the ship to come into position for an attack by an undead creature haunting the Midnight Ichor. The first time this occurs, the ship is set upon by a hungry fog. Each additional time, a draugr makes its way to the *Precocious Imp's* deck.

HUNGRY FOG: hp 59 (see *Pathfinder Roleplaying Game Bestiary 3*)

DRAUGR: hp 19 (see *Pathfinder Roleplaying Game Bestiary 2*)

Poor positioning of the sails isn't the only thing potentially slowing down the *Precocious Imp*. Each round, three units of water slosh upon the decks of the *Precocious Imp*. Other characters can spend a full-round action to bail out one unit of water. A character can attempt to do this as a standard action but must succeed at a DC 12 Acrobatics or Profession (sailor) check. Characters can even attempt to do this as a move action but the DC of the check increases by 5. Each round that starts with the *Precocious Imp* having five or more units of water on its deck, the ship is slowed, increasing the number of rounds it takes to escape the Midnight's Ichor by 1. If the ship ever takes on 20 units of water, the ship begins to sink. If it still has 20 or more units for the next two rounds it goes under, sending Flynn and the PCs to a hellish watery graveyard. (Characters can make DC 10 Reflex saves to grab bits of flotsam to survive, but they wash up on Freeport's shores with two negative levels and nothing but the tattered remains of clothing. Flynn doesn't survive such a disaster.)

Development: As always, allow clever uses of spells and effects to help the PCs get through this challenge. Once the PCs make it out of Midnight's Ichor, the undead that assault the ship dissipate, as they cannot leave that cursed stretch of sea. The heroes gain XP for undead that dissipate as if they had defeated them.

Once out of the Midnight's Ichor, the seas become relatively quiet again, and the island home of Hangnail can be seen on the horizon. With another four hours of sailing, the PCs enter the Lower Harbor.

EVENT D

CR VARIES

HANGNAIL

LOCATION: Hangnail Island

This pirate hideout has seen much better days, but is a favorite port of call for those who know its secret. Its lower harbor is typically a bustle of activity, as wares are taken off ships and transported up to the Upper Harbor, where the true commerce takes place after the Congress of Captains takes their share, which is the price of doing business at the illicit port. After that, sometimes rival captains bid to take shares or swap booty. With different ships selling cargo in far off ports, everyone profits, and the swapping makes it harder for the original pirates to be charged. Hangnail is a favorite port of call for those looking to repair or rename their ship well out of site from larger settlements.

It has worked this way, with relatively little unrest for countless years. Power struggles occurred at the changing of the guard, and Hangnail was not without its skullduggery and intrigues, but nothing disrupted profit. That all changed a few months ago when a group of strange men and woman appeared from the inner island, a tangle of crags and weeds with a central forested area. The Hangnail locals treated the newcomers with fear and awe, believing they might be extraplanar creatures with mysterious purposes. Their fears were close to the truth.

The Ameers of Abaddon, agents of the near mythical Mazin Empire, took advantage of the fear and superstition. In the midst of a sudden plague, spread by their leader, a pairaka div named Yusynaat, the Ameers of Abaddon challenged and executed the Congress of Captains. They enslaved or executed those who gave them trouble, letting those who survived the plague and who then collaborated with them live and carry off the day to day business of Hangnail, which quickly became dominated by the commerce of slavery.

Once the PCs enter Hangnail and deal with a personal matter involving Flynn and his very angry daughter, they can reconnoiter the lay of the land, suss out the mysteries of the island, and defeat the Ameers of Abaddon before those vile agents kill everyone in Hangnail and burn the pirate outpost to the ground.

This section of the adventure is split up into five events. The events are presented in order.

EVENT D1

CR 6

FURIOUS WELCOME

LOCATION: Hangnail, Lower Harbor

Coming into the Lower Harbor, the first notable thing is that there is very little activity, and the *Precocious Imp* is the only ship at port. Once the *Precocious Imp* is moored, and Captain Flynn leaps onto the docks, a large and angry half-orc woman angrily strides to intercept the captain.

A large half-orc woman adorned with numerous large and often vulgar tattoos trundles down the dock, a great barbed greastword strapped to her broad back.

"How dare you! I told you to never appear in my sight or I would cleave you shoulder to groin! Murderer! You left Mother to die!"

Captain Flynn leaps with a start, and moves to put others between himself and the furious half-orc.

"My friends," he fakes a smile as the color drains from his ugly face. "This is my daughter, and the reason I need protecting."

Captain Flynn did indeed leave **Klinx Thickskull's** mother to die. It was the most cowardly thing he ever did, but it did save his life and Captain Flynn would do anything to stay alive. Luckily for him, his daughter only heard the story second hand and can only guess the depths of Flynn's callowness. If she knew the whole story, there is nothing the heroes could do to calm her down.

Creatures: Klinx Thickskull wishes nothing more than to murder her father. She draws her greatsword, and lunges at Captain Flynn.

KLINX THICKSKULL: hp 74 (see page 10)

Development: As Flynn cowers and evades, the heroes have a chance to stop the murder. While they can attack and either kill or restrain, they can also try and talk her down.

Spells like *charm person* can do the trick, as can honeyed words. If the PCs stay out of the initial conflict, which involves the lumbering Klinx chasing her agile and very motivated father, they have three rounds to talk Klinx down. PCs can use Bluff, Diplomacy, or Intimidate in their attempts to persuade Klinx not to murder her father. The most effective method is Intimidate. A successful DC 14 check gets Klinx's attention and causes her to stop attacking. It takes two successful DC 16 checks of one of the other skills to accomplish the same goal. Multiple heroes can

HANGNAIL AREAS OF IMPORTANCE

The following are descriptions of the important locations on the map of Hangnail along with a key of which events happen at those locations, if any.

1. LOWER HARBOR (EVENT D1):

The lower harbor sits on a shelf of rock, just above sea level. Just beyond the shelf, the sea level drops dramatically, providing excellent mooring to ships large and small. The five docks jutting out from the rock shelf typically have at least a few ships unloading contraband, but with the change of fortunes, only the *Precocious Imp* is docked here now. The only buildings on this level of Hangnail are a pair of meager dwellings and a smallish warehouse. Most of the inhabitants and buildings are on the upper level, some 80 feet above. Both cargo and personnel are carried up to the upper harbor by the makeshift but very serviceable crane made from a galley that juts out of the cavern of upper Hangnail.

The crane can be activated by way of a system of pulleys and devices both on the floor of the Lower and Upper Harbor. This hardy contraption takes a DC 30 Disable Device check after 1d4 rounds of work to render inoperative.

2. UPPER HARBOR: This large wooden dock juts out from the cave that houses the bulk of Hangnail. Typically it bustles with activity, but now everything is quiet. No one walks the makeshift byways of the settlement.

