

PATHFINDER SOCIETY

YEAR OF THE SERPENT



SIX SECONDS TO MIDNIGHT

By Liz Courts



SIX SECONDS TO MIDNIGHT

Pathfinder Society Scenario #7-02

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SIX SECONDS TO MIDNIGHT

BY LIZ COURTS



When the Ulfen skald Birji Uringen settled in the River Kingdoms, he founded a town named after himself, which was populated by many of his followers from the Lands of the Linnorm Kings. Among his companions was the wizard Rhona Ambros, who made the most of her home by constructing a bizarre, four-faced clock tower, following instructions from a stolen manuscript on time-altering magic. When she activated the tower for the first time, it tore a piece of Uringen into a pocket dimension. Intermittently, this piece of the town shifts between Golarion and a bubble between Golarion and the First World, a phenomenon that brings the town no shortage of intense study among scholars of fey and planes alike.

With the verdant Embeth Forest nearby, Uringen is also a haven for alchemical studies, as the forest provides an abundance of rare reagents and alchemical oddities. A sizeable portion of Uringen's population consists of arcane researchers and alchemists, foremost among them the current mayor of the "unstuck" portion of the town, Lady Aurelia Ogden.

The mayor and her assistants, including her pixie comrade Cerotious, have carefully kept track of the four clock faces' movements, and they have calculated that a hitherto unseen phenomenon will occur in a matter of weeks: the three predictable clock faces will all read exactly the same time. The fourth and western face acts erratically and always has, but of late it has begun mimicking the other faces at random. As a result, Lady Ogden suspects that all four faces will align, and when that happens, no one knows quite what to expect. Minor surges of arcane energy and other fairly innocuous events have accompanied the alignment of two clock faces, and Lady Ogden suspects that the upcoming event could be wondrous indeed. The trouble is, she is far too short-staffed to properly document the upcoming phenomenon, so she needs to call in outside help.

The Pathfinder Society has many agents who could assist, but they have a more pressing issue: the Sky Key, a recently reconstructed Numerian device that seems to

WHERE ON GOLARION?

The River Kingdoms are a disparate and ever-shifting collection of territories northeast of Lake Encarthan. This adventure takes place in the River Kingdom of Uringen. Embeth Forest comprises most of the kingdom's territory, and a number of fey make their homes here—not all of them friendly to outsiders. The town of Uringen is caught between two versions of itself: one static and unchanging, and another that sporadically becomes lodged between the Material Plane and the First World. To learn more about Uringen and its inhabitants, read *Pathfinder Campaign Setting: Guide to the River Kingdoms*, available in bookstores and game stores everywhere, and online at paizo.com.

The River Kingdoms



have time-manipulating properties, is not functioning properly. The Society's scholars require especially esoteric materials to perform repairs. One of these is the exceedingly rare *temporal essence*, a source of which drips from the Uringen's clock tower like grease from a wagon axle. Ogden and the Society have agreed to exchange the Pathfinders' service for Uringen materials, and the possibility of a longer-term arrangement.

Although much of the clock tower's strange power comes from the magic woven into the gears of the tower itself, it also draws power from the fey circle upon which it was built. An imperfect confluence between the circle

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Ultimate Combat*, *Pathfinder RPG Ultimate Equipment*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Bestiary 3*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes are reprinted in the end of the scenario for the GM's convenience.

and the tower creates much of the magical instability that plagues the device.

The upcoming confluence has drawn the attention of Mather Nithra, an evil grig from Embeth Forest. He has long been a blight upon the people of Uringen, corrupting the local forest and its denizens to his dark and twisted ways, and he, too, senses that a time of great convergence is nigh. He and his fell followers plan to use this time of chaos to finally wipe Uringen off the map once and for all.

Mather Nithra is not the only fey to take interest in the convergence of the clocks. The dryad Henbane Allseasons returns occasionally to the sacred circle upon which Rhona Ambros built the clock tower. While most dryads are bonded to a single specific tree, Henbane is bonded to a collection of branching paths of time, some of which connect through this circle. In addition, this circle is sacred to her patron Shyka, the Eldest of entropy, reincarnation, and time, and Uringen is an unfamiliar and unwelcome addition. Mather Nithra appealed to Shyka for assistance in cleansing the area of human interference, and while Shyka did not respond to Nithra one way or the other, the enigmatic Eldest subtly encouraged her follower's interest in returning to the circle for the convergence. With both Henbane and Mather Nithra working separately to destroy the clock tower and the surrounding town, Uringen is under the greatest threat it has faced since its founding.

While Henbane and Mather Nithra both intend to destroy Uringen, their objectives are not the same, and are in fact even cross-purpose in the long term, and so Henbane might be persuaded to leave the town alone if she can be convinced that Uringen is a valuable addition to her "tree". The flow of temporal essence, only possible with Uringen extant, would be a perfect offering to Shyka the Many, whose mastery of time and reality is formidable even in the mutable First World. Mather Nithra, for his part, is uninterested in anything Uringen can offer other than its utter annihilation, and so will certainly need to be driven off by force.

SUMMARY

The Pathfinder Society struck a deal with Lady Aurelia Ogden, one of the mayors of the town of Uringen in the River Kingdoms. In exchange for their assistance recording an upcoming phenomenon at the Uringen clock tower, Lady Ogden promised the Society access to Uringen's alchemical supplies and reagents, highly prized throughout the River Kingdoms and beyond for their rarity and efficacy. Venture-Captain Holgarin Smine in Tymon is their primary contact, and he instructs the PCs to assist with the mayor's experiments and to secure *temporal essence*, a substance that the Society's scholars believe will help repair the malfunctioning Sky Key. Venture-Captain Smine instructs the PCs to meet with Jamel Visser, leader of the Embeth Travelers, who will guide them through the Embeth Forest and into Uringen.

When the PCs meet with Visser, the Embeth Travelers are unwilling to proceed without some preliminary assistance from the Pathfinder Society, and money will not do for these nomadic woodsmen. Mather Nithra, who has plagued Uringen since the town's inception, has gone quiet, and the Travelers want to make sure that the old grig hasn't left debilitating traps on the road to Uringen. The PCs can complete other tasks to assist the Travelers, including aiding some of the sick or injured within the group.

When they arrive at Uringen, the PCs have the opportunity to learn more about the clock tower and what Lady Ogden expects, as well as rest and buy some of the higher-end alchemical goods that make the small town famous across the Inner Sea. Lady Ogden's assistant, the pixie Cerotious, can also grant the PCs insight into the fey circle upon which the clock tower was built. The PCs have at least one day to prepare, gather notes, buy supplies, and rest before the clock tower's alignment begins, which Lady Ogden predicts will be close to midnight.

Just a few seconds before midnight, the fourth clock face spins wildly, and begins to align perfectly with the other clock faces, but a moment later, chaos breaks loose upon the town square. Rivers of blue and red energy arc out from the western clock face, tearing open portals all over the square. At the same time, corrupted fey in service to Mather Nithra pour out upon the town square, and a group of gremlins smashes through one of the tower's windows and begins tearing apart the tower from within. Meanwhile, the dryad Henbane Allseasons appears in the center of the tower, and uses her power over wood to seal off the tower's entrance.

To retrieve the *temporal essence*, the PCs must enter the tower, deal with the fey creatures and animated objects within the tower, and confront Henbane Allseasons

at the top of the clock tower. Both sides want the *temporal essence*, but the PCs have the opportunity to convince Henbane to give them some of the vials she already collected, as well as depart Uringen peacefully. Otherwise, the PCs may have to defeat Henbane in combat to take the *essence* for themselves. If the PCs ally with Henbane, the dryad agrees to leave Uringen in peace, but Mather Nithra sends one last strike against the people who defeated so many of her allies.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

The incessant beat of hammer against anvils and weaponry greets entrants into Smine's Weaponworks, a smithy of great repute in the town of Tymon in the River Kingdoms, along with an oppressive wave of heat and the acrid smell of coal. A broad-shouldered dwarf, face and arms smudged with soot from the furnaces, smiles broadly, proclaiming in a voice harsh with years of yelling, "Ah! I was expecting you lot! Step inside my office. I have refreshments."

He steps inside a cozy office, gesturing at several chairs, ranging from an overstuffed chaise to a sparse and undecorated rocking chair. After rinsing his face off in a nearby basin of water, he pours out several glasses of water, immediately quaffing one for himself before refilling it and sitting down to his desk. "Venture-Captain Holgarin Smine, at your service. Guessing the Lodge got my message. You don't look too fresh-faced for this mission." Finishing the rest of his drink, he wipes the corner of his mouth with a clean cloth.

"I'll be quick about it. You've got a bit of travel ahead of you. One of the mayors of Uringen, Lady Aurelia Ogden, wants the Society's help—with an experiment she's been doing. The clock tower of Uringen has drawn all sorts of researchers. It hasn't worked quite right from the get-go. It makes a whole piece of the town disappear. Four clock faces, each with a different way of counting time. All displaying a different time—until now. The mayor thinks that those faces might finally join up. What's going to happen when it does is anybody's guess. She doesn't have the staff she needs to record it properly. That's where the Society comes in."

"Uringen's alchemical goods are some of the best. In exchange for recording the experiment's effects, and dealing with unexpected issues, Mayor Ogden will give the Society a discount. But there's something else that the

Society wants. You heard about the mishap with the Sky Key? How it's not working correctly? Turns out, that clock tower might have something that can fix it. Scholars call that something 'temporal essence.' Fetch at least one vial of the stuff. Ogden says the best time to collect it is in the middle of the clock face alignment. I've arranged for travel to Embeth Forest. When you get there, you'll be meeting Jamel Visser. Visser's the leader of the local forest guides. They call themselves the Embeth Travelers. Don't dawdle. You've got to make it to Uringen before the clock faces align. The boat will get you to Visser in a little over 2 weeks if you don't run in to trouble. The clocks align in 3 weeks. "Any questions...or refills?"

Should the PCs have any questions, Venture-Captain Smine answers to the best of his abilities, offering his insights into Uringen's clock tower.

What's so special about this tower?

"One of the founders of the town built it. Great piece of work—even if it's not dwarven," he says with a wink. "It combines magic and machinery. I'm no wizard; can't tell you more than that. It causes a piece of the town to disappear and reappear—or at least. At least, people in Uringen say that's what it does.

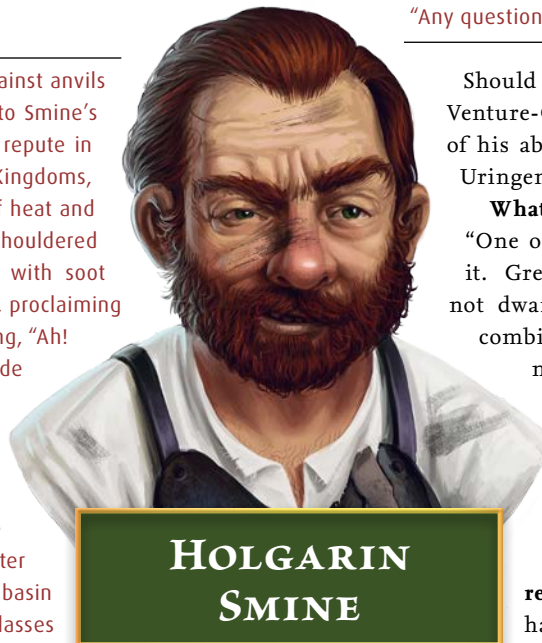
What kind of things will we be recording?

"The mayor's going to have a keener idea of that. Record the usual stuff. Sights, sounds, anything else you notice. Bring extra ink and paper, just in case."

What is the Sky Key? "Huh, thought you'd know about that. An artifact of Jormurdun, one of the legendary Sky Citadels of the dwarves."

What's Uringen like? "Split. I mean that literally. One half of the town disappears for bit, and the other sticks around. Aurelia Ogden is the mayor of the half that disappears sometimes. Knavar Mieren is the mayor of the other half. They're pretty isolated in Uringen. To get there, you've got to get guides to help you through the Embeth Forest. Guides like Jamal Visser. I've heard that the town itself is always moving."

What can you tell us about Jamel Visser? "The Embeth Travelers get folks to and from Uringen safely. I'd heed his word about anything. With the fey thick in those woods, I'd take precautions against them too. Good man, though. He doesn't have much use for coin. We'll be paying him in more useful goods."



Can we just buy a teleport to get there sooner? “To be honest, you have plenty of time. The boat’s already been paid for. Sounds expensive for no good reason. Plus, Uringen supposedly moves its location and the forest is a dangerous place to teleport. Plus, you’d have to tell Visser about the change of plans somehow.

Anything else you can tell us? “Hold off on buying any alchemical goods until you get to Uringen. No sense wasting your money. Don’t go blabbing that you’re with the Society while you’re in Tymon. Locals don’t know about this lodge.

Knowledge (arcana), Knowledge (history), or Knowledge (local)

PCs with the right skills might know some details about the town of Uringen, its history, and even some of the local legends.

15+ Uringen’s alchemists are renowned through the Inner Sea for the effectiveness of their elixirs and potions. The clock tower that stands in the center of Uringen doesn’t tell the same time on all its faces, and one of the faces always spins wildly out of control.

20+ The town of Uringen was founded in 4637 AR by an Ulfen skald name Birji Uringen.

25+ The grig Mather Nithra has made numerous threats on the people of Uringen as well as on travelers through Embeth Forest.

30+ Uringen’s clock tower was built on top of an ancient fey circle by one of Uringen’s founders, Rhona Ambros, using stolen notes.

At this point, the PCs have an opportunity to grab supplies before heading down the West and East Sellen Rivers to Embeth Forest, where Venture-Captain Smine has arranged for the next leg of their journey.

A. EMBETH FOREST (CR 6 OR CR 9)

After an uneventful trip along the Sellen River, the PCs arrive near the edge of the Embeth Forest, where Jamel Visser and his group of Travelers are waiting for them. Wary of the increased activity around Uringen, as well as reports of fey harassment on the roads leading to Uringen, Visser wants the PCs to help ensure the road is safe. Visser tasks the PCs with assisting the Travelers as they journey through the forest, and keeping watch for signs that the grig Mather Nithra may be planning an attack on Uringen.

A sturdy wooden pier stretches over the western bank of the fast-moving river, where a river barge offloads several crates of labeled goods. Nearby, a camp laid out in a rough semicircle bustles with activity, its borders marked off by covered wagons

and tarpaulins. Water from a recent downpour collects in the canvas’ folds and in puddles on the ground.

When the PCs arrive, a pair of Travelers directs them to Jamel Visser (NG human ranger 6), who is standing by the central campfire. Dressed in plain forester’s garb, as well as a worn but well-kept suit of leather armor and a longbow, he listens to the two scouts with a pensive look on his face. At the PCs’ approach, he turns to greet them.

