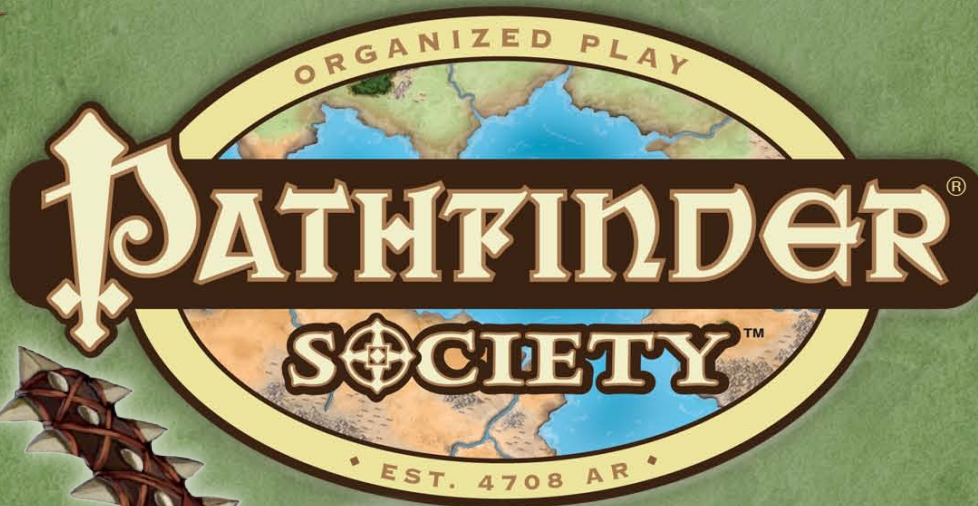


Pathfinder Society Scenario #3-14



Wonders in the Weave, Part II:
SNAKES IN THE FOLD

By Hal Maclean



WONDERS IN THE WEAVE, PART II: SNAKES IN THE FOLD

PATHFINDER SOCIETY SCENARIO #3-14

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Pathfinder Society Scenario #3-14: Wonders in the Weave, Part II: Snakes in the Fold is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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WONDERS IN THE WEAVE, PART II: SNAKES IN THE FOLD

BY HAL MACLEAN

For much of the last year, the Pathfinder Society has focused its efforts on gaining the *Hao Jin Tapestry*, a legendary relic from one of Golarion's most powerful arcanists. The task required agents of all levels of experience from all corners of the world to unite to win the decennial Ruby Phoenix Tournament in Goka, Tian Xia's largest city. The Decemvirate's vision fell into place and the Pathfinder agents involved executed the plan perfectly. The *Hao Jin Tapestry* has been recovered, and with it, the demiplane it contains—including all the treasures and wonders that Hao Jin, the greatest collector Golarion has ever known, could not keep anywhere else.

But the Pathfinder Society does not have sole access to what the Ten believed would be a virtual playground for agents to explore and chronicle. During the very first foray into the world of Hao Jin's greatest wonders, the Pathfinder Society came face to face with its greatest rival—the greedy, unscrupulous Aspis Consortium. How did they breach the demiplane within the *Hao Jin Tapestry*, which all had assumed to be self-contained and secure? To what extent do their operations within the treasure-rich realm extend? These are the questions at the forefront of the Decemvirate's collective mind, and the next investigation for their most skilled Pathfinders.

Fortunately, through a combination of haste and arrogance, the Aspis agent who ran afoul of Pathfinders within the *Hao Jin Tapestry* made virtually no effort to hide the trail leading back to his base camp on the demiplane—the Muckmouth, cavernous home of the Muckmouth tribe of lizardfolk. While the Muckmouth tribe initially collaborated with the Consortium's agents for the rewards offered to them and their own sense of honor, the Consortium's grasp is tenuous, as they treat the proud lizardfolk as common laborers and motivate them through fear and ruthless coercion instead of true loyalty. To force compliance among the Muckmouth's members, the Aspis Consortium agent in charge of this particular expedition into the *Hao Jin Tapestry*, Durra Verthain, has kidnapped the tribe's eggs from their sacred breeding pools, holding them hostage lest the lizardfolk rebel or fail her.

This gives the Society a chance to crush two snakes with one stone. First, it affords the Pathfinders the opportunity

WHERE ON GOLARION?

