



HANDS OF THE MUTED GOD™



A PATHFINDER®
SOCIETY™ SCENARIO

By Clinton J. Boomer

HANDS OF THE MUTED GOD™

PATHFINDER SOCIETY SCENARIO 25

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The OGL can be found on page 12 of this product.

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HANDS OF THE MUTED GOD



BY CLINTON J. BOOMER

When the man who would be the Muted God wordlessly stepped beyond the gates of the Starstone's dread Cathedral, his thousand and one faithful ringing the Ascendant Court watched with the silent contemplation that is their highest sacrament. When he failed, finally, to emerge, many of his penitents abandoned their vows and their worship, seeking out a new savior from the overflowing hordes of eager street messiahs and casually placing icons of their one-time godhead into the Shrine of the Failed.

But a private, secretive sect remained loyal, convinced that their nameless, soundless master had indeed become the Unspoken One—the fourth mortal since the time of Aroden himself to survive the Test of the Starstone and achieve true divinity. That he did not answer their whispered prayers nor announce his deification in a blaze of trumpets and thunder was proof enough that the god of silence and serenity had ascended. In the intervening centuries the cult has done little but has not vanished. In some places (the Puddles, notably), the cult has slowly grown in power, teaching its petitioners the arts of perfect soundlessness, icy calm and perfect focus; that more than a few of their former students have employed these tools of quietude to succeed in a life of crime is of little regard to the Hands of the Muted God, for the ill-gotten and blood-stained coin often winds its way back to the collection plates of the unassuming church.

In the last year, rumors began to spread that the most faithful of the Muted God's servants are able to manifest power that could only be called miraculous—channeling silent prayers into healing, spirit-summoning, and even resurrection. Little proof of these rumors has been substantiated, but within the Puddles district of Absalom, word is passed from ear to ear that the cloaked, tongue-less priests of the Unspoken One can cure any ill and ask no questions. Surely, then, must not their god be real? What little has been confirmed by the Pathfinder Society is that the secretive Hands of the Muted God make a pilgrimage once a month out of the city and into the wilds of the Kortos Mounts, where it is said that their deity, in life, once spent a year and a

day upon the mountain called Weeping Grandfather in contemplation of the rain; it is said that the holy men return with riches and strange treasures, and gifts of great magical potency.

One week ago, in the wake of a pilgrimage and subsequent return to the church's austere holdings in the Puddles, a team of veteran Pathfinders well-learned in wilderness travel and magical theory (including the legendary tracker Rysa Spurr) were sent to follow the pilgrim trail and then confirm or deny the existence of a deity-powered shire in the mountains. No word has returned of them. The PCs are tasked to locate the missing detachment of Pathfinders, secure their findings, and (if necessary) complete their mission.

In truth, the veteran Pathfinders fell to the depredations of a band of vile drow and their demon-blessed drider leader, sent far from the black holds of Sekamina in search of a powerful secret deeply desired by Abraxas, Master of the Final Incantation, Demon Lord of Magic and Forbidden Lore. These drow traveled far from the lands of Zirnakaynin, putting into port in Diobel and paying richly for silence with rare gems, and made slow progress across the Isle of Kortos—they hate to travel during the day, but at night have both very limited visibility and little knowledge of the flora, fauna, or terrain common to the treacherous, overgrown wilds of the Kortos Mounts.

These twisted elves are investigating the truth of a vision which indicated that the mortal Muted God may have stumbled, in his limitless meditative trances, upon some variation of the Final Incantation, which he perhaps intended to use in overcoming the powerful arcane guardians of the Starstone. Warped out of his mind with jealousy, obsession, and paranoia, the Demon Lord has very secretly sent forth his drow servants to reclaim or destroy this shard of the Final Incantation, potentially capable of shredding and destroying the pattern of magic itself.

Unbeknownst to any, the Muted God had in fact mastered the Final Incantation's reverse: a power-word made of perfect silence which calls forth magic in a primal font of incredible potency. This font was

discovered a year and a half ago by agents of the Hands of the Muted God (giving Abraxas his vision), and it is from this font that the cult now draws its magic, re-imbuing wands and staves with charges without cost; they sell some of these recharged relics in Diobel, and trade gold in the Puddles for burned-out items, especially those of esoteric origin. In fact, some agents of the cult have already succeeded in stealing the remnants of a Taldan minor artifact that was disjoined during the Even-Tongued Conquest. With the money they gain and the power they have begun to accrue, the Hands are swiftly becoming a powerful threat to all of Avistan—but they will be nothing in comparison to the terrors of the drow gaining access to such a font of power.

SUMMARY

The PCs are assigned to locate the team of Pathfinders sent into the wilderness north of Absalom. Armed with a map of the doomed party's intended route, the PCs discover an encampment in the wilderness, to all appearances the victim of an attack by a tribe of minotaurs, centaurs, or harpies all too common to the region. A closer investigation, however, reveals that the bodies have been slain by careful attacks—crossbows, poison, and spells—and that the corpses have been booby-trapped with swarms.

After killing off the swarms, the PCs follow the clues left in the hidden journal of Rysha Spurr toward a little-used trail up the side of Weeping Grandfather, along which he is certain he saw flashes of unnatural light. On following the route, the PCs are ambushed by drow warriors (led by a paladin of slaughter) along the edge of a cliff face. Further on, the PCs discover why this is a little-used path when they come upon the lair of a chimera in the ruins of an ancient watchtower.