“Well met, travelers. Smine sent word of your arrival, expressing the urgency of your journey, but we will have to delay your departure. On our trip here, we ran afoul of that blasted grig’s traps, and we won’t be able to leave until we’ve fixed things up.”

At this point, the PCs can ask Jamel Visser what problems the Travelers have been having, or inquire further about Uringen.

How can we assist you? “I’ve got a few problems, to be honest. Deadfall, pits, whatever snares those twisted fey thought of, and that’s just the start. They’ll all need to be cleared or disabled before we go back into the woods.”

What about here in camp? “Our mules are sick, probably poisoned, and even some of our hounds have succumbed too. Our healers would be most appreciative if you helped them out.”

Who did this? “Nithra’s folk like to harass us in and out of the woods. We usually catch most of their tricks, but not this time.”

Who’s Nithra? “Nithra is a grig, from what I hear. I’ve never actually seen him face to...well face, I guess. Just in passing as he hopped away from putting mistletoe in the stew pot. Some fey might clean your house while you slept at night, and I can tell you, he’s not that kind.”

Can’t we pay somebody to fix this? “You think your coin is good out here? Which “somebody” do you see that we could pay? City folk, always so sure that money is the solution to everything,” he sighs, “If you can’t help, just stay out of the way.”

Does Uringen really move around? “The town is never exactly where it is supposed to be on a map, and to make matters more confusing for outsiders, the forest itself shifts and changes far more quickly than a normal forest has any right to change. Don’t worry though; we in the Travelers spend our lives in this forest, and know its ever-shifting landscapes. We’ll get you to Uringen.”

What’s the situation in Uringen? “We don’t go into Uringen proper, just to the edge. We want to stay as far away from that clockwork contraption as we can. Besides, we do more good out here than in there. What I do know is that Mayor Ogden is in a tizzy about something, which is troubling to see from a woman who doesn’t blink an

eye at her town disappearing from the face of Golarion on a regular basis.”

If the PCs do not offer to help Visser, once it is clear that they have finished asking him questions, he asks for their help, providing the information from the first two questions listed above.

Subtier 3–4 (CR 6)

POISONED DART TRAP (2) CR 2

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

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 ranged (1d3 plus medium spider venom)

SPIKED PIT TRAP (2) CR 2

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

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Subtier 6–7 (CR 9)

POISONED DART TRAP (2) CR 5

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

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 ranged (1d4 plus giant wasp poison)

FALLING LOG TRAP (2) CR 5

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft.-square)

The PCs can attempt up to four Heal checks to treat those poisoned by Nithra’s traps (with a DC equal to the poison’s save DC). Each Heal check to treat poison takes 1 hour, as it represents treating several poisoned people and animals.

Mather Nithra’s simple but effective traps plague all that travel the worn roads in the Embeth Forest, no matter the season or weather. The traps in this encounter represent the traps that the Embeth Travelers do not detect; the jarring nature of the ever-shifting forest means that no one, not even the Embeth Travelers, can take 10 at the task, and so a few traps slip past them. Have each PC who is searching for traps roll one Perception

SCALING ENCOUNTER A

Make the following changes to the journey through Embeth forest to accommodate a group of 4 PCs.

Subtier 3–4: Remove one spiked pit trap. Reduce the base time taken to clear a triggered spiked pit trap from 4 hours to 3 hours.

Subtier 6–7: Remove one falling log trap. Reduce the base time taken to clear a triggered falling log trap from 4 hours to 3 hours.

check for each trap. Allow additional PCs to declare that they are searching for traps between each encounter with traps. Each trap that the PCs fail to find targets a random PC. The rangers insist upon removing the traps before progressing. They ask the PCs to disable the traps that they find. If a PC sets off a trap while attempting to disable it, the trap targets that PC. If a pit trap (or falling log trap, in Subtier 6–7) triggers, it takes 4 hours for the rangers to clear the area. Each PC who succeeds at a DC 10 Strength check to assist with this task reduces the time taken to clear the trap by half an hour.

A PC who succeeds at a DC 22 Knowledge (nature) check (DC 25 in Subtier 6–7) has heard that these forests do contain some benevolent fey, who occasionally assist those who provide them offerings of bread, honey, milk, or alcoholic beverages.

The journey through the forest to Uringen takes several days. If the PCs do not trigger any traps or spend time treating poison, they arrive in Uringen at 6:30 in the evening on the day that the clocks are expected to align; they have a total of 2 hours worth of time to perform additional tasks to help the rangers and to clear away the results of a failed check to locate a trap before the rangers give up on clearing traps and instead hurry them ahead; Visser remarks that he promised the mayor that he would bring the Pathfinders to town on time.

Development: If the PCs completed at least three of the following four tasks, the Embeth Travelers are grateful for their assistance, and offer to give each PC a highly trained Embeth Hound tomorrow morning. Each PC receives the Embeth Hound boon on her Chronicle Sheet.

Offer Assistance: Offer to help to the Embeth Travelers before the Travelers ask for assistance.

Remove Traps: Fail to detect at most one trap. Remove the threat of all of the traps by safely triggering them, disabling them, or (for the pit and falling log traps) triggering them and cleaning up the aftermath.

Solicit the Aid of Friendly Fey: If the PCs provide offerings to attract friendly fey, the Embeth rangers are impressed by their knowledge and wisdom.

Treat Poison: Succeed on at least three checks to treat the poison afflicting the Travelers.

Approximately half a mile outside Uringen, Visser calls a halt to the caravan, gesturing the PCs forward.

Raising his voice over the jingle of yokes and the rattle of wagon wheels, Visser booms out “Halt!” Dismounting from his horse, he gestures down the road. “About half a mile down that road, you’ll be in Uringen. Desna smile on you in that place.”

If the PCs managed to complete at least two tasks for the Embeth Travelers, Visser pulls an oilskin folio out of his saddlebags.

“Since you’ve been right useful this trip, I was hoping you could carry these reports to Mayors Mieren and Ogden, since you’ll be in town anyway. Put in a good word for you as well, maybe you’ll get something from them for it.”

If the PCs inquire about the contents of the reports, Visser shrugs, saying, “Mostly keeping track of what we see. With Uringen so far from anywhere else, it’s good to keep in mind what beasts are wandering about.”

B. URINGEN

When the PCs arrive in Uringen, read or paraphrase the following.

The town of Uringen is a flurry of activity. Puffs of multicolored smoke rise from tall stone chimneys that emerge from steeply pitched rooftops, and people dressed sharply in black and white shuffle about the town, preparing for the convergence. The divide between the two halves of the town is stark. A wide street, 20 feet across at its widest, separates the static and unstuck portions of the town. Boarded windows and prominent “closed” signs decorate the static half of the town, whose residents speak in hushed and tense tones. In the unstuck half of the town, excitement and curiosity outweigh fear, and groups of people gather in the streets. Above it all, a four-sided tower looks out upon the town, with an enormous clock face decorating each side at its pinnacle.

In the middle of the street between the two halves, a pair of well-dressed figures appears to be locked in a debate, their words clipped and harsh. Their heated conversation is in Skald, with a smattering of words and phrases in Common.

The man rests his hand on the hilt of a rapier at his side, while the woman hooks her thumbs in the wide sash wrapped around her body. A tiny blue-skinned humanoid with iridescent blue butterfly wings flits behind the woman’s head, a miniscule pair of pince-nez perched upon his pert nose.

A PC who succeeds at a DC 20 Knowledge (local) check identify the pair as the mayors of Uringen, Knavar Mieren and Aurelia Ogden, and a PC who succeeds at a DC 15 Knowledge (nature) recognizes the butterfly-winged humanoid as a pixie. The mayors argue indefinitely, unaware of the PCs’ presence until they’re interrupted (by the pixie if the PCs make no move after several minutes). Mayor Mieren, who runs the static side of Uringen, distrusts outsiders. He is furious that Mayor Ogden invited the Pathfinder Society, and his attitude towards the PCs is one of thorough annoyance if their make their allegiance obvious. He crosses

his wiry arms over his broad chest and does not engage the PCs in conversation.

Mayor Ogden, on the other hand, welcomes the PCs—if not with open arms, with considerably more grace than her counterpart. A woman approaching her middle years, Aurelia Ogden retains some of her youthful good looks, the barest grace of silver among sun-bleached brown hair at her temples and crows’-feet around her brown eyes the only real sign of her age. Read or paraphrase the conversation below.

“Excellent to see that my message was received and heard by the Society! I’m Mayor Aurelia Ogden, and this is my compatriot, Mayor Knavar Mieren. I trust your journey through the Embeth wasn’t too hazardous?”

She waits for the PCs to recount their experiences in Embeth Forest before continuing. If the PCs hand over Visser’s reports, she thanks them and briefly looks over the reports before handing them to Mayor Mieren.

“Not unexpected news, but I will leave the details of the guard arrangement with Mieren. Right now, I must focus all my



CEROTIUS

attention on my experiment—and I, for one, am happy that you are here to assist with it,” Ogden finishes, with a pointed glance at Mayor Mieren.

Whether or not they have the reports, she continues,

“Your role in the experiment is very straightforward. I will need several people to observe the westward-facing clock, and record everything you see or hear—taste, smell, touch as well if it becomes necessary. As members of the Pathfinder Society, your experience with...unusual situations is legendary, and this alignment will certainly qualify as ‘unusual’—one for your Pathfinder Journals, I hope!”

At this point, the PCs can ask more direct questions of Mayor Ogden.

What does your experiment actually entail? “As you might know, when this part of town becomes ‘unstuck,’ as it is referred to in the local vernacular, we lose all sense of how much time has passed. I am hoping that the timepieces I have constructed will allow us to keep track of time while we remain out of phase with the rest of Uringen. While I’m observing my timepieces, I will not be able to pay attention to other events in the tower. That is where you come in.”

Are you expecting any danger? “Nethys willing, no, but as he instructs, magic is always capable of creation and destruction, and either could happen. I won’t lie to you—I do not know the original intent of the tower. Since this alignment has never happened before in Uringen’s history, I am not entirely sure what we can expect, so be alert and ready. I have heard of the exploits of the Pathfinder Society; you are far better equipped to deal with any situations that arise than our town guard.”

I’m not magically inclined—how can I really help here? “Your observations are even more crucial, as they are unbiased and not viewed with a practitioner’s eye. If you have any advice you could give Mayor Mieren, I’m sure he’d appreciate it...eventually anyway.”

Can we take a look around inside the tower? “Certainly! Of course, it goes without saying that disturbing any of the mechanisms could have catastrophic side effects, so I will ask you to refrain from doing so. If you want a more thorough tour, please see Cerotious,” and she gestures at the pixie accompanying her. The pixie replies with a start, “Yes, of course! Come with me. I would be most happy to show you around.”

What time do we need to be there? “I’d say 11:45 will be enough time to get yourselves set up and prepared for the event itself, but you may have better insights as to how much time you need to investigate beforehand. Be careful when using the clock tower to tell time; the northern clock face is the accurate one.” She tells the PCs

URINGEN AND ALCHEMY

The PCs have the opportunity to purchase and use enhanced alchemical goods within Uringen. This enhancement increases the saving throw DCs to resist these alchemical items by 2, and it increases the damage dealt by damaging alchemical items by 50%. These alchemical goods do not cost more than normal. Most of these enhancements do not last past the end of the scenario, but the PCs may purchase a limited selection of enhanced alchemical items for twice the standard price that they can keep beyond the end of this scenario, as indicated on this scenario’s Chronicle sheet. All of the alchemical remedies, tools, and weapons from *Pathfinder RPG Ultimate Equipment* are available for purchase within the town.

the current time—it is about 6:30 in the evening before adding the extra time the party spent in the forest.

Mayor Ogden mentions that the PCs can relax up at the Oaken Knot Tavern before the night’s events if they wish, then bids them farewell and heads to make her own preparations.

Development: If they managed to impress Jamel Visser, Mayor Ogden insists upon paying for their room and board, as well as food, otherwise, the PCs will have to foot the bill at the Oaken Knot if they wish to stay overnight. Mayor Ogden pays for an inn suite large enough to accompany the PCs, as well as any livery services that a PC’s mount may require.

B1. Oaken Knot Tavern

Created from the wood that earned the tavern its name and decorated in intricate carved interlocking designs, the Oaken Knot is the preferred watering hole of many of the alchemists and wonderworkers that reside in “unstuck” Uringen, not to mention several of the fey that call the town home. The Oaken Knot boasts with pride about its resident bard, the grig Seripan. Along with Cerotious, Seripan fled from Mather Nithra’s machinations to help the townsfolk. Despite their initial misgivings about their neighbors, they have grown to love the quirks of the town, and have offered their aid in what ways they can.

Dressed in a long wrap dyed in a rainbow with her hair wrapped up into miniscule braids with tiny blossoms, Seripan is happy to spin half-dozen stories about Mather Nithra’s plots and schemes to bring ruin to Uringen that end in embarrassment for that hateful being—but only before sunset. She avoids mentioning Mather Nithra in the twilight hours, instead referring to the evil grig via an assortment of colorful epithets from a variety of languages. If the PCs have enough time before the experiment begins, they can ask Seripan about Uringen’s history, as well as Mather Nithra.

Diplomacy (gather information)

Like some fey, Seripan can be plied with traditional offerings of bread, milk, or honey, though distilled beverages like brandy or whiskey are far more likely to loosen her tongue. The former grants a +2 circumstance bonus on a Diplomacy check, while the latter grants a +5 circumstance bonus. Seripan's starting attitude is friendly in Subtier 3–4 and indifferent in Subtier 6–7. The DCs below assume that Seripan's attitude is friendly. Subtract 5 from the DC if she is helpful, and add 5 to the DC if she is indifferent. Most of Seripan's ditties have some meaning behind them that may not be readily apparent to the PCs without an additional skill check to interpret the significance.

12+ "Uringen hasn't been around that long, and even it was built on something older. 'Bones of the earth, rise from the ground / Keep us sound, within your girth.'" This short ditty is a simple allusion to the stone-worked houses (and the Clock Tower) popular in the oldest parts of Uringen.

17+ "Reckless Rhona / Looked at her Tower / But was quite sour / For every hour / She heard every flaw.' Turns out, no matter how long you prepare, you can't get it right the first time...But I wonder if it *was* her first time making the Tower? The Tower does seem to work... mostly. That's a lot of gears and flim-flammery, and it's amazing that even one of those faces is actually useful." A DC 25 Knowledge (local) reveals that 'Rhona' refers to Rhona Ambros, one of the founders of Uringen and the architect of the tower.

22+ "Ogden wants to fix the tower to do what Reckless Rhona intended it for. 'Time is just a door / Just step right through / In stolen cloak of blue / To the days of yore.'" PCs that succeed at a DC 30 Knowledge (arcana) check learn that the Clock Tower was constructed to study more about the exotic field of chronomancy.