3. INEXPLICABLE CRANE: No one knows how this galley, the *Graceful Crane*, was shoved into the upper cavern of Hangnail, but there are stories aplenty. Most believe that the hags who placed the ritual curse on the port placed it here with magic, but others tell legends of an overgrown sea giant who laid it there after an altercation with the ship. Another story blames a supernatural tsunami for the ship's predicament. Over the years the galley has been transformed into a crane used to bring cargo to the upper level.

4. RAGING DRAGON TURTLE (EVENTS D2 AND D3): Once the most raucous tavern in Hangnail, a place of drunken delights, bawdy song, and casual violence, it is now as quiet as the grave. While it still does some business with the Ameers, its glory days are long gone.

5. OLD WAREHOUSE (EVENT D4): The Ameers are using this rather ordinary warehouse to keep their stores of alchemist fire. It is similar to half a dozen or so other warehouses in Hangnail, and was only chosen due to its proximity to the Congress of Captains Hall, which the Ameers have commandeered as their base of operation in Hangnail.

6. CONGRESS OF CAPTAINS HALL (EVENT D5): Once the meeting place of the captains who ruled Hangnail, this hall now serves as barracks for the Ameers.



KLINX THICKSKULL

CR 6 • XP 2,400

Half-orc slayer 7 (*Pathfinder Roleplaying Game Advanced Class Guide*)

N Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 natural)**hp** 74 (7d10+28)**Fort** +7, **Ref** +6, **Will** +3**Defensive Abilities** orc ferocity**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** +1 *greatsword* +13/+8 (2d6+7/19-20)**Special Attacks** sneak attack +2d6 +2 bleed, studied target +2 (2nd, swift action)**STATISTICS****Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +7; **CMB** +11; **CMD** 22**Feats** Alertness, Catch Off-guard, Power Attack, Toughness, Weapon Focus (greatsword)**Skills** Climb +12, Intimidate +11, Perception +13, Profession (sailor) +11, Sense Motive +3, Stealth +9, Survival +11; Racial Modifiers +2 Intimidate**Languages** Common, Orc**SQ** orc blood, slayer talents (bleeding attack +2, combat trick, slowing strike^{ACG}), stalker, track +3**Combat Gear** *potion of bull's strength*, *potions of cure light wounds* (3); **Other Gear** +1 hide armor, +1 *greatsword*, *amulet of natural armor* +1, 35 gp

try each round, but each check made by a PC after the first increases the DC by 1 for that round. The increase is cumulative. Once attention is gained, it takes a normal use of Diplomacy to sway Klinx (she starts as unfriendly to the PCs), though she can also be bribed. She promises to not try and kill her father for at least 1 day for every 25 gp of the bribe. For 100 gp she promises never to kill him.

Once Klinx has been motivated away from murder, if she is in any state to do so, she shares information about the current state of Hangnail. She tells the PCs about the executions, the slavers, and the plague, and suggests that they leave immediately for safer harbors. If the PCs insist on staying in Hangnail, she explains how to use the lift that will take them to the upper harbor, and wishes them luck.

When the PCs make it to the upper harbor, unless they've made some precautions to guard the ship or if Klinx is in no position to steal a ship, Captain Flynx notices something quite distressing. Looking down to the Lower Harbor, they see that the *Precocious Imp* has lifted anchor and is heading as fast as its sail can take

it away from the island—Klinx has stolen the *Precocious Imp*. Even if the PCs do take precautions to keep the ship safe, Klinx still makes the attempt at stealing the ship. Hangnail just isn't safe anymore.

EVENT D2

CR 7

EXOTIC BULLIES**LOCATION:** Raging Dragon Turtle Tavern

The Raging Dragon Turtle (**Area 4** on the map) is the only open tavern in Hangnail, located close to the Upper Harbor's pier. When the PCs approach it, but before they can get through the door, read or paraphrase the following:

Several armed and armored people, wearing robes and masks, swagger out the front doors of the tavern. Then they stop.

"What do we have here? I have not encountered your foul stench in this port before. Who are you? Where did you come from? And why are you here?" The voice grumbles in accented Common. Even through the accent, its cold arrogance is unmistakable.

The PCs have many options here. A successful DC 13 Bluff can convince the group's leader that he is mistaken, and they have been in Hangnail for weeks. The leader is a little drunk, and loves to hear the sounds of groveling and supplication. Failing this check by 5 or more provokes a violent reaction, but otherwise failing the check allows the PCs to attempt Diplomacy instead.

Being truthful but diplomatic can also avoid hostility. If the PCs explain they've just come to port in a deferential manner (accompanied by a successful DC 18 Diplomacy check) the leader takes note of the PCs, but allows them to enter the Raging Dragon Turtle unmolested. Any bluster, aggression, or mention of chasing slavers provokes attacks by the Ameers.

Failing subtlety or the Bluff check by 5 or more, as well as acting overly hostile or disrespectful begins combat on the streets of Hangnail. The Ameers have become unaccustomed to taking guff from anyone in Hangnail for a long while, which has made them bold and overconfident.

Creatures: Given the chance, the Ameers attempt to ruthlessly murder the PCs on the streets of Hangnail.

AMEER WARRIORS (3): hp 40 each (see page 11)

AMEER MONKS (2): hp 17 each (see Bullying

Brawler, *Pathfinder Roleplaying Game NPC Codex*)

AMEER MONKS

CR 1 • XP 400

Mix male and female human monks 2

hp 17 each (Bullying Brawler, *Pathfinder Roleplaying Game NPC Codex*)

TACTICS

During Combat The monks use their maneuverability to provide warriors a flank and to stun pesky spellcasters.

Morale The monks fight to the end.

Development: No matter how the PCs deal with the Ameers, it attracts the attention of the surviving denizens of Hangnail currently in the Raging Dragon Turtle. If the PCs talk their way out of a conflict with the Ameers in **Event D2**, they join the main Ameer group during **Event D5**, making that encounter far more difficult. If the PCs gain the upper hand in **Event D3** but for some reason they allow some of the Ameers to escape back to the Congress of Captains, it triggers **Event D5** directly after the events of **Event D3**.

EVENT D3

CR 1/2

THE REMAINING

LOCATION: Raging Dragon Turtle Tavern

If the PCs defeat or talk their way out of a conflict with the Ameers, nearly a score of rugged and haggard folks emerge from the Raging Dragon Turtle and other nearby buildings. The ragtag band ushers the PCs and any bodies into the inn, shuts the doors, and shuts the windows, at which point their leader steps forward. The following text assumes that Captain Flynn is still among the PCs. If he is not, adjust accordingly.

"Well, Flynn, you do have a terrible habit of dragging trouble with you." The big man with a scarred and empty eye socket and an unkempt graying beard snarls at the captain. "And the rest of you are either going to get us killed or you're our best hope of getting rid of these damned slavers. Which one is it?"