Snakes in the Fold takes place entirely within the *Hao Jin Tapestry*, the physical copy of which is sitting in a well-guarded vault beneath of the Grand Lodge in Absalom. The tapestry contains a pocket demiplane, created by the Tian sorceress Hao Jin to hold her largest and most dangerous treasures. While there is at least one other connection to Golarion in this scenario (as evidenced by the presence of the Aspis Consortium expedition), none of the action of the adventure takes place there.

to teach the Aspis Consortium a powerful lesson about the consequences of trespassing on Society territory and perhaps to discover how the Consortium gained access to the plane in the first place. Second, if properly handled, it could win the Society some local allies with a great deal of knowledge about the demiplane. The PCs have been chosen as both the instrument of the lesson and negotiators of an alliance with the Muckmouth tribe.

SUMMARY

Following the trail left by the Aspis forces and their Muckmouth lizardfolk allies, the PCs reach the Muckmouth, a partially flooded network of caves and the lizardfolk tribe's namesake. A single entrance into the Muckmouth houses a lizardfolk guard post hidden behind a wooden wall and gate. After dealing with the guards, with either diplomacy or strength of arms, the PCs can move deeper into the muddy cavern complex. Within they find a group of lizardfolk loading crates under the supervision of some Aspis goons. While dealing with the Aspis goons the PCs also have a chance to influence their standing with the Muckmouth tribe based on how they treat the lizardfolk workers.

Deeper within the cavern complex, the PCs have a chance to gain some hint about how the Aspis Consortium entered Hao Jin's demiplane, they can also improve their standing with the Muckmouth tribe, and deal with more

MAKING AN IMPRESSION

After countless centuries of isolation from their own kind, the Muckmouth tribe have developed a culture that places great emphasis upon respect, honor, and victory in battle. Though Durra Verthain initially enticed them with tools, food, and luxuries they have no hope of acquiring on their own, her true means of controlling them is through fear and treachery.

This adventure includes a number of opportunities for the PCs to win the favor of the clan based on how they act when dealing with the members of the tribe.

Though the primary mission remains that of destroying the Aspis forces and finding some clue as how the group gained access to Hao Jin's demiplane, a diplomatic party could also make things a lot easier for the Society as a whole if they manage to impress the clan and win them over to the Pathfinder Society's side. Encounters that have this possibility come with notes on the actions the PCs can take to help or hurt the reputation of the Society as a whole. The conclusion of the adventure allows for a single Diplomacy check to influence the clan's overall opinion of Pathfinders, modified by the various bonuses or penalties accumulated by the PCs over various encounters.

Consortium agents within the caverns. All of this leads to a showdown with Durra Verthain, the leader of this Consortium expedition into the demiplane, and the person from whom the Pathfinders have the strongest chance of learning the true extent of the Aspis Consortium's presence in the *Hao Jin Tapestry*. If the PCs can reclaim all the eggs she holds hostage, they can virtually guarantee their chances of forging an alliance between the Pathfinder Society and the Muckmouth tribe.

Lastly, the PCs may be able to unlock a hidden vault beyond the mosaic that holds a long entombed and spiteful serpentfolk mummy, part of a much larger complex of serpentfolk ruins that lie beyond the scope of the adventure.

GETTING STARTED

Read the following to get the adventure underway.

Winning the *Hao Jin Tapestry* at the Ruby Phoenix Tournament was supposed to grant the Pathfinder Society exclusive access to a museum demiplane where the Tian sorceress Hao Jin stored her most valuable and dangerous acquisitions. At first, the Pathfinder Society believed that the five-by-seven foot tapestry was the only entrance into a demiplane filled with countless ruins drawn from numerous cultures and regions of the world that would be theirs alone to explore. But they soon discovered evidence to the contrary.

The Decemvirate knows now that Aspis Consortium agents have found or forced their way into the allegedly

secure demiplane, and they know where the interlopers' base is. A tribe of lizardfolk native to the plane—called the Muckmouth tribe—are being coerced into serving as guides, porters, and laborers in the Aspis's plundering, not for any love of Consortium, but because the Consortium is holding a generation of the tribe's eggs hostage.

The Decemvirate is not interested in sharing its new prize with the Aspis Consortium, and wishes to drive it out and discover how the organization gained access to Hao Jin's demiplane. The only lead so far is the Aspis base in the lizardfolk tribe's ancestral breeding grounds within a cave called the Muckmouth, from which the tribe derives its name. Were agents able to infiltrate the caves and dispatch the Aspis agents there, perhaps the lizardfolk would even provide assistance to the Society in its efforts to explore the new realm. Regardless of this possibility, the primary goal is investigating how the Aspis Consortium gained access to the demiplane and determining the extent of their operations here.