27+ Seripan mentions that she has heard rumors from the forest that Nithra appealed to "The Many" to "cast out the intruders," but Seripan's rumors don't mention any response to this alleged appeal. A DC 30 Knowledge (religion) check reveals that the phrase refers to one of the Eldest of the First World: Shyka. A Knowledge (religion) result of 35 or higher reveals that one of the things Shyka is known for is the use of time magic.

B2. Clock Tower

In the center of "unstuck" Uringen stands the Clock Tower, a five-story edifice constructed of blue-gray stone and mottled with pearlescent white blocks. One of the founders of Uringen, Rhona Ambros, crafted the Clock Tower with the goal of being able to peer into the past at a whim—or that's the running theory based on the journal entries the wizard left behind. Its location atop an

ancient fey circle, whether by chance or by design, caused the structure to malfunction from the start. Rhona's decision to use the large block of white quartzite located just outside of the circle in the tower's construction further contributes to its instability; this stone was once the fey circle's heelstone.

At the very top, the clock faces align to the cardinal directions, while long arms of weather-tarnished metal click out the hour and minute, but the four faces do not depict the same time. The time on the western face moves the most erratically, with its arms swinging backwards and forwards, while the northern face depicts an accurate time. On each floor, glass windows break up the monotony of stone, but even these are covered with arcane scripts and sigils from an eclectic variety of arcane traditions. Almost every available wall is taken up by a bookshelf stuffed with ledgers recording the Clock Tower's behavior since Uringen's founding.

The pixie Cerotious greets the PCs on the ground floor of the Clock Tower, calm despite the activity around him. Despite having met them when they spoke to Mayor Ogden, he greets the PCs as if he had never seen them before.

"Ah, hello there! Aurelia mentioned you might be stopping by! Welcome to the Tower—I would be Cerotious, aide-de-camp for Mayor Ogden and advisor of First World affairs to Uringen. Is there anything in particular that makes you curious?" The pixie manages to pull off a courtly bow in mid-air as he presents his name and title. Around the butterfly-winged fey, plain-robed apprentices set up delicate apparatuses, while others walk slowly up the wooden stairs to the next floor.

If the PCs seem genuinely interested in Ogden's experiment (or if a PC is a gnome or connected to the First World in some way), Cerotious's face brightens as he immediately dives into his studies of the fey circle at the Tower's base.

"As you can see, Ogden's lesser apprentices are moving her timepieces to various places within the Tower, but my focus is here—on the circle. Most of the speculation up to this point thinks that Reckless Rhona messed up her construction...but I don't think so."

The pixie flits over to an open windowsill, pointing at the narrow gap between the stonework. "This is not the work of a sloppy person! No, I think that the fey circle interfered with her design somehow, and that's why part of the town disappears...I just have to prove that somehow."

The pixie pauses for a moment, tracing a symbol on one of the white stones embedded in the wall. "Aurelia mentioned that an unbiased and fresh set of eyes might reveal insight otherwise clouded by staring at it too long. As the senior assistant researcher and head pixie on the clock tower deciphering project, I take any potential leads very seriously."

The PCs can use a variety of skill checks to investigate the tower. A PC who succeeds at a DC 20 Craft (stonemasonry) or Knowledge (engineering) check discovers that each stone was individually carved and fitted into its resting place, with no mortar used to hold the structure together—merely pressure and gravity. Closer inspection of the white blocks indicates that they're actually made of the crystalline stone known as quartzite instead of the more common granite.

The gears within the clock tower are extraordinarily intricate. A PC who spends at least 5 minutes studying the gears and succeeds at a DC 15 Knowledge (engineering) or Intelligence check notice an anomaly in the mechanism; some of the gears should not be moving at all, or should be moving in the opposite direction, if they worked as typical gears. If the PCs climb into the gear mechanism, refer to the hazard from area **D**.

The PCs may choose to spend the time to examine the stonework of each floor carefully. It takes 30 minutes to examine the first and second floors, and 20 minutes to examine the top three floors. A PC who thoroughly examines every floor of the tower may roll a DC 20 Perception check (DC 25 in Subtier 6–7). A PC who succeeds at this Perception check discovers that the stone is inscribed with numerical sigils, along with five repeating shapes. Each floor has one of these shapes embedded multiple times in the stonework, glass, and in the clockwork gears that run up the central shaft of the tower, but in subtle ways. On the first floor, a four-sided tetrahedron; the second, a hexahedron with six sides; the third, an octahedron with eight sides; the fourth, a dodecahedron with twelve sides, and at the very top in the Tower's belfry, the twenty-sided icosahedron (these figures are the shapes of a d4, d6, d8, d12, and d20, respectively). In a break from this pattern, the ceiling of each floor other than the top floor contains a symbol from the floor above, and the floor of each floor other than the first floor contains a symbol from the floor below. The PCs can identify and name these shapes with a successful DC 10 Knowledge (arcana) check.

If the PCs identify these shapes, Cerotious says, "The very thing! Shape and form are so much more important to us of the First World than those of this world. I'm glad that you agree that these patterns are significant. Aurelia wasn't so sure that they were more than an artful design, but I think these numbers are tied to the nature of the tower somehow."

The PCs can also study the other sigils that decorate each of the floors, as long as at least one PC succeeds at her DC 20 Perception check above to carefully study the stonework. The magic used in this tower is somewhat unusual, and deciphering its nature with conventional methods is difficult. With a successful DC 15 Craft or Profession check related to stonework, DC 20 Appraise or Knowledge

PORTALS OF UNSTABLE TIME

Manifesting as portals of red and blue, the interaction between the Clock Tower and Shyka's ancient fey circle have a side effect on those that travel through them. Entering through a red portal increases a creature's speed by 50% for 1 round, while entering through a blue portal reduces a creature's speed by 50% for 1 round. Because of either minute imperfections in the Clock Tower's construction or the chaotic foundation upon which it was built, creatures and objects that enter a portal emerge from a random portal of the opposite color. Creatures and objects that enter a blue portal can only emerge from a red portal, and vice versa. Fey and fey-related creatures such as gnomes and sorcerers with the fey bloodline can avoid the chaotic effect of the portals with a DC 5 Will saving throw to select their destination. If a PC does not qualify as fey in some manner, she must succeed at a DC 25 Will saving throw to attempt to control her destination; otherwise she emerges from a random portal.

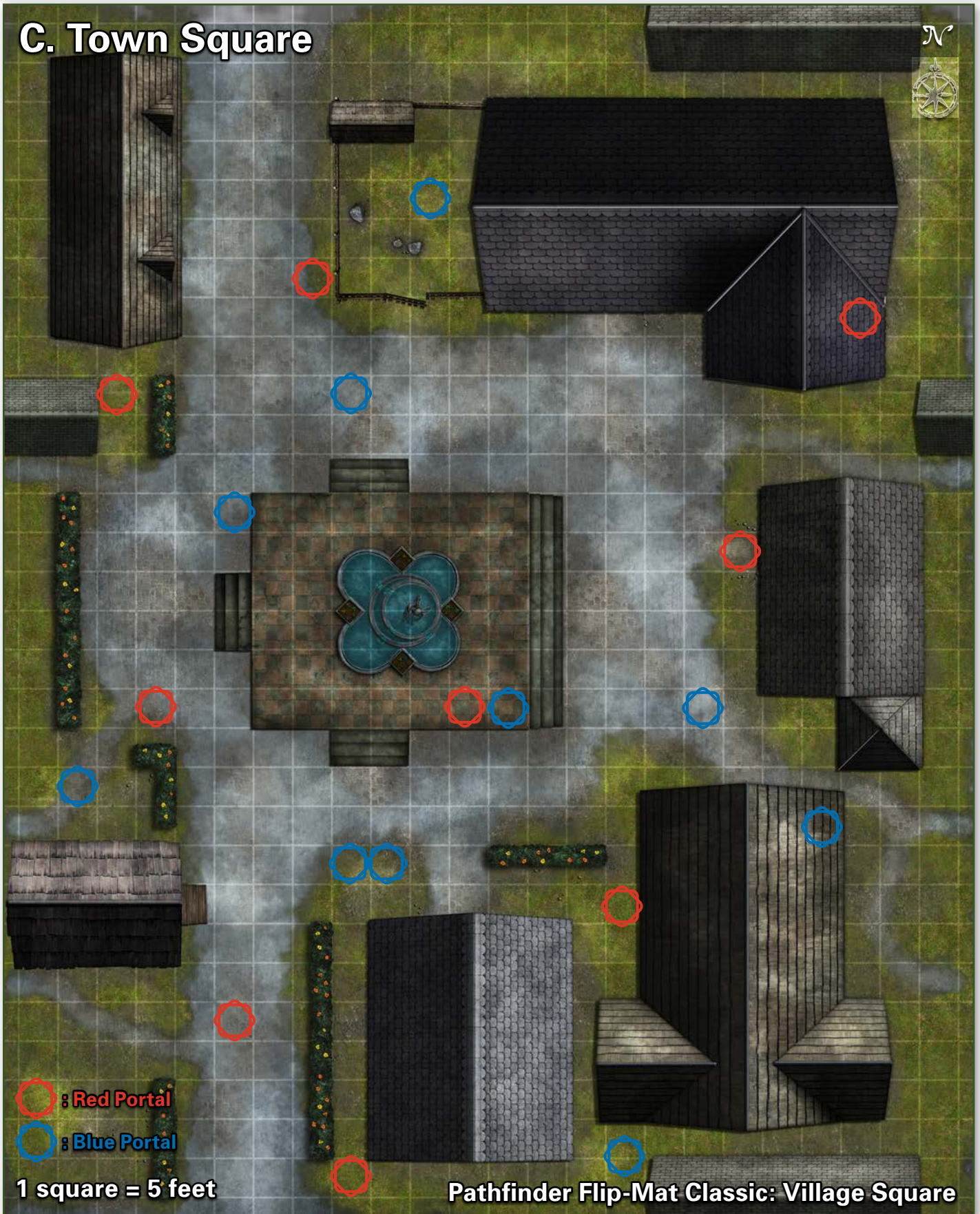
Unless specifically marked, these portals only allow travel to other portals in the same area. A character cannot jump from the Town Square to the Clock Tower, for example, and typically cannot travel from one floor within the clock tower to another. There are 10 portals of each color outside the tower, 4 portals of each color on the first floor of the tower, 3 portals of color on the second and third floors, 2 portals of each color on the fourth floor, and 1 portal of each color in the tower's belfry. A few specifically marked portals transport anyone or anything that passes through them to a different floor within the tower. These portals are marked with an **S**, and they are part of a puzzle to remove a barrier that now block access to the tower's belfry, which is presented in the section "Unlocking the Belfry" on page 18.

(engineering) check, or DC 25 Knowledge (arcana) or Knowledge (planes) check, the PCs notice significant sigils buried within the jumble that Cerotious has never noticed (each of these DCs increases by 5 in Subtier 6–7).


Cerotious lets out a whoop of joy, delighted that the PCs have made a "major breakthrough" in research about the tower. He explains that the symbols the PCs found are a part of Ambros's esoteric time magic, and that they will help him and the other researchers figure out if the tower really can be used to travel through time.

Development: The PCs' time in the clock tower gives them a chance to explore the place before their chaotic return to the tower in area **D**, and their exploration provides clues that can help the PCs make sense of the puzzle that awaits them upon their return. If the PCs make a major breakthrough, Cerotious is impressed, and it is much easier for the PCs to receive a reward from him at the end of the scenario (see Conclusion).

C. Town Square



 : Red Portal

 : Blue Portal

1 square = 5 feet

Pathfinder Flip-Mat Classic: Village Square

C. URINGEN TOWN SQUARE

Before arriving at the Clock Tower, the PCs should take care of any last-minute business within the town. This encounter takes place at night, but the area is well-lit.

Lanterns, torches, and magical lights of every color surround the central square around the Clock Tower, lighting up the night in a festive atmosphere as the metallic embellishments and clock faces catch the light, breaking it into prismatic hues. These hues shimmer and reflect off the fountain at the center of the town square. A hush descends over the gathered crowd as three of the faces start to move in time in the final minutes of the day. The arms of the fourth face swing wildly, teetering and tottering according to some unknown rhythm, until its minute arm moves steadily backwards, but ticking and clicking in time with the other three faces.

At a whisper before the dawn of a new day, all of the faces of the tower suddenly erupt in a vivid violet light, and arcs of blue and red energy strike out into the ground. Ripples in the air twist and bend the light around the tower, splitting and shredding with blue and red energy. The clock tower's entrance is 10 feet off the map to the east.

Creatures: Several of Mather Nithra's allies have converged on the town square to create chaos and destroy the tower. These allies include a gloom dragon—a corrupted faerie dragon with moth wings and gray scales, and a group of gremlins. While these creatures attack the square on the west end of the tower, another group of gremlins sneaks from out of sight, climbs the east wall of the clock tower, and opens one of its supposedly impenetrable windows. This second group is unlikely to be relevant to this encounter, but the PCs encounter them later on the third floor of the clock tower.

Subtier 3–4 (CR 6)

GLOOM DRAGON CR 4

Variant faerie dragon (*Pathfinder RPG Bestiary 3* 91)

CE Tiny dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 42 (5d12+10)

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

Immune paralysis, sleep; **SR** 15

OFFENSE

Speed 10 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +6 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks breath weapon (10-ft. cone, despair, Fort DC 14 negates, usable every 1d4 rounds)

SCALING ENCOUNTER C

Make the following adjustments to encounter **C** to accommodate a party of 4 PCs.

Subtier 3–4: The gloom dragon is overwhelmed by its own despair, and has the shaken condition. Remove one vexgit from the encounter.

Subtier 6–7: Remove one gloom dragon from the encounter, and replace the vexgit human hunters with two normal vexgits (page 29) that follow the human hunters' tactics.

Spell-Like Abilities (CL 5th; concentration +8)

3/day—*greater invisibility* (self only)

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5)—*flaming sphere* (DC 15), *glitterdust* (DC 15)

1st (7)—*grease*, *ray of enfeeblement* (DC 14), *silent image* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *mage hand*, *message*, *open/close*

TACTICS

During Combat The gloom dragon tries to hamper and fell as many PCs as possible, using the portals to flit around the Town Square to evade those that try to engage her in melee, and using *greater invisibility* as often as she can. She uses the pugwampis' auras to her advantage, casting spells from outside the auras on opponents who are within them. She only uses her wand if she is concerned that the PCs may win the fight or the PCs otherwise prove to be a major threat.

Morale The gloom dragon flees if she is reduced below 10 hit points, or if all of her allies have fallen or fled.