The large man, named **Revgul** (*N human male warrior* 3) and those around him are desperate for help getting rid of the Ameers, but keep up the swagger in a vain show of dominance. After all, they were once proud members of the pirate hideout of Hangnail, a place that sends shivers up the spines of buccaneers and honest sailors alike. They have also been beat up, cowed, and entirely dominated by the foreigners that now control Hangnail. But watching

AMEER WARRIOR

CR 3 • XP 800

Mix male and female suli fighters (unbreakable) 4 (*Pathfinder Roleplaying Game Bestiary 3*, *Pathfinder Roleplaying Game Ultimate Combat*)

NE Medium outsider (native)

Init +5; **Senses** low-light vision; Perception +3

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

hp 40 each (4d10+12)

Fort +6, Ref +2, Will +2 (+1 vs. mind-affecting effects)

Defensive Abilities unflinching +1; **Resist** acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk falchion +10 (2d4+6/18-20) or dagger +8 (1d4+4/19-20)

Ranged mwk light crossbow +6 (1d8/19-20)

TACTICS

During Combat The warriors will try to coordinate their attack against one foe, ruthlessly taking down opponents as quickly as possible.

Morale Seeing themselves as masters of Hangnail, the warriors will not retreat.

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 6, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +8; **CMD** 20

Feats Diehard, Dodge, Endurance, Escape Route^{UC}, Improved Initiative, Weapon Focus (falchion)

Skills Diplomacy +3, Intimidate +6, Perception +3, Sense Motive +3; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Common, Ignan

SQ armor training 1, elemental assault

Combat Gear *potion of aid*; **Other Gear** +1 lamellar (steel) armor^{UC}, dagger, mwk falchion, mwk light crossbow with 20 bolts, 87 gp

the heroes dispatch or outsmart a sizable group of Ameers gives them a glimmer of hope.

Revgul asks the PCs who they are and why they are here. More so, he is interested in any ship that the PCs have at port. News that the *Precocious Imp* has been absconded with or word of the ship's size frustrates Regval and his compatriots, who would like a way off the island.

The group shares the story of how the Ameers came from somewhere within the island, which was strange enough, but then a devastating plague followed the masked foreigners. In the midst of the sickness, the Ameers struck, executing the most powerful residents of Hangnail, including the members of the Congress of Captains. They enslaved the survivors, dragging them deeper into a hidden place somewhere deeper in the island. Since then, the only ships that enter Hangnail are

those working for the Ameers and supporting their slave trade. But something is different now. There are few of the foreigners left in Hangnail and their slave ships come with less frequency.

At this point another in the crowd pops up, an older and weathered man, eyes milky from cataracts.

"And don't forget what I heard, Revgul, all that moving things into the old distillery; all that sloshing about. It was like the rum was flowing again, but I don't think those bastards want to get us drunk. And it smelled funny. Alchemical, I'd say."

Revgul's large frame shudders in a sigh. "Yes, Heboth, we know about the sloshing."

Revgul tries to downplay Heboth's words, but if the PCs question the blind old man he explains he heard a number of Ameers moving liquid into the old warehouse. If they ask him to describe the smell, a PC making a successful DC 15 Craft (alchemy) or Intelligence check realizes Heboth is describing the smell of alchemist's fire.

No one among the group knows who the strange foreigners are or where they are from, but at least a few have guessed they are Mazin. If asked why, one pipes up: "Strange masked men wearing strange robes and armor, and slavers to boot—who else but the dreaded Mazin?" This is merely correct conjecture. They have no proof, and the Ameers only rarely take off their masks, and then only to drink at the Raging Dragon Turtle. The remainders of Hangnail tell the PCs that most are human, with dusky skin, but others look as though they might be azhars or something like azhars, but not quite (they are talking about the suli among the Ameers).

When the discussion is over, and if the PCs defeated the Ameers in combat, Revgul promises to hide any bodies, but warns the heroes if they are going to do anything, to do it fast. Once these Ameers are found to be missing, there will likely be hell to pay.

EVENT D4

CR 1

EXPLOSIVE DISCOVERY

LOCATION: Old Warehouse

After hearing Heboth's story, if the PCs decide to check out the old warehouse, they find it guarded by a single sentry, a lone Ameer monk. Bypassing the monk in order to explore the rear of warehouse requires a successful Stealth check against the monk's Perception. In the far corner a Successful DC 10 Perception check reveals a depression under the building, something that looks like

a dog or some other animal tried to burrow under the building to get inside. A character can attempt to squeeze through the opening with a successful Escape Artist check DC 15 (or DC 10 if the creature is size Small). A creature failing the check by 5 or more becomes stuck. The stuck creature must succeed the Escape Artist check made as a full-round action or remain stuck. Worse still, any creature attempting to squeeze into the depression must succeed a Stealth check against the Ameer monk's Perception along with any Escape Artist check to do so quietly, and this has a -5 penalty due to difficulty.

If the PCs are able to quietly dispatch or neutralize the Ameer monk, they find the warehouse is only protected by an average lock (successful DC 25 Disable Device to unlock).

Once inside, the PCs find two dozen jugs, all stoppered. The place reeks of alchemist's fire. There is enough of the stuff here to burn down the town (a successful Craft [alchemy] or Knowledge [arcane] DC 10 check confirms this). Or course, having all of this alchemist's fire in one place is dangerous. If even one of the jugs break, it sets off a chain reaction creating a massive explosion. If this happens, creatures inside or within 5 feet of the the building must immediately take either a run action or two move actions to escape the full force of the blast. Creatures who only take a move action take 6d6 points of fire damage and are knocked prone. Those within the building or within 20 feet of the building take 12d6 points of fire damage and are knocked prone.

Creature: The Ameer monk at the door does not try to fight a large group, but calls to the old Congress of Captains Hall, where the rest of the Ameers are quartered. This triggers **Event D5: Reckoning**.

AMEER MONK: hp 17 (see Bullying Brawler, *Pathfinder Roleplaying Game NPC Codex*)

EVENT D5

CR 8 OR CR 10

RECKONING

LOCATION: Congress of Captains Meeting Hall

Since taking over Hangnail, the Ameers and their commander have used the Congress of Captains meeting hall as their base of operations. With their plans for Hangnail approaching an explosive conclusion, the garrison is at the weakest it has been since the Mazin plot began, but even the remaining Ameers pose a serious threat to the heroes.

There are a number of circumstances that can trigger this event. If the PCs let some of the Ameers go after

AMEER WARRIORS (3)

CR 3 • XP 800

Mix male and female suli fighters (unbreakable) 4 (*Pathfinder Roleplaying Game Bestiary 3*, *Pathfinder Roleplaying Game Ultimate Combat*)

hp 40 each (See Ameer Warrior stats, page 11)

TACTICS

During Combat The warriors will try to coordinate their attack against one foe, ruthlessly taking down opponents as quickly as possible.

Morale Seeing themselves as masters of Hangnail, the warriors will not retreat.

AMEER MONKS (2)

CR 1 • XP 400

Mix male and female human monks 2

hp 17 each (Bullying Brawler, *Pathfinder Roleplaying Game NPC Codex*)

TACTICS

During Combat The monks use their maneuverability to provide warriors a flank and to stun pesky spellcasters.

