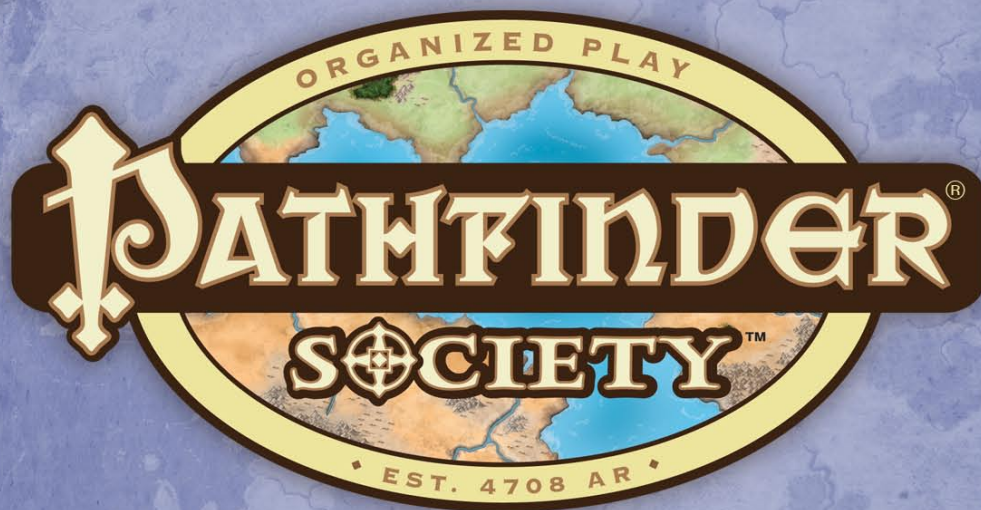


A PATHFINDER SOCIETY SCENARIO



YEAR OF THE SHADOW LODGE™

By Tim Hitchcock



YEAR OF THE SHADOW LODGE

PATHFINDER SOCIETY SPECIAL

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Pathfinder Society Special: Year of the Shadow Lodge is a Pathfinder Society Scenario designed for 1st to 11th level characters (Tiers: 1–2, 3–4, 5–6, 8–9, and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 27 of this product.

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PATHFINDER SOCIETY SPECIAL: YEAR OF THE SHADOW LODGE

BY TIM HITCHCOCK



Given the chimeric nature of the Pathfinder Society, it should surprise no one when intersocietal conflicts surface. As one of the foremost powers on Golarion, the Society is unique in its desire to remain neutral, without debt or affiliation to other nations or religions, despite the inherent alliances of its individual members. But an organization of such magnitude cannot always police its members, nor can it sway their ambitions or their greed. What starts as a simple whisper becomes a seedling of dissent, and when properly nurtured, grows into a giant oak of rebellion, blotting the sunlight from the sky and drowning the entire forest in its dark shadows.

INTRODUCTION

Year of the Shadow Lodge represents the first of what will become a series of annual events allowing players to take part in major changes that occur within the Pathfinder Society. These scenarios are designed specifically for large scale organized play, allowing any number of participants to play simultaneously and all have an impact on the adventure's outcome.

Running the Event

The event is organized as follows:

PCs: Player Characters.

The House: All the PCs participating in the adventure.

Acts: Like many Pathfinder Society scenarios, the event is broken into separate acts.

Overseer Game Master: This GM is responsible for keeping the entire room on point. She sets the pace for the event, as unlike a typical scenario, each of the acts is timed. Timing for each act may speed up depending on the length of time it takes tables from each tier to meet their objectives. The Overseer GM is responsible for introducing the event, stating the rules and terms, and performing the opening descriptions for each of the major acts.

Table Game Masters: These GMs each run a tiered table. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM calls an

THE SHADOW LODGE

While the Decemvirate continues to deny the existence of the Shadow Lodge, its agents—mostly former or current Pathfinders who see the Society's plodding methods of artifact control to be outdated and naïve—are building their own lodges in locations all across Golarion. Though their numbers are still small and scattered across the Inner Sea region, they possess an organizational ability that rivals that of their parent. While the Decemvirate and the Society's myriad venture-captains struggle to get to the bottom of the Shadow Lodge's very existence, these former Pathfinders now have lodges numbering in the dozens and are actively recruiting from within the Pathfinder Society's ranks.

It is not a matter of good and evil. It is rather a question of methods and goals, limits and horizons. One cannot tell a member of the Shadow Lodge simply by appearance. Even personality and past deeds are unreliable measures, as the Shadow Lodge counts among its ranks some of the most storied and trusted agents in the Society. Anyone could be a member. The Shadow Lodge is ambitious, to be sure, but its members are not careless, so they build slowly, methodically, and—so far—quietly, beneath the radar of the Society at large.

act, that act is finished and the Table GM must follow the instructions for getting the PCs to the next act as provided in the act's description. Likewise, if the Table GM has a group that finishes the act before the Overseer GM calls time, she must notify the Overseer GM.

Because the Overseer GM changes the scenes, Table GMs aren't responsible for presenting the adventure's introduction or the descriptions for the major act changes, though they should be familiar with them in the event that their PCs require a recap or further clarification of the events.

Adventure Background

As a young Pathfinder, Charvion heard the call of the Shadow Lodge and quickly worked his way into the foundations of the organization. He now serves as an important figure in the movement and is considered to be among the more prominent leaders within the

Shadow Lodge. Of course, he's still masquerading as a Pathfinder as well, though after performing several indescribable acts, he garnered the title "Eater-of-Bones" and his reputation as one of the more radical Pathfinders is swiftly growing.

As part of his latest plot, Charvion has been vocalizing his fear that the Shadow Lodge is slowly slipping into the same sedentary glut that it was designed to overthrow. He's growing impatient with the Shadow Lodge's cautious plots to seize control of the Society, and perceives lack of action as failure. Despite a subtle shift in the balance of power, not enough has changed, and the Decemvirate still maintains its stranglehold of control over the Society at large. Now approaching middle-age, he knows if he fails to make a bid for power soon, his time shall pass, so he feels pressured to act—swiftly, dramatically, and if necessary, violently.

His impatience has not gone unheralded by others within the Shadow Lodge. His fellow higher-ranking agents are content to let the upstart act, as any blow weakening the Decemvirate enables their cause; however, they also need to waylay suspicions and downplay the role of the Shadow Lodge in such a reckless act of terrorism. In essence, they are prepared to let Charvion martyr himself. In fact, they have helped orchestrate his martyrdom.

These same Shadow Lodge agents have arranged to display a recently discovered artifact of profound significance. Dubbed the *Cage of Spirit Echoes*, the device is rumored to have been designed to allow individuals to communicate with the souls of the departed. Secretly, they know of the *Cage of Spirit Echoes'* potent enchantments and have hinted at its manipulations to Charvion, spurring his brazen plot to pluck the device from its showing at the Irorium in Absalom and use its power to attack the Grand Lodge. But the agents plan to cut all ties to Charvion and let him doom himself while unwittingly doing their dirty work.

Adventure Summary

Pathfinders arrive in Absalom to participate in a huge annual celebration of the city's first military victory and its freedom, called the Passion of the First Siege of Absalom. The Irorium fills with a throng of hundreds of volunteer actors who participate in a grand-scale mock combat. This year, the featured presentation will be a special unveiling of an ancient Azlanti artifact recovered by the infamous Pathfinder Charvion Eater-of-Bones. Unbeknownst to all, Charvion is a member of a covert organization known as the Shadow Lodge, a somewhat mythical splinter group of Pathfinders few believe to exist. Charvion has staged the unveiling as part of an elaborate plan to use the device to break into the Grand Lodge and recover a set of scrolls he believes hold the Decemvirate's founding secrets. His plan is to launch a major attack on the Irorium, and in

the ensuing chaos, to force his way into the Grand Lodge Mausoleum and seize the scrolls.

In the opening act, the PCs investigate the artifact unveiling at the Irorium. Toward the end of the event, Charvion's allies (a force of goblins and black dragons) besiege the arena, forcing the PCs to find some means of escaping the death trap. Once outside the arena, they can clearly see the second attack focused on the Grand Lodge, though more dark agents barricade the path through Absalom's Foreigner's Quarter. By the time the PCs reach the Grand Lodge, Charvion has already entered the Mortuary while his force battle Pathfinders for control of the grounds. The PCs must navigate the grounds first, and sneak or fight their way past an old black dragon to enter the Mortuary. Within, the PCs must try to track down Charvion. Following him to the artifact, they discover his tampering has caused the device to go haywire. They must first disable the artifact, and then chase the fleeing villain into the undercrofts beneath the Mortuary. There they engage Charvion in a final showdown.

Rewards

Rewards are handled differently in this event than in a normal scenario. Rather than the PCs collecting loot in their race to the Lodge, they receive a blanket reward at the end of the event for successfully saving the Grand Lodge. In addition, there are three bonus rewards for each tier—each PC must select one, and the **Table GMs** must line out any rewards that are not chosen.

Prestige Award

All participating PCs receive 2 PA for defeating Charvion and successful completing the event. There are no faction missions for this event, but the factions still hold the PCs in high regard for their work. The factions themselves are not necessarily thrilled to have a new player—the Shadow Lodge—in the battle for Absalom, so anytime the PCs can thwart the Shadow Lodge, they help both their own faction and the Pathfinder Society as a whole.

OVERSEER GM

STARTING THE ADVENTURE

The event begins with an introduction by the Overseer GM. Its purpose is to give the PCs a brief background before they are grouped by tier and assigned to a table. As the PCs enter, the **Overseer GM** greets them.

The City of Absalom is abuzz with excitement. The streets are full of revelers and feasting, as residents celebrate the city's independence from tyranny. All seem most eager to witness the evening's biggest event, the annual Passion of the First Siege of Absalom, where hundreds dress in elaborate

costume, don fake armor and weaponry, and crowd the Irorium floor to participate in a mock combat, reenacting the first siege of Absalom. I suggest you do what you need to prepare yourselves and then get to the Irorium to find yourselves some seats.

The overseer may need to repeat or paraphrase the information for more PCs as they filter in, as well as to help get players to their assigned tables.

Once the players are seated, the **Table GMs** should help them prepare to play. Shortly before the PCs arrive at the arena, they are dragged into an intervening conversation by the enigmatic Osprey of Diobel. Once he pulls them aside, read or paraphrase the following:

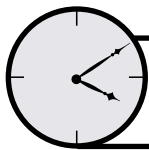


Table GMs, you have 10 minutes to run this encounter.

As you make your way through the streets, a lean-faced man hiding behind a long cowl slips alongside. “A moment of your time,” he says and pulls you aside, into the shadows of a nearby alley. “It seems we have two things in common, an eagerness to participate in good celebration, and this...” He punctuates his sentence by holding out an elaborately carved wayfinder, the type only granted to Pathfinders of great importance. “I assure you, its mine,” he adds quickly, closing the device and tucking it back into the folds of his cloak with a quick, easy motion. Then he continues, “I know a good number of you are already planning to attend the festivities this evening. I need but a casual favor. An old associate of mine, Charvion Eater-of-Bones is set to make an elaborate display of some artifact he claims to have recovered. I’ve not had contact with him in a year or so, and I’ve a curious feeling about the event. More I cannot say; however, I’d appreciate you keeping an eye on whatever stunt he’s considering. He’s a natural charlatan that one. Just keep an eye out is all—nothing serious. Don’t let him know that you’re watching, and do not approach the artifact during the showing. Most importantly, tell no one of this conversation.”