STATISTICS

Str 9, **Dex** 17, **Con** 15, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 16 (20 vs. trip)

Feats Acrobatic, Combat Casting, Dodge

Skills Acrobatics +10 (+2 when jumping), Bluff +11, Diplomacy +11, Fly +17, Intimidate +11, Perception +10, Sense Motive +10, Stealth +19, Swim +11, Use Magic Device +11

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

Combat Gear *scroll of dispel magic*, *wand of scorching ray* (CL 7th, 10 charges)

SPECIAL ABILITIES

Breath Weapon (Su) 10-foot-cone, despair for 1d6 rounds, DC 14 Fortitude negates. Creatures affected by despair are staggered, sickened, and immune to effects that grant a morale bonus. A gloom dragon can use this breath weapon every 1d4 rounds. The save DC is Constitution-based.

Spells A gloom dragon casts spells as a 5th-level sorcerer.

PUGWAMPI GREMLINS (2) CR 1/2

hp 9 each (*Pathfinder RPG Bestiary 2* 144, see page 28)

TACTICS

During Combat The pugwampis want to cause as much disruption as possible. With the assistance of the gloom

dragon, they move around the Town Square, relying on their unluck auras to do the job.

Morale The pugwampis are cowardly and unwilling to risk their own safety. A pugwampi flees if it takes any damage.

VEXGIT GREMLINS (2) CR 1

hp 11 each (*Pathfinder RPG Bestiary 2* 145, see page 29)

TACTICS

During Combat The vexgits break into nearby buildings and dismantle whatever they can get their hands on. They throw small objects through portals to distract and annoy pursuers.

Morale The vexgits run away if they take any damage.

Subtier 6–7 (CR 9)

GLOOM DRAGONS (2) CR 4

Variant faerie dragons (*Pathfinder RPG Bestiary 3* 91)

CE Tiny dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 42 (5d12+10)

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

Immune paralysis, sleep; **SR** 15

OFFENSE

Speed 10 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +6 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks breath weapon (10-ft. cone, despair, Fort DC 14 negates, usable every 1d4 rounds)

Spell-Like Abilities (CL 5th; concentration +8)

3/day—*greater invisibility* (self only)

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5)—*flaming sphere* (DC 15), *glitterdust* (DC 15)

1st (7)—*grease*, *ill omen*^{APG}, *silent image* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *mage hand*, *message*, *open/close*

TACTICS

During Combat The gloom dragons tries to hamper and fell as many PCs as possible, using the portals to flit around the Town Square to evade those that try to engage them in melee, and using *greater invisibility* as often as they can. They treasure their wands, and they only use them if they are concerned that the PCs may win the fight or the PCs otherwise prove to be a major threat.

Morale A gloom dragon flees if it is reduced below 12 hit points, and both flee if all of their other allies have fallen or fled.

STATISTICS

Str 9, **Dex** 17, **Con** 15, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 16 (20 vs. trip)

Feats Acrobatic, Combat Casting, Dodge

Skills Acrobatics +10 (+2 when jumping), Bluff +11, Diplomacy

+11, Fly +17, Intimidate +11, Perception +10, Sense Motive +10, Stealth +19, Swim +11, Use Magic Device +11

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

Combat Gear *scroll of dispel magic*, *wand of scorching ray* (CL 7th, 10 charges)

SPECIAL ABILITIES

Breath Weapon (Su) 10-foot-cone, despair for 1d6 rounds, DC 14 Fortitude negates. Creatures affected by despair are staggered, sickened, and immune to effects that grant a morale bonus. A gloom dragon can use this breath weapon every 1d4 rounds. The save DC is Constitution-based.

Spells A gloom dragon casts spells as a 5th-level sorcerer.

TWIGJACKS (2) CR 3

hp 27 each (*Pathfinder RPG Bestiary 2* 274, see page 28)

TACTICS

During Combat The twigjacks rely upon the confusion caused by the dragons and vexgits to be effective, using their bramble jump ability and Stealth to sneak attack those they perceive as the most vulnerable and targeting groups with area attacks.

Morale A twigjack flees if it is reduced below 7 hit points.

VEXGIT HUMAN HUNTER (3) CR 3

Vexgit gremlin ranger 2 (*Pathfinder RPG Bestiary 2* 145)

LE Tiny fey

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 19, touch 16, flat-footed 15 (+1 armor, +4 Dex, +2 natural, +2 size)

hp 28 (3 HD; 1d6+2d10+14)

Fort +6, **Ref** +9, **Will** +4

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.

Melee mwk warhammer +5 (1d4/x3) or bite +3 (1d3)

Ranged mwk longbow +7/+7 (1d4/x3) or mwk longbow +9 (1d4/x3)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks combat style (archery), favored enemy (humans +2), speedy sabotage, wrecking crew

Spell-Like Abilities (CL 1st; concentration +1)

At will—*prestidigitation*

1/hour—*rusting grasp*, *snare*

TACTICS

During Combat Four ordinary vexgits have previously sneaked into nearby buildings, and when the fight breaks out, they start dismantling things. These three vexgit human hunters guard the approach to those buildings and fire at anyone who offers resistance, targeting humans first. The normal vexgits flee as soon as their protectors are defeated and do not put up a fight against the PCs, but if statistics are necessary, see page 29.

Morale The vexgits run away from the square if they are reduced below 5 hit points.

STATISTICS

Str 10, **Dex** 18, **Con** 17, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 14

Feats Point-Blank Shot, Rapid Shot, Skill Focus (Disable Device), Toughness^b, Weapon Finesse^b

Skills Acrobatics +10 (+6 to jump), Appraise +1, Climb +16, Craft (traps) +2, Disable Device +14, Escape Artist +9, Knowledge (engineering) +1, Perception +8, Stealth +18 (+22 in metal or stony areas, +14 when moving); **Racial Modifiers** +4 Disable Device, +4 Stealth in metal or stony areas, -4 Stealth when moving

Languages Undercommon

SQ track +1, wild empathy +2

Combat Gear *potion of cure light wounds*; **Other Gear** leather armor, mwk longbow, mwk warhammer, soothe syrup^{UE}, 31 gp

Development: After dealing with Nithra's forces, Ogden meets up with the PCs, telling them that she saw a group of gremlins enter the tower from the east. If questioned, Ogden believes that Nithra is behind the attack, because gremlins and corrupted fey are his signature allies.

Rewards: If the PCs do not defeat the creatures outside of the tower, reduce each PC's gold as follows.

Subtier 3–4: Reduce each PC's gold by 295 gp.

Out of Subtier: Reduce each PC's gold by 502 gp.

Subtier 6–7: Reduce each PC's gold by 710 gp.

D. THE CLOCK TOWER

Henbane sealed the tower's front door shut. The PCs can break the reinforced door with a DC 23 Strength check, or spells such as *warp wood*. The windows are quite difficult to open; they are magically reinforced to prevent breaking, and can only be opened with 1 minute of work and a successful DC 30 Disable Device check to open. However, a group of vexgit gremlins has opened a window on the second floor of the east side of the tower, 20 feet above the ground. The PCs can scale the side of the tower to the open window with a DC 20 Climb check.

Hazard: The gears on each of the floors of the clock tower spin rapidly. Several situations in this scenario may cause PCs to end up within the gear mechanisms—passing through an unlucky portal, falling on to gears from a higher floor, or simply choosing to cross the gears to maneuver about the battlefield. A PC who succeeds at a DC 18 Acrobatics check (DC 22 in Subtier 6–7) may walk across the gears safely at half speed. A PC who fails this check by less than 5 cannot move further, but suffers no ill effects.

A PC who fails this Acrobatics check by 5 or more falls prone and takes 1d6 points of damage from the gears. On the following round, the PC may attempt another Acrobatics check at the same DC. If that check fails by 5 or more, the PC takes another 2d6 damage as it is thrown off the gears to the ground below.

SCALING ENCOUNTER D1

Make the following changes to encounter **D1** to accommodate a party of 4 PCs.

Both Subtiers: The same energies that animated the supply sack ruined some of the alchemical supplies within. Each time the supply sack would deal fire or acid damage, either from its caustic contents ability or its spit supplies ability, there is a 50% that it does not deal any fire or acid damage. Do not reduce the number of functional supplies the PCs can find at the end of the encounter.

A PC who falls from a higher floor onto a patch of gears takes 1d6 damage in addition to the typical falling damage.

D1. First Floor

Arcs of purple energy ripple from between the Clock Tower's gears and the white stones that make up the fey circle. The pungent scent of ozone and fresh rain fills the room, and from above, the screeching sounds of metal twisting and wood breaking echoes down, revealing the twisted activities of the vexgits above.

Creatures: The pixie Cerotious is hiding invisibly in this room to avoid the creatures that have invaded the tower. A surge of energy from the First World animated a sack of weapons and alchemical equipment, which attacks any creature it can see.

Subtier 3–4 (CR 4)

SUPPLY SACK

CR 4

Animated object (medium) (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 36 (3d10+20)

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

Defensive Abilities DR 5/piercing or slashing; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3 plus grab)

Ranged spit supplies (see below)

Special Attacks constrict (1d6+3 plus caustic contents), strangle

TACTICS

During Combat The supply sack attacks anyone within area

D1. It does not continue attacking unconscious creatures.

Morale The sack is mindless, and does not surrender. It does not pursue creatures outside of area **D1**.

STATISTICS

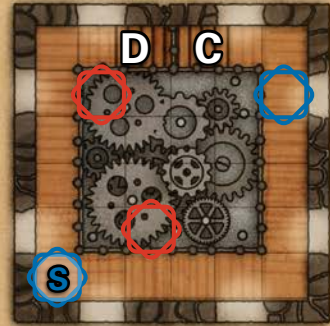
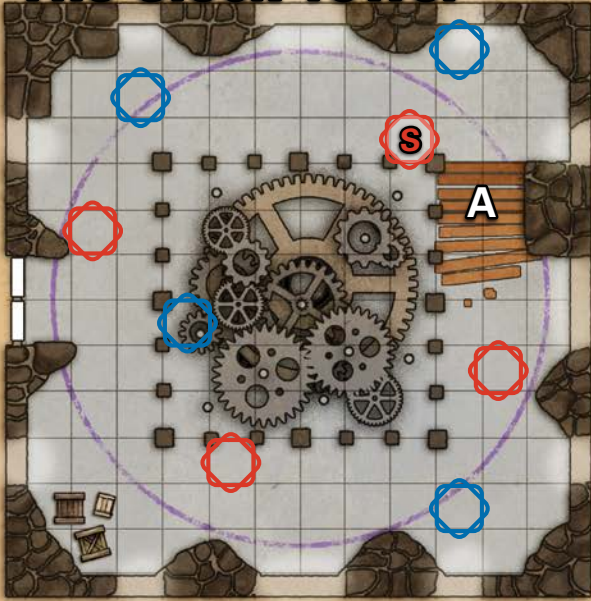
Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 15

D. The Clock Tower



1st Floor

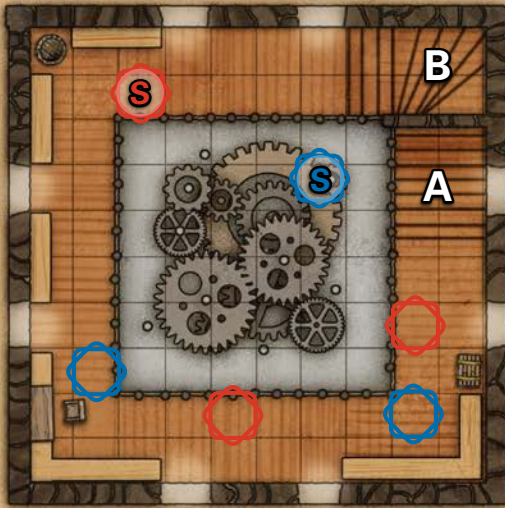


4th Floor

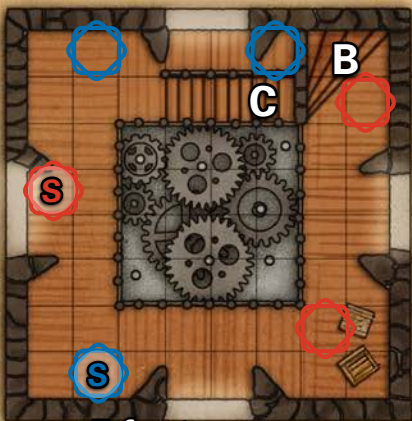


Clock Room

2nd Floor




3rd Floor



1 square = 5 feet

 : Red Portal

 : Blue Portal

 S : Floor Switching Portals

SQ construction points (cloth, constrict, grab, supplies, spit supplies, strangle)

SPECIAL ABILITIES

Caustic Contents (Ex) The supply sack deals an additional 1d4 points of acid damage and 1d4 points of fire damage when it constricts a creature.

Cloth (Ex) The supply sack is made of cloth. This ability replaces an animated object's typical hardness 5 with DR 5/piercing or slashing.

Spit Supplies (Ex) The supply sack has two main pouches; one filled with weapons and the other with alchemical items. Each time the sack uses spit supplies, it makes each of the following attacks against a random target within 30 feet. The alchemical items do not deal the typical splash or ongoing damage, and instead function as listed below. When it uses this ability, it also spits a variety of vials of liquid that have no effect on their targets.

- 1: longsword +3 (1d8+2/19-20)
- 2: club +3 (1d6+2)
- 3: alchemist's fire +3 touch (1d6+2 fire)
- 4: acid flask +3 touch (1d6+2 acid)

Strangle (Ex) A creature grappled by a supply sack cannot speak or cast spells with verbal components.

Subtier 6–7 (CR 7)

SUPPLY SACK

CR 7

Animated object (large) (*Pathfinder RPG Bestiary* 14)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

hp 82 (4d10+60)

Fort +1, **Ref** +0, **Will** -4

Defensive Abilities DR 5/piercing or slashing; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +9 (1d8+9 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d8+9 plus caustic contents), strangle

TACTICS

During Combat The supply sack attacks anyone within area **D1**.

It does not continue attacking unconscious creatures.

Morale The sack is mindless, and does not surrender. It does not pursue creatures outside of area **D1**.

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +13 (+21 grapple); **CMD** 20

SQ construction points (cloth, constrict, durable, grab, supplies, spit supplies, sticky, strangle)

SPECIAL ABILITIES

Caustic Contents (Ex) The supply sack deals an additional 1d4

points of acid damage and 1d4 points of fire damage when it constricts a creature.

Cloth (Ex) The supply sack is made of cloth. This ability replaces an animated object's typical hardness 5 with DR 5/piercing or slashing.

Durable (Ex) Strange energies from the First World have enhanced and reinforced this supply sack, granting it 30 additional hit points.

Spit Supplies (Ex) The supply sack has two main pouches; one filled with weapons and the other with alchemical items. Each time the sack uses spit supplies, it makes each of the following attacks against a random target within 30 feet. The alchemical items do not deal the typical splash or ongoing damage, and instead function as listed below. It also spits a variety of vials of liquid that have no effect on their targets.