Morale The monks fight to the end.

a violent confrontation during **Event D2**, the full force of the Ameers comes looking for the PCs after **Event D3**. If the PCs alert the guard outside the warehouse in **Event D4**, the Ameers come streaming out of the Congress of Captains meeting hall in response. They also do so if the PCs purposefully or accidentally cause the jugs of alchemist's fire to explode. If none of those events occur, this event comes in response to the PCs either investigating the Congress of Captains meeting hall or, more dramatically, when the Ameers get set to unleash their fiery end to Hangnail, giving the PCs the opportunity to stop the destruction.

Whatever the reason this event is triggered, it is a last ditch effort to stop the heroes from continuing on their quest to find the slavers' motivations and true hideout on the island.

Creatures: The Ameers put forth their combined might against the heroes. Depending on the circumstances triggering this event, they may be joined by the Ameers in **Event D2** and maybe the monk in **Event D4**.

AMEER COMMANDER: hp 52 (see stat block above)

The Ameers use all tools at their disposal, including the jugs of alchemist's fire in the warehouse featured in **Event D4**. Each of these jugs can be used as normal alchemist's fire, but deal 2d6 points of damage and 1d6 splash damage. If the Ameers catch the PCs within the warehouse, one of them does not hesitate to break one

AMEER COMMANDER

CR 6 • XP 2,400

Female suli magus 7 (*Pathfinder Roleplaying Game Bestiary 3*, *Pathfinder Roleplaying Game Ultimate Magic*)

NE Medium outsider (native)

Init +1; **Senses** low-light vision; Perception +7

DEFENSE

AC 19, touch 14, flat-footed 17 (+5 armor, +1 Dex, +2 deflection, +1 dodge)

hp 52 (7d8+14)

Fort +6, **Ref** +3, **Will** +7

Resist acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +1 scimitar +10 (1d6+4/18-20)

Special Attacks arcane pool (+2, 4 points), magus arcana (arcane accuracy^{UM}, spell shield^{UM}), spell combat, spell recall, spellstrike

Magus Spells Prepared (CL 7th; concentration +8)

3rd—*haste*

2nd—*frigid touch*^{UM} (2), *invisibility*

1st—*burning hands* (DC 13; 3), *chill touch* (DC 12)

0 (at will)—*acid splash* (2), *daze* (DC 11), *light*, *ray of frost*

TACTICS

Before Combat The commander drinks her *potion of shield of faith*.

During Combat The commander casts *haste* on herself and as many of her allies as possible, and then enters into melee.

Morale If the battle goes against the Ameers, the commander casts *invisibility*, then *expeditious retreat*, and then makes her way to the Razor Caves to warn her allies of the threat to come.

STATISTICS

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

Base Atk +5; **CMB** +8; **CMD** 20

Feats Combat Expertise, Dodge, Iron Will, Spell Focus (evocation), Weapon Focus (scimitar)

Skills Diplomacy +9, Perception +7, Sense Motive +2, Spellcraft +11; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Common, Ignan, Terran

SQ elemental assault, knowledge pool, medium armor

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of shield of faith* +2; **Other Gear** +1 mithral chain shirt, +1 scimitar, cloak of resistance +1, key ring, 185 gp

Spellbook All prepared spells plus 0all; 1st *expeditious retreat*, *grease*, *shield*, *true strike*; 2nd *bull's strength*, *cat's grace*, *invisibility*, *scorching ray*; 3rd *blink*, *ray of exhaustion*.

of the jugs, potentially sacrificing him or herself in the process, to weaken the heroes.

Development: Defeating the Ameers but leaving some alive for questioning can lead to some important insights



about the group and their base on the other side of the island. Doing so requires either a number of successful Diplomacy attempts or a successful Intimidate check. If the PCs use Diplomacy, the Ameers start with a hostile attitude and consider all information about the group's activities as important secrets (granting a +10 to the DC of all Diplomacy checks to make requests). Using Intimidate is more expedient, but even on a success with that skill, the heroes must still succeed at Diplomacy checks to gain information about the Razor Caves complex and the forces within (DC 10 + the questioned creature's Charisma modifier due to fact it's an important secret). If the PCs fail the Intimidate check by 5 or more, the questioned creature attempts to convince them of the lie that they are waiting for a ship to pick them up in Hangnail, and that the ship is due to arrive in no more than two days from now. If the heroes swallow the lie, it gives the forces in the Razor Cave enough time to load up their slaves and leave for Mazin.

If the Ameer Commander gained the opportunity to escape, the PCs could attempt to track her to the back door of Razor Caves.

If the heroes leave no one alive, or have no success interrogating those who do remain, there is another

way to gain some hint that there is some base deeper within the island. Revgul and other surviving residents of Hangnail can remind the PCs that the strangers came from somewhere deeper within the island. They'll also point out that no ship that docked within Hangnail and conveyed slaves to the Ameers were of the same nationality as the Ameers; they bought the slaves from local scoundrels and pirates. The secret of the stranger's origins must be somewhere beyond Hangnail.

Treasure: If the Ameer Commander is defeated, they will find that she carries a ring of keys. Most of the keys open the various locks in the Congress of Captains meeting hall, and one opens the door of the old warehouse. One particularly large and ornate key opens doors in the complex of the Razor Caves.

Lastly, a successful search of the Congress of Captains meeting hall (Perception DC 20) reveals a scroll tube secreted away under a floorboard in the main chamber. The scroll contains a rough map of the island, showing a path to the back door of the Razor Caves. There is one word written in the Ignan alphabet on the map: *sha'thal*. It's a word that doesn't seem to have a Common equivalent, and is likely a command word, some kind of name, or just random Ignan syllables.

PART THREE

THE RAZOR CAVES

Before the Ameers of Abaddon started using the complex beyond the Razor Caves as their base of operations for moving slaves from Hangnail to Mazin, it was used by the Mazin as a hidden port during their war against Freeport. Learning the secrets for approaching the island from some of the more nefarious and anti-Freeport captains of the Pirate Island, they were secretly able to construct the base with few if any of the older captains of Hangnail knowing they were even there during the Mazin-Freeport war.

Ever since the end of that war, powers in Mazin have been plotting their revenge on Freeport, and the Razor Caves were part of that plan. For the last few months, the crew of the *Eth Abaddon* has been overseeing not only the subjugation of Hangnail, but also the flow of slaves leaving Freeport for their southern port.

The crew's current mission is now coming to an end. With the destruction of Hangnail, they will leave the island and Razor Caves, with the plan that a larger fleet will return and convert the hidden isle into a larger and more permanent base of operations for Mazin machinations against Freeport.

A maze of sharp rocks and shoals protects the sea-facing entrance of the Razor Caves. Navigating from the sea, through the maze, to the safe sea cave port beyond requires one of Mazin's elemental-powered ships or some amazing seamanship. The caves are more accessible by way of rugged game paths leading from just outside of Hangnail to the back door of the caves. It's a 15-mile hike from the environs of Hangnail to the back door. Some miles before the back door, the path is watched by an invisible doru div. The div watches for trouble, but will likely ignore a group reasonably disguised as Ameers. If the PCs are not disguised, the doru flies invisibly to warn the aghash guarding the back door, and joins them in the fight against the heroes.