Previously obtained details provide a trail through the wide, unmapped marshland from the Society's point of entry into the demiplane to the Muckmouth, which now lies two hundred yards to the north—a twenty-foot wide cave mired with mud and swamp water. Inside are the Muckmouth tribe's eggs and the Aspis agents holding them hostage—the only lead to a greater plot from the Society's greatest rival.

Any PCs who previously played *Pathfinder Society Scenario #3–12: Wonders in the Weave, Part I: The Dog Pharaoh's Tomb* likely uncovered the Aspis Consortium's presence themselves and either returned to Absalom to report or followed the trail directly back to the Muckmouth (the same actions they would have been told to undertake had they gone back to Absalom). In either case, the above introduction should serve as a reminder of the events in the first part of the series as well as provide the PCs with motivation to investigate the Aspis Consortium camp and perhaps rescue the Muckmouth tribe's hostage young.

If any PCs were not part of the initial mission into the *Hao Jin Tapestry* undertaken in *The Dog Pharaoh's Tomb*, quickly explain the nature of the tapestry, the demiplane, and the means by which the PCs can enter and exit the realm as presented in the adventure background and Where On Golarion sidebar, and consider the above the PCs' mission briefing before they set out to investigate the mystery of the Aspis Consortium's presence on the demiplane.

ACT 1: THE MUCKMOUTH

Hao Jin never intended to bring the Muckmouth and the lizardfolk who lived within it to her extraplanar museum vault. Her original target was a network of underground serpentfolk ruins beneath the cave network. Unfortunately, extracting entire subterranean cities

from the Material Plane is not an exact science, even for one with as much power as the Ruby Phoenix, and the Muckmouth and its inhabitants where inadvertently pulled along during the relocation. Only a single chamber of this vast serpentfolk dungeon is accessible from the Muckmouth itself (area A8); the PCs may explore it at the end of the scenario if time permits.

As its name suggests, the Muckmouth features a thick coating of mud along all its walls, and its floors are particularly muddy. The sticky and slippery ground is not difficult terrain, but the DC of Acrobatics checks increases by 5. Additionally, walking through the mud produces a noticeable squelching sound and leaves visible footprints, so anyone walking through the mud takes a –2 penalty on Stealth checks. Creatures relying solely on invisibility or similar sorts of magical concealment to make the Stealth check instead suffer a –10 penalty, since observers can easily locate them by way of the visible footprints that are left behind. The cavern's slick, mud-coated walls have a Climb DC of 30. Creatures that manage to clear a wall of its mud (using the geyser from a *decanter of endless water*, for instance) reduce this DC to 20.

The waterfall in area A6 feeds the streams and pools of the Muckmouth. The water is safe to drink, slightly cool, and because of its current counts as rough water (DC 15) for the purposes of swimming. Nowhere in the complex is the water more than 10 feet deep; it is usually only around 5 feet deep.

The Muckmouth is lit (normal light) by a number of different objects with *continual flame* cast on them. These objects rest in irregularly scattered niches scattered throughout the cavern. If the objects are covered, destroyed, or removed, the light condition drops to dim lighting.

A1. Muckmouth Gate

Read the following aloud as the PCs approach the gate.

A wall constructed of logs lashed together with rope and vines and further strengthened with mud blocks off the cavern entrance. A number of the logs at its center serve as a rudimentary gate, and are attached to a post by several layers of rope that act as hinges.

The wall and gate are sturdier than their crude construction suggests (Strength DC 25 to break down; each 5-foot section has hardness 5 and hp 20), and the gate is held fast by cunningly tied knots. In addition, a rope device inside the caverns is tied to the gate. The rope connects to an iron hook pounded into the ceiling roughly 5 feet back from the gate, and supports a turtle shell filled with rocks and a number of bronze tiger bells pilfered from other parts of the demiplane 5 feet off the ground. If the rope is cut or unwound, or the gate

comes down violently, the turtle shell noisily falls to the ground. A Disable Device DC 15 can bypass the turtle shell noisemaker; the knot securing the gate can then be cut or unwound without alerting the lizardfolk.

If the PCs can bypass the gate in relative silence, they may be able to sneak up on the sentries in area A2. If they break down the gate, chop it down with attacks, or cause the turtle shell noisemaker to fall, such stealth is not possible without magical aid.

A2. Sentries (CR 6 or CR 9)

Read the following aloud once the PCs enter the gate.