- 1: longsword +3 (1d8+6/19-20)
- 2: club +3 (1d6+6)
- 3: alchemist's fire +3 touch (1d6+6 fire)
- 4: acid flask +3 touch (1d6+6 acid)

Sticky (Ex) The supply sack contains sticky alchemical goop from high-quality Uringen-made tanglefoot bags, which helps it grab on to its foes. This ability gives it a +4 bonus on its grapple checks and inflicts a -4 penalty on any attempt to escape its grapple.

Strangle (Ex) A creature grappled by a supply sack cannot speak or cast spells with verbal components.

Development: Cerotious has not dared to fly upstairs, but he has heard the sound of clanking gears from above, and he is concerned that the tower is falling apart. He is afraid to progress further up the tower, but he offers to use his constant detect abilities and call out if he notices anyone else entering the tower. Cerotious picked up a piece of paper that appeared out of thin air. When the PCs speak to him, give the PCs **Cerotious's Handout**. This piece of paper has two Sylvan phrases written on the back of it: "Alternate" and "Progress in an orderly fashion". These words, like the rest of the handout, are clues to the puzzle to unlock the Belfry (see below). If none of the PCs speaks Sylvan, Cerotious translates the phrases.

Treasure: When the PCs defeat the supply sack, it contains four each of longswords, clubs, and enhanced versions of alchemist's fire, acid flasks, tanglefoot bags, holy water, and antitoxins. See the sidebar Uringen and Alchemy on page 9 for the rules on these enhanced alchemical items. In Subtier 6–7, the bag has a side pouch containing two *elixirs of hiding*, an *elixir of truth*, two *elixirs of tumbling*, an *elixir of green dragon breath*^{UE}, and 72 gp.

Rewards: If the PCs do not defeat the supply sack, reduce each PC's gold earned by the following amount. Do not reduce the number of items the PCs receive from the bag based on how long they take to defeat it.

Subtier 3–4: Reduce each PC's gold earned by 108 gp.

Out of Subtier: Reduce each PC's gold earned by 235 gp.
Subtier 6–7: Reduce each PC's gold earned by 362 gp.

Unlocking the Belfry

Most of the portals on each floor transport creatures and objects that pass through them to another portal of the opposite color on the same floor. However, a few of the portals function differently. One of the red portals on each of the first, second, and third floors transports creatures and objects to a blue portal on the floor above. Conversely, one of the blue portals on each of the second, third, and fourth floors transports creatures and objects to a red portal on the floor below.

When the clock faces aligned, a barrier rose up that is now blocking the way from the fourth floor (are **D4**) to the Belfry (area **D5**). In order to pass through the barrier blocking the way to the belfry, the PCs must pass through these special portals in the right order. Cerotious's handout provides clues about the correct order. Written on the back of the handout are two phrases in Sylvan: "Alternate" and "Progress in an orderly fashion". The front of Cerotious's handout shows the possible ways to pass between floors, and it also assigns a number to each path between floors. The numbers are indicated by the tally marks by the arrows on the side of the diagram. In order to unlock the way to the belfry, a PC must pass through the portals in a way that alternates portal colors, while passing from the smallest numbers to the largest. The solution is as follows:

Climb to second floor and pass through a blue portal to the first floor, then a red portal to the second floor. Next, climb to third floor and pass through a blue portal to the second floor, then a red portal to the third floor, finally, climb to fourth floor and pass through a blue portal to the third floor, then a red portal to the fourth floor. After a PC passes through the red portal to the fourth floor, she sees a purple gate open up in the barrier blocking passage to the belfry, and she can pass through the barrier.

The PCs will need to figure out which portals on each floor travel to a different floor through trial and error, but they are free to use objects to test the portals.

Cerotious's handout has an unusual origin; it comes from the future. The original note comes from Inquisitor Henbane, who accidentally let it slip through a portal that spat it out on top of Cerotious. If the PCs are stuck on this puzzle, if they start attempting time-consuming activities like trying every possible combination of portal entry, or if the players are frustrated, future versions of themselves who ran out of time to solve the puzzle provide them with additional clues. Each time this happens, a halo of purple light surrounds the handout, and when the light fades, there is more writing in the margins or on the back. Give the PCs the following clues in order,

skipping any clues that the PCs have already figured out. When you do so, feel free to take the handout from the players and physically write in the clue, paraphrasing turns of phrase that match the style of speech of one of the PCs who is actively involved in solving the puzzle, if you can. Each clue is written in the handwriting of one of the PCs, which the PCs can discern with a Linguistics check (DC 20, or DC 10 for the PC whose handwriting is represented). Once the PCs figure out or strongly suspect that they are receiving clues from themselves, feel free to allow the players to add flavorful messages for themselves to the notes (but not any that grant additional information) or even reword to fit their vision of their character's writing style if they wish.

Clue 1: One portal of each color on each floor changes floors, except on the first and fourth floors. The writing on the back says "Alternate" and "Progress" in Sylvan.

Clue 2: Alternating must mean we need to switch off between red and blue portals.

Clue 3: Progress probably means we have to go through the floor switching portals in some order, but I'm not sure which order. The symbols by the arrows and inside each floor on the diagram show which portals go to which floors.

Clue 4: I'm beginning to think we need to ascend in order based on the number of vertical lines, starting by taking the blue portal on the second floor. But there's no time; the portals are fading. Come on, I know you can get it this time!

If the PCs manage to solve the puzzle without receiving any clues beyond Clue 1, they receive additional rewards at the end of the scenario for their quick thinking. They also receive these rewards if they impressed Cerotious in area **B2**, as long as they do not receive Clue 4 (see the Conclusion of the adventure).

The PCs may attempt to bypass this puzzle entirely with dimensional magic, such as *dimension door*. Anyone who attempts to enter the belfry using dimensional magic must attempt a DC 22 caster level check (DC 25 in Subtier 6–7). On a successful check, the caster appears within the belfry. On a failed check, the caster emerges unharmed from a random portal on the first floor of the clock tower.

D2. Second Floor

The walls of this wooden balcony are filled with shelves of papers. Three-foot-tall fences are all that stands between the balcony and the intricate spire of gears that extends from the floor below, growing thicker and wider as it ascends to an impenetrable tangle twenty feet above.

There are no encounters on this floor, but the PCs can hear the deafening sounds of gremlins on the floor above,

and see their tiny arms reaching over into the gears to tear the mechanism apart. If the PCs attack the gremlins, see the Creatures entry for the third floor.

D3. Third Floor

Creatures: Gremlins on this floor are casually ripping apart the gears and throwing them through portals, chittering in delight at the destruction. When the PCs arrive on the third floor or initiate combat from the second floor, they take to their work with a renewed, manic enthusiasm. Describe the tower's rapid deterioration each time a gremlin gets a turn to take it apart.

Hazard: If any gremlins are still sabotaging the tower at the end of the third round of combat, the tower emits an earsplitting sound as dozens of gears break free from their places and clatter to the ground. All creatures in the tower (with the exception of Henbane in the Belfry) must succeed at a DC 18 Fortitude save (DC 21 in Subtier 6–7) or be stunned for 1 round. This is a sonic effect. The tower's magic sustains its function, but it will need substantial repairs to prevent further deterioration in the coming days.

Subtier 3–4 (CR 6)

VEXGIT GREMLINS (2) CR 1

hp 11 each (*Pathfinder RPG Bestiary 2* 145, see page 29)

TACTICS

During Combat The vexgits spend their turns pulling gears off the tower and throwing them through portals.

Morale The vexgits run away down the tower if they are reduced to 4 hit points or fewer.

VEXGIT HUMAN HUNTERS (2) CR 3

Vexgit gremlin ranger 2 (*Pathfinder RPG Bestiary 2* 145)

LE Tiny fey

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 19, touch 16, flat-footed 15 (+1 armor, +4 Dex, +2 natural, +2 size)

hp 28 each (3 HD; 1d6+2d10+14)

Fort +6, **Ref** +9, **Will** +4

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.

Melee mwk warhammer +5 (1d4/x3) or bite +3 (1d3)

Ranged mwk longbow +7/+7 (1d4/x3) or mwk longbow +9 (1d4/x3)

Space 2 1/2 ft.; Reach 0 ft.

Special Attacks combat style (archery), favored enemy (humans +2), speedy sabotage, wrecking crew

Spell-Like Abilities (CL 1st; concentration +1)

SCALING ENCOUNTER D3

Make the following adjustment to accommodate a group of 4 PCs.

Subtier 3–4: Remove one vexgit human hunter from the encounter.

Subtier 6–7: Remove two vexgit human hunters from the encounter.

At will—*prestidigitation*

1/hour—*rusting grasp, snare*

TACTICS

Before Combat The vexgits use their *snare* spell to set up traps to hinder their foe's movement.

During Combat The vexgits focus fire to take down the PCs, starting with human PCs.

Morale The vexgits run away if they are reduced below 5 hp. They know there's a dead end on the floor above, so they attempt to flee out of the second floor window if the PCs are not blocking that escape route, using the floor-changing portals if necessary. If they cannot flee, they surrender.



VEXGIT GREMLIN

STATISTICS

Str 10, **Dex** 18, **Con** 17, **Int** 10, **Wis** 15, **Cha** 11
Base Atk +2; **CMB** +4; **CMD** 14
Feats Point-Blank Shot, Rapid Shot, Skill Focus (Disable Device), Toughness^B, Weapon Finesse^B
Skills Acrobatics +10 (+6 to jump), Appraise +1, Climb +16, Craft (traps) +2, Disable Device +14, Escape Artist +9, Knowledge (engineering) +1, Perception +8, Stealth +18; **Racial**
Modifiers +4 Disable Device, +4 Stealth in metal or stony areas, -4 Stealth when moving
Languages Undercommon
SQ track +1, wild empathy +2
Combat Gear *potion of cure light wounds*; **Other Gear** leather armor, mwk longbow, mwk warhammer, *universal solvent*, 32 gp

Subtier 6–7 (CR 9)

VEXGIT GREMLINS (4) CR 1

hp 11 each (*Pathfinder RPG Bestiary* 2 145, see page 29)

TACTICS

During Combat The vexgits spend their turns pulling gears off the tower and throwing them through portals.

Morale The vexgits run away down the tower if they are reduced to 4 hit points or fewer.

VEXGIT HUMAN HUNTERS (4) CR 3

Vexgit gremlin ranger 2 (*Pathfinder RPG Bestiary* 2 145)

LE Tiny fey

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 19, touch 16, flat-footed 15 (+1 armor, +4 Dex, +2 natural, +2 size)

hp 28 each (3 HD; 1d6+2d10+14)

Fort +6, **Ref** +9, **Will** +4

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.

Melee mwk warhammer +5 (1d4/x3) or bite +3 (1d3)

Ranged mwk longbow +7/+7 (1d4/x3) or mwk longbow +9 (1d4/x3)

Space 2 1/2 ft.; Reach 0 ft.

Special Attacks combat style (archery), favored enemy (humans +2), speedy sabotage, wrecking crew

Spell-Like Abilities (CL 1st; concentration +1)

At will—*prestidigitation*

1/hour—*rusting grasp*, *snare*

TACTICS

Before Combat The vexgits use their *snare* spell to set up traps to hinder their foe's movement.

During Combat The vexgits focus fire to take down the PCs, starting with human PCs.

Morale The vexgits run away if they are reduced below 5 hit points. They know there's a dead end on the floor above, so they attempt to flee out of the second floor window if the PCs are not blocking that route, using the floor-changing portals if necessary. If they cannot flee, they surrender.

STATISTICS

Str 10, **Dex** 18, **Con** 17, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 14

Feats Point-Blank Shot, Rapid Shot, Skill Focus (Disable Device), Toughness^B, Weapon Finesse^B

Skills Acrobatics +10 (+6 to jump), Appraise +1, Climb +16, Craft (traps) +2, Disable Device +14, Escape Artist +9, Knowledge (engineering) +1, Perception +8, Stealth +18; **Racial**

Modifiers +4 Disable Device, +4 Stealth in metal or stony areas, -4 Stealth when moving

Languages Undercommon

SQ track +1, wild empathy +2

Combat Gear *potion of cure light wounds*; **Other Gear** leather armor, mwk longbow, mwk warhammer, *universal solvent*, 32 gp

Development: If the PCs defeat the gremlins and they did not pass through the first floor, an invisible Cerotious, who is hiding on the first floor (area **D1**) cautiously flies upstairs and warns them that “the supplies are attacking!”

Treasure: In Subtier 6–7, the gremlins dropped a small satchel on the floor, which contains a pot of *sovereign glue*.

Rewards: If the PCs do not defeat the gremlins, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 136 gp.

Out of Subtier: Reduce each PC's gold earned by 304 gp.

Subtier 6–7: Reduce each PC's gold earned by 472 gp.

D4. Fourth Floor

The stairway to the belfry has collapsed. In its place, a wall of bright blues and reds ripples in a wave, ebbing and flowing to some unseen force. The wall extends onto the ceiling, blocking the view of the floor above.

A shimmering barrier oblocks further passage, encompassing the entirety of the belfry. A PC who succeeds at a DC 25 Spellcraft check recognizes that the barrier is similar to a *wall of force*. If any of the PCs has passed through the portals in the correct order, that PC sees the wall dissolve, allowing passage. Any PCs who have not passed through the portals in the correct order still see the barrier. PCs who have passed through the portals can leap from the western edge of the collapsed stairs (marked D on the map) to the eastern portion of the stairs in the belfry with a successful DC 12 Acrobatics check, or climb to the area marked D in the Belfry with rope or with a successful DC 15 Climb check.

D5. Belfry

The top of the Clock Tower is swathed in bright light, any view of the town of Uringen blocked by barriers of glowing violet. The numerous gears that drive the clocks spin and tick in time, and with every twitch of the seconds' hand, a shudder runs through the room. Between the gears of the clocks, a thick, silver-gold substance drips out, crackling with arcs of red and blue.

Creature: Inquisitor Henbane is busy gathering the dripping substance—the *temporal essence* that the PCs also seek. Curious as to its properties, and sensing its connection to time, she gathers the liquid as quickly as possible, collecting a new vial every five minutes.

Touched with a bit of madness that comes from working as an agent of Shyka, Henbane Allseasons often rambles cryptically, to the point of being indecipherable by mortals or those who don't share her strange perspective on time. She begrudgingly speaks Common or Elven, much preferring her native tongue of Sylvan. PCs who speak to her in Sylvan receive a +2 circumstance bonus on Charisma-based skill checks to influence her. Her attitude begins at Unfriendly, though it does not take much to slip it backwards—her attitude toward any PC who insults her or balks at her demands shifts to hostile.