DORU: hp 16 (*Pathfinder Roleplaying Game Bestiary* 3)

AREA 1. BACK DOOR

CR 7 OR CR 8

The rocky trail slopes steeply downward and around a corner of sharp rocks and spiny brambles. As the corner is turned, the sound of the sea becomes the booming thunder of the tide. The path snakes past the sea cliffs, and toward an enclave surrounded by towering rock faces. Hints of black sand are scattered here and there, as if moved by some great wind.

WHAT THE HELL IS HE DOING?

If the PCs take Captain Flynx along with them on their assault on the Razor Caves, he can prove to be a frustrating ally. Even if he is not drunk, the bumbling fool will often take it upon himself to take action against the despicable Ameers and their Div allies and masters. If he is allowed to continue drinking during this assault, his actions are even more brash and inexplicable.

If Flynx is with the heroes, you can use him as a way to trigger encounters or alert the Ameers to the PCs' presence, as a frustrating bit of comic relief, at least until the PCs have the good sense to tie up and gag the bumbling fool.

A winding path starts at Hangnail and makes its way through the craggy island to here, the back door of the Razor Caves complex. The crashing of the waves against the rocks and cliffs below makes any movement difficult to hear, causing unfavorable conditions for all Perception checks that are not purely visual (+2 to Perception check DCs). Creatures can step on the sections of boulders without the need for a Climb check, but it costs an extra 5 feet (1 square) of movement both to enter and to leave a square of boulders.

Creatures: A pair of aghash divs stands guard at the back door. If the heroes are able to sneak up on the back door, the find the pair walking in circles amid the section of black sand near the upper cliff face. Every so often they scoop handfuls of that sand and fling it over their head, letting it rain down on them like a strange baptism. If the doru hiding up the path escapes the PCs, or the Ameer Commander from **Event D5** in Hangnail escapes and makes it this far, they are hiding behind the rock formation with the doru, hoping to flank the PCs as they approach the back door.

AGHASH (2): hp 42 each (see *Pathfinder Roleplaying Game Bestiary* 3 and page 17)

If the PCs are attempting to infiltrate the complex disguised as Ameers of Abaddon, the aghash make a Perception check against the PCs' Disguise check. They automatically succeed if dwarves or members of Small races attempt to pass as their normal size or shape. They know all of the Ameers of Abaddon are Mazin or suli. If the disguises fool the divs, they ask for the password. If the word *sha'thal* is given, it must be accompanied with a Bluff check to try to emulate a Mazin accent. If the divs succeed at Sense Motive, they question why the speaker

THE RAZOR CAVES



does not sound Mazin, and demand disguised PCs take off their hoods and show themselves. If the divs suspect or are shown that the PCs aren't Ameers, they attack.

Development: Even with the howl of the aghashes' sandstorm ability going on outside, the guards and divs deeper in the cave are not alerted. Once the aghash are defeated, the PCs are free to move on. Beyond the black sand, within an alcove that slopes slowly down, is the back door. It is locked with a good lock (DC 30 Disable Device to unlock). If the PCs kept the Ameer Commander's keys, a particularly large and exotic-looking key unlocks the door.

AREA 2. ARMORY

CR 0

Both doors to this chamber are locked with good locks (DC 30), and can be opened with the same key used to open the front door, or the key held by the Mazin mage in the **Rear Barracks** (area 3). Inside the chamber is a stockpile of Ameers of Abaddon uniforms, spears, scimitars, daggers, and crossbows. There are enough of each to equip 12 Medium creatures of roughly human build (dwarves have a problem fitting into the uniforms).

AREA 3. REAR BARRACKS

CR 6

A few months ago, this chamber, along with the armory, was the staging ground for all Ameers of Abaddon activities going on in Hangnail, but since the roundup and execution of that settlement's leaders, it's nothing more than a glorified guard post for the armory, manned by a token group of bored Mazin and sulis. The group spends its day either lounging around or playing a game called *fausir*, a simple boardgame with a goal to move slaves to market before the other players can. Because of this, they are distracted, which increases the DC of any Perception check they make to hear the PCs' activities by 5.

Four men and women, all wearing Ameer robes, huddle around a section of the floor, moving colored stones along some kind of track drawn in chalk on the floor—obviously some kind of game that occupies their attention.

Whether or not the heroes are able to sneak into the rear barracks, its occupants thirst for action and quickly respond to the threat.

Creatures: The Ameers of Abaddon stationed here leap to the chance to end their boredom. That said, they realize that the rest of the complex needs to be alerted to the presence of the intruders. One or more of them attempts to make it to the main cavern, to alert the guards and workers near the doors of the inner complex.

AGHASH (2)

CR 4 XP • 1,200 EACH

hp 42 each (*Pathfinder Roleplaying Game Bestiary 3*)

TACTICS

Before Combat If the aghashes are warned by the dorus, each tries to summon additional dorus to aid in the defense of the door.

During Combat The aghash start the combat by using their sandstorm ability, creating chaos and to kick up the black sand. Because of the nature of the black sand, the sandstorm deals 1d3 points of nonlethal damage to non-outsider living creatures each round, rather than once each hour. During combat they use either their cursed gaze or bestow curse to wear down the PCs and keep them in the area of the sandstorm. If their enemies find a way to leave the areas of the sandstorm, they use *suggestion* to lure them back.

Morale The aghash are unflinching and compulsive in their defense of the back door, but if the battle goes against them, and they have at least one dorus aiding them, they send it to warn the warriors and divs in the caves beyond (area 2).

STATISTICS

Gear Each aghash wears *brooch of shielding*, and one of them has a small pouch with nine pieces of rare coral, each worth 100 gp.

REACTING TO THE HEROES

While each section of the Mazin complex features a description of each area, the Ameers and slaves respond to the PCs' actions. If the *glyph of warding* in **Area 4** (see page 18) is tripped, the entire complex goes on alert, and they all move to repel the heroes and escape the Razor Caves. Conversely, the Mazin plan is to leave in the next few hours, with or without the rest of the force. If the heroes decide to wait for more than a few hours, the Ameers load the ship, and Gelgooth the derhii attempts to retrieve the guards and divs at the back door, but will fall back if attacked.

No matter the characters' actions, the Mazins' first goal is to escape with the *Eth Abaddon*. The ship is one of a handful of magical vessels used by the Mazins, with reason-defying mobility on the seas. Losing the ship to pirates or Freeport agents would be disastrous. It would give their enemies a powerful ship and could give other mages the secrets of how to construct such a vessel. No matter when the Ameers realize they are being attacked, they struggle to leave with the ship, even if it means leaving behind slaves or cargo.