Soon after, Osprey departs into an ally, ducks into the shadows, transforms into an a small bird of prey, and flies off. If the PCs bother to ask him who he is before he leaves, he responds, “My name is Osprey.” Once Osprey leaves, the PCs are free to continue. At the Irorium, the PCs are assigned seats by tier as they enter. Lower tier groups are given mezzanine seats, while only those in the highest tier (10-11) receive field level seats. **Table GMs**, keep in mind that the layout of the Irorium is different from the

map on page 8 used for the combat encounter—the map is meant to assist you in combat, not directly reproduce the arena.

Irorium Layout (Exits and Seating)

The Irorium has five public entrances, the main gate and four side gates. A sixth gate to the south is a work entrance reserved for gladiators, arena workers, and other performers.

Main Gate: The main gates face north. On the mezzanine level, a 20-foot-wide stone arch opens onto an equally wide marble stairwell that descends out onto the street. The stairwell corridor is 300 feet long. At street level, the corridor can be barricaded with a pair of barred iron gates.

Side Gates: There are four side exits, all connected to the mezzanine level. Each exit leads through a 20-foot-wide stone arch that opens to an equally wide marble stairwell, which in turn descends out onto the street. On the mezzanine level, the stairwell corridor is 300 feet long. The upper level stairwells are 500 feet long. At the street level, the corridor can be barricaded with a pair of barred iron gates.

Service Exit: The service exit is located on the arena floor, just behind the makeshift stage. Only Irorium workers and performers are permitted to use it; anyone attempting to pass through the doors without permits is denied. All would-be trespassers are sent off by a platoon of surly guards. Beyond the entrance, a main passage connects to side chambers used by gladiators and arena workers. All creatures, gladiators, workers, and others involved with events use this route to gain access to the arena floor.

The Irorium has four seating levels. To avoid undue attention, the Society has provided the PCs with seats according to their stature, based on the group’s Tier status. The highest tier is proved with field level tickets. The remaining Tiers are provided with mezzanine level seats. Those with field tickets may sit anywhere. Those with mezzanine seats are permitted to sit anywhere in mezzanine or the three levels above. There are no specific assigned seats; seating is general and all seating consists of stone or wooden bleachers.

1. Field Seats: These seats are on the lowest level, closest to the ring. They are reserved for important and wealthy attendees. Field seats are accessible by descending staircases from the mezzanine level.

2. The Mezzanine: This level sits just above the field seats, though it is entirely separated from them. The mezzanine has a slight overhang that extends over the last two rows of field seats. These seats are open to the general public; however, they cost a couple of gold pieces apiece (depending upon the event), and thus their

occupants tend to be middle and upper class citizens. The mezzanine is the central hub of the Irorium, providing access to all other levels as well as the most of the exits. It connects to five of the Irorium's exits: the main gate and the four side exits. From the mezzanine, several sets of stairs climb to the upper levels as well as descend to the field seats.

3. Terrace: The Terrace consists entirely of open-air stone bleachers carved into the structure of the Irorium. The view of the field is still good enough to observe events. A terrace seat usually costs a few silvers. Stairs from the mezzanine provide access to the terrace.

4. Grandstands: This level consists of rickety wooden bleachers. Seats cost a few coppers, or are sometimes free, depending on the event. Stairs from the Terrace provide access to the grandstands

5. The Ledge: The top level of the Irorium is a broad, 15-foot-wide railed ledge that encircles the entire arena. It is so far away from the arena floor that it provides only a pitiful view of events below. Stairs from the grandstands provide access to the ledge.

TABLE GMS: STOP!

OVERSEER GM

ACT I: WELCOME TO ABSALOM!

Once it seems as if most GMs are finished with Starting the Adventure, the **Overseer GM** should read the following passage to get the event underway:

Welcome to Absalom! On this glorious eve we gather again in celebration of our wonderful city and its freedom from tyranny. We present to you all—the Passion of the First Siege of Absalom! A performance great and terrible, reenacting Absalom's victorious slaughter of Warlord Voradni Voon's troops upon the city's rocky shores. As the highlight of this year's performance, directly following the Passion, the Pathfinder Society has generously agreed to a public unveiling of its latest acquisition, a terrifying device dredged from ancient ruins in the Mwangi Expanse. And now, ladies and gentlemen, please take your seats. The performance is about to begin.

Table GMs, you have 5 minutes to run this encounter.

TABLE GMS: STOP!

OVERSEER GM

The Passion

The **Overseer GM** should then read the following aloud:

The Passion is long, tediously so, though the rowdy crowds more than entertain themselves, booing and cheering the performers and throwing rotten cabbages. In all, it turns out to be a fine afternoon of celebration.

Following the performance, a large stage is wheeled in to the west side of the Irorium. The stage is covered with a large curtain. Beneath is a scaled set of a ruin and in the center stands a bizarre, cage-like structure of weathered metal covered with strange runes and other ornate etchings. A man who fits the description of the Pathfinder known as Charvion Eater-of-Bones stands next to the cage.

"Good evening, friends! On this auspicious night I present to you an incredible spectacle, the type of which you have never seen before. From the darkest jungles of Mwangi, I have procured an ancient device, an artifact capable of ripping through the very cloth of our reality!"

Charvion touches something on the cage, and it falls open, slowly unfolding like a blossoming flower. He steps inside, and the cage begins to close around him, crackling with swirling tendrils of mystic, silvery ether.

In an ominous and unearthly voice he bellows, "I am now fused to the ethereal plane—the realm of ghosts! Ask me what you will, and the dead shall answer through me! But be wary of what you seek, for you may not like the answers."

Table GMs, you have 10 minutes to run this encounter.

The **Table GMs** now take over at each table. All of the PCs are invited to ogle the display while Charvion's onstage assistants aid him in taking questions from the crowd so that he might ask them of the spirits. At the end of the event, Charvion raises a fanfare to signal the dragons to attack. The **Overseer GM** should time this section—after 10 minutes pass, Charvion's agents perform their summoning fanfare, as described in the text below.

TABLE GMS: STOP!

OVERSEER GM

A low, droning horn suddenly rises over the cacophonous throng. Soon after, it is joined by a second horn, then a third, then dozens.

Table GMs, you have 1 minute to run this encounter.

The horns signal the dragon attack. **Table GMs** can allow their players to attempt to spot the horn blowers; however, their damage is already done. Once the fanfare is complete, the agents try to escape out the side entrances with the rest of their allies.

PCs attempting to identify the horns may attempt a DC 20 Knowledge (history) check to identify them as ancient hunting horns. A DC 25 check correctly identifies them as Ulfen Linnorm Horns, ancient devices used for hunting dragons. Three rounds after the horns sound, allow the PCs a DC 12 Perception check to notice dark spots on the northern horizon. The spots grow larger, and after 4 more rounds, it is readily apparent that they are dragons. The PCs have time to act before the dragons arrive. They may wish to flee, rush the stands, or otherwise maneuver through the crowded Irorium.

TABLE GMs: STOP!

Dragon Attack (CR Varies by Tier)

Once the dragons arrive, the **Overseer GM** should read the following aloud:

A massive black dragon dives through the center of the Irorium, spewing gouts of acid onto the arena floor. She heads straight for the small stage where Charvion stands within the cage. Striking with both claws, she plucks the artifact free from the base, shattering the stage and sending remnants of the mock ruins everywhere. The creature lifts into the air, with Charvion clinging to the bars and screaming in terror. The great beast continues her flight, winging off toward the Grand Lodge. A few short moments later, rattling explosions shake the city, and a shimmering column of pale, silvery light shoots up out of the grounds of the Grand Lodge and into the night sky.

After the Overseer GM presents the read-aloud, the **Table GMs** resume control of their tables. Moments after the black dragon snatches Charvion away, more dragons arrive. On their backs they carry small groups of goblins, and as soon as the dragons hit the ground, the goblins jump off and attack. Not all of the goblins are elegant in their dismount: some simply fall off their dragon, and others jump poorly and break bones, flailing about the arena and squealing in pain. The PCs can attempt to reduce the overall number of goblins that reach the ground by attacking approaching dragons.

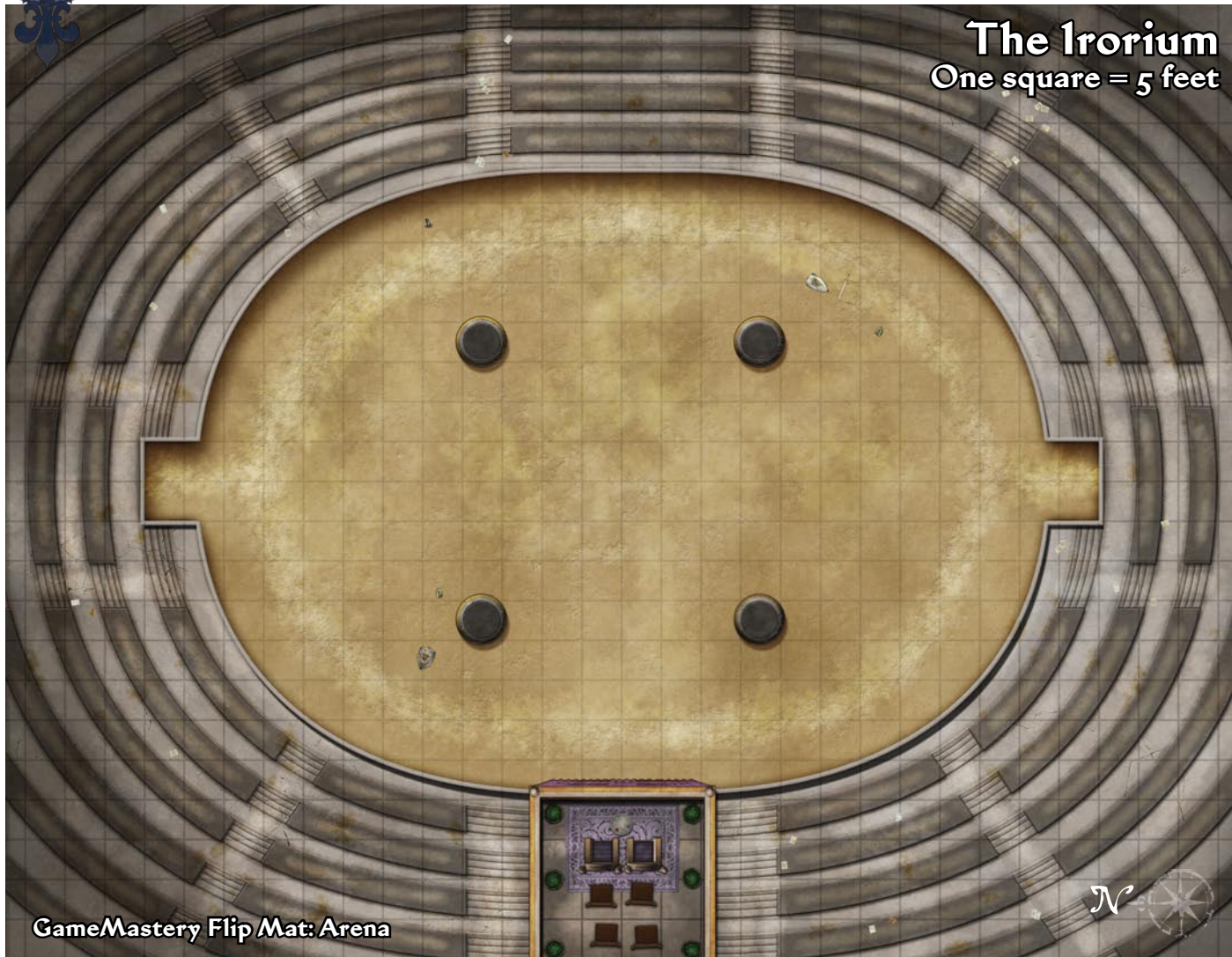
Creatures: Black dragons swoop around overhead, spewing acid and occasionally diving into the crowd, using their fear aura to whip everyone into a panic. Patrols of goblins run amok through the Irorium, indiscriminately hacking at the frenzied crowds, screaming wildly, blocking exits, and sowing as much chaos as possible. Different tiers should face different opponents (see below). There is no specific number of encounters; instead the PCs have to fight a continual battle to exit the Irorium. After completing one encounter, they should have 1d4 rounds to move, regroup, or perform any other actions until they face a new encounter. Keep track of these accumulated rounds—once a table reaches a total of 10 rounds of time used to move and regroup (possibly accomplished in as few as three encounters or as many as 10), the goblins are all dead or fleeing, combat ends, and the PCs proceed to Act 2.