This small cave is relatively dry. Only a small rivulet with a source deeper within the cavern complex winds its way toward the cavern's gate. A small turtle shell serving as a stew pot sits beside an unused fire pit, next to a small pile of fish. On the wall hangs a garland of glittering flower blossoms.

This small cave serves as a guard post for Muckmouth sentries. The two lizardfolk stationed here stay put unless they hear a commotion at the gate. Muckmouths and Aspis Consortium agents know to shake the gate in a particular pattern, thus alerting the sentries without alarming them. There is little of value here except for the sentries' gear. The fish are of a rather foul-smelling variety that inhabits the river systems of Hao Jin's demiplane, but are tasty when properly boiled. The garland is composed of glitter blossoms that were gathered from a nearby bed of such flowers by one of the sentries (see Faction Missions on page 6).

Creatures: Most of the Muckmouth warriors are away assisting the Aspis Consortium with plundering the demiplane, but two remain to guard the rest of their tribe. These sentries take their charge very seriously. They are far from mindless brutes, and are not adverse to diplomacy if it's in the tribe's best interest.

Diplomacy: If the PCs were able to get through the Muckmouth Gate with relative quiet, they can attempt to sneak up on the pair of sentries stationed here. Have the PCs attempt a Stealth check against the Muckmouth sentries, who take 10 on their Perception check (DC 18 in Subtier 5–6 and DC 21 in Subtier 7–8). If the PCs are successful, grant them a surprise round. Unlike in a normal surprise round, the PCs can use the standard action to initiate a parley with the sentries. To do so, the PC must speak to the sentries in Draconic and succeed at a DC 18 Diplomacy check. On a success, the sentries are surprised, but start with an attitude of indifferent rather than unfriendly. If the PCs fail the check by 5 or more, the speaker accidentally insults the lizardfolk in some way, and the sentries' attitude becomes hostile. Any other failure causes their attitude to remain indifferent.

The Muckmouth

1 square = 10 feet



If the PCs fail their initial attempt at diplomacy, resort to breaking down the gate, or are otherwise unable to sneak up on the sentries, these two lizardfolk position themselves at the end of the bottleneck leading to this area. They rage, throw javelins at the PCs from the cover the bottleneck provides, and then attack creatures coming up the bottleneck one at a time. They attack primarily in self-defense, and at this point have a starting attitude of unfriendly. If the PCs attack the sentries, they become hostile, if they are not already.

Once the sentries reach an attitude of indifferent, they hold off on attacking, and it is possible to negotiate and change their attitude with the Diplomacy skill normally. Once the PCs attack, the sentries' attitude changes to hostile.

Subtier 5–6 (CR 6)

MUCKMOUTH SENTRIES (2) CR 4

Male lizardfolk barbarian 3 (*Pathfinder RPG Bestiary* 195)

N Medium humanoid (reptilian)

Init +1; **Senses** Perception +8

DEFENSE

AC 19, touch 9, flat-footed 18 (+5 armor, +1 Dex, +5 natural, –2 rage)

hp 56 each (2d8+3d12+28)

Fort +11, **Ref** +2, **Will** +4

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft., swim 15 ft.

Melee greatclub +9 (1d10+7), bite +7 (1d6+2) or bite +7 (1d6+2), claw +9 (1d4+5)

Ranged javelin +5 (1d6+5)

Special Attacks rage (11 rounds/day), rage powers (superstition +2)

TACTICS

During Combat If alerted to the PCs' presence, the lizardfolk guards throw their javelins and jeer at the party from behind cover. Once the PCs get close enough to engage them in melee, the sentries take the PCs on one at a time in an attempt to lower the intruders' numbers quickly.

Morale Once battle is engaged, the lizardfolk guards fight until killed or incapacitated.

Base Statistics When not raging, the barbarian's statistics are **AC** 21, touch 11, flat-footed 20; **hp** 46; **Melee** greatclub +9 (1d10+4), bite +7 (1d6+3), or bite +7 (1d6+3), claw +9 (1d4+1); **Ranged** javelin +5 (1d6+2); **Str** 17, **Con** 16; **CMB** +7, **CMD** 18; **Swim** +17

STATISTICS

Str 21, **Dex** 12, **Con** 20, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 20

Feats Cleave, Multiattack, Power Attack

Skills Acrobatics +3 (+7 when jumping), Perception +8, Survival +7, Swim +19; **Racial Modifiers** Acrobatics +4 (+8 when jumping)

Languages Draconic

SQ Fast movement, hold breath

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 chain shirt, greatclub, javelins (2), silver armbands (2; worth 125 gp each), 43 gp

SPECIAL ABILITIES

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Subtier 8–9 (CR 9)

MUCKMOUTH SENTRIES (2) CR 7

Male lizardfolk barbarian 6 (*Pathfinder RPG Bestiary* 195)

N Medium humanoid (reptilian)

Init +1; **Senses** Perception +11

DEFENSE

AC 19, touch 9, flat-footed 18 (+5 armor, +1 Dex, +5 natural, –2 rage)

hp 94 each (2d8+6d12+46)

Fort +13, **Ref** +3, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +2

OFFENSE

Speed 40 ft.+10, swim 15 ft.