After killing the chimera, the PCs can advance up the mountain and potentially get the drop on a small guard-unit of drow warriors stationed outside the cave of the Zero Incantation, accompanied there by an ogre slave. The outside of the mountain secure, the PCs may rest before entering the caverns of the Muted God's sanctuary where they will face the Chosen of Abraxas himself, a self-fleshwarped drider sorcerer. If the PCs successfully defeat the Chosen of Abraxas, they may enter the hall of the Zero Incantation. If they make any sound, the hall is destroyed, although they are able to gather a number of notes written by the Muted God regarding the creation of such a powerful effect. It would take a lifetime to understand such notes, but they may be returned to the Grand Lodge.

GETTING STARTED

Read or paraphrase the following to begin the adventure:

It seems only hours ago that you stood in the Grand Lodge of Absalom, called to service once more by Venture-Captain Adril Hestram, a hulking presence in the winding halls of the Pathfinder Society.

As you approach the Kortos Mounts, his grave words and dark tidings seem all the more prescient: "I call upon you now in a time of desperate need, for veteran Pathfinders have been lost. It is up to you to retrieve them in whatever way you are able; their mission must be completed."

He spoke then of a cult called the Hands of the Muted God—a strange order of silent penitents worshiping one of those who presumably failed the Test of the Starstone and now lay immortalized on the Shrine of the Fallen. The Muted God was going to be a god of quietude, and his cult still dwells in the Puddles district of the city, spoken of in recent months by many as growing in influence and power. Hooded members of the cult have reportedly been dealing in powerful magics describable only as miraculous—wordlessly weaving spells of conjuration, divination, and even resurrection before the eyes of stunned slum-dwellers. Has this cult, perhaps, found some vestige of their would-be deity's power after so many years of silence, or has the Muted God truly ascended? If silence is his speech, then would not his Ascendance have been heralded with silence?

A fence of stolen goods, dwelling in the Puddles district and friendly to the Pathfinders, confirmed some weeks ago a strange rumor regarding the cult: A small delegation of the hooded figures make a wordless pilgrimage, once a month, into the mountainous wilds stretching north across the island, returning a week later loaded with magical trinkets for sale, often wands and other charge-bearing items. The veteran Qadiran Pathfinder Rysha Spurr deduced that the cult might be making the journey to a fog-shrouded mountain peak called Weeping Grandfather where the Muted God, in life, once legendarily spent a year and a day in contemplation of the sound of rain. Rysha assembled a team of able Pathfinders and rode north from the city one week ago, waiting until the silent petitioners had returned from their latest journey hoping to follow their tracks.

No word has returned of Rysha or his team, and you have been tasked by Adril Hestram to track their movements, and to uncover the secret of the Muted God. Days later, you march across the borderless and unnamed lands north of Absalom and her holdings, into treacherous terrain known as home to minotaurs, harpies, centaurs and more. As the sun sets slowly behind the Kortos Mounts, you come across a ruined base camp.

ACT 1: THE RUINED CAMPSITE (EL 5 OR EL 8)

Tracing Rysha's path into the mountains, the first thing the PCs find is the base camp for the veteran team of Pathfinders at the base of the Kortos Mounts. This campsite is now a trap set by dark-elf servants of Abraxas to kill off would-be investigators. The campsite is partially burned and heavily damaged, and counts as difficult terrain. All of the gear carried by the Pathfinders has been removed.

Creatures: For tier 5–6, the dark elves have filled two corpses at the campsite with flesh-eating darklands locusts, drugged into complacency for the time being with a rare type of supernatural poison. They begin in corpses marked “L” on the map. For tier 8–9, they have left a single hellwasp swarm inside the corpse of a minotaur, which animates and attacks before vomiting forth the swarm itself. The hellwasps begin in a corpse marked “M” on the map. The swarms attack the moment the PCs disturb the camp.

GAMEMASTERY MAP PACK: CAMPSITES

Though everything you need to run this encounter is included here, GMs wishing to use the actual maps for this encounter can find them in *GameMastery Map Pack: Campsites*, sold online at paizo.com or at your favorite local game store.

Tier 5–6 (EL 5)

LOCUST SWARM (2)

CR 3

hp 21 (MM 239)

Tier 8–9 (EL 8)