Each time the PCs face off against a new encounter, the **Table GMs** (except the **Table GMs** for Tier 5–6 tables) roll a d20 to randomly determine which of the following opponent groups the PCs face, as described by their specific tier. Once a particular encounter has been defeated, **Table GMs** and the players at their tables should feel free to shout out their victories.



The Irorium

One square = 5 feet



GameMastery Flip Mat: Arena

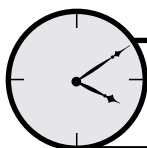


Table GMs, you have 30 minutes to run this encounter.

Tier 1–2 (CR 2)

D20 Encounter

- 1–19 3 goblins
- 20 Black dragon drool hazard (2d6 acid, Reflex DC 12 avoids)

GOBLINS (3) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

TACTICS

During Combat The goblins charge their targets, attacking recklessly.
Morale The slaughter-crazed goblins fight to the death.

Black Dragon Drool Hazard: Acid falls from one of the dragons circling overhead and splatters, dealing 1d6 acid damage to all creatures in 10-foot-radius as a splash attack. The PCs may attempt a DC 12 Reflex save for half damage.

Tier 3–4 (CR 4)

D20 Encounter

- 1–15 6 goblins
- 16–17 2 goblins and 1 goblin slayer
- 18–20 Black dragon drool hazard (2d6 acid; Reflex DC 14 avoids)

GOBLINS (3) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

TACTICS

During Combat The goblins charge their targets, attacking recklessly.

Morale The slaughter-crazed goblins fight to the death.

GOBLIN SLAYER CR 3

Male goblin fighter 4

CE Small humanoid (goblinoid)

Init +7; **Senses** Darkvision 60ft.; Perception +0

DEFENSE

AC 18, touch 14, flat-footed 15; (+3 armor, +3 Dex, +1 shield, +1 size)

hp 30 (4d10+8)
Fort +5, **Ref** +4, **Will** +1; +1 vs. fear

OFFENSE

Speed 30 ft.
Melee short sword +9 (1d4+2)
Ranged shortbow +8 (1d4/X3)

STATISTICS

Str 11, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +4; **CMB** +5; **CMD** +18
Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (short sword), Weapon Finesse
Skills Acrobatics +4, Climb +8, Fly +4, Ride +6, Stealth +12, Swim +8; Racial Modifiers +4 Ride, +4 Stealth.
Languages Draconic, Goblin
SQ armor training 1
Combat Gear flasks of alchemist's fire (3), torches (3); **Other Gear** studded leather, light wooden shield

Tier 5–6 (CR 7)

YOUNG BLACK DRAGON CR 7

hp 72 (*Pathfinder RPG Bestiary* 92)

Tier 8–9 (CR 8/9)

D20 Encounter

1–14 6 goblin slayers
 15–17 2 goblin slayers and goblin shadow blade (see below)
 18–20 1 young black dragon (*Pathfinder RPG Bestiary* 92)

GOBLIN SHADOW BLADE CR 7

Male goblin fighter 8
 CM Small humanoid (goblinoid)
Init +7; **Senses** Darkvision 60 ft.; Perception +3

DEFENSE

AC 22, touch 15, flat-footed 18; (+6 armor, +3 Dex, +1 dodge, +1 shield, +1 dodge)
hp 67 (9d10+18)
Fort +7, **Ref** +6, **Will** +5
Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.
Melee short sword +15/+10 (1d4+2/17–20)
Ranged shortbow +14/+9 (1d4/3)

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 10, **Cha** 9
Base Atk +9; **CMB** +10; **CMD** +24
Feats Combat Reflexes, Dodge, Greater Weapon Focus (short sword), Improved Critical (short sword), Improved Initiative, Iron Will, Mobility, Weapon Finesse, Weapon Focus (short sword), Weapon Focus (shortbow)
Skills Acrobatics +6, Climb +6, Fly +2, Perception +3, Ride +4, Stealth +14, Survival +7, Swim +6; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Draconic, Goblin
SQ armor training 2
Combat Gear flasks of alchemist's fire (2), tanglefoot bag, thunderstones (2), torches (3); **Other Gear** breastplate, light shield

Tier 10–11 (CR 10/11)

D20 Encounter

1–12 2 goblin shadow blades
 13–15 3 young black dragons (*Pathfinder RPG Bestiary* 92)
 16–18 6 goblin slayers and 1 goblin shadow blade
 19–20 1 adult black dragon (*Pathfinder RPG Bestiary* 92)



TABLE GMs: STOP!

OVERSEER GM

Concluding Act 1

After 30 minutes have passed, the **Overseer GM** calls Act 1 to a close and reads the following aloud:

The attacks die down, and all serious threats are driven out of the Irorium and onto the streets. The eerie pillar of light still shoots skyward from somewhere on the Grand Lodge's grounds, and the citizens of the city stand in dumb awe of the spectacle.

At this point, the PCs should proceed toward the Grand Lodge. If further incentive is needed, a group of wounded Pathfinders approach the PCs from the direction of the Grand Lodge. Too injured to continue the fight, they implore the PCs to go to the Grand Lodge and aid the Society against the attack.



TABLE GMs: STOP!

ACT 2: RUN THROUGH THE FOREIGN QUARTER

Emerging onto the streets of Absalom, now clogged with panic-stricken former revelers, the PCs must rush to the Grand Lodge to stop the disaster. The streets are filled with fear, mayhem, and Charvion's forces. Plotting a course toward the Grand Lodge still proves simple enough, however, given the immense pillar of light streaking up into the night sky.

As Pathfinders race to the Lodge, they enter a market where pooling trails of acid streak the streets. Several buildings and large tents here have collapsed, their remnants now scattered across the market, forming a defensible barricade manned by Charvion's agents. All of the nearby streets are choked with fleeing Absalom citizens—the market seems like the only way through.

OVERSEER GM

Fire in the Streets (CR Varies by Tier)

The Overseer GM reads the following aloud:

Your race through the Foreign Quarter to the Grand Lodge brings you to a large market. Collapsed buildings, broken tents, and piles of debris torn from other nearby structures form a crude but effective-looking barricade across the center of the market square, blocking your progress.

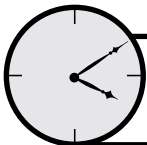


Table GMs, you have 30 minutes to run this encounter.

Though only a few feet tall, the barricade is difficult to pass, as it provides cover for goblins on the other side. Furthermore, the barricade is threaded with both real and decoy tripwires set to trigger several injuriously brutal traps upon anyone foolish enough to attempt to cross. Higher tier PCs could simply fly over the trap, but the skies above are filled with black dragons, moving in lazy circles around the city.

Creatures: Currently, a patrol of goblin archers holds the barricade. They operate under the command of a recent Shadow Lodge convert named Melyra Shimore. Melyra remains a firm believer in the Shadow Lodge, though she is rapidly losing faith in Charvion, and suspects he has failed both in the intent of the Shadow Lodge as well as in his mission.

Traps: Sections of the barricade are rigged to collapse and immediately bury victims with a barrage of heavy stones, jagged metal, and similarly dangerous objects. When one of the live trip wires is snagged, it triggers the collapse. Anyone caught in a collapse zone can attempt an appropriate Reflex save to avoid the trap's effects. There are enough of these traps that any time the PCs enter a new 10-foot-by-20-foot section of the barricade, they run the risk of triggering another one.

Tier 1–2 (CR 3)

COLLAPSING RUBBLE TRAP CR 1/2

Type Mechanical; Perception DC 15; Disable Device DC 15

EFFECTS

Trigger location; Reset manual

Effect avalanche of rubble (1d6 crushing damage); DC 15 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

GOBLINS (2) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

TACTICS

Before Combat The goblins hide in the shadows near the exit with arrows nocked. As soon as a target enters the street, they open fire.

During Combat The goblins fire and reload and fire again, backing off and repositioning if necessary. If pursued, they split up and try to break groups apart or disorient them in the tangled Foreign Quarter streets. A few minutes later, they double back and regroup to try and gang up on their victims.

Morale These goblins fight until they are reduced to 3 hit points or fewer. Then their cravenly instincts take over, and they flee for their lives.

MELYRA SHIMORE CR 1

Female human cleric of Groetus 2

CN Medium humanoid (human)

Init –1; Senses Perception +3

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

hp 10 (2d8+1)

Fort +3, Ref +1, Will +6

OFFENSE

Speed 20 ft.

Melee heavy flail +3 (1d10+3/19–20)

Special Attacks channel negative energy 4/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +5)

6/day—touch of darkness (1 rounds)

6/day—vision of madness (+/–1)

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*divine favor*, *doom* (DC 14), *lesser confusion*^P (DC 14), *magic weapon*

0 (at will)—*bleed* (DC 13), *create water*, *guidance*, *resistance*

D Domain spell; Domains Darkness, Madness

TACTICS

Before Combat Melyra hangs back, defending the barrier and using her spells to bolster her allies.

During Combat The cleric continues to keep her distance, though she unleashes melee and touch attacks on all opponents entering the area she guards.

Morale Melyra fights until reduced to 3 hit points, at which point she attempts to flee. If the PCs subdue or capture her, she surrenders (see Developments).