Henbane blames the people of Uringen for damaging the circle. Her accusations are true; in the process of creating the clocktower, Rhona Ambros destroyed the circle's original heelstone, one of many mystical waypoints that Shyka sprinkled across Golarion for unknown purposes. The heelstone's constituent parts were used in the creation of the Clock Tower (they are the white stones in the walls that the PCs might have noted earlier). Henbane intends to rededicate the site to Shyka. She plans to set up a new heelstone while she moves into the tower to determine how the Tower interacts with the circle. While her initial plan involves destroying the clock tower and replacing it with a circle of standing stones, it would be sufficient to replace numerous key stones in the clock tower with other stones, creating an odd disjoint standing stones amidst the clock tower. If the PCs convince Henbane to spare Uringen, regardless of what else they may offer, one of her terms is that she requires them to set up those stones.

Henbane has noticed the temporal essence and is somewhat fascinated by it, and the substance could give the PCs the chance they need to reach a peaceful resolution. Convincing Henbane to leave Uringen in peace with their promise to repair the circle requires the PCs to convince her that the town is useful to Shyka. To do that, they must succeed at a DC 23 Diplomacy check (DC 28 in Subtier 6–7) and agree to offer Shyka the rights to the temporal essence. The PCs can convince her to allow the Pathfinder Society

SCALING ENCOUNTER D5

Make the following adjustments to encounter **D5** to accommodate parties of 4 PCs.

Both Subtiers: Henbane expended all of her uses of her Tree of Ages ability earlier in the day.

to keep one vial as an additional favor, increasing the unmodified DCs to 28 and 33, respectively. However, this DC decreases by 5 for each step her attitude improves from unfriendly, and the DC also decreases by 5 if the PCs make arguments involving the long-term view or otherwise attempt to take Shyka's strange perspective of time into consideration. Henbane starts as indifferent, rather than unfriendly, towards followers of Shyka, and they receive a further +5 circumstance bonus on Diplomacy checks. Henbane rolls a Sense Motive check on every PC in the group for each of the PC's offers to make sure that they are not lying to her.



**HENBANE
ALLSEASONS**

If the PCs do not convince her to leave Uringen peacefully, she offers them one last chance to depart the town forever before attacking them without mercy.

Subtier 3–4 (CR 7)

HENBANE ALLSEASONS CR 7

Variant dryad inquisitor of Shyka 6 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Bestiary* 116)

CN Medium fey

Init +11; **Senses** low-light vision; Perception +18

DEFENSE

AC 21, touch 15, flat-footed 16 (+3 armor, +5 Dex, +3 natural)

hp 90 (12 HD; 6d6+6d8+42)

Fort +12, **Ref** +13, **Will** +15

DR 5/cold iron, **Resist** fire 10

Weaknesses tree dependent

OFFENSE

Speed 30 ft.

Melee mwk living steel heavy mace +10/+5 (1d8+2)

Ranged mwk composite longbow +12/+12/+7 (1d8+2/×3) or mwk composite longbow +14/+9 (1d8+2/×3)

Special Attacks bane (6 rounds/day), judgment 2/day

Spell-Like Abilities (CL 6th; concentration +9)

Constant—*speaking with plants*

At will—*entangle* (DC 14), *tree shape*, *wood shape* (1 lb. only) (DC 15)

3/day—*tree stride*

1/day—*suggestion* (DC 16)

Domain Spell-Like Abilities (CL 6th; concentration +11)

8/day—vision of madness (+/-3)

Inquisitor Spell-Like Abilities (CL 6th; concentration +11)

At will—*detect alignment*, *discern lies* (6 rounds/day)

Inquisitor Spells Known (CL 6th; concentration +11)

2nd (4/day)—*blistering invective*^{UC} (DC 17), *hold person* (DC 17), *invisibility*, *resist energy*

1st (6/day)—*command* (DC 16), *cure light wounds*, *shield of faith*, *wrath*^{APG}

0 (at will)—*acid splash*, *bleed* (DC 15), *create water*, *detect magic*, *guidance*, *read magic*

Domain Madness

TACTICS

Before Combat Henbane casts *resist energy* (fire) on herself.

During Combat Henbane prefers to avoid confrontation by frightening potential foes into seeing matters from her perspective. If combat seems becomes unavoidable, she uses her animate wood ability to create allies out of the surrounding tower and uses her wooden allies for her teamwork feats. She combines spells and archery to hamper her foes and pick them off one at a time.

Morale If reduced below 20 hit points, Henbane casts *invisibility* on herself and sneaks down the tower with the *temporal essence* she has collected so far.

STATISTICS

Str 14, **Dex** 22, **Con** 16, **Int** 14, **Wis** 20, **Cha** 16

Base Atk +7; **CMB** +9; **CMD** 25

Feats Deadly Aim, Enflaming Fire^{UC}, Escape Route^{UC}, Great Fortitude, Point-Blank Shot, Precise Shot, Rapid Shot, Stealthy

Skills Climb +11, Craft (sculpture) +11 (+17 when affecting wood), Escape Artist +23, Handle Animal +9, Intimidate +21, Knowledge (arcana) +11, Knowledge (nature) +11, Knowledge (planes) +11, Perception +18, Sense Motive +21, Spellcraft +7, Stealth +28, Survival +14

Languages Common, Elven, Sylvan; speak with plants

SQ monster lore +5, solo tactics, stern gaze +3, track +3, tree meld, woodcraft

Combat Gear *potion of cure moderate wounds*, soothe syrup^{UE} (4) **Other Gear** mwk darkleaf cloth^{UE} studded leather, mwk composite longbow (+2 Str), mwk living steel^{UE} heavy mace, *cloak of elvenkind*, *efficient quiver*, empty vial (10), 103 gp

SPECIAL ABILITIES

Tree of Ages (Su) Henbane can restore life to wooden objects, transforming them into constructs of living wood that serve as her allies. Up to three times per day as a swift action, she can create up to three wooden allies (see stat block below). Each of these allies remains animated for one minute, until she uses this ability again, or until it is reduced to 0 hit points.

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) Henbane must stay within 300 yards of locations and times that are connected to the strange tree of branching paths of time to which she is bound. If she strays more than 300 yards away from such a location, she is sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. Henbane carries four soothe syrups to stave off these effects, which she does not need to use during this scenario.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

REJUVENATED WOOD CR —

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 16 (1d10+10)

Fort +0, **Ref** +1, **Will** -5

Immune construct traits

OFFENSE

Speed 30 ft.

Melee slam +3 (1d4)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

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

Subtier 6–7 (CR 10)

HENBANE ALLSEASONS**CR 10**

Female dryad inquisitor of Shyka 9 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Bestiary* 116)

CN Medium fey

Init +12; **Senses** low-light vision; Perception +22

Aura aura of madness (30 ft., DC 19, 9 rounds/day)

DEFENSE

AC 24, touch 17, flat-footed 17 (+4 armor, +7 Dex, +3 natural)

hp 130 (15 HD; 6d6+9d8+69)

Fort +15, **Ref** +17, **Will** +18

DR 5/cold iron

Resist fire 20

Weaknesses tree dependent

OFFENSE

Speed 30 ft.

Melee mwk living steel heavy mace +14/+9 (1d8+2)

Ranged +1 composite longbow +17/+17/+12 (1d8+3/×3) or +1 composite longbow +19/+14 (1d8+3/×3)

Special Attacks bane (9 rounds/day), judgment 3/day (2 simultaneous)

Spell-Like Abilities (CL 6th; concentration +9)

Constant—speak with plants

At will—*entangle* (DC 14), *tree shape*, *wood shape* (1 lb. only) (DC 15)

3/day—*tree stride*

1/day—*suggestion* (DC 16)

Domain Spell-Like Abilities (CL 9th; concentration +14)

8/day—vision of madness (+/-4)

Inquisitor Spell-Like Abilities (CL 9th; concentration +14)

At will—*detect alignment*, *discern lies* (9 rounds/day)

Inquisitor Spells Known (CL 9th; concentration +14)

3rd (4/day)—*dimensional anchor*, *dispel magic*, *heroism*, *hunter's eye*^{APG}

2nd (5/day)—*blistering invective*^{UC} (DC 17), *hold person* (DC 17), *invisibility*, *spiritual weapon*

1st (7/day)—*command* (DC 16), *cure light wounds*, *shield of faith*, *true strike*, *wrath*^{APG}

0 (at will)—*acid splash*, *bleed* (DC 15), *create water*, *detect magic*, *guidance*, *read magic*

Domain Madness

TACTICS

Before Combat Henbane casts *heroism* and *resist energy* (fire) and on herself.

During Combat Henbane prefers to avoid direct confrontation by frightening potential foes into seeing matters from her perspective. If combat seems becomes unavoidable, she uses her animate wood ability to create allies out of the surrounding tower and uses her wooden allies for her teamwork feats. She combines spells and archery to hamper her foes and pick them off one at a time.

Morale If reduced to 20 hit points or less, Henbane casts

invisibility on herself and sneaks down the tower with the *temporal essence* she has collected so far.

Base Statistics Without heroism and resist energy (fire), Henbane's statistics are **Fort** +13, **Ref** +15, **Will** +16; **Melee** mwk ironwood heavy mace +12/+7 (1d8+2), **Ranged** +1 composite longbow +15/+15/+10 (1d8+3/×3); **Skills** Climb +11, Craft (sculpture) +11 (+17 when affecting wood), Escape Artist +24, Handle Animal +13, Intimidate +25, Knowledge (arcana) +11, Knowledge (nature) +15, Knowledge (planes) +11, Perception +22, Sense Motive +26, Spellcraft +12, Stealth +29, Survival +14

STATISTICS

Str 14, **Dex** 24, **Con** 16, **Int** 14, **Wis** 21, **Cha** 16

Base Atk +9; **CMB** +11; **CMD** 28

Feats Deadly Aim, Enfilading Fire^{UC}, Escape Route^{UC}, Great Fortitude, Manyshot, Point-blank Shot, Precise Shot, Precise Strike^{APG}, Rapid Shot, Stealthy, Toughness

Skills Climb +13, Craft (sculpture) +13 (+19 when affecting wood), Escape Artist +26, Handle Animal +15, Intimidate +27, Knowledge (arcana) +13, Knowledge (nature) +17, Knowledge (planes) +13, Perception +24, Sense Motive +28, Spellcraft +14, Stealth +31, Survival +16

Languages Common, Elven, Sylvan; speak with plants

SQ monster lore +5, solo tactics, stern gaze +4, track +4, tree meld, woodcraft

Combat Gear *potion of cure serious wounds*, *ring of delayed doom* (3 charges), soothe syrup^{APG} (4); **Other Gear** +1 darkleaf cloth studded leather^{UE}, +1 composite longbow (+2 Str), mwk living steel heavy mace^{UE}, *belt of incredible dexterity* +2, *cloak of elvenkind*, *efficient quiver*, empty vial (10), 3 gp

SPECIAL ABILITIES

Tree of Ages (Su) Henbane can restore life to wooden objects, transforming them into constructs of living wood that serve as her allies. Up to three times per day as a swift action, she can create up to three wooden allies (see stat block below). Each of these allies remains animated for one minute, until she uses this ability again, or until it is reduced to 0 hit points.

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) Henbane must stay within 300 yards of locations and times that are connected to the strange tree of branching paths of time to which she is bound. If she strays more than 300 yards away from such a location, she is sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. Henbane carries four soothe syrups to stave off the effects while she is away from her metaphysical tree, which she does not need to use during this scenario.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

HENBANE'S TOKEN		
HENBANE'S TOKEN		PRICE VARIES
SLOT head	CL 6th	WEIGHT —
AURA faint abjuration		
<p>Following Shyka has led Henbane down dark, lonely, and haunted paths. This token, a bloom of the Henbane flower, allows its wearer to step outside of the flow of time. As a purely mental move action action, you can destroy the flower to disappear completely one round. While you are out of time, you cannot be affected by any new spells or effects, and any ongoing durations of spells or effects affecting you do not continue to progress. You also cannot take any actions while out of time. At the beginning of your next turn after disappearing from time, you reappear in the same square you left (or the closest open space if it is occupied).</p>		

REJUVENATED WOOD	CR —
N Small construct	
Init +1; Senses darkvision 60 ft., low-light vision; Perception -5	
DEFENSE	
AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)	
hp 16 (1d10+10)	
Fort +0, Ref +1, Will -5	
Immune construct traits	
OFFENSE	
Speed 30 ft.	
Melee slam +3 (1d4)	
STATISTICS	
Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1	
Base Atk +2; CMB +1; CMD 12	

Development: Collecting a full vial of the *temporal essence* takes five minutes, and can only be done at such a rapid rate while the clock faces are synchronous. Henbane has been collecting them at the maximum rate since the convergence, which means she likely has at least one vial already, if not more. If the PCs defeated Henbane and desire more vials of essence, they will need to spend the necessary time during the convergence collecting them.

Before the PCs depart the belfry, a tiny purple portal appears and sucks in Cerotious's handout. If Henbane is present, she says "It is time" right before the portal appears and seems completely unfazed the phenomenon.

Rewards: If the PCs do not defeat Henbane or convince her not to destroy the tower, reduce each PC's gold by the following amount. In addition, if the PCs do not successfully negotiate with Henbane to leave peacefully, cross *Henbane's token* off the Chronicle sheet.

Subtier 3-4: Reduce each PCs gold earned by 500 gp.

Out of Subtier: Reduce each PC's gold earned by 900 gp.
Subtier 6-7: Reduce each PC's gold earned by 1,300 gp.

NITHRA'S FURY

When the PCs exit the clock tower and emerge into the town square, they find that the square is ransacked and deserted. A small group of fey, a grig and several quicklings, hide behind one of the buildings.

Creatures: Several of Mather Nithra's allies wait in the shadows outside the Clock Tower, hoping that the PCs will die inside the tower. If the PCs defeated Henbane in battle, Nithra's allies retreat at the first sight of the PCs, and stop their attack on Uringen. If, on the other hand, the PCs negotiated with Henbane, then Henbane descends the tower with the PCs, and as they launch their ambush, Nithra's forces ask the dryad why she isn't helping to destroy the tower. Henbane gives the cryptic reply, "The time wasn't right anymore. Your request only made sense later." The grig and the quicklings seem to accept her answer as reasonable, and they attack the PCs, while Henbane stands aside. If the PCs ask Henbane why she isn't helping the PCs fight the evil fey, she seems intrigued by the idea, "That is not part of our arrangement, but it is a fascinating point of consideration. Unfortunately, it is difficult to hold a discussion over the noise of combat. Perhaps another time?" Use the town square map from encounter C. If the time is earlier than 12:34 in the morning, the portals remain; otherwise, remove the portals from the map.