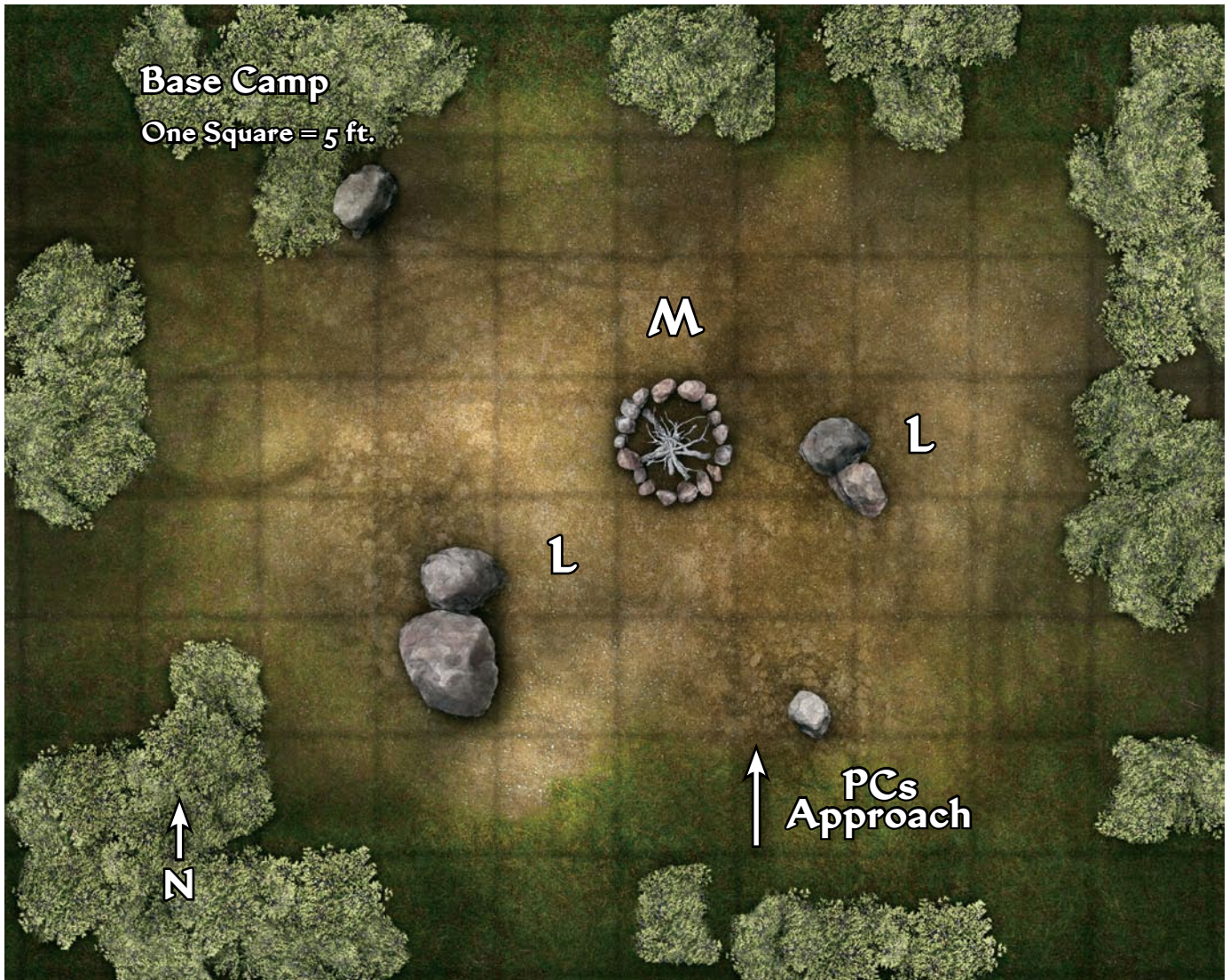
HELLWASP SWARM

CR 8

hp 93 (MM 238)

TACTICS

During Combat The swarm is intelligent, and first attacks by



animating the corpse of the minotaur which it inhabits, then abandoning the body once it has suffered sufficient damage. Once the swarm emerges, requiring a full round action, the zombie collapses and is destroyed.

Morale If reduced below 12 hit points, the swarm becomes mindless. If reduced to 0 hit points, it is dispersed.

HELLWASP SWARM MINOTAUR HOST CR –
hp 81 (MM 267—use the stats for minotaur zombie)

Development: Though everything of value has been stripped from the corpses of the veteran Pathfinders and the minotaurs, a cursory search of the area finds Rysha’s journal among the ruins of a smashed chest. The journal contains a map that details the path Rysha believed the Hands of the Muted God use to ascend Weeping Grandfather to reach their holy site. A DC 18 Heal check reveals that the Pathfinders were slain by poisoned crossbow bolts as well as sword strikes and arcane blasts—something far more organized than what the Kortos Mounts minotaurs are capable of. A DC 18 Knowledge (local) check reveals that the slain minotaurs here came from elsewhere, as this clan of minotaurs isn’t known to range this close to Absalom.

Mission Notes: Qadiran faction PCs should be interested in Rysha’s journal—specifically, they need to view the last page of it and make a successful DC 15 Decipher Script check to achieve their faction mission. Should they fail on the mountain, allow them to hire someone in Absalom to help make the check for them.

Rewards: There are no rewards for act 1.

ACT 2: PRECARIOUS AMBUSH (EL 6 OR EL 8)

After several hours travel by foot up the trail noted in Rysha’s journal, the PCs are attacked by a band of drow left behind to watch for anyone who might be ascending Weeping Grandfather. If the PCs didn’t rest after act 1, it is now past dark and the drow are well-concealed. If the PCs decided to wait until daylight to ascend Weeping Grandfather, the drow are still here but spend the entire combat dazzled due to the bright sunlight.

The ambush takes place on the trail where it slims to only 10 feet wide in places and runs between a sheer cliff up to a ledge of shrubs and stunted trees on the right and another sheer cliff on the left that drops 100 feet or more to a flat plain of rocks and debris.

Creatures: A small group of drow warriors are led by a vicious paladin of slaughter (or two paladins of slaughter for Tier 8–9), an unholy warrior dedicated to the destructive power of Abraxas. The drow warriors stay on their perch above the PCs, raining poisoned crossbow

bolts down on them while the paladin of slaughter descends the stairs and charges right into the midst of the PCs, attacking with reckless abandon. Far from home and in an alien landscape, the drow all fight to the death.