STATISTICS

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

Base Atk +1; CMB +3; CMD 12

Feats Combat Casting, Lightning Reflexes

Skills Diplomacy +5, Heal +7, Knowledge (planes) +6, Knowledge (religion) +6, Sense Motive +7, Spellcraft +6

Languages Common, Draconic

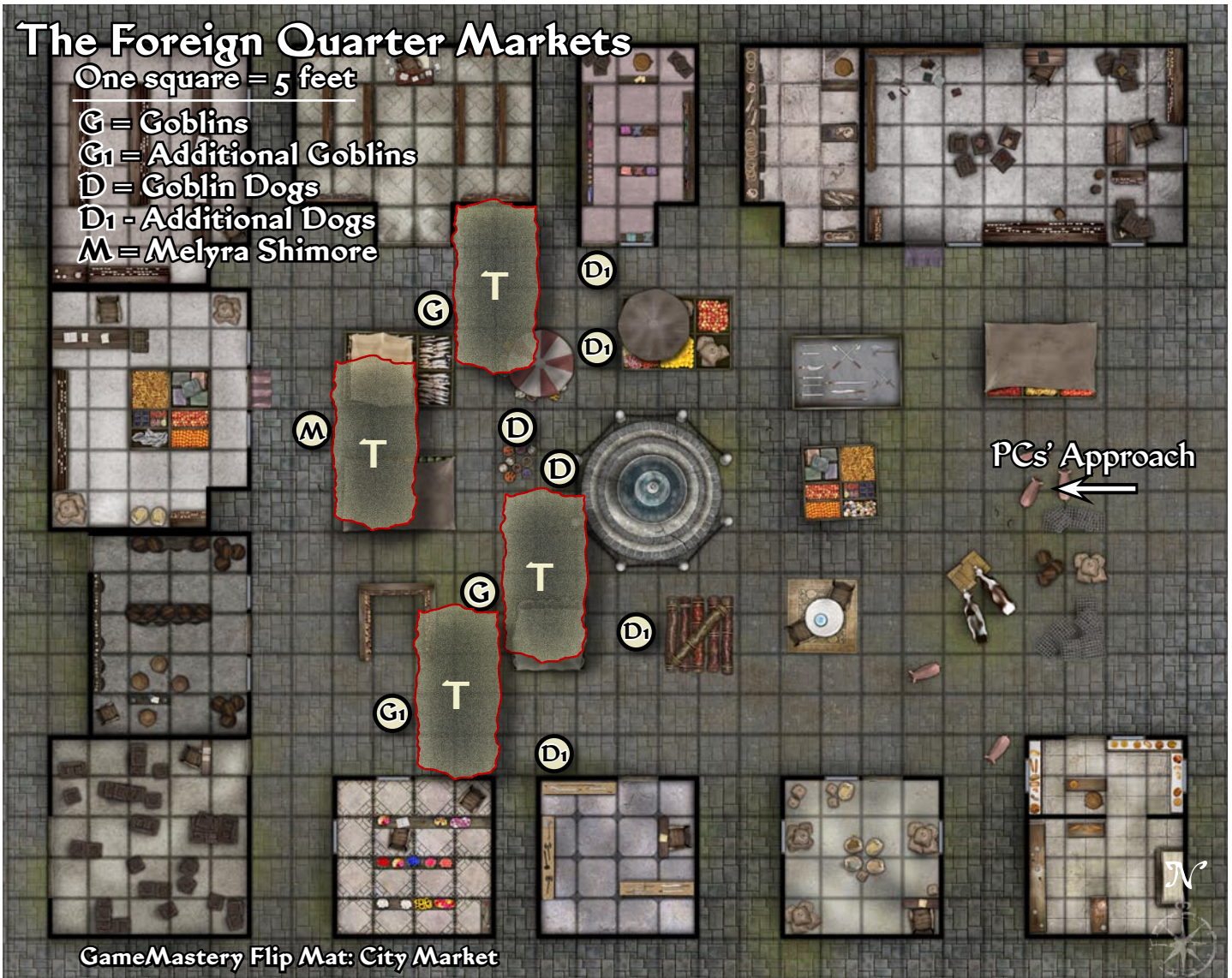
SQ aura

Gear breastplate, heavy flail, 265 gp

The Foreign Quarter Markets

One square = 5 feet

- G = Goblins
- G₁ = Additional Goblins
- D = Goblin Dogs
- D₁ = Additional Dogs
- M = Melyra Shimore



GameMastery Flip Mat: City Market

Tier 3–4 (CR 4)

COLLAPSING RUBBLE TRAP CR 1

Type Mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect avalanche of rubble (2d6 crushing damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

GOBLINS (2) CR 1/3

hp 6 (*Pathfinder RPG Bestiary* 156)

TACTICS

Before Combat The goblins hide in the shadows near the exit with arrows nocked. As soon as a target enters the street, they open fire.

During Combat The goblins fire and reload and fire again, backing off and repositioning whenever necessary. If pursued, they split up and try to break groups apart or disorient them in the tangled

Foreign Quarter streets. A few minutes later, the goblins double back and regroup to try and gang up on their victims.

Morale These goblins fight until they are reduced to 3 hit points or fewer. Then their cravenly instincts take over, and they flee for their lives.

GOBLIN DOG CR 1

hp 9 each (*Pathfinder RPG Bestiary* 157)

MELYRA SHIMORE CR 1

hp 10 each (use the stats for Tier 1–2)

Tier 5–6 (CR 6)

COLLAPSING RUBBLE TRAP CR 3

Type Mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

PATHFINDER SOCIETY SCENARIO

Effect avalanche of rubble (3d6 crushing damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

GOBLINS (3) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

TACTICS

Before Combat The goblins hide in the shadows near the exit with arrows nocked. As soon as a target enters the street, they open fire.

During Combat The goblins fire and reload and fire again, backing off and repositioning if necessary. If pursued, they split up and try to break groups apart or disorient them in the tangled Foreign Quarter streets. A few minutes later, they double back and regroup to try and gang up on their victims.

Morale These goblins fight until they are reduced to 3 hit points or fewer. Then their cravenly instincts take over, and they flee for their lives.

GOBLIN DOG (2) CR 1

hp 9 each (*Pathfinder RPG Bestiary* 157)

MELYRA SHIMORE CR 3

Female human cleric of Groetus 4

CN Medium humanoid (human)

Init -1; **Senses** Perception +3

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)

hp 20 (4d8+2)

Fort +4, **Ref** +2, **Will** +7

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +6 (1d10+3/19-20)

Special Attacks channel negative energy 6/day (DC 13, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

6/day—touch of darkness (2 rounds)

6/day—vision of madness (+/-2)

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*bear's endurance, darkness, silence, touch of idiocy*^D (DC 15)

1st—*bless, divine favor, doom* (DC 14), *lesser confusion*^D (DC 14), *magic weapon*

0 (at will)—*bleed* (DC 13), *create water, guidance, resistance*

D Domain spell; **Domains** Darkness, Madness

TACTICS

Before Combat Melyra hangs back, defending the barrier and using her spells to bolster her allies.

During Combat The cleric continues to keep her distance, though she unleashes melee and touch attacks on all opponents entering the area she guards.

Morale Melyra fights until reduced to 6 hit points, at which point she attempts to flee. If the PCs subdue or capture her, she surrenders (see Developments).

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 14

Feats Combat Casting, Elemental Channel, Extra Channel, Lightning Reflexes

Skills Diplomacy +7, Heal +9, Knowledge (planes) +7, Knowledge (religion) +7, Sense Motive +8, Spellcraft +8

Languages Common, Draconic

SQ aura

Gear masterwork breastplate, masterwork heavy flail, 1,735 gp

Tier 8–9 (CR 8)

COLLAPSING RUBBLE TRAP CR 4

Type Mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect avalanche of rubble (5d6 crushing damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

GOBLIN SLAYERS (2) CR 3

hp 30 (use the stats on page 9)

TACTICS

Before Combat The goblin slayers hide in the shadows near the exit with arrows nocked. As soon as a target enters the street, they open fire.

During Combat The goblin slayers fire and reload and fire again, backing off and repositioning if necessary. If pursued, they split up and try to break groups apart or disorient them in the tangled Foreign Quarter streets. A few minutes later, they double back and regroup to try and gang up on their victims.

Morale These goblins fight until they drop to 10 hit points. Then their cravenly instincts take over, and they flee for their lives.

GOBLIN DOG (2) CR 1

hp 9 each (*Pathfinder RPG Bestiary* 157)

MELYRA SHIMORE CR 7

Female human cleric of Groetus 8

CN Medium humanoid (human)

Init -1; **Senses** Perception +4

Aura aura of madness (30 ft.)

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor, +1 deflection, -1 Dex)

hp 40 (8d8+4)

Fort +6, **Ref** +3, **Will** +10

OFFENSE

Speed 20 ft.

Melee +1 *heavy flail* +10/+5 (1d10+4/19-20),

Special Attacks aura of madness (DC 18, 8 rounds/day), channel negative energy 6/day (DC 15, 4d6)

Domain Spell-Like Abilities (CL 8th; concentration +12)

7/day—touch of darkness (4 rounds)

7/day—vision of madness (+/-4)

Cleric Spells Prepared (CL 8th; concentration +12)

YEAR OF THE SHADOW LODGE

4th—*chaos hammer, freedom of movement, shadow conjuration^D, unholy blight* (DC 18)
 3rd—*contagion* (DC 17), *dispel magic, inflict serious wounds* (DC 17), *prayer, rage^D*
 2nd—*bear's endurance, darkness, enthrall* (DC 16), *silence, touch of idiocy^D* (DC 16)
 1st—*bless, divine favor, doom* (DC 15), *lesser confusion^D* (DC 15), *magic weapon, sanctuary*
 o (at will)—*bleed* (DC 14), *create water, guidance, resistance*
 D Domain spell; **Domains** Darkness, Madness

TACTICS

Before Combat Melyra hangs back, defending the barrier and using her spells to bolster her allies.

During Combat The cleric continues to keep her distance, though she unleashes melee and touch attacks on all opponents entering the area she guards.

Morale Melyra fights until reduced to 12 hit points, at which point she attempts to flee. If the PCs subdue or capture her, she surrenders (see Developments).

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 18

Feats Combat Casting, Elemental Channel, Extra Channel, Lightning Reflexes, Weapon Focus (heavy flail)

Skills Diplomacy +10, Heal +13, Knowledge (history) +11, Knowledge (planes) +11, Knowledge (religion) +11, Sense Motive +13, Spellcraft +13

Languages Common, Draconic, Undercommon

SQ aura, eyes of darkness (4 rounds/day)

Gear +1 breastplate, +1 heavy flail, ring of protection +1, 2,135 gp

Tier 10–11 (CR 11)

COLLAPSING RUBBLE TRAP

CR 6

Type Mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect avalanche of rubble (7d6 crushing damage); DC 20 Reflex avoids; multiple targets (all targets in a 20-ft.-square area)

GOBLIN SLAYERS (3)

CR 3

hp 30 each (use the stats on page 9)

TACTICS

Before Combat The goblin slayers hide in the shadows near the exit with arrows nocked. As soon as a target enters the street, they open fire.

During Combat The goblin slayers fire and reload and fire again, backing off and repositioning if necessary. If pursued, they split up and try to break groups apart or disorient them in the tangled Foreign Quarter streets. A few minutes later, they double back and regroup to try and gang up on their victims.

Morale These goblins fight until they drop to 10 hit points. Then their cravenly instincts take over, and they flee for their lives.

GOBLIN DOGS (6)

CR 1

hp 9 each (*Pathfinder RPG Bestiary* 157)

MELYRA SHIMORE

CR 9

Female human cleric of Groetus 10

CN Medium humanoid (human)

Init –1; **Senses** Perception +4

Aura aura of madness (30 ft.)

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor, +1 deflection, –1 Dex)

hp 60 (10d8+15)

Fort +7, **Ref** +4, **Will** +11

OFFENSE

Speed 20 ft.

Melee +2 heavy flail +12/+7 (1d10+5/19–20),

Special Attacks aura of madness (DC 19, 10 rounds/day), channel negative energy 6/day (DC 16, 5d6)

Domain Spell-Like Abilities (CL 10th; concentration +14)

7/day—touch of darkness (5 rounds)

7/day—vision of madness (+/–5)

Cleric Spells Prepared (CL 10th; concentration +14)

5th—*insect plague, nightmare^D* (DC 19), *slay living* (DC 19)

4th—*air walk, chaos hammer* (DC 18), *freedom of movement, shadow conjuration^D, unholy blight* (DC 18)

3rd—*contagion* (DC 17), *dispel magic, inflict serious wounds* (DC 17), *prayer, rage^D*

2nd—*bear's endurance, darkness, enthrall* (DC 16), *silence, touch of idiocy^D* (DC 16)

1st—*bless, divine favor, doom* (DC 15), *lesser confusion^D* (DC 15), *magic weapon, sanctuary*

o (at will)—*bleed* (DC 14), *create water, guidance, resistance*

D Domain spell; **Domains** Darkness, Madness

TACTICS

Before Combat Melyra hangs back, defending the barrier and using her spells to bolster her allies.