Subtier 3-4 (CR 7)

QUICKLINGS (3)	CR 3
hp 18 each (<i>Pathfinder RPG Bestiary 2 227</i> , page 28)	
Combat Gear giant wasp poison (3)	
TACTICS	
Before Combat The quicklings apply poison to their shortswords.	
During Combat The quicklings use their superior mobility to attempt to outmaneuver the PCs and deal sneak attack damage without being surrounded.	
Morale The quicklings flee if reduced below 8 hit points.	
GRIG FIDDLER	CR 3
Grig bard 2 (<i>Pathfinder RPG Bestiary 2 147</i>)	
NE Tiny fey	
Init +5; Senses low-light vision; Perception +6	
DEFENSE	
AC 18, touch 18, flat-footed 12 (+5 Dex, +1 dodge, +2 size)	
hp 17 (3 HD; 1d6+2d8+5)	
Fort +1, Ref +10, Will +5; +4 vs. bardic performance, language-dependent, and sonic	
DR 5/cold iron; SR 16	

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee shortsword +2 (1d3-1/19-20)

Ranged mwk longbow +9 (1d4-1/x3)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate [DC 15], inspire courage +1), fiddle

Spell-Like Abilities (CL 9th; concentration +13)
3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16)

Bard Spells Known (CL 2nd; concentration +6)
1st (3/day)—*lesser confusion* (DC 15), *cure light wounds*, *hideous laughter* (DC 15)
0 (at will)—*detect magic*, *light*, *mage hand*, *prestidigitation*, *resistance*

TACTICS

Before Combat The grig fiddler turns invisible and hands her *potion of heroism* to one of the quicklings, who drinks it.

During Combat The grig uses inspire courage to boost the quickling's abilities, and targets the PCs with *entangle* and single target spells like *hideous laughter*.

Morale The grig flees or surrenders if he is reduced to 5 hit points or fewer or if he is alone.

STATISTICS

Str 9, **Dex** 21, **Con** 13, **Int** 12, **Wis** 11, **Cha** 19

Base Atk +1; **CMB** +4; **CMD** 14

Feats Dodge, Lingering Performance^{APG}

Skills Acrobatics +11 (+15 to jump), Escape Artist +11, Fly +15, Perception +6, Perform (string instruments) +10, Stealth +19, Survival +3

Languages Common, Gnome, Sylvan

SQ bardic knowledge +1, versatile performance (string)

Combat Gear *potion of cure moderate wounds*, *potion of heroism*; **Other Gear** mwk longbow, shortsword, ornate necklace of silver fangs worth 150 gp

Subtier 6–7 (CR 10)

GRIG FIDDLER

CR 6

Grig bard 5 (*Pathfinder RPG Bestiary* 2 147)

NE Tiny fey

Init +5; **Senses** low-light vision; Perception +9

DEFENSE

AC 20, touch 18, flat-footed 14 (+2 armor, +5 Dex, +1 dodge, +2 size)

hp 36 (6 HD; 1d6+5d8+11)

Fort +2, **Ref** +11, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

DR 5/cold iron; **SR** 16

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee shortsword +10 (1d3-1/19-20)

Ranged mwk longbow +11 (1d4-1/x3)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate [DC 18], inspire competence +2, inspire courage +2), fiddle

Spell-Like Abilities (CL 9th; concentration +15)
3/day—*disguise self*, *entangle* (DC 17), *invisibility* (self only), *pyrotechnics* (DC 18)

Bard Spells Known (CL 5th; concentration +11)
2nd (4/day)—*heroism*, *mirror image*, *sound burst* (DC 18)
1st (6/day)—*lesser confusion* (DC 17), *cure light wounds*, *hideous laughter* (DC 17), *saving finale*^{APG} (DC 17)
0 (at will)—*detect magic*, *light*, *mage hand*, *open/close* (DC 16), *prestidigitation*, *resistance*

TACTICS

Before Combat The grig fiddler casts *invisibility* and *mirror image* on himself, and *heroism* on two of the quicklings. She positions herself behind cover.

During Combat The grig uses inspire courage to boost the quicklings' abilities, then uses his offensive spells against the PCs. If an ally fails a saving throw, he casts *saving finale* to give the ally another attempt.

Morale The grig flees or surrenders if he is reduced to 10 hit points or fewer or if he is alone.

STATISTICS

Str 9, **Dex** 21, **Con** 13, **Int** 12, **Wis** 11, **Cha** 22

Base Atk +3; **CMB** +6; **CMD** 16

Feats Dodge, Lingering Performance^{APG}, Weapon Finesse

Skills Acrobatics +14 (+18 to jump), Bluff +15, Diplomacy +15, Escape Artist +14, Fly +18, Perception +9, Perform (string instruments) +15, Stealth +22, Survival +6

Languages Common, Gnome, Sylvan

SQ bardic knowledge +2, lore master 1/day, versatile performance (string)

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk longbow, shortsword, leather armor, *headband of alluring charisma* +2

QUICKLING CUTTHROAT (3)

CR 6

Quickling rogue 5 (*Pathfinder RPG Bestiary* 2 227)

CE Small fey

Init +9; **Senses** low-light vision; Perception +15

DEFENSE

AC 22, touch 21, flat-footed 12 (+9 Dex, +1 dodge, +1 natural, +1 size)

hp 69 (9 HD; 4d6+5d8+32)

Fort +6, **Ref** +18, **Will** +9

Defensive Abilities evasion, improved uncanny dodge, natural invisibility, supernatural speed, trap sense +1; **DR** 5/cold iron

Weaknesses slow susceptibility

OFFENSE

Speed 120 ft.

Melee +1 shortsword +12 (1d4+2/19-20) and mwk shortsword

+12 (1d4+1/19–20) or
 dagger +15 (1d3+1/19–20) or
 +1 *shortsword* +14 (1d4+2/19–20)

Ranged composite shortbow +15 (1d4+1/×3)

Special Attacks sneak attack +4d6 +4 bleed

Spell-Like Abilities (CL 4th; concentration +5)

1/day—*dancing lights*, *flare* (DC 11), *levitate*, *shatter* (DC 13),
ventriloquism (DC 12)

TACTICS

Before Combat The quicklings apply giant wasp poison to their shortswords.

During Combat The quicklings use their superior mobility to attempt to outmaneuver the PCs and deal sneak attack damage without being surrounded.

Morale The quicklings flee if reduced below 15 hit points.

STATISTICS

Str 13, **Dex** 28, **Con** 17, **Int** 15, **Wis** 17, **Cha** 12

Base Atk +5; **CMB** +13; **CMD** 25

Feats Agile Maneuvers, Dodge, Mobility[®], Quick Draw, Spring Attack[®], Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +21 (+93 to jump), Bluff +13, Craft (weapons) +14, Escape Artist +21, Perception +15, Sense Motive +7, Spellcraft +11, Stealth +25 (+65 while still vs. foes who can't see invisible), Survival +12, Use Magic Device +13

Languages Aklo, Common, Sylvan

SQ poison use, rogue talents (bleeding attack +4, fast getaway), trapfinding +2

Combat Gear *potion of cure light wounds*, giant wasp poison (3); **Other Gear** +1 *shortsword*, composite shortbow (+1 Str), dagger (10), mwk *shortsword*, *cloak of resistance* +1, 180 gp

Rewards: If the PCs encounter the quicklings and grigs and do not defeat them, reduce each PC's gold earned by the following amount. If the PCs defeated Henbane, do not reduce their gold earned.

Subtier 3–4: Reduce each PC's gold earned by 500 gp.

Out of Subtier: Reduce each PC's gold earned by 900 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,300 gp.

CONCLUSION

The temporal anomalies around the Uringen clock tower end abruptly at 12:34 in the morning. The western face once again spins wildly out of control, the other three faces desynchronize, and the clock tower emits a deep resonant bass tone thirteen times before going silent.

If Henbane Allseasons survives, she reports back to Shyka the Many about the clocktower, the *temporal essence*, and the intriguing mortals known as the Pathfinder Society. If the PCs rebuild the circle, there are no immediately apparent effects, but the western face of the

clock tower arcs out with blue and red energy every new and full moon. Mather Nithra's allies retreat to the forest to lick their wounds, and it will be some time before they attempt another strike on Uringen.

Mayor Ogden asks the PCs for a full report on the events in the clock tower. As long as the PCs stopped both Henbane and Nithra from destroying the clock tower, she promises that the Society will have access to the higher quality goods from Uringen on a more permanent basis.

If the PCs stopped the gremlins from dealing substantial damage to the tower in area **D3**, Mayor Ogden commends them for their quick action in preventing a catastrophe, and sends a letter to Venture Captain Smine praising the PCs for their skill. Mayor Mieren also seeks out the PCs and apologizes for doubting them, assuring them that they are welcome to return to Uringen whenever they please.

Any PC who traveled through a portal during the scenario gains access to the Touched by Time boon. When the PCs depart Uringen, if they PCs sufficiently impressed the Embeth Travelers in area **A**, the Travelers meet them outside of town and give them each a loyal Embeth hound.

Treasure: If the PCs unlocked the belfry without receiving the second clue, or if they unlocked the belfry without receiving the fourth clue and impressed Cerotious on their first journey into the clock tower, Cerotious praises them for their quick thinking, and rewards them with a collection of magic items and gold. In *Subtier* 3–4, he gives them a *scroll of glitterdust*, two *scrolls of haste*, and 100 gp. In *Subtier* 6–7, he additionally gives them a *scroll of invisibility purge* and a rather ostentatious golden set of *eyes of the eagle*.

Rewards: If the PCs don't impress Cerotious and receive his reward, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 70 gp.

Out of Subtier: Reduce each PC's gold earned by 195 gp.

Subtier 6–7: Reduce each PC's gold earned by 320 gp.

Reporting Notes

If the PCs allied with Henbane Allseasons, check box A on the reporting sheet. If the PCs defeated Henbane Allseasons in combat, check box B.

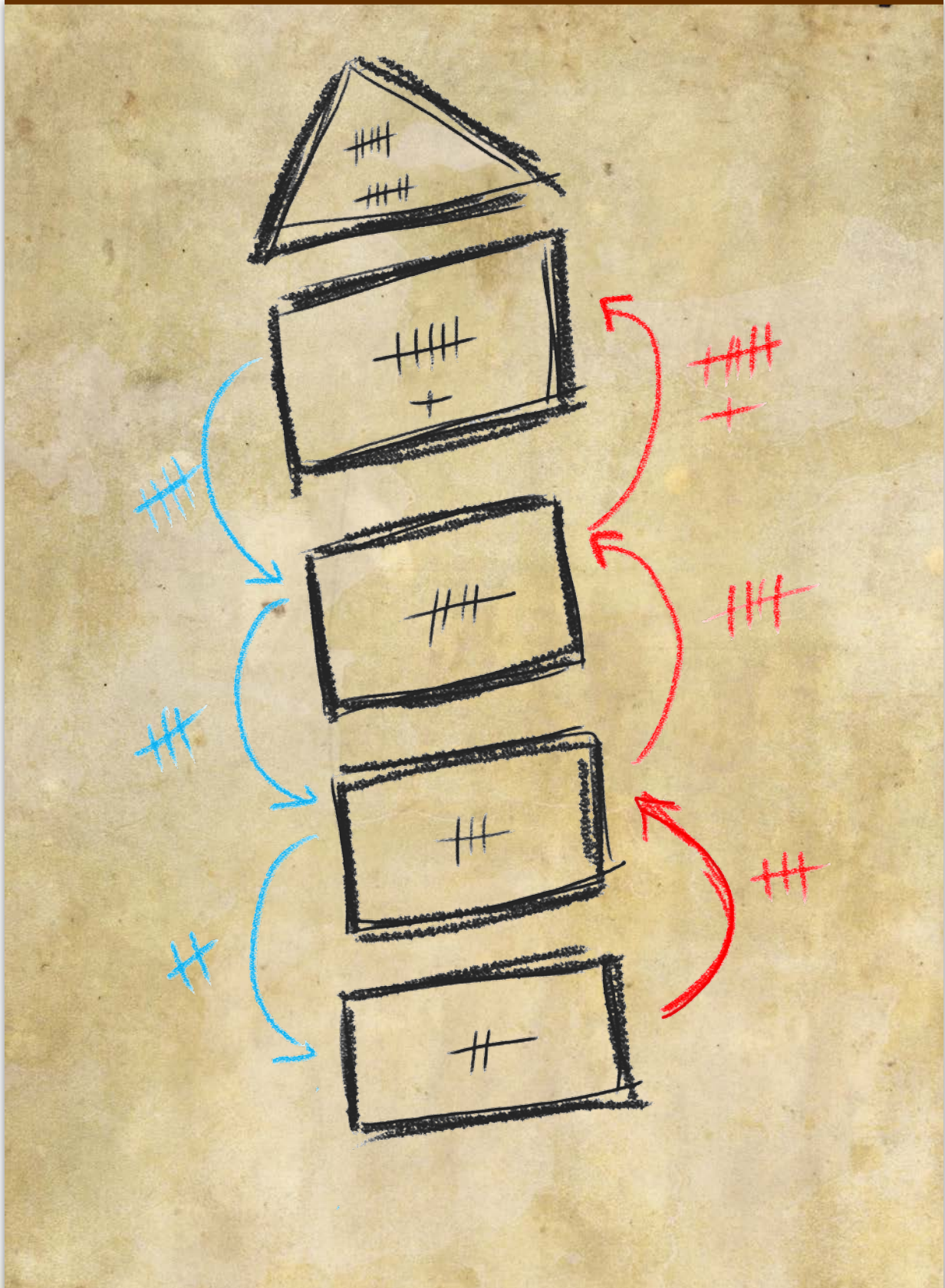
Primary Success Condition

If the PCs retrieved at least one vial of *temporal essence*, each PC earns 1 Prestige Point.

Secondary Success Condition

If the PCs prevented the gremlins from sabotaging the clock tower until it emitted the sound hazard in area **D3**, each PC earns 1 additional Prestige Point.

CEROTIOUS'S NOTES



APPENDIX: STAT BLOCKS

PUGWAMPI GREMLIN CR 1/2

NE Tiny fey (*Pathfinder RPG Bestiary 2* 144)

Init +5; **Senses** darkvision 120 ft., low-light vision; Perception +6
Aura unluck (20 ft.)

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 6 (1d6+3)

Fort +0, **Ref** +3, **Will** +4

DR 2/cold iron; **SR** 7

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d2–4/19–20)

Ranged shortbow +3 (1d3–4/x3)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 1st; concentration –1)

At will—*prestidigitation*, *speak with animals*
1/day—*shatter* (DC 10)

STATISTICS

Str 3, **Dex** 13, **Con** 11, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +0; **CMB** –1; **CMD** 5

Feats Improved Initiative, Toughness^B, Weapon Finesse^B

Skills Bluff +2, Craft (traps) +4, Disable Device +2, Perception +6 (+2 Listening), Ride +2, Stealth +17; Racial Modifiers +4 Stealth, –4 Perception when listening

Languages Gnoll, Undercommon

SPECIAL ABILITIES

Unluck Aura (Su) A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a luckstone or divine favor) is immune to the pugwampi unluck aura.