Tier 5–6 (EL 6)

DROW WARRIORS (4) CR 1
hp 4 (MM 102)

BLACK KNIGHT OF ABRAXAS CR 5

Male drow paladin of slaughter 5
CE Medium humanoid (elf)
Init +1; **Senses** darkvision 120 ft.; Listen +4, Spot +4
Aura Aura of Evil, Debilitating Aura

DEFENSE

AC 21, touch 11, flat-footed 20
(+8 armor, +1 Dex, +2 shield)
hp 37 (5d10+5)
Fort +8, **Ref** +5, **Will** +6; +8 Will versus spells and spell-like abilities
Immune diseases, sleep; **SR** 16; **Vulnerability** light blindness

OFFENSE

Spd 20 ft.
Melee +1 *longsword* +9 (1d8+3/19–20)
Ranged mwk composite longbow (+2 strength) +6 (1d8+2/x3)
Special Attacks deadly touch (DC 15; 15 hp/day), rebuke undead 6/day, smite good 2/day (+3 attack, +5 damage)
Spell-Like Abilities (CL 5th)
At will—*detect good*
1/day—*dancing lights, darkness, faerie fire*
Spells Prepared (CL 2nd)
1st—*cause fear* (DC 13)

TACTICS

Before Combat The paladin of slaughter uses *detect good* and singles out good-aligned, lightly armored foes, charging them if able.

During Combat The paladin of slaughter uses his deadly touch special ability against melee opponents, focusing his melee attacks on spell casters. If reduced below 15 hit points, he retreats and drinks his potions.

Morale The paladin of slaughter fights to the death.

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 10, **Wis** 14, **Cha** 17
Base Atk +5; **Grp** +7
Feats Power Attack, Weapon Focus (longsword)
Skills Concentration +9, Intimidate +10
Languages Common, Elven, Undercommon
SQ Aura of Evil, Divine Grace
Combat Gear *potion of cure light wounds* (4), *scroll of magic weapon* (2), *scroll of protection from good* (2); **Other Gear** arrows (10), cold iron arrows (10), flask of unholy water (3), full plate, masterwork composite longbow (+2 Str bonus), masterwork

heavy steel shield, +1 *longsword*, silvered arrows (10), torturer's kit (treat as healer's kit), silver unholy symbol

SPECIAL ABILITIES

Aura of Evil (Ex) The power of a paladin of slaughter's aura of evil (see the *detect evil* spell) is equal to his paladin of slaughter level, just as with the aura of a cleric of an evil deity.

Deadly Touch (Su) A paladin of slaughter can cause wounds with a successful touch attack. Each day he can deal a total number of hit points of damage equal to his paladin level x his Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt. Alternatively, a paladin of slaughter can use any or all of this power to cure damage to undead creatures, just as an *inflict wounds* spell does. This power otherwise functions identically to the paladin's lay on hands ability.

Debilitating Aura (Su) A paladin of slaughter radiates a malign aura that causes enemies within 10 feet of him to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Tier 8–9 (EL 8)

As Tier 5–6, but increase the number of drow warriors to 8 and add one additional paladin of slaughter.

Development: The paladin of slaughter has a map in a small pouch on his belt that eerily mirrors the map in Rysha's journal, though all of the instructions are written in undercommon and the map starts in Diobel instead of Absalom. If any of the drow are captured, they refuse to reveal why they're on the Isle of Kortos, though they can be made to speak (in undercommon) through magical means. If made to reveal why they're here, the drow know everything from the introduction about being sent to the Isle of Kortos for Abraxas to recover an ancient artifact for him as well as everything detailing how the drow got here.

Mission Notes: PCs from the Taldor faction can make a DC 15 Search check to find 10 shards of the *Black Bell of Cassimir* scattered around the steps.

Rewards: If the PCs defeat the drow ambush, reward each tier thusly:

Tier 5–6:

Give each player 498 gp.

Tier 8–9:

Give each player 997 gp.

ACT 3: THE BEAST (EL 7 OR EL 10)

The drow believed this path up Weeping Grandfather would be best as no one uses it in order to avoid a creature the locals called "The Beast of Weeping Grandfather." This beast is a chimera, a creature common in the Kortos Mounts but particularly difficult here given the terrain. Several hours travel up the mountain after the drow encounter, the PCs find the lair of the beast in a small valley containing two ancient, ruined towers. The corpse of a single drow warrior stripped of his gear lies in the middle of the path—evidence that the drow were here and faced the deadly beast.

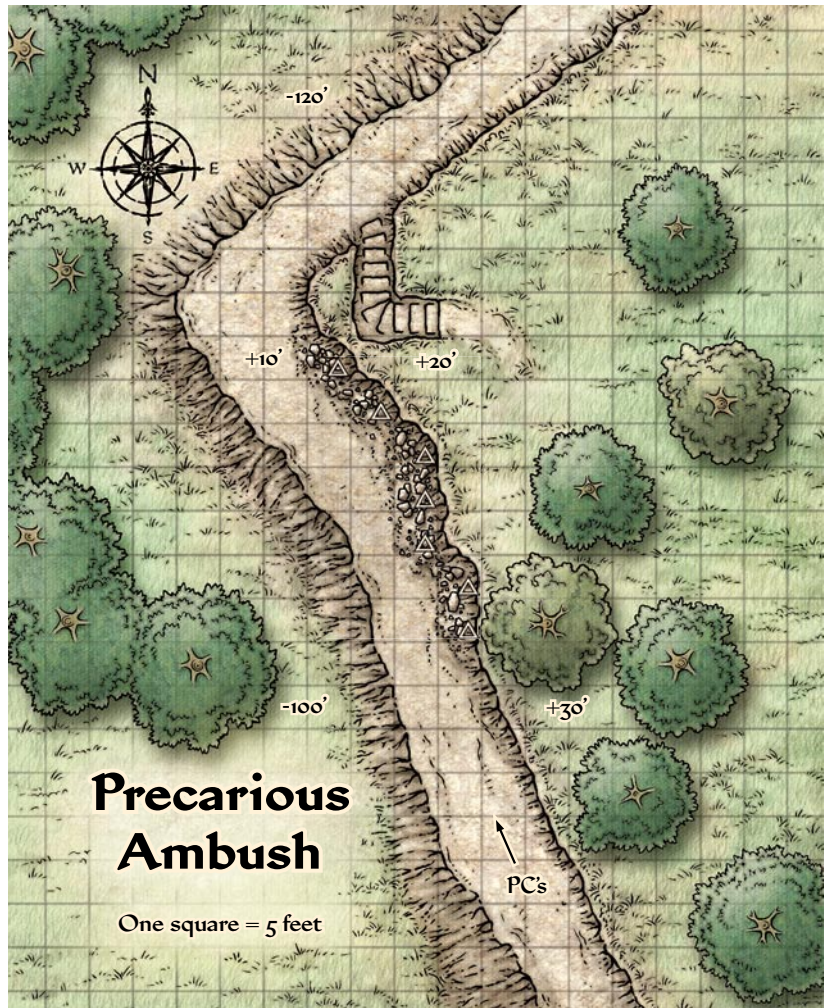
Creatures: The chimera (or chimeras) lair in the ruined towers and consider this part of the mountain its hunting grounds. Fiercely territorial, the creature (or creatures) attack anything that approaches.