Melee +1 greatclub +14/+9 (1d10+8), bite +10 (1d6+2) or bite +10 (1d6+2), claw +12 (1d4+5)

Ranged javelin +8/+3 (1d6+5)

Special Attacks rage (17 rounds/day), rage powers (guarded stance [+2 dodge vs. melee], renewed vigor [1d8+7 hp], superstition +3)

TACTICS

During Combat If alerted to the PCs' presence, the lizardfolk guards throw their javelins and jeer at the party from behind cover. Once the PCs get close enough to engage them in melee, the sentries take the PCs on one at a time in an attempt to lower the intruders' numbers quickly.

Morale Once battle is engaged, the lizardfolk guards fight until killed or incapacitated.

Base Statistics When not raging, the barbarian's statistics are **AC** 21, touch 11, flat-footed 20; **hp** 78; **Melee** +1 greatclub +12/+7 (1d10+5), bite +10 (1d6+1), or bite +10 (1d6+1), claw +10 (1d4+3); **Ranged** javelin +8/+3 (1d6+3); **Str** 17, **Con** 17; **CMB** +10, **CMD** 21; **Swim** +20

STATISTICS

Str 21, **Dex** 12, **Con** 21, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +12; **CMD** 23

Feats Cleave, Multiattack, Power Attack, Weapon Focus (greatclub)

Skills Acrobatics +3 (+7 when jumping), Perception +11, Survival +10, Swim +22; **Racial Modifiers** Acrobatics+4 (+8 when jumping)

Languages Draconic

SQ Fast movement, hold breath

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 chain shirt, +1 greatclub, javelins (2), gold armbands (2; worth 150 gp each), 43 gp

SPECIAL ABILITIES

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Development: If the PCs are able to parley with the Muckmouth sentries, they can gain some information about the current state of the Muckmouth and crucial information about the Aspis Consortium agents within.

If the PCs are able to change the sentries' attitude to Friendly, the lizardfolk scrawl a basic map of the complex, and tell the PCs the numbers and locations of the Aspis Consortium agents in the Muckmouth, with the exception of Durra Verthain and the fact that the tribe's eggs are being held hostage by the Aspis leader. They are too worried about Durra's threats to the eggs to trust the PCs with that information.

If the PCs are able to change the sentries' attitude to Helpful, they include the information about Durra and the eggs, and ask the PCs to take care of the Aspis threat to their eggs.

Though the sentries are friendly or even helpful, they do not offer nor will they agree to fight on the PCs' side in any combat against the Aspis Consortium. While the Muckmouth lizardfolk do not like or trust the Consortium, their irreplaceable, slow-gestating eggs are held hostage, and they fear Durra and her agents.

If the PCs improve the sentries' final attitude to Friendly, they gain a +1 bonus on the Diplomacy check at the end of the adventure. If they improve the sentries' final attitude to Helpful, they gain a +2 bonus on that check.

Mission Notes: Silver Crusade faction PCs likely notice the garland of glitter blossoms hanging on the wall. If a member of this faction is able to chat with one of the Muckmouth sentries about the flowers, he or she can persuade the lizardfolk (automatic if the sentries' attitude is friendly or better, or DC 18 Diplomacy or Intimidate otherwise) to reveal the source of such flowers and gather enough seeds for the faction's purpose. If Intimidate is used to gain the information, the PCs take a -1 penalty on the Diplomacy check at the end of the scenario. Gaining this information earns faction members 1 Prestige Point.

Qadira faction PCs may discover (Perception DC 15) that one of objects in this area radiating *continual flame* is a candy dish with a dueling honeybee symbol carved on it. The Muckmouth lizardfolk consider all the objects illuminating the Muckmouth clan property and react very negatively to anyone stealing one. PCs must make a DC 20 Bluff or Diplomacy check to win the tribe over if they attempt to take this item. If they fail in doing so and keep the item, the PCs take a -1 penalty on the Diplomacy check at the end of the scenario. Recovering the candy dish earns faction members 1 Prestige Point.