QUICKLING CR 3

CE Small fey (*Pathfinder RPG Bestiary 2* 227)

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 20, touch 19, flat-footed 12 (+7 Dex, +1 dodge, +1 natural, +1 size)

hp 18 (4d6+4)

Fort +2, **Ref** +11, **Will** +6

Defensive Abilities evasion, natural invisibility, supernatural speed, uncanny dodge; **DR** 5/cold iron

Weaknesses slow susceptibility

OFFENSE

Speed 120 ft.

Melee short sword +10 (1d4–1/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +8)

1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13)

STATISTICS

Str 8, **Dex** 24, **Con** 13, **Int** 15, **Wis** 15, **Cha** 14

Base Atk +2; **CMB** +0; **CMD** 18

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14 (+50 jump), Bluff +9, Craft (any one) +9, Escape Artist +14, Perception +9, Spellcraft +6, Stealth +18, Survival +4, Use Magic Device +7

Languages Aklo, Common, Sylvan

SQ poison use

SPECIAL ABILITIES

Natural Invisibility (Su) A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.

Supernatural Speed (Su) A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same names).

Slow Susceptibility (Ex) A quickling that succumbs to a slow effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the slow effect ends.

TWIGJACK CR 3

CE Tiny fey (*Pathfinder RPG Bestiary 2* 274)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

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

hp 27 (5d6+10)

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

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee spear +3 (1d4–1/x3) or 2 claws +7 (1d4–1)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with spear)

Special Attacks sneak attack +2d6, splinterspray

STATISTICS

Str 8, **Dex** 16, **Con** 15, **Int** 11, **Wis** 14, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 12

Feats Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +11, Climb +7, Disable Device +8, Knowledge (nature) +8, Perception +10, Stealth +22

Languages Common, Sylvan

SQ bramble jump, woodland stride

SPECIAL ABILITIES

Bramble Jump (Su) A twigjack can travel short distances between brambles, shrubs, or thickets as if via dimension

door as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in this manner up to 60 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.

Splinterspray (Ex) A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A DC 14 Reflex saving throw halves this damage. The save DC is Constitution-based.

VEXGIT GREMLIN

CR 1

LE Tiny fey (*Pathfinder RPG Bestiary 2* 145)

Init +1; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 8 (1d6+5)

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

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.

Melee warhammer +0 (1d4-2/×3), bite -2 (1d3-2)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks speedy sabotage, wrecking crew

Spell-Like Abilities (CL 1st; concentration +1)

At will—*prestidigitation*

1/hour—*rusting grasp, snare*

STATISTICS

Str 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** -1; **CMD** 7

Feats Skill Focus (Disable Device), Toughness^B, Weapon Finesse^B

Skills Appraise +2, Climb +13, Craft (traps) +5, Disable Device

+9, Knowledge (engineering) +2, Perception +5, Stealth

+13 (+17 in metal or stony areas, +9 when moving); **Racial**

Modifiers +4 Disable Device, +4 Stealth in metal or stony

areas, -4 Stealth when moving

Languages Undercommon

SPECIAL ABILITIES

Speedy Sabotage (Su) Vexgits are adept at disassembling machinery, reducing even complex devices to trash with shocking speed. When using the Disable Device skill, these gremlins treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.

Wrecking Crew (Su) A group of up to six vexgits can work together to dismantle a device. This ability functions like the aid another action, but a single vexgit can receive help from up to five other vexgits, granting it up to a +10 bonus on its Disable Device check.

Pathfinder Society Scenario #7-02: Six Seconds to Midnight

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	

Character #	<input style="width: 20px; height: 20px;" type="text"/> Prestige Points
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Character Name			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	

Character #	<input style="width: 20px; height: 20px;" type="text"/> Prestige Points
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Character Name			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	

Character #	<input style="width: 20px; height: 20px;" type="text"/> Prestige Points
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Character Name			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	

Character #	<input style="width: 20px; height: 20px;" type="text"/> Prestige Points
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Character Name			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	

Character #	<input style="width: 20px; height: 20px;" type="text"/> Prestige Points
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Character Name			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	

Character #	<input style="width: 20px; height: 20px;" type="text"/> Prestige Points
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Character Name			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	

Character #	<input style="width: 20px; height: 20px;" type="text"/> Prestige Points
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Character Name			
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	

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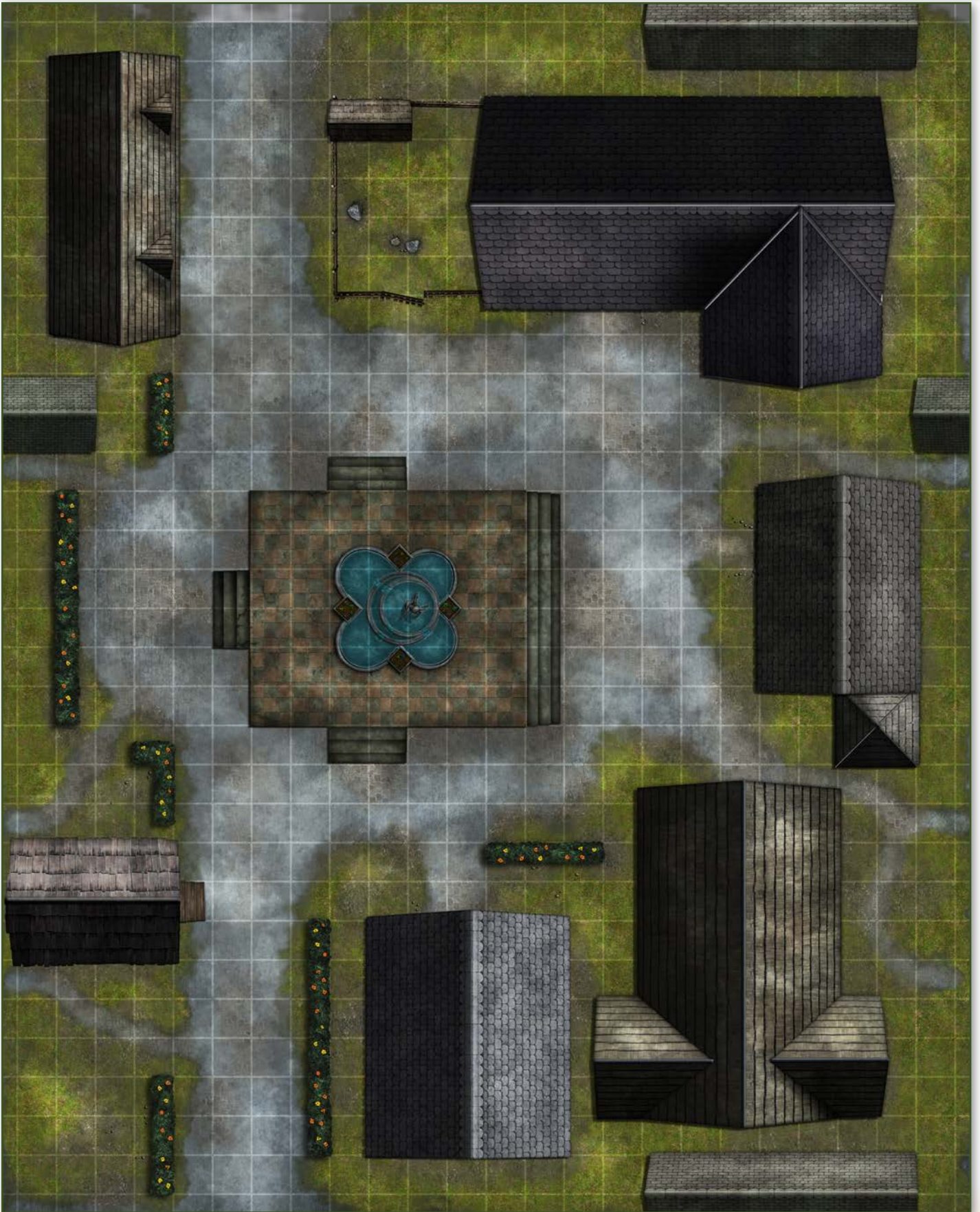
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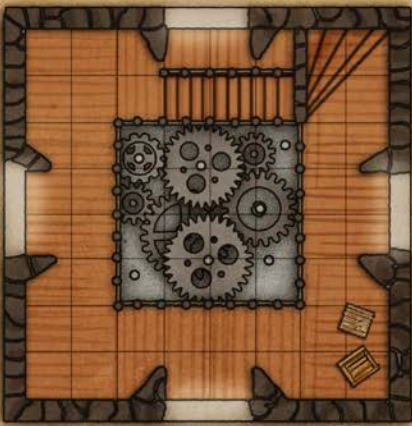
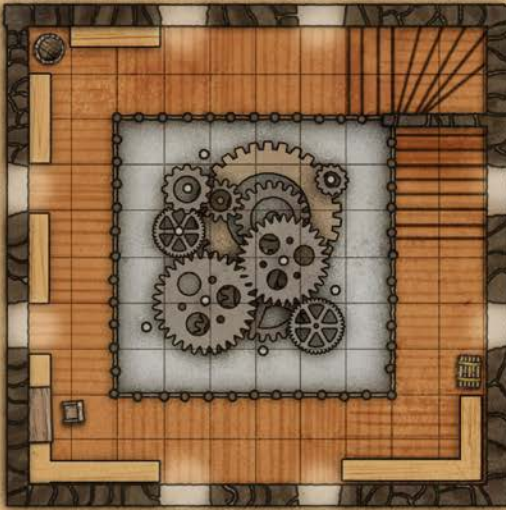
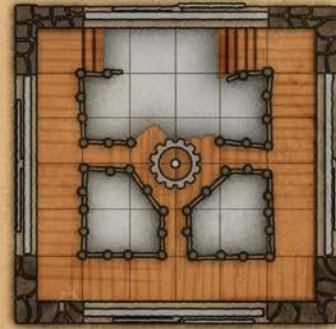
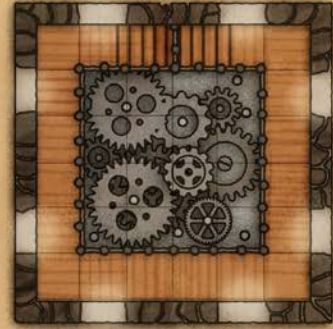
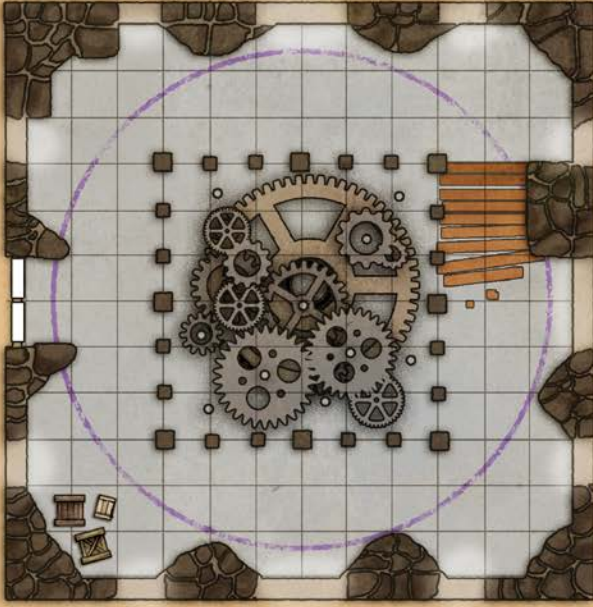
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Pathfinder Society Scenario #7-02: Six Seconds to Midnight © 2015, Paizo Inc.; Author: Liz Courts







Pathfinder Society Scenario #7-02: Six Seconds to Midnight

Character Chronicle #

Core Campaign

	A.K.A.			
Player Name		Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Embeth Hound: The Embeth Travelers gift you with a loyal Embeth hound at no cost. An Embeth hound is a riding dog who receives a +4 racial bonus on all Climb and Swim checks in place of a riding dog's typical +4 racial bonus on Acrobatic checks while jumping. An Embeth hound is trained for combat and additionally knows the Track trick. If the Embeth hound dies, cross this boon off your Chronicle sheet.

Henbane's Token: Inquisitor Henbane leaves you with a token of her favor. This enchanted flower from a henbane plant allows its wearer to step outside of the flow of time. As a purely mental move action action, you can destroy the flower to disappear completely one round. While you are out of time, you cannot be affected by any new spells or effects, and any ongoing durations of spells or effects affecting you do not continue to progress. You also cannot take any actions while out of time. At the beginning of your next turn after disappearing from time, you reappear in the same square you left (or the closest open space if it is occupied). Once you expend the token's power, cross this boon off your Chronicle sheet.

Touched by Time: You have passed through time-distorting portals in Uringen, and residual magic from that experience clings to you. You may cast either *haste* or *slow* as a spell-like ability, using your character level as your caster level and Charisma as your key ability score. When you use this boon, cross it off your Chronicle sheet.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	645	1,290
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,136	2,271
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,626	3,252
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

Initial Prestige	Initial Fame
+	GM's Initials
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Current Prestige	Final Fame

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Gold Spent
=
Total

All Subtiers	Subtier 6-7
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- cloak of elvenkind* (2,500 gp)
- efficient quiver* (1,800 gp)
- enhanced alchemical items: The damage dealt by enhanced alchemical items is increased by half. The DC of any skill checks or saving throws that opponents must make to oppose these items is increased by 2.
- enhanced acid flask (20 gp; limit 4)
- enhanced alchemist's fire (40 gp; limit 4)
- enhanced holy water (50 gp; limit 4)
- enhanced tanglefoot bag (100 gp, limit 4)
- giant wasp poison (210 gp each, limit 3)
- mwk living steel heavy mace (812 gp; *Ultimate Equipment* 51)
- potion of cure moderate wounds* (300 gp)
- potion of heroism* (750 gp)
- scroll of dispel magic* (750 gp)
- scroll of glitterdust* (375 gp)
- scroll of haste* (750 gp)
- soothe syrup (25 gp; *Ultimate Equipment* 101)
- universal solvent* (50 gp)
- wand of scorching ray* (CL 7th, 10 charges; 3,150 gp, limit 1)

- belt of incredible dexterity +2* (4,000 gp)
- cloak of resistance +1* (1,000 gp)
- elixir of green dragon breath* (1,400 gp; *Ultimate Equipment* 295)
- elixir of hiding* (250 gp)
- elixir of truth* (500 gp)
- elixir of tumbling* (250 gp)
- eyes of the eagle* (2,500 gp)
- potion of cure serious wounds* (750 gp)
- ring of delayed doom* (3 charges; 15,000 gp, limit 1; *Ultimate Equipment* 169)
- scroll of invisibility purge* (750 gp)
- sovereign glue* (2,400 gp)

For GM Only

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