Tier 5–6 (EL 7)

CHIMERA

hp 76 (MM 34—white dragon head)

CR 7



GAMEMASTERY FLIP-MAT: MOUNTAIN PASS

Though everything you need to run this encounter is included here, GMs wishing to use the actual map for this encounter can find it in *GameMastery Flip-Mat: Mountain Pass*, sold online at paizo.com or at your favorite local game store.

Tier 8–9 (EL 10)

As Tier 5–6, but increase the number of chimeras to 3 and give the second one a red dragon head and the third a blue dragon head.

Development: The dead drow warrior carries a copy of the same map from act 2.

Mission Note: PCs of the Taldor faction can make a DC 15 Search check to find 30 of the 50 shards of the *Black Bell of Cassomir* in the south ruined tower.

Treasure: For both tiers, a DC 15 Search check of the north ruined tower finds a small, battered satchel containing 900 gp. For Tier 8–9 only, an additional DC 20 Search check of the south ruined tower finds a flawless bloodstone gem worth 60 gp and a *potion of resist energy (cold)* 20.

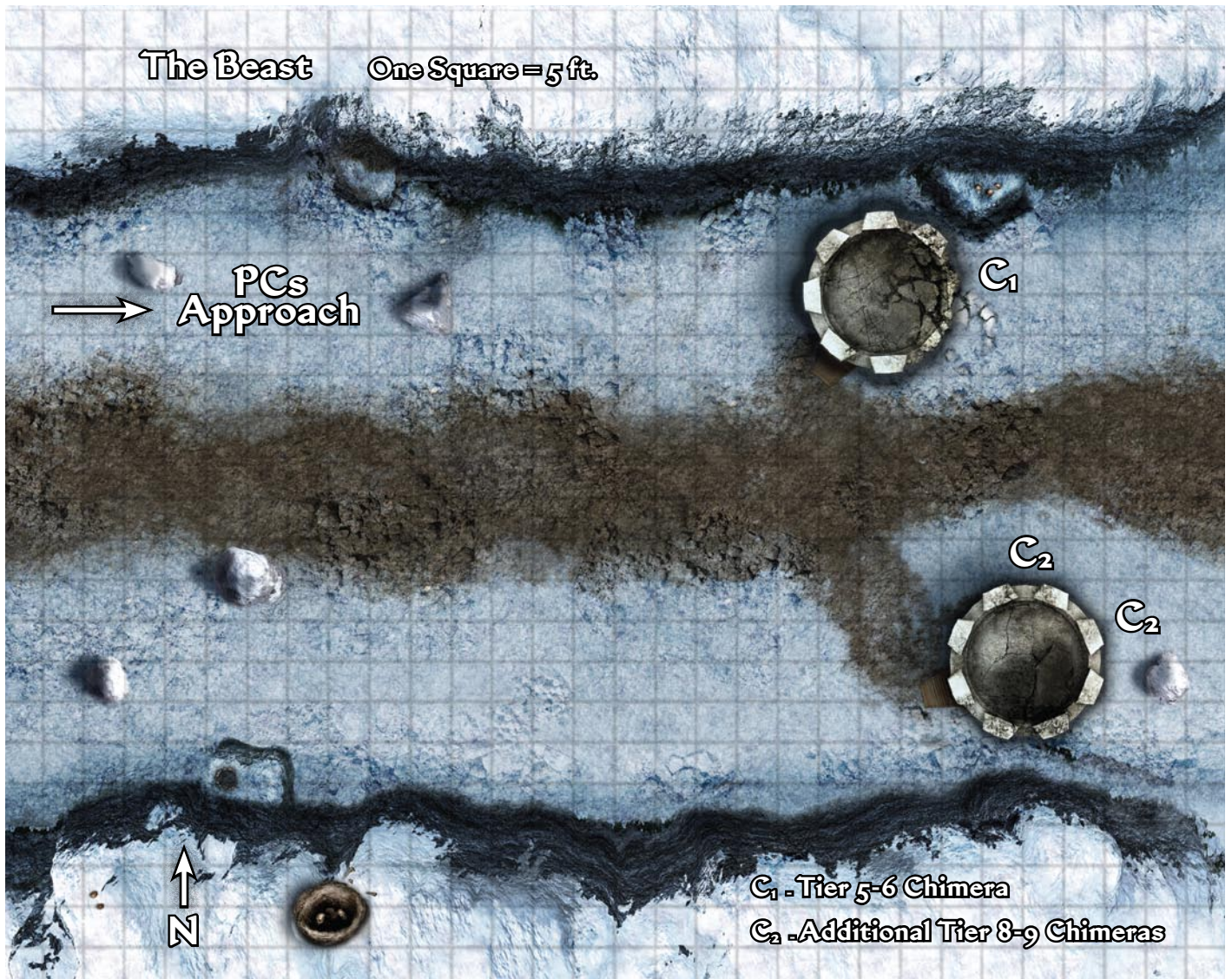
Rewards: If the PCs defeat the chimera and find the treasure cache, reward each tier thusly:

Tier 5–6:
Give each player 150 gp.

Tier 8–9:
Give each player 213 gp.

ACT 4: SURPRISING THE GUARDS (EL 7 OR EL 10)

An hour's walking distance further up the pass from the chimera attack, the PCs find several drow warriors and their hulking slave camped outside the entrance to



the hall of the Zero Incantation. These warriors do not expect anyone to have made it this far up the mountain, and as such, can be caught unaware. If the PCs so desire, they can sneak up the trail and attack the drow before they notice.

Two smaller paths lead out of this camp to the north and east. The north path winds up to the very top of Weeping Grandfather and the east is a hidden trail down the northeast side of the mountain that the drow appear to be excavating, widening, and improving. In truth, the drow intend to build a base of power here for Abraxus and are improving the smaller path to the east to bring more of their companions up the mountain once they can get word back to their fellow worshippers in Zirnakaynin.

Creatures: For Tier 5–6, there are a handful of elite drow soldiers here with their ogre slave. The ogre sits quietly by the entrance to the antechamber of the hall of the Zero Incantation, his head down, waiting to be told what to do. The drow stand around nearby talking softly in undercommon and paying no attention to the southern trail from which the PCs appear. For Tier 8–9, there are additional elite drow soldiers here and their slave is an ogre barbarian.



Tier 5–6 (EL 7)

ELITE DROW SOLDIERS (2)

Male drow rogue 2/fighter 2

NE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +6, Spot +6

DEFENSE

AC 19, touch 12, flat-footed 17

(armor +5, Dex +2, shield +2)

hp 30 (2d10+2d6+10)

Fort +4, **Ref** +10, **Will** +3; +5 Will versus spells and spell-like abilities

Defensive Abilities evasion; **SR** 15; **Immune** sleep; **Vulnerability** light blindness

CR 5

OFFENSE

Spd 30 ft.

Melee +1 rapier +6 (1d6+2 plus poison/18–20)

Ranged mwk hand crossbow +6 (1d4 plus poison/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 4th)

1/day—*dancing lights*, *darkness*, *faerie fire*

TACTICS

During Combat The elite drow soldiers pick one target at a time and flank that opponent to cause maximum damage. They order their ogre slave to attack obvious spellcasters.

Morale The elite drow soldiers fight to the death.

STATISTICS

Str 13, **Dex** 14, **Con** 10, **Int** 12, **Wis** 9, **Cha** 10

Base Atk +3, **Grp** +4

Feats Iron Will, Toughness (2),

Weapon Focus (rapier)

Skills Handle Animal +7,

Intimidate +7, Listen

+6, Move Silently +8,

Sense Motive +6,

Spot +6, Tumble +8

Languages

Common,

Drow Sign

Language, Elven,

Undercommon

SQ trapfinding

Combat Gear *potion of cure moderate wounds*;

Other Gear +1 chain shirt, +1 light steel shield, masterwork

hand crossbow,

poisoned crossbow

bolts (10; see special

abilities), +1 rapier

SPECIAL ABILITIES

Poison (Ex) An opponent hit by

a drow's poisoned weapon must succeed on a DC

13 Fortitude save or fall unconscious. After 1 minute, the subject

must succeed on another DC 13 Fortitude save or remain

unconscious for 2d4 hours.

OGRE

CR 3

hp 29 (MM 199)

TACTICS

During Combat The ogre does what it's told and attacks whomever the drow tell it to.

Morale The ogre fights to the death.

Tier 8–9 (EL 10)

As Tier 5–6 but increase the number of elite drow soldiers to 4 and change the ogre to an ogre barbarian.

OGRE BARBARIAN

hp 79 (MM 199)

CR 7

Development: The drow are under orders to never enter the hall of the Zero Incantation and will do all in their power to prevent the PCs from doing so as well.

Mission Notes: PCs from the Taldor faction can make a DC 15 Search check to find 10 shards of the *Black Bell of Cassomir* scattered around the area. PCs from the Andoran faction should try to negotiate with the ogre to free him from the bonds of slavery. A successful DC 30 Diplomacy check by an Andoran faction PC will cause the ogre to stop fighting and a second DC 30 Diplomacy check will cause the ogre to switch allegiances and fight against the drow. If the Andoran faction PCs manage this, the ogre fights for them to the end of the scenario and then leaves to rejoin its tribe. PCs from the Osirion faction will want to destroy the obelisks inside the antechamber. Each obelisk has 250 hit points, with a hardness of 5, and

crumbles to dust if destroyed, robbing the room of its blue light.

Rewards: If the PCs defeat the drow and their slave, reward each tier thusly:

Tier 5–6:

Give each player 906 gp.