Rewards: If the PCs defeat or befriend the Muckmouth sentries, award each subtier thusly:

Subtier 5–6:

Give each PC 275 gp.

Subtier 8–9:

Give each PC 775 gp.

A3. Sorting Bay (CR 7 or CR 10)

Read the following when the PCs enter this area.

This relatively dry cavern is abuzz with activity. A group of lizardfolk is busy packing artifacts into crates and barrels, toiling under the watchful eyes and amid the stern orders of a trio of humans, who bark out their demands and rebukes in Draconic.



Muckmouth Sentry

Teams of Aspis explorers deliver anything they discover within Hao Jin's demiplane to Durra Verthain for initial study. If an artifact does not detect as magic, the Aspis leader orders it sent to this sorting bay for packing. The Consortium use members of the Muckmouth tribe as common laborers and require them to wrap each object in straw before carefully placing it inside one of the crates or barrels. Once the Aspis supervisors judge a container full, they order the lizardfolk to seal and waterproof the container, then push it against the wall. About once a week Aspis agents come and collect the nonmagical artifacts. Magical artifacts are considered a higher priority and are usually quickly transported to another secure location by Aspis agents and Muckmouth warriors.

Creatures: A trio of Aspis goons (Quince, Relto, and Taris) supervise six lizardfolk laborers. The dispirited members of the Muckmouth tribe have no interest in fighting outsiders who interrupt their efforts. They scatter and only fight if cornered. One of the lizardfolk—an urbane traveler named Essviss—speaks Common. He expected to serve as a liaison with the Aspis goons, but they speak Draconic and use him as just another laborer. If the PCs make a point of capturing or making friendly overtures to the lizardfolk assume that they deal with Essviss. Because of the way they have treated him, Essviss despises the Aspis Consortium and readily provides information about them, the Muckmouth tribe, and their village to anyone who promises not to harm his fellow clan members.

Subtier 5–6 (CR 7)

ASPIS GOONS (3)	CR 4
Male human fighter 2/rogue 3 NE Medium humanoid (human) Init +4; Senses Perception +7	
DEFENSE	
AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge) hp 36 each (2d10+3d8+8) Fort +5, Ref +7, Will +1; +1 vs. fear Defensive Abilities bravery +1, evasion, trap sense +1	
OFFENSE	
Speed 30 ft. Melee rapier +7 (1d6+2/18–20), dagger +6 (1d4+1/19–20) Ranged longbow +8 (1d8/x3) Special Attacks sneak attack +2d6	
TACTICS	
Before Combat The Aspis goons use Stealth checks and Spring Attack to get into position for a sneak attack. During Combat The Aspis goons fight as a unit, trying to give each other flanking support to strengthen their attacks. Morale If two of the goons are killed, the surviving goon attempts to flee and regroup with Durra when reduced to fewer than a third of his hit points.	

ASPIS GOONS (3)	CR 7
Male human fighter 3/rogue 5 NE Medium humanoid (human) Init +4; Senses Perception +11	
DEFENSE	
AC 21, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 shield) hp 64 each (3d10+5d8+21) Fort +6, Ref +9, Will +2; +1 vs. fear Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge	
OFFENSE	
Speed 30 ft. Melee +1 rapier +10/+5 (1d6+3/18–20), +1 dagger +9/+4 (1d4+3/19–20) Ranged longbow +10/+5 (1d8/x3) Special Attacks sneak attack +3d6	
TACTICS	
Before Combat The Aspis goons use Stealth checks and Spring Attack to get into position for a sneak attack. During Combat The Aspis goons fight as a unit, trying to give each other flanking support to strengthen their attacks. Morale If two of the goons are killed, the surviving goon attempts to flee and regroup with Durra when reduced to fewer than a third of his hit points.	
STATISTICS	
Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8 Base Atk +6; CMB +8; CMD 23 Feats Dodge, Double Slice, Mobility, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier) Skills Acrobatics +15, Appraise +8, Climb +9, Disable Device +15, Escape Artist +13, Linguistics +5, Perception +11, Sense Motive +8, Sleight of Hand +12, Stealth +12, Survival +7, Swim +9 Languages Common, Draconic, Orc SQ armor training 1, rogue talents (bleeding attack +3, combat trick), trapfinding +2 Combat Gear <i>potion of cure moderate wounds</i> ; Other Gear +1 mithral chain shirt, +