MAZIN MAGE: hp 16 (Guild Wizard, *Freeport: City of Adventure* 349 and see above)

MAZIN MONK: hp 17 (see *Bullying Brawler*, *Pathfinder Roleplaying Game NPC Codex*, and see below)

MAZIN WARRIORS (2): hp 40 each (Ameer Warrior, page 11, and see above)

MAZIN MAGE

CR 2 • XP 600

Female human evoker 3

hp 16 (Guild Wizard, *Freeport: City of Adventure* 349)

TACTICS

Before Combat If given the chance, the wizard casts *mage armor* and *fox's cunning* on himself.

During Combat The wizard casts *blur* on the monk, and then supports the monk and the warriors with *burning gaze*, *burning hands*, and *color spray*.

Morale If the monk and the warriors are defeated and the mage still lives, he attempts to treat for his life, offering any magic and alchemical items (other than his *ring of protection*) as well as intelligence about the inner layout of the Razor Caves in return for his life (he does "conveniently" forget to mention the *glyph of warding* in area 4 nor does he mention the true nature of his mistress, the pairaka Yusynaat). The only two objects he'll not want to part with are his arcane focus and his spellbook.

MAZIN MONK

CR 1 • XP 400

Male human monk 2

hp 17 each (*Bullying Brawler*, *NPC Codex*)

TACTICS

During Combat The monk drinks his potion of bull's strength, and wades into combat using a combination of flurry of blows and stunning fist. He also aids the warriors' attempt to outmaneuver their foes and let out the hue and cry to alert the Mazin within the complex's main cavern.

Morale A truly dedicated disciple of the cause, the monk does not surrender or attempt to escape. His main goal is to protect the agents and actions of the Mazin cause.

MAZIN WARRIORS (2)

CR 3 • XP 800

Mix male and female suli fighters (unbreakable) 4

hp 40 each (See Ameer Warrior stats, page 11)

TACTICS

During Combat The Mazin warriors drink their potions of *aid* and wade into battle, working in tandem in order to gain advantage of their mobility to get past their enemies and warn their allies of the threat.

Morale Like all Mazin warriors, they do not surrender or attempt to escape. They will die for the Mazin cause.

Treasure: The *fausir* set is especially well made and worth 50 gp, or up to 100 gp to a collector.

AREA 4. TRAPPED LEDGE

CR 4

The angles of the constructed passages around the complex's back door give way to the massive inner cavern and hidden harbor of the Razor Caves.

The passage leads to a massive sea cavern. Bright lanterns illuminate a beach at the far side of the cavern and an exotic ship anchored in the seawater there. Constructed of some dark wood, the sleek ship's entire hull is etched with swirling, almost spidery runes, most inlaid with silver. The ship has riggings, but there are no sails. Given the abundance of rocks near the giant cave's entrance, the ship must be supernaturally graceful to find mooring here.

A pair of Ameers works on the ship, receiving cargo from a pulley system coming from the shore, and storing that cargo in the hold. A group of slaves keep the crates, barrels, and sacks moving from the shore to the ship. They are overseen by two more Ameers, one of whom occasionally cracks a whip to keep the slaves moving at a steady pace.

From this vantage point, the heroes can see that there is some sort of complex at the far end of the cave, and that it seems the slaves and Ameers are packing the strange ship *Eth Abaddon* for departure. The Ameers are just waiting for their remaining number to return from Hangnail, and they will pack up the slaves and leave for Mazin.

If the characters are careful, they can reconnoiter the situation without raising the alarm. The guards and workers on the far edge of the cavern have at least a –8 penalty to Perception checks to spot the PCs due to distance alone. The higher level of the ledge is also somewhat concealed (which increases the Mazins' Perception checks by 2). They are all distracted (increasing any Perception DC by 5).

Furthermore, from a distance they tend to ignore creatures wearing the uniform of the Ameers of Abaddon. This is all for naught, though, if the heroes fail to spot a *glyph of warding* (Perception DC 20 to find the glyph; a Disable Device DC 25 by someone with trapfinding disables it). The *glyph* discharges when a creature passes over it without uttering the password, the Mazin word *sha'thal*, setting off a 5d6 fireball (Reflex DC 14 for half damage) going off from the rough center of the glyph's area. The blast alerts the Mazin in the cavern, and causes the entire complex to defend the place from intruders (see the sidebar on page 17).

The explosion not only alerts the slaves and Ameers to the presence of invaders, it immediately stirs Gelgooth, the Derhii, from his nest in the ship's hold.

MAZIN WARRIORS (2)

CR 3 • XP 800

NE suli fighter (unbreakable) 4
hp 40 See Ameer Warrior stats, (page 11)

TACTICS

During Combat Given the opportunity, the Mazin warrior drinks his *potion of aid*, but his main concern is to protect the Mazin master, and provide her with flanks.

Morale Like all Mazin warriors, he does not surrender or attempt to escape. They will die for the Mazin cause.

AREA 5. SECRET DOCKS

CR VARIABLE

This large open area is a place of toil. Some of the newly acquired slaves from Freeport are moving barrels, crates, and sacks onto hooks, and moving them through the air and toward the ship anchored in this subterranean harbor. This is done under the watchful eye of a pair of warriors, one of whom is armed with a whip, which she does not resist using on slaves who tarry. Sometimes her whip cracks are only to attract attention; other times they draw blood followed by cruel laughter.

The Freeport slaves are loading much of the food stores from the kitchen (area 8) onto the *Eth Abaddon*. They are manacled, but their chains have enough slack to allow them to do their work, though not well at times. If combat breaks out, they can be swayed to join the PCs with little explanation (one of the heroes can accomplish this with a DC 10 Diplomacy check made as a full-round action). Their Mazin masters attempt to call the monks in area 9 if they are outnumbered.

Creatures: The Mazin master is a hard and heartless woman who loves nothing more than to inflict pain. Her companion is a far more pragmatic warrior, but efficient and ruthless.

CHAINED SLAVES (6): **hp** 4 each (Apprentice Commoner, *Freeport: The City of Adventure*, p. 340, and see above)

MAZIN MASTER: **hp** 50 (see above)

MAZIN WARRIOR (2): **hp** 40 each (see page 11 and above)

Development: A complex system of cranes and pulleys are attached to the ceiling overhead, allowing a relatively small number of workers to move a great deal of cargo onto the ship. More than 500 pounds of cargo can be moved to the ship every 10 minutes, with the work of six people.

Once the Mazin are defeated, any surviving Freeport slaves provide the heroes information about the complex's current state. They explain the Ameers are loading the

CHAINED SLAVES

CR 1/2 • XP 100

Male and female human commoner 1

hp 4 each (Apprentice Commoner, *Freeport: The City of Adventure* 340)

OFFENSE

Melee manacle chains +0 1d4

MAZIN MASTER

CR 5 • XP 1,600

Suli fighter 1/rogue (unchained) 5 (*Pathfinder Roleplaying Game Bestiary 3*, *Pathfinder Roleplaying Game Pathfinder Unchained*)

NE Medium outsider (native)

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

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 50 (5d8+1d10+17)

Fort +5, **Ref** +7, **Will** +2

Defensive Abilities danger sense +1, evasion, uncanny dodge; **Resist** acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +1 whip +9 (1d3+4 lethal or nonlethal) or mwk dagger +8 (1d4+1/19-20)

Special Attacks sneak attack (unchained) +3d6

TACTICS

Before Combat The master drinks her *potion of haste*.