During Combat The cleric continues to keep her distance, though she unleashes melee and touch attacks on all opponents entering the area she guards.

Morale Melyra fights until reduced to 20 hit points, at which point she attempts to flee. If the PCs subdue or capture her, she surrenders (see Developments).

STATISTICS

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

Base Atk +7; **CMB** +9; **CMD** 19

Feats Combat Casting, Elemental Channel, Extra Channel, Lightning Reflexes, Toughness, Weapon Focus (heavy flail)

Skills Diplomacy +11, Heal +14, Knowledge (history) +12, Knowledge (planes) +13, Knowledge (religion) +13, Sense Motive +15, Spellcraft +15

Languages Common, Draconic, Undercommon

SQ aura, eyes of darkness (5 rounds/day)

Gear +1 breastplate, +2 heavy flail, ring of protection +1, 1,085 gp

Development: Once the PCs break through the barrier, the goblins flee. If the PCs subdue Melyra, she offers to barter information for her freedom. She possesses a wealth of information concerning Charvion's strategy and the reasoning behind his attack on the Grand Lodge's Mausoleum. Initially, he plotted to get the artifact from within the Lodge and use it to access some supposedly secret scrolls buried beneath the Mausoleum. Her assignment was to help create a distraction, not a slaughter. It is her opinion that Charvion's recent actions have gone too far, and he has operated rashly, without the consent of her allies. She speaks little beyond that, as truthfully, that is close to as much as she knows. She hopes this information satisfies the PCs enough for them to let her free.

Melyra makes a serious slip by using the word "allies." She hopes the PCs will miss it, and let her go. She attempts to Bluff her way past the slip by claiming she means her goblin allies, however if PCs counter her bluff, she simply refuses to say any more except to tell more would bring death upon her. Still, if the PCs can wear her down with three opposed Diplomacy or Intimidation checks, she breaks down and whispers, "The Shadow Lodge!"



TABLE GMs: STOP!



OVERSEER GM

Concluding Act 2

After 30 minutes have passed, the **Overseer GM** reads or paraphrases the following:

Suddenly, a great flash of blinding light erupts over the city and, for a moment, there is silence. Then another terrible explosion rocks the city. An enormous black dragon can be seen circling above the Grand Lodge, near the ghostly light pillar. He roars and plunges toward the light. If any of you are still engaged in combat, your enemies flee toward the Grand Lodge—it seems the flash of light and the explosion were a signal.

ACT 3: THE GRAND LODGE OF ABSALOM



OVERSEER GM

C1. The Gate

The **Overseer GM** reads or paraphrases the following:

Defying all recent memory, the Grand Lodge's great steel gates stand closed and fast. Now silent, the façade is heavily scarred with claw marks and acid burns. A long crack divides the arch above the doors, splitting the glyph of the open road.

On the ground below, the shattered bodies of half a dozen men and women lie in the dust.

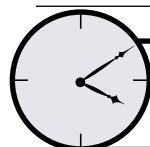


Table GMs, you have 30 minutes to run this encounter.

When the PCs arrive, the main gates are quiet and appear unmanned. **Table GMs** should allow their PCs to investigate the closed gates. **All of the tables should work together on this.** The gates are not only locked, but heavily damaged. This damage destroyed part of the locking mechanism. It takes a DC 60 Disable Device check or DC 60 Strength check to get the doors open. The PCs can work together to climb the gates, or higher tier PCs can fly lower tier PCs over them—however the PCs decide to do it, the **Overseer GM** and the **Table GMs** should reward all creative solutions. The gates and the shining white walls are both 30 feet tall. Once **C1** is bypassed, the **Table GMs** should proceed to area **C2**.

C2. Skyreach (CR Varies by Tier)

Once the PCs are over the wall or through the gates, they can see the Grand Lodge's towering fortress of Skyreach directly ahead. At this point, the **Table GM** reads or paraphrases the following aloud:

Defending Skyreach, a valiant group of Pathfinders line the towers and stations along the fortress's exterior. On the grounds in front, a large black dragon lies in a crumpled heap, its corpse riddled with arrows and leaking acid and ichor.

Creatures: Charvion's agents now find themselves on the defensive after the failed dragon-led assault on Skyreach. When the PCs arrive at Skyreach's front gates, they are attacked by desperately retreating forces.

Tier 1–2 (CR 2)

INJURED GOBLIN BESIEGERS (6) CR 1/6

Goblin (*Pathfinder RPG Bestiary* 156)

hp 6 each (currently 3 each)

TACTICS

Before Combat The goblins are currently focused on defending and fleeing. They suffer a –2 circumstance penalty to Initiative and their CR has been reduced because of their injuries.

Tier 3–4 (CR 4)

GOBLIN BESIEGERS (6) CR 1/3

Goblin (*Pathfinder RPG Bestiary* 156)

hp 6 each

The Grand Lodge of Absalom



Mausoleum
(Act 4)

C2

C1

Campus
 I paid up in the cottage of all
 that has the enviable right of a
 all those who have broken from his life
 or new changes of housing. As there
 will be used always, shall be able
 rights of the individual.



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Tier 5–6 (CR 6)

GOBLIN BESIEGERS (6) CR 1/3

Goblin (*Pathfinder RPG Bestiary* 156)

hp 6 each

GOBLIN SLAYERS (2) CR 3

hp 30 each (use the stats from page 9)

Tier 8–9 (CR 9)

GOBLIN SLAYERS (8) CR 3

hp 30 each (use the stats from page 9)

Tier 10–11 (CR 11)

GOBLIN SLAYERS (8) CR 3

hp 30 each (use the stats from page 9)

GOBLIN SHADOW BLADES (2) CR 7

hp 67 (use stats from page 9)

Development: Once the PCs defeat these creatures, Osprey creeps out of the shadows. At first, he seems stable, but on second glance, the PCs notice he is grievously wounded, with several arrows piercing his flesh. Despite appearances, Osprey still possesses enough strength to fight or flee if the situation turns ugly. **Table GMs** should read the following after their players defeat this assault.

“Come quickly!” a voice from the shadows calls out. Wedged into one of Skyreach’s darkened doorways is the enigmatic Pathfinder, Osprey. He’s paler than usual, several arrows pierce his skin, and his hands are smeared with blood. “I have little time to speak; however, I must now burden you with a suspicion that is now a reality.” Lowering his voice to a soft hiss he whispers, “The Shadow Lodge is real.”

Once Osprey makes his declaration, he offers the PCs a special item (by tier) and says, “Please, take this. It may help you defeat Charvion.” After giving the PCs a gift, Osprey limps into Skyreach, but refuses any aid simply saying, “I must check on what remains of our Decemvirate.”

If the PCs are confused about just what the Shadow Lodge is, Osprey knows all of the information from the Shadow Lodge sidebar on page 3 and can inform ignorant PCs about the threat of the shadowy organization within the Pathfinder Society.

Treasure: Osprey offers the PCs the appropriate item for their Tier.

Tier 1–2: feather token (*whip*)

Tier 3–4: dust of disappearance

Tier 5–6: deck of illusions

Tier 8–9: lesser strand of prayer beads

Tier 10–11: figurine of wondrous power (*bronze griffon*)

Other Structures

Most of the other structures on the grounds remain unscathed, forgone by the assailants in favor of Charvion’s primary target—the Mausoleum.



TABLE GMs: STOP!



OVERSEER GM

Concluding Act 3

After 30 minutes have passed, the **Overseer GM** draws Act 3 to a close by reading the following aloud:

An enormous black dragon sweeps over Skyreach, breathing acid on the defenders in the towers, and then roars in anger and wings over toward the Mausoleum.

ACT 4: THE MAUSOLEUM

Charvion targeted the Grand Lodge’s Mausoleum seeking scrolls he believes were hidden under the floor in area **D8** by a suspected former Decemvirate member. Charvion believes these scrolls hold the founding secrets of the enigmatic group. Fortunately for the Society, he has been fed a red herring and there are no such documents—though unfortunately for the Society, Charvion has wrought a great deal of destruction before finding out he was tricked by his Shadow Lodge peers.

On reaching the crypt, Charvion performed the rituals needed to fully activate the artifact. Having done insufficient research and unskilled in its use, Charvion was unable to work the device properly, and it has gone haywire. He was seeking to use the device to create an escape rift to the Ethereal Plane, but the rift currents have reversed, causing some of the plane’s ghostly essence to spill into the Grand Lodge’s grounds. The Mausoleum is now haunted, taking on a persona of its own, while Charvion struggles to get his artifact under control. Toward the end of the encounter, he becomes more desperate, and surrenders this plan in favor of finding some other means of escape.

All of the areas in the Mausoleum have 30-foot-tall ceilings, and are not lit unless otherwise noted.

The Black Dragon (CR Varies by Tier)

After the black dragon Zythrustianax seized the *Cage of Spirit Echoes* in Act 1, she brought it here. Using her acid to burn through the roof, she helped Charvion to enter the Mausoleum with the artifact. Too big to enter the structure herself, the dragon is perched atop the roof,

The Mausoleum

One square = 5 feet



guarding the gaping hole and attacking all approaching the building. She does not, however, pursue individuals who manage to charge into the building, particularly if distracted. While upper tier parties can attempt to slay the dragon, lower level PCs have ample opportunity to sneak or run past the beast and into the Mausoleum.

In addition to standard combat, the entire house plays a role in defeating the dragon. Details of how this action is played out are given below. **Table GMs** have 45 minutes to get their tables to area D7.

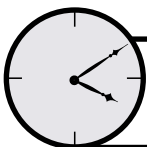


Table GMs, you have 45 minutes to run this encounter.

Distracting the Dragon

If a group chooses to engage the dragon, then a runner from that table should be sent to inform the Overseer GM. If at least half of the tables engage Zythrastianax, she is unable to attack other parties entering the Mausoleum. If this happens, the **Overseer GM** reads the following aloud:

Many Pathfinders have engaged the black dragon atop the Mausoleum. She is too distracted to effectively guard it.

Outnumbering the Dragon

If more than three-fourths of the tables (of any tier) engage Zythrastianax, she realizes that she is outnumbered and flees Absalom. If this happens, the **Overseer GM** reads the following aloud:

Scores of Pathfinders fall upon the black dragon. Realizing she is grossly outnumbered, she raises her wings, lets out an ear-piercing roar, and takes flight, headed for the harbor.

Badly Wounding the Dragon

As soon as any group drops the dragon to 60 hit points, then a runner from that table should be sent to inform the Overseer GM. If this happens, the **Overseer GM** reads the following aloud:

Under heavy attack, the mighty black dragon falters, blood spilling from dozens of wounds. She staggers forward, raises her wings, lets out an ear-piercing roar, and takes flight, headed for the harbor.

Tiers 1–4 (CR 3)

The dragon is preoccupied when the encounter begins. The PCs have the opportunity to try to sneak past her with a DC 20 Stealth check, or can make a mad dash into the building. Characters attempting to sneak in must repeat the check each round until they enter the Mausoleum. If the PCs run for it, their actions automatically attract the dragon's attention.

If Zythrastianax spots the PCs before they enter the Mausoleum, she initiates her attacks with a single tail slap, causing part of the building to collapse and sending a shower of flying rubble that deals 2d4 bludgeoning damage to all targets within a 20-foot-by-20-foot area (DC 14 Reflex save for half).