Tier 8–9:

Give each player 2,266 gp.

ACT 5: ZERO INCANTATION ANTECHAMBER (EL 7 OR EL 10)

Once the PCs enter the antechamber of the hall of the Zero Incantation, read or paraphrase the following:

The solid outside doors silently open to reveal a large, high-ceilinged room. The opposite wall holds two enormous, iron doors that appear to be locked with a simple, enormous iron latch. On those doors are carved a human face, its expression one of silent repose, with a single finger poised over the lips. In the northeast and southwest corner of the room lay fifteen-foot-square recessed pits from which jut large black obelisks, faintly glowing blue and casting the rest of the room in a haze of murky light. Several corpses of drow warriors lay piled against the far set of doors.

Creatures: Urxhit, Chosen of Abraxas, is a drider and the leader of the band of drow sent here by the demon lord Abraxas to recover the magic of the hall of the Zero Incantation. Urxhit is incredibly frustrated as he can't find a way to enter the hall without making noise (something he knows will destroy the magic within). In his frustration, he's killed two of the drow warriors that were working with him for simply being there when he was angry. The moment the doors open, Urxhit turns and begins screaming in uncommon that he said no one was allowed in. When he sees the PCs, he shrieks and immediately attacks.

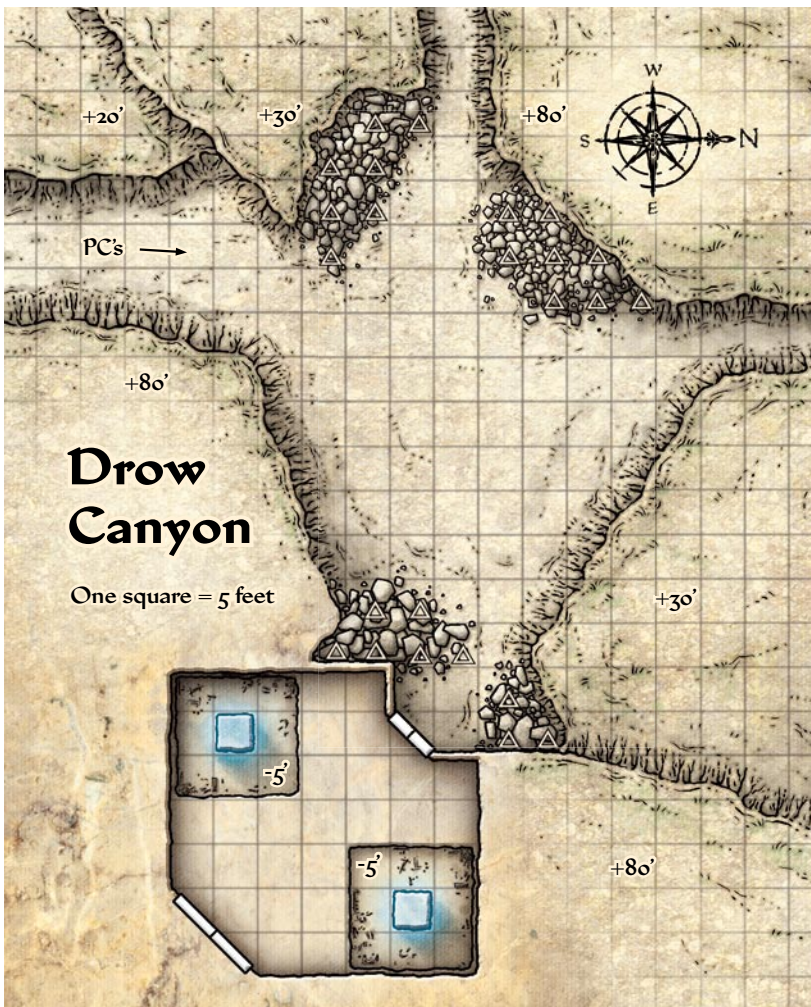
Tier 5–6 (EL 7)

URXHIT, CHOSEN OF ABRAXAS CR 7

hp 45 (MM 89—use the stats for the drider)

TACTICS

During Combat Urxhit uses *suggestion* on the first PC through the door, ordering him to run back down the mountain. He also casts *web* and *lightning bolt* as many times as he can to slow the PCs down and split them up. If forced into melee combat, Urxhit goes



after lightly armored foes first, preferring to slow down heavily armored opponents with *daze*, *ray of enfeeblement*, or *web*.

Morale Urxhit fights to the death.

Tier 8–9 (EL 10)

Urxhit is joined by a Claw of Abraxas, a vrock the demon lord sent to watch over the drider. The creature begins combat near the door to the hall of the Zero Incantation.

CLAW OF ABRAXAS

CR 9

hp 115 (MM 48—use the stats for vrock)

TACTICS

During Combat The claw of Abraxas wades into melee combat immediately, giving Urxhit time to cast spells.

Morale The claw of Abraxas fights to the death.

Mission Notes: PCs from the Cheliox faction can recover pieces of intact crystal or a sample of the silvery waters, or some of the enciphered notes of the Muted God, or the dust from the destroyed font in order to succeed on their mission.

Treasure: The drow warriors have all of their normal gear including one *wand of cure moderate wounds*.

Rewards: If the PCs defeat the minions of Abraxas, reward each tier thusly:

Tier 5–6:

Give each player 413 gp.

Tier 8–9:

Give each player 413 gp.