During Combat The master looks for opportunities to flank and degrade her opponent with talents or Antagonize.

Morale She is sadistic and defiant until the end.

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 18

Feats Antagonize^{UM}, Exotic Weapon Proficiency (whip), Weapon Finesse, Weapon Focus (whip), Whip Mastery^{UC}

Skills Acrobatics +10, Bluff +5, Climb +8, Diplomacy +10, Escape Artist +10, Intimidate +8, Perception +9, Sense Motive +11, Stealth +10; Racial Modifiers +2 Diplomacy, +2 Sense Motive

Languages Common, Ignan

SQ debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, elemental assault, rogue talents (assault leader^{APG}, distracting attack^{APG}), trapfinding +2

Combat Gear *potion of haste*; **Other Gear** +1 lamellar (leather) armor^{UC}, +1 whip, mwk dagger, keys to area 7, 85 gp

ship and plan to leave when the rest of their number returns from Hangnail. They're curious to know the fate of Hangnail. The Ameers were not silent about their plans.

If the heroes question them about the numbers and composition of the complex's forces, they're inundated



with confused and conflicting reports about the enemies' true numbers. Numbers range between half a dozen to two score. But they all warn of the demoness that leads them, a clawed and horned temptress who spreads plague with a scratch. Many of the young men and women among the slaves have died from her diseased attention. They are, of course, talking about Yusynaat.

They also know a bit about the ship. They know it is magical, and can move through the water with improbable grace due to sails made of wind. It seems that only the demoness has the power to control the ship.

AREA 6. THE *ETH ABADDON*

CR VARIABLE

At the start of the heroes' push into the Razor Caves, this magical ship is inert, and being loaded with cargo for the trip back to Mazin. The ship can hold all the cargo and the slaves, some of which in extra-dimensional pockets within the hold. The ship stays inert until its *elemental heart* is placed within the control plinth on the poop deck. At that point the air sails deploy, and the creature who placed the *elemental heart* into the plinth can mentally command the air elemental being fused with the ship through the *control plinth*. The elemental is piece of jade, carved into an elaborately-shaped medallion that Yusynaat wears around her neck.

It takes a full-round action to place the *elemental heart* into the plinth and another to engage in telepathic

control with the bound elemental and the ship, but at that point any creature can control the ship, even if they have not had any experience sailing a ship. They just command the bound elemental, and the ship does as the controller wishes. The ship can at that point only be controlled by a creature who placed the *elemental heart* into the plinth and maintained the mental contact with the elemental.

Creatures: A pair of warriors works on the ship placing the cargo into the hold. Deeper in the hold, the derhii boson of the ship keeps his nest. While he lounges there most of the time, any sound of strife rouses him from his torpor.

BOSUN GELGOOTH: hp 59 (Derhii, *Pathfinder Roleplaying Game Bestiary 3*, and see page 21)

AMEER WARRIORS (2): hp 40 each (see page 11 for stats and page 21 for tactics)

AREA 7. SLAVE PEN

CR 1

All three of the doors to this chamber are made of iron and feature sliding panels at foot and eye level. The lower slots allow the slavers to shove food and water into the wretched place; the small eye-level slots provide a view of what's going on in the chamber. The keys carried by the Ameer Master open these doors.

Inside, 38 slaves, mostly humans from Hangnail, await their travels to the slave markets of Mazin. For the most

BOSUN GELGOOTH

CR 5 • XP 1,600

N Derhii (*Pathfinder Roleplaying Game Bestiary 3*)
hp 59

TACTICS

During Combat At the first sign of trouble Gelgooth investigates. There is enough room in the cave for him to fly, but he walks through other areas of the complex. Once he figures out the nature of the attack, he uses booming voice in an attempt to warn Yusynaat of the threat's nature.

Morale A cunning opponent, if faced with a powerful group, uses his flight to stay away until Yusynaat and the Ameers come to help, before taking the advantage and tearing his enemies to shreds.

AMEER WARRIORS (2)

CR 3 • XP 800

NE suli fighter (unbreakable) 4
hp 40 each (See Ameer Warrior stats, page 11)

TACTICS

During Combat Given the opportunity, the Ameer warrior drinks his *potion of aid*, but his main concern is to protect the Ameer master, and provide her with flanks.

Morale Like all Ameer warriors, he does not surrender or attempt to escape. They will die for the Mazin cause.

part they are a weak lot, and Yusynaat knows they will not be her most lucrative haul. She has not been nearly as careful with them as she was with past batches, and now a smattering of plague has spread within the squalid conditions. Four of the slaves are infected, though they are being relatively well taken care of by their fellow slaves.

Creatures: For the chance for freedom, the slaves will cooperate with the PCs, but few feel up to fighting, and even then they are unreliable allies. Each is desperate to cling to life more so than freedom. At best the group follows orders to keep tight, even if the heroes lock the doors. Ten able-bodied slaves will agree to fight, if asked, but in their condition they treat all Ameers, Gelgooth, and Yusynaat as if they were demoralized by them.

CHAINED SLAVES (10): **hp** 4 each (Apprentice Commoner, *Freeport: The City of Adventure* p. 340, and page 19)

AREA 8. MAIN HALL

CR 3

Near the door to the barracks (Area 10), are a pile of bundles and crates from the barracks and Yusynaat's sanctum. A single Ameer hovers about them, taking inventory on a small slate tablet.

AMEER PRIEST

CR 3 • XP 800

Suli warpriest of Lords of Air 4 (*Pathfinder Roleplaying Game Advanced Class Guide, Pathfinder Roleplaying Game Bestiary 3*)

NE Medium outsider (native)

Init +1; **Senses** low-light vision; Perception +2

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 35 (4d8+12)

Fort +5, **Ref** +2, **Will** +6

Resist acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +1 scimitar +9 (1d6+5/18-20)

Special Attacks blessings 5/day, channel negative energy 2/day (DC 13, 1d6), fervor 4/day (1d6), sacred weapon (+1 1d6, 4 rounds/day)

Warpriest Spells Prepared (CL 4th; concentration +6)

2nd—*dread bolt*^{UM} (DC 14), *hold person* (DC 14)

1st—*bless*, *cause fear* (DC 13), *protection from good*, *shield of faith*

0 (at will)—*create water*, *guidance*, *resistance*, *virtue*

TACTICS

During Combat The priest calls for support and then casts shield of faith on himself. He supports any allies with his blessings and spells, before wading into combat.

Morale The priest will not retreat or surrender.