Following the tail slap, the PCs have 2 rounds to dash inside or flee before she attacks. The Mausoleum's doors are unlocked, but wedged shut. They can be forced open with a DC 18 Strength check. Once the PCs enter the Mausoleum, they are safe from further dragon attacks. The first group to force open the door to the Mausoleum should send a runner to the Overseer GM to tell him they're inside. If the PCs arrive at the door and it has already been opened, ignore the Strength check.

Tier 5–9 (CR 7)

The dragon is preoccupied when the encounter begins. The PCs have the opportunity to try to sneak past her with a DC 25 Stealth check, or can make a mad dash into the building. Sneaking characters must repeat the check each round until they enter the Mausoleum. If the PCs attempt to run, their actions automatically attract the dragon's attention.

If the dragon spots the PCs before they enter the Mausoleum, she initiates her attacks with a single tail slap, causing part of the building to collapse and sending a shower of flying rubble that deals 3d8 bludgeoning damage to all targets in a 20-foot-by-20-foot area (DC 18 Reflex save for half).

Following the tail slap, the PCs have 2 rounds to dash inside or flee before she attacks. The Mausoleum's doors are unlocked, but wedged shut. They can be forced open with a DC 18 Strength check. Once the PCs enter the Mausoleum, they are safe from further dragon attacks. The first group to force open the door to the Mausoleum should send a runner to the Overseer GM to tell him they're inside. If the PCs arrive at the door and it has already been opened, ignore the Strength check.

Tier 10–11 (CR 14)

Only Tier 10–11 PCs are afforded the opportunity to bring down Zythrastianax. They, too, can sneak by her with a DC 30 Stealth check, or make a mad dash into the building. Sneaking characters must repeat the check each round until they enter the Mausoleum. If the PCs attempt to run, their actions automatically attract the dragon's attention.

At this point, the **Table GM** of any Tier 10–11 table should ask her players to roll initiative, as the dragon looks as though she's preparing to launch herself off the roof. Tier 10–11 PCs have 1 round to decide if they are fighting the dragon, or fleeing into the Mausoleum.

The Mausoleum's doors are unlocked, but wedged shut. They can be forced open with a DC 18 Strength check. Once the PCs enter the Mausoleum, they are safe from further dragon attacks. The first group to force open the door to the Mausoleum should send a runner to the Overseer GM to tell him they're inside. If the PCs arrive at the door and it has already been opened, ignore the Strength check.

If the black dragon has left the roof, but no longer has any PCs to fight, she flies back up to the roof again and resumes her guardianship of the hole.

ZYTHRUSTIANAX CR 14

Female old black dragon
 CE Huge dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, dragon senses; **Perception** +29

DEFENSE

AC 32, touch 8, flat-footed 32 (+24 natural, –2 size)
hp 225 (18d12+108)
Fort +17, **Ref** +11, **Will** +15
Immune acid, magic paralysis and sleep, dragon traits; **SR** 25

OFFENSE

Speed 30 ft., fly 200 ft. (poor)
Melee 1 bite +26 (2d8+13), 2 claw +25 (2d6+9), 2 wings +23 (1d8+4), 1 tail slap +23 (2d6+13)
Ranged claw +16 (1d8)
Space 15 ft.; **Reach** 10ft. (15 ft. with bite)
Special Attacks crush, breath weapon
Spell-Like Abilities (CL 18th; concentration +21)
 At Will—*darkness* (80 feet), *plant growth*
Spells Known (CL 7th; concentration +10)
 3rd (5)—*dispel magic*, *slow* (DC 16)
 2nd (7)—*blur*, *glitterdust* (DC 15), *invisibility*
 1st (7)—*alarm*, *mage armor*, *magic missile*, *obscuring mist*, *true strike*
 o (at will)—*detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*

TACTICS

During Combat If the black dragon is able to attack the Tier 10–11

PCs, she flies into the largest concentration of PCs and uses her breath weapon. After that, she focuses on catching as many targets as she can with spells or attacks.

Morale Zythrustianax does her best to prevent anyone from entering the Mausoleum. Both powerful and arrogant, she has little fear of humans, and thoroughly enjoys the destruction and slaughter she is causing. Still, Charvion has promised her quite a sizeable compensation in exchange for her aid, and once it becomes apparent that Eater-of-Bones won't be able to make good on her payments, the dragon wings away. Likewise, she has no interest in perishing for some human's cause, and if badly injured or seriously outnumbered, she flees.

STATISTICS

Str 29, **Dex** 10, **Con** 23, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +18; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Fly +13, Handle Animal +21, Knowledge (arcana) +24, Knowledge (geography) +24, Knowledge (history) +24, Perception +29, Sense Motive +6, Spellcraft +24, Stealth +19, Swim +30

Languages Common, Draconic, Giant, Goblin

SQ speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES

Acidic Bite (Su): When a black dragon reaches old age, its bite deals an additional 2d6 points of acid damage.

Corrupt Water (Sp): Once per day, an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and rendering it unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to the dragon's frightful presence) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Crush (Ex): A flying or jumping dragon that is size Huge or larger can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals 2d8 damage plus 1-1/2 times the dragon's Strength bonus.

Speak with Reptiles (Sp): A young or older black dragon gains the constant, spell-like ability to speak with reptiles. This

ability functions as the spell *speak with animals*, but only with reptilian animals.

Swamp Stride (Ex): An old black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

D1. The Dissection Rooms

These rooms contain large, steel surgical tables. Their perimeters are lined with additional work areas whose tables are covered with texts, surgical instruments and tools, alembics, scales, abacuses, and similar devices used in alchemical and biological tests. The rooms also hold barrels of wash water, along with bottles of various fluids and salts used in sterilization and embalming. The center of the floor contains a drain for run off, as well as a few waste buckets.

D2. The Ossuarium (CR Varies by Tier)

This cavernous hallway is contains a number of elaborate skeletal displays. The reassembled creations consist of both accurate assemblies and imaginative creation built from the bones of multiple specimens. Several large, glass cylinders contain colonies of dermestid beetles for cleaning bones. Several have actively decaying specimens. Arches along the side lead to small workstations. Near the back sits another, larger work area filled with kilns, a hearth, and some large iron vats. In the middle of the floor, six corpses lie piled together in a pool of blood.

The Ossuarium is used to process and display the bones and skeletal structures of creatures. The side workstations contain large workbenches, which are strewn with bones or arrangements of bones. The benches are equipped with a variety of equipment, such as chisels, hammers, magnifying lenses, glue, wires, and other tools used for reassembling skeletal structures. The back work area contains a number of kilns for drying and preserving samples. Near the kilns sits an open hearth with a row of cauldrons for boiling off flesh, marrow, and fat from remains. The corpses lying on the floor are all those of Pathfinders, necromancers who were working during the incursion. Their slayers are still about, hiding behind the displays.

Creatures: Goblins hide here, waiting to ambush and slay anyone attempting to pass through the room. They attempt to surprise intruders, initiating combat by knocking over the dermestid beetle tanks. The tanks shatter on impact, releasing swarms of hungry beetles

and a slop of rotten flesh across the floor. Then the goblins attack.

Hazard: The entire room is considered to be under the effects of a *grease* spell once the goblins smash the beetle tanks. This hazard affects both the PCs and the goblins.

Tier 1–2 (CR 2)

GOBLINS (2) CR 1/3

hp 6 (*Pathfinder RPG Bestiary* 156)

TACTICS

Before Combat The goblins wait to spill the beetle tanks—once the PCs enter the room, they do so, initiating combat.

During Combat The goblins flee for cover and fire arrows at targets as the swarm attacks.

Morale The goblins fight to the death.

DERMESTID BEETLE SWARMS CR 1

Use the stats for spider swarm (*Pathfinder RPG Bestiary* 258)

hp 9

Tier 3–4 (CR 4)

GOBLINS (3) CR 1/3

hp 6 (*Pathfinder RPG Bestiary* 156)

TACTICS

Before Combat The goblins wait to spill the beetle tanks—once the PCs enter the room, they do so, initiating combat.

During Combat The goblins flee for cover and fire arrows at targets as the swarm attacks.

Morale The goblins fight to the death.

DERMESTID BEETLE SWARMS (2) CR 1

Use the stats for spider swarm (*Pathfinder RPG Bestiary* 258)

hp 9

Tier 5–6 (CR 6)

GOBLINS (3) CR 1/3

hp 6 (*Pathfinder RPG Bestiary* 156)

TACTICS

Before Combat The goblins wait to spill the beetle tanks—once the PCs enter the room, they do so, initiating combat.

During Combat The goblins flee for cover and fire arrows at targets as the swarm attacks.

Morale The goblins fight to the death.

DERMESTID BEETLE SWARMS CR 5

Use the stats for army ant swarm (*Pathfinder RPG Bestiary* 16)

hp 49

Tier 8–9 (CR 8)

GOBLIN SLAYERS (2) CR 3

hp 30 (use the stats from page 9)

DERMESTID BEETLE SWARMS (2) CR 5

Army ant swarm (*Pathfinder RPG Bestiary* 16)

hp 49

Tier 10–11 (CR 11)

GOBLIN SHADOW BLADES (2) CR 8

hp 67 (use the stats from page 9)

DERMESTID BEETLE SWARMS (3) CR 5

Use the stats for army ant swarm (*Pathfinder RPG Bestiary* 16)

hp 49

D3. Courtyard

The open courtyard is strewn with pools of acid and piled with rubble and other debris. It is lorded over by the dragon Zythrustianax (described at the start of Act 4). The PCs can attempt to sneak through this area or run through it just as they could in the introduction to Act 4, making the same checks to do so.

D4. The Slabs (CR Varies by Tier)

Set deep into the building's rear exterior walls, a pair of plain, iron-shod double doors provide a service entrance into the Slabs, a sort of morgue-like storage area for bodies and parts. The Slabs take up a large section of the rear of the East Wing.

This huge chamber is entirely tiled with plain gray flagstones. It's uncannily cold, and only a trickle of light slips through a trio of tiny windows, one set into each adjoining wall, just below the eaves. The room is lined and partitioned with rows of massive stone cubicles. The cubicles stand twice the height of a grown human. Each cubical has an iron door with a brass plate on it. The plates are labeled and numbered with a black wax pencil.

The cubicles in the Slabs have been magically augmented to maintain a temperature just above the freezing point. Most of them contain humanoid remains, though a few hold the remains of other creatures. Each cubicle is labeled with a creature type and a date, as well as a brief description of the nature of the cubicle's contents. These contents range from entire preserved corpses to various organs or other parts. All of the sampled contents contain at least some soft tissue, as cleaned bones are stored in the Ossuarium instead.

Creatures: An undead creature wanders this room, curious as to its nature and investigating the bodies. As soon as a living creature enters the room, it finds a strategic place to prepare an ambush and waits to attack (in Tier 1–2, the PCs face skeletons instead).

Tier 1–2 (CR 3)

SKELETONS (6) CR 1/3

hp 4 (*Pathfinder RPG Bestiary* 250)

Tier 3–4 (CR 5)

WRAITH CR 5

hp 47 (*Pathfinder RPG Bestiary* 281)

Tier 5–6 (CR 7)

SPECTRE CR 7

hp 52 (*Pathfinder RPG Bestiary* 256)

Tier 8–9 (CR 9)

SPECTRES (2) CR 7

hp 52 (*Pathfinder RPG Bestiary* 256)

Tier 10–11 (CR 11)

ADVANCED GREATER SHADOWS (2) CR 9

hp 76 (*Pathfinder RPG Bestiary* 245, 294)

D5. The Incinerators

This chamber contains a massive iron stove, which the necromancers use to burn the remains of their experiments. Ash is gathered, collected, and placed into sample urns. The urns are dated, labeled, and stacked along a wall near the back for later use.