CONCLUSION

If the PCs successfully defeat the Chosen of Abraxas, they may enter the hall of the Zero Incantation past the large, iron doors in the southeast corner of the antechamber. The hall is a vast, shimmering cavern of crystal with a serene, silver lake in the middle. If the PCs make any sound at all inside this cavern, the crystals begin vibrating and crumble to dust, creating a small (but harmless) maelstrom of dust for a few minutes. Causing this maelstrom immediately destroys the cavern's magical properties that allowed the Hand of the Muted God to restore discharged magic items by simply dipping them into the lake. If the PCs enter without making a sound (either magically or by removing all gear and succeeding on a DC 30 Move Silently check to reach the water) they are able to recharge any chargeable items in the pool. Dipping an item into the water requires an additional DC 30 Move Silently check to avoid destroying the cavern as does walking from the lake back to the doors.

Regardless of what happens to the chamber, the PCs are able to gather a number of enciphered notes scattered about the antechamber and cave that seem to have

been written by the so-called Muted God regarding the creation of such a powerful effect. It would take a lifetime to understand such notes, but they may be returned to the Grand Lodge. If the Zero Incantation is destroyed, the Hands of the Muted God stop being a subtle, underground cult with easy access to powerful magic and return to their roots as a subtle, underground cult without easy access powerful magic. The PCs are able to retrace their steps back down the face of Weeping Grandfather, and return to the Pathfinder Lodge with information regarding the Hands of the Muted God. No direct action by the Pathfinders is taken against the cult, which dies down and becomes a minor player in Absalom's politics once again.

Finally, the PCs have prevented a powerful demon lord from gaining access to a font of magical power that could have seen a small faction of Abraxas-worshipping drow take control of the darklands. What portent this may have held for the surface world may never be known.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who attempt to free the ogre slave in act 4 (regardless of success) earn 1 Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who confirm the existence of the Zero Incantation and return with some proof of it (or notes on it) earn 1 Prestige Award.

Osirion Faction: Osirion faction PCs who destroy both of the obelisks inside the antechamber of the hall of Zero Incantation earn 1 Prestige Award.

Qadira Faction: PCs from the Qadira faction who secure the journal of Rysha Spurr and decode the message on the last page earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who acquire all 50 shards of the *Black Bell of Cassomir* along the trail leading up the mountain earn 1 Prestige Award.

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Andoran Faction Handout

Fellow Free Citizen,

If these rumors of drow and cultists roaming the Kortos Mounts are true, then surely they must have creatures kept in bondage and slavery there. Should you encounter any slaves on your journey, encourage them to gain their liberty once more by fighting their oppressors. Your skills as a loyal scion of Andoran freedom should aid you in your quest—let no man remain in bondage!

Capt. Colson Maldris Sincerely,

Captain Colson Maldris



Cheliax Faction Handout

Her Majesty's Most Loyal Servant,

My agents inside the Hand of the Muted God tell me terrific tales of the power their shrine in the Kortos Mounts is capable of. Should you find this shrine, bring me evidence of its structure and design so that we might have our best and brightest arcane scholars attempt to recreate its glory for the Empire. Cheliax has enemies on all sides—a font of magical power such as this might even the score.

Zarta Draldeen
Paracountess Zarta Draldeen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

My agents in Sothis report that a group of drow recently entered the city at night and bought passage for Diobel on the Isle of Kortos. While this is troubling news, what's more troubling is that we think they're intent on acquiring, among other things, two obelisks that we know reside in a shrine on the top of Weeping Grandfather. You will know them by their blackened color and the blue light they emanate. Destroy them at all cost. If the drow unlocked their power, they could create a portal to our lands from the Isle of Kortos and its time we closed that possibility.



In All Sincerity,

Amenopheus
Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

The great Rysha Spurr, a Qadiran swordsman, guide, adventurer, and Pathfinder of great skill must be located. If his disappearance means he fell in service to the Society, then so be it, but return his journal to me with the final page decoded. If you are incapable of decoding the message yourself (a notion that should offend every loyal Qadiran agent), then hire someone in Absalom to do it.

Sincerely,
Pasha Muhlia Al-Jakri 

Taldor Faction Handout

Agent of the Empire,

Someone, or something, has made off with the shards of an ancient war-weapon destroyed during the Even-Tongued Conquest by Qadiran mages. This weapon, the Black Bell of Cassomir, was once the last defense of that harbor; a potent artifact crafted of cold iron mined in Maheto and woven with spells in Oppara, it has long been silenced via the grim powers of disjunction and shattering magics. Still, the pieces of such an historical artifact, powerless though they may be, are priceless beyond compare.



My agents in the Hands of the Muted God claim the pieces of this artifact were scattered up a lesser known trail on the mountain called Weeping Grandfather in the Kortos Mounts. If you travel this path, keep your eyes open for every piece of the weapon. I believe there are fifty in total—find all of them or don't bother coming back.

For Emperor and Empire,
BARON JACQUO
Baron Jacquo Dalsine



SCENARIO 25: HANDS OF THE MUTED GOD

Scenario Chronicle #

TIER	5-6	1,967
TIER	8-9	3,889
TIER		

MAX GOLD

This Chronicle Certifies That

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

Items Found During This Scenario

TIER
5-6

Potion of cure moderate wounds (Cost: 300 gp)
Wand of cure moderate wounds (Cost: 4,500 gp)

TIER
8-9

Potion of resist energy (cold) 20 (Cost: 700 gp)
Ring of protection +1 (Cost: 2,000 gp)

TIER

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ Items Sold

= Sub Total

- Items Bought

= Sub Total

- Gold Spent

= Sub Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

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