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 18

Feats Cleave, Power Attack, Toughness, Weapon Focus (scimitar)

Skills Diplomacy +2, Heal +6, Intimidate +6, Sense Motive +4; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Common, Ignan

SQ blessings (liberation: freedom's shout, liberation, war: battle lust, war mind), elemental assault

Combat Gear *potion of cure light wounds* (5); **Other Gear** chain shirt, +1 scimitar, 35 gp

Creature: This priest to the Lords of Air acts as healer and quartermaster for the *Eth Abaddon*. He calls for help and prepares for battle upon the first sight of dangerous-looking outsiders.

AMEER PRIEST: **hp** 35 (see above)

Treasure: Amid the bundles is a chest with 1,000 gp, and other goods worth another 500 gp. Even more valuable is a small group of three books—the ship's logs of the *Eth Abaddon*. Written in Ignan, they detail the various slave shipments overseen by her captain and contain information and clues about Mazin agents within Freeport.

AMEER COOKS (2)

CR 1/2 • XP 2,000

Male human rogue 1

hp 10 each (Cutpurse, *Pathfinder Roleplaying Game NPC Codex*)**TACTICS****During Combat** The two move into flanks, to deal sneak attack damage to their enemies.**Morale** While amid other Ameer, the two do not surrender. If alone, they readily surrender and act helpfully to save their own lives.**AMEER WARRIORS (4)**

CR 3 • XP 800

NE suli fighter (unbreakable) 4

hp 40 each (See Ameer Warrior stats, page 11)**TACTICS****During Combat** Given the opportunity, the Ameer warrior drinks his *potion of aid*, but his main concern is to protect the Ameer master, and provide her with flanks.**Morale** Like all Ameer warriors, he does not surrender or attempt to escape. They will die for the Mazin cause.**ANADA MIETH**

CR 1/2 • XP 100

Female human commoner 1

hp 4 (Apprentice Commoner, *Freeport: The City of Adventure* 340)**OFFENSE****Melee** fist +0 1d4 nonlethal**AREA 9. MESS**

CR 1

Behind rather weak wooden walls (Hardness 5; hp 40; Break DC 15) and rickety doors (Hardness 5; hp 5; Break DC 13) is what remains of this place's mess. The last of the provisions are being packed by the pair of *Eth Abaddon* cooks, a foul-mouthed but careful pair that hides their short swords amid the cutlery and their daggers out of sight. They cower when faced with a strong band, but will always take the opportunity to defend the ship once the time is right.

While each speaks Common, they pretend they don't.

AMEER COOKS (2): hp 10 each (Cutpurse, *Pathfinder Roleplaying Game NPC Codex* and see above)

AREA 10. BARRACKS

CR 7

The remaining Ameers are here, packing the last of their belongings for the long trip home. They are roused to investigate any noises of battle or the call of the priest in the hallway.

AMEER WARRIORS (4): hp 40 each (see page 11 for stats and at left for tactics)

AREA 11. ANTECHAMBER

CR 1/2

The far end of this chamber holds a jumble of bags, crates, and bundles. A rather dejected looking young woman is picking at her nails here. While she looks a bit haggard, she appears clean and wears a pretty silk dress. A woman's voice, strangely accented and featuring an odd, otherworldly cadence, calls down from some connected chamber up the stairs to the left. The woman is complaining in broken Common about the incompetence of some member of her crew.

The only person in this room is Anada Mieth, a slave forced to act as a lady-in-waiting to the paikaka div who commands the Ameers and captains the *Eth Abaddon*. The woman is frightened almost to the point of insanity, and will not realize that the heroes may be her salvation without at least a minute of conversation and successful DC 20 Diplomacy check. When the heroes enter, she screams at the top of her lungs, and lunges behind the pile of Yუსynaat's belongings. This warns Yूसynaat that something is amiss.

ANADA MIETH: hp 4 (Apprentice Commoner, *Freeport: The City of Adventure* p. 340, and at left)

Treasure: Amid Yूसynaat's belongings is 3,000 gp worth of gems, jewelry, and expensive trade goods.

AREA 12. YUSYNAAT'S APARTMENT

CR 7

This once rather plush apartment is now a scattering of luxury goods and a brass bathtub that must have been difficult to get up the stairs. Before investigating any trouble, Yूसynaat is here carefully shoveling bits of black sand from the bath into sacks.

YUSYNAAT: hp 76 (Paikaka div, *Pathfinder Roleplaying Game Bestiary* 3, and page 23)

Development: Once Yूसynaat realizes that the Razor Caves are under attack, her main goal is to get as many resources as possible onto the *Eth Abaddon* and flee the base. First, she grabs her ship's logs (which are among the bundles the Ameer priest is inventorying in area 9), then gathers as many of her allies as possible, to get the ship ready for departure. If worse comes to worst, she flees on her own, attempting to deny any enemies access to the *Eth Abaddon* and important Mazin navel secrets. She can guide the ship alone back to Mazin.



CONCLUSION

If you are planning on continuing the adventure in *Return to Freeport, Part Four: The Freebooters City* you can simply stop after dealing with all the major threats in the Razor Caves. The next adventure picks up almost immediately after this one, with no time for PCs to return to Freeport or otherwise have much downtime. If you want to add some downtime now you can certainly do so using the notes in the rest of this section, but that may require you to make minor adjustments to how the next adventure begins.

If the heroes do well in the Razor Caves, they can walk away with major intelligence and a fantastically powerful Mazin ship from their exploits. Through successful capture and interrogation of Mazin or div survivors, finding the *Eth Abaddon* ship's logs, or clever divination, the characters can learn that the Mazin are not only the true force behind the slavers in Freeport, but that they have a powerful ally within the city walls who is working toward a Mazin invasion of the city.

While the salvage rights of Freeport are clear that the PCs should be able to keep the *Eth Abaddon*, upon returning to Freeport the Sea Lords will ask the PCs to turn the magical ship over to them in order to allow the Wizards' Guild to unlock its secrets. Well-meaning

YUSYNAAT

CR 7 • XP 3,200

NE Pairaka div (*Pathfinder Roleplaying Game Bestiary 3*)
hp 76

TACTICS

During Combat Once alerted to danger, Yusynaat attempts to summon dorus (*Pathfinder Roleplaying Game Bestiary 3*) to scout it out. If unsuccessful, she casts *insect plague*, and floods the wasps into the antechamber. She then uses *misdirection*, change shape, and *dimension door* to make her way to the ship. The only thing that will stop her is if one of the PCs is wearing predominately red. At which point, she flies into a rage. Her div compulsion disrupts her goals to escape until that PCs is dead.

Morale Yusynaat is a devious creature. If she can win by fighting, she will. But she will surrender in order to gain some useful advantage and win her freedom.

PCs may do this without the need for recompense, but if not the Sea Lords are not above negotiating for proper compensation for the *Eth Abaddon*.

Lastly, if the *Precocious Imp* was stolen during the course of the adventure, and Captain Flynx is still alive, before returning to Freeport, it's possible for the heroes to use the *Eth Abaddon* to chase down those who stole the ship, and either return it to its rightful captain, or exact revenge on those who abandoned the PCs to a longer stay in Hangnail.

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Design and Writing: Stephen Radney-MacFarland
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