D6. The Library

The library occupies a third of the Mausoleum’s west wing.

Within this vast chamber, rows and rows of dark-lacquered mahogany shelves hold thousands of texts.

The scope of the collection is limited to morbid topics of concern to necromancers. It contains standard texts on undead studies and anatomical references as well as books on the subject of the funerary rites of various cultures, death ceremonies, serpent toxins, necromantic tinctures, and similarly morbid works.



TABLE GMs: STOP!

D7. The Cage of Spirit Echoes (CR Varies by Tier)

Once each table reaches area D7, the **Table GM** should send a runner to the Overseer GM and inform him that their table has reached D7. All tables encounter D7 at the same time.

Charvion broke into the Mausoleum through the roof, set the cage up, and activated it. His initial plan was to use it to create a rift into the ethereal plane by which he could escape after seizing the information he sought from the Mausoleum. But the device turned out to be a little more difficult than he’d first surmised. When he cracked it open, it shot out wispy tendrils of frigid ether, and soon went completely haywire. Ice-cold alien tendrils of ether struck his allies, sending some into violent convulsions, and slaying others instantly.

Charvion fled into D8 as his well-laid plan changed to one of desperation.

OVERSEER GM

The **Overseer GM** reads or paraphrases the following to begin this encounter:

A strange, metal cage lies sprawled in the center of the room like a great, undulating, skeletal lotus. Long tendrils of translucent ether lash violently from the artifact, while crackles of eerie light dance across the metal frame and up into the ghostly pillar that erupts from the center of the device into the night sky. A dozen bodies surround the pulsating cage, flopping on the floor and convulsing madly.

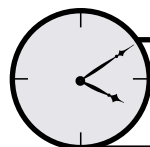


Table GMs, you have 15 minutes to run this encounter.

At this point, the **Table GMs** take over. This encounter is meant to simulate all tables to work toward shutting down the device so that they may pass it safely and proceed to area D8.

PCs entering this room have three choices. They can attempt to bypass the haywire artifact, partially shut it down, or shut it down completely.

Bypassing the artifact: This approach requires a run through the room, avoiding the wispy tendrils of ether—a reasonable task, as the ether isn’t intelligent. Determine the results with three Fortitude saves as determined by level (see below). These Fortitude saves represent the random tendrils of the ethereal plane snapping about the room. PCs who reach the door to area D8 find it locked and have a 25% chance each turn to get hit by the ether while they wait for the other tables.

CAGE OF SOUL ECHOES

The artifact has three distinct parts, and in order to shut it down, all three parts need to be disabled. Each part requires its own disable check. The checks must be performed one at a time, over the course of 3 successive rounds. Failure always triggers an ethereal blast and resets the device.

CAGE OF SOUL ECHOES (MINOR ARTIFACT)

Aura strong conjuration and necromancy; **CL** 18th
Slot none; **Weight** 60 lbs.

DESCRIPTION

The Cage of Soul Echoes can be used to create a rift into the ethereal plane. The rift works in a similar fashion to a *gate* spell; however, some of the ethereal plane leaks into the surrounding plane, creating a strange ethereal mist. The artifact can be manipulated to control the speed, strength, and direction of the current.

SETTINGS

Static: The current remains stationary. Once this state is triggered, the mists fill with ghosts and spirits of the departed. An individual who stands within the cage can speak with the departed and ask them questions. This power works as *speak with dead*.

Output: The ethereal mist flows in a current that draws living things into the ethereal plane, as the *telekinesis* spell (CL 18).

Input: Ethereal mist rushes from the cage, erupting into the area in great ghostly tendrils. Lashing frantically, they discharge bolts of supernatural cold into all living creatures they touch. Creatures from the ethereal plane can freely travel into the plane when the cage is activated. The input state is a protection, predominantly used to ward off enemies seeking to steal or tamper with the device when its owner is traveling the ethereal plane.

DESTRUCTION

The Cage of Soul Echoes rusts away to nothingness if a departed soul is brought back to life within its bars.

Shutting down the haywire artifact: Accomplishing this action requires some skill. If a group attempts to shut down the device, each player who can must make a Disable Device check (see the trap entries below), and then the **Table GM** must send a runner to inform the Overseer GM of the total number of successes for their table. Once the total number of successes equals the number of tables, the **Overseer GM** announces a **Code Gray** to the Table GMs. This means the machine is partially incapacitated, reducing all damage dealt by the machine by half (after rolling, round down). Once the total number of successes equals twice the number of tables, the **Overseer GM** announces a **Code Black** to the Table

GMs. This means the machine is entirely incapacitated. Its tendrils dissipate and the artifact folds up again, locking tightly. Anyone attempting to shut down the artifact has a 50% chance each round to be hit by the tendrils snaking through the room (see below).

If after 15 minutes the machine still remains active, it reaches a point where it overloads, and starts working backward. The artifact begins flickering in and out of the ethereal plane. It is only substantial enough to touch every 1d4 rounds. The tendrils begin sucking matter into the ethereal plane. Anything touching the tendril or the cage must succeed on the appropriate Fortitude saving throw (by Tier) or instead of taking damage, it is jettisoned into the ethereal plane for 1d4 rounds. Anyone pulled into the ethereal plane has a 50% chance each round to be touched by the tendrils, thus forcing another Fortitude save. At this time, if the dragon Zythrastianax is still perched on the roof of the mausoleum, she takes the implosion as her cue to leave, and wings away across Absalom.

Tier 1–2 (CR 1)

CAGE OF SOUL ECHOES

CR 1

Type Mechanical; **Perception** DC 20; **Disable Device*** DC 18

EFFECTS

Trigger touch; **Reset** automatic

Effect ethereal blast (1d6); DC 15 Fort save for half; multiple targets (all targets in a 10-ft.-cone)

Tier 3–4 (CR 2)

CAGE OF SOUL ECHOES

CR 2

Type Mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** automatic

Effect ethereal blast (2d6); DC 15 Fort save for half; multiple targets (all targets in a 10-ft.-cone)

Tier 5–6 (CR 4)

CAGE OF SOUL ECHOES

CR 4

Type Mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** automatic

Effect ethereal blast (4d6); DC 15 Fort save for half; multiple targets (all targets in a 10-ft.-cone)

Tier 8–9 (CR 7)

CAGE OF SOUL ECHOES

CR 7

Type Mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** automatic

Effect ethereal blast (7d6); DC 20 Fort save for half; multiple targets (all targets in a 20-ft.-cone)

Tier 10–11 (CR 9)

CAGE OF SOUL ECHOES CR 9

Type Mechanical; **Perception** DC 25; **Disable Device** DC 28

EFFECTS

Trigger touch; **Reset** automatic

Effect ethereal blast (9d6); DC 22 Fort save for half; multiple targets (all targets in a 30-ft.-cone)



TABLE GMs: STOP!



OVERSEER GM

Development: Once the Cage of Soul Echoes has been disabled, this encounter ends for all tables. The **Overseer GM** then announces that **Table GMs** need to solve the “door problem.”

D8. The Chamber of Truths (CR Varies by Tier)

After growing frustrated with the cage, Charvion abandoned the haywire artifact. Changing tactics, he decided to make a break for the Chamber of Truths in order to grab what he came for and take his chances on finding some other form of escape. Now desperate, he takes few precautions and makes almost no effort to conceal his tracks. Charvion is currently in the Chamber of Truths, smashing sections of the floor with a heavy sledgehammer looking for the scrolls that he’s sure are hidden here. He’s spiked the door from area D7 from the inside; however, it can be forced open with a DC 18 Strength check. The door isn’t meant to stop intruders as much as to give Charvion some warning of their approach. The first table to break through the door should shout to the Overseer GM that they have done so, which eliminates the need for the other tables to continue trying.



TABLE GMs: STOP!



OVERSEER GM

Once the door is open, the **Overseer GM** reads the following aloud:

The walls and floor of this room are made of pale, roughly-finished sandstone. The walls curve upward to an almost dome-like structure above, and the level of the floor is slightly lower than that of the entry door. Squared arches of polished sandstone are cut into the curved walls, creating fantastic columns. The walls are covered to a height of 30 feet with enormous bookshelves full of tomes, scrolls, and leather-bound books. Several ladders,

used to climb to the higher shelves, are scattered about the room. At a half-dozen points throughout the room, the rough, sandstone floor has been breached—smashed open as though someone were looking for something—and from somewhere in the room you hear an angry pounding.

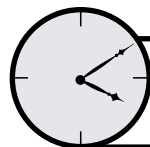


Table GMs, you have 1 minute to run this encounter.

Creatures: When the PCs arrive, Charvion Eater-of-Bones is furiously smashing the floor with a heavy sledgehammer as he searches for Ekrimat Azu’s secret cache of scrolls. Azu was a great sorcerer who Charvion believes to have been one of the earliest members of the Society, if not one of the founders of the Decemvirate. Charvion seeks legendary scrolls that are supposedly buried beneath this room, and that may reveal the founding secrets of the Decemvirate—even of the entire Pathfinder Society. But unable to find the scrolls even after breaking through the floor in multiple locations, he’s gradually coming to the realization that he was duped by his Shadow Lodge peers. His frustration mounts, and as soon as the PCs enter, he breaks from his vain and fruitless task, flinging the sledgehammer aside, and attacks the PCs with all the strength he can muster, drawing on the power of the *Cage of Soul Echoes* in his fury.



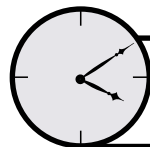
TABLE GMs: STOP!



OVERSEER GM

The **Overseer GM** reads the following aloud:

With a supernatural roar of fury, Charvion Eater-of-Bones raises his arms to the ceiling and screams in an ancient, guttural tongue. A nimbus of white flame erupts about him and then explodes, sending several different versions of Charvion flying about the room. Each Charvion stands and laughs, and in one loud chorus they say, “Come and fight me, Pathfinders. Your days are numbered!”



FINAL ENCOUNTER!

At this point the **Table GMs** take over.

Each tier is fighting a different version of Charvion, but in essence all tiers are fighting the same man. Should one table defeat Charvion, they must send a runner to the Overseer GM informing him that they have done so. The

Overseer GM informs the runner that her table is now under attack by yet another Charvion of the appropriate tier and must continue to fight.

Once Charvion has been defeated a number of times equal to half the total number of tables in the room, the **Overseer GM** calls out a **Code White**, meaning Charvion's power wanes and all copies of him immediately lose half of their hit points (rounded down).

Once Charvion has been defeated a number of times equal to the total number of tables in the room, the **Overseer GM** calls out a **Code Gray**, meaning Charvion's power wanes further and in addition to his **Code White** power loss, all of Charvion's copies immediately deal half damage on all actions (determined after damage is rolled, round down).

Lastly, once Charvion has been defeated a number of times equal to one-and-a-half times the number of tables in the room, his last copy falls and the combat is over. The **Overseer GM** calls out **Code Black**, signaling victory.

Tier 1–2 (CR 3)

CHARVION CR 3

Male human sorcerer 4
CE Medium humanoid (human)
Init +6; **Senses** Perception +5

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)
hp 26 (4d6+12)
Fort +2, **Ref** +3, **Will** +4
Resist cold 5

OFFENSE

Speed 30 ft.
Melee 2 claws +6 (1d4+3)
Special Attacks claws (2, 1d4+3, 5 rounds/day)
Sorcerer Spells Known (CL 4th; concentration +6)
2nd (4/day)—*acid arrow* (DC 14)
1st (7/day)—*cause fear* (DC 13), *mage armor*, *magic missile*, *obscuring mist*
o (at will)—*acid splash* (DC 12), *daze* (DC 12), *ray of frost* (+1 damage per die rolled), *mage hand*, *open/close*

Bloodline Draconic (white)

TACTICS

Before Combat As soon as he is alerted to the presence of intruders, Charvion casts as many defensive spells as possible.

He feigns distraction, waiting to unleash his ranged spells.

During Combat Charvion attacks with ranged spells, holds his ground, and switches to his claws when opponents close into melee range.

Morale Crazed and suicidal, Charvion fights to the death.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15
Base Atk +2; **CMB** +5; **CMD** 17
Feats Eschew Materials, Improved Initiative, Toughness, Weapon

Focus (claws)

Skills Bluff +7, Intimidate +7, Knowledge (arcana) +3, Linguistics +0, Perception +5

Languages Common, Draconic

SQ bloodline arcana

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), *potions of cure moderate wounds* (2), *scroll of obscuring mist*, *scroll of shield*; **Other Gear** +1 studded leather

Tier 3–4 (CR 6)

CHARVION CR 6

Male human sorcerer 7
CE Medium humanoid (human)
Init +6; **Senses** Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)
hp 45 (7d6+21)
Fort +3, **Ref** +4, **Will** +5
Resist cold 5

OFFENSE

Speed 30 ft.
Melee 2 claws +8 (1d6+4)
Special Attacks claws (2, 1d6+4, treated as magic weapons, 5 rounds/day)
Sorcerer Spells Known (CL 7th; concentration +9)
3rd (4/day)—*fly*, *hold person* (DC 15), *vampiric touch* (DC 15)
2nd (7/day)—*ghoul touch* (DC 14), *glitterdust* (DC 14), *hideous laughter* (DC 14), *resist energy*
1st (7/day)—*chill touch* (DC 13), *color spray* (DC 13), *mage armor*, *shocking grasp*, *true strike*
o (at will)—*acid splash*, *daze* (DC 12), *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost* (+1 damage per die rolled)
Bloodline Draconic (white)

TACTICS

Before Combat As soon as he is alerted to the presence of intruders at the door, Charvion casts as many defensive spells as possible. He feigns distraction, waiting to unleash his ranged spells.

During Combat Charvion attacks with ranged spells, holds his ground, and switches to his claws when opponents close into melee range.

Morale Crazed and suicidal, Charvion fights to the death.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15
Base Atk +3; **CMB** +6; **CMD** 18
Feats Cleave, Combat Reflexes, Eschew Materials, Improved Initiative, Power Attack, Toughness, Weapon Focus (claws)
Skills Bluff +9, Intimidate +9, Knowledge (arcana) +3, Linguistics +0, Perception +7
Languages Common, Draconic
SQ bloodline arcana
Combat Gear *potion of bull's strength*, *potion of cure light wounds*,

potion of cure moderate wounds, scroll of obscuring mist, scroll of shield; Other Gear +1 studded leather, amulet of mighty fists +1

Tier 5–6 (CR 9)

CHARVION CR 9

Male human sorcerer 10

CE Medium humanoid (human)

Init +6; Senses Perception +8

DEFENSE

AC 20, touch 13, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +2 natural)

hp 65 (10d6+30)

Fort +5, Ref +6, Will +8

Resist cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d6+4)

Special Attacks claws (2, 1d6+4, treated as magic weapons, 6 rounds/day), breath weapon (30-foot cone, 10d6 cold, DC 18, 1/day)

Sorcerer Spells Known (CL 10th; concentration +13)

5th (3/day)—*baleful polymorph* (DC 18)

4th (5/day)—*charm monster* (DC 17), *confusion* (DC 17), *fear* (DC 17)

3rd (7/day)—*fly*, *hold person* (DC 16), *sleet storm* (DC 16), *vampiric touch* (DC 16)

2nd (7/day)—*ghoul touch* (DC 15), *glitterdust* (DC 15), *hideous laughter* (DC 15), *resist energy*, *web* (DC 15)

1st (7/day)—*chill touch* (DC 14), *color spray* (DC 14), *grease* (DC 14), *mage armor*, *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost* (+1 damage per die rolled), *resistance*, *touch of fatigue* (DC 13)

Bloodline Draconic (white)

TACTICS

Before Combat As soon as he is alerted to the presence of intruders at the door, Charvion casts as many defensive spells as possible. He feigns distraction, waiting to unleash his ranged spells.

During Combat Charvion attacks with ranged spells, holds his ground, and switches to his claws when opponents close into melee range.

Morale Crazed and suicidal, Charvion fights to the death.

STATISTICS

Str 16, Dex 14, Con 12, Int 8, Wis 10, Cha 16

Base Atk +5; CMB +8; CMD 21

Feats Cleave, Combat Reflexes, Eschew Materials, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (claws)

Skills Bluff +11, Intimidate +11, Knowledge (arcana) +6, Linguistics +0, Perception +8

Languages Common, Draconic

SQ bloodline arcana

Combat Gear *potion of bull's strength, potion of cure light wounds,*

potion of cure moderate wounds, scroll of obscuring mist, scroll of shield; Other Gear +2 studded leather, amulet of mighty fists +1, cloak of resistance +1, ring of protection +1

Tier 8–9 (CR 11)

CHARVION CR 11

Male human sorcerer 12

CE Medium humanoid (human)

Init +6; Senses Perception +8

DEFENSE

AC 20, touch 13, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +2 natural)

hp 78 (12d6+36)

Fort +8, Ref +7, Will +9

Resist cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5 plus 1d6 cold)

Special Attacks claws (2, 1d6+5 plus 1d6 cold, treated as magic weapons, 6 rounds/day), breath weapon (30-foot cone, 12d6 cold, DC 19, 1/day)

Sorcerer Spells Known (CL 12th; concentration +15)

6th (3/day)—*repulsion* (DC 19)

5th (5/day)—*baleful polymorph* (DC 18), *hold monster* (DC 18), *spell resistance*

4th (6/day)—*black tentacles* (DC 17), *charm monster* (DC 17), *confusion* (DC 17), *fear* (DC 17)

3rd (7/day)—*fireball* (DC 16), *fly*, *hold person* (DC 16), *sleet storm* (DC 16), *vampiric touch*

2nd (7/day)—*ghoul touch* (DC 15), *glitterdust* (DC 15), *hideous laughter* (DC 15), *invisibility*, *resist energy*, *web* (DC 15)

1st (7/day)—*chill touch* (DC 14), *color spray* (DC 14), *grease* (DC 14), *mage armor*, *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost* (+1 damage per die rolled), *resistance*, *touch of fatigue* (DC 13)

Bloodline Draconic (white)

TACTICS

Before Combat As soon as he is alerted to the presence of intruders at the door, Charvion casts as many defensive spells as possible. He feigns distraction, waiting to unleash his ranged spells.

During Combat Charvion attacks with ranged spells, holds his ground, and switches to his claws when opponents close into melee range.

Morale Crazed and suicidal, Charvion fights to the death.

STATISTICS

Str 16, Dex 14, Con 12, Int 8, Wis 10, Cha 17

Base Atk +6; CMB +9; CMD 22

Feats Cleave, Combat Reflexes, Eschew Materials, Great Fortitude, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (claws)

Skills Bluff +11, Intimidate +11, Knowledge (arcana) +10, Linguistics +0, Perception +8

Languages Common, Draconic

SQ bloodline arcana

Combat Gear *potion of bull's strength, potion of cure light wounds, potion of cure moderate wounds, scroll of obscuring mist, scroll of shield*; **Other Gear** +2 *studded leather, amulet of mighty fists +2, cloak of resistance +1, ring of protection +1*

Tier 10–11 (CR 13)

CHARVION

CR 13

Male human sorcerer 14

CE Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 22, touch 14, flat-footed 19 (+6 armor, +1 deflection, +2 Dex, +1 dodge, +2 natural)

hp 91 (14d6+42)

Fort +9, **Ref** +8, **Will** +11

Resist cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +13/+8 (1d6+5 plus 1d6 cold)

Special Attacks claws (2, 1d6+5 plus 1d6 cold, treated as magic weapons, 6 rounds/day), breath weapon (30-foot cone, 14d6 cold, DC 20, 1/day)

Sorcerer Spells Known (CL 14th; concentration +17)

7th (3/day)—*finger of death* (DC 20)

6th (5/day)—*eyebite* (DC 19), *form of the dragon I*, *repulsion* (DC 19)

5th (6/day)—*baleful polymorph* (DC 18), *cloudkill* (DC 18), *hold monster* (DC 18), *spell resistance*

4th (6/day)—*black tentacles* (DC 17), *charm monster* (DC 17), *confusion* (DC 17), *fear* (DC 17), *greater invisibility*

3rd (7/day)—*displacement*, *fireball* (DC 16), *fly*, *hold person* (DC 16), *sleet storm* (DC 16), *vampiric touch* (DC 16)

2nd (7/day)—*ghoul touch* (DC 15), *glitterdust* (DC 15), *hideous laughter* (DC 15), *invisibility*, *resist energy*, *web* (DC 15)

1st (7/day)—*chill touch* (DC 14), *color spray* (DC 14) *grease* (DC 14), *mage armor*, *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost* (+1 damage per die rolled), *resistance*, *touch of fatigue* (DC 13)

Bloodline Draconic (white)

TACTICS

Before Combat As soon as he is alerted to the presence of intruders at the door, Charvion casts as many defensive spells as possible.

He feigns distraction, waiting to unleash his ranged spells.

During Combat Charvion attacks with ranged spells, holds his ground, and switches to his claws when opponents close into melee range.

Morale Crazed and suicidal, Charvion fights to the death.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 17

Base Atk +7; **CMB** +10; **CMD** 24

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (claws)

Skills Bluff +11, Intimidate +11, Knowledge (arcana) +14, Linguistics +0, Perception +8

Languages Common, Draconic

SQ bloodline arcana

Combat Gear *potion of cure light wounds, potion of cure moderate wounds, potion of bull's strength, scroll of shield, scroll of obscuring mist*; **Other Gear** +3 *studded leather, amulet of mighty fists +2, cloak of resistance +2, ring of protection +1*

CONCLUSION

Once Charvion is destroyed, the **Overseer GM** reads the following aloud:

In a mighty burst of light, all remaining copies of the Pathfinder Charvion Eater-of-Bones merge back into one form. Charvion, his mouth open and his eyes wide, shrieks in horror as his recombined form is sucked back through the door into the room with the *Cage of Soul Echoes*. The cage suddenly hums with a ground-shaking energy, and you see Charvion, caught for one moment on the edge of the light's eclipse, his hands wrapped around the cage itself, mouth the words, "Help me!" before a second burst of light envelopes his body, pulling the Pathfinder out of existence. As suddenly as it began, the room goes dark and silent, and Charvion is no more.

Unfortunately for Charvion, his obsession with the *Cage of Soul Echoes* was his demise. Sucked through the device, Charvion is torn to a million pieces, his soul shattered and forever unrecoverable. Because of his foolish errand, however, the Pathfinder Society knows finally, unequivocally, that the Shadow Lodge is real and the entire Society is in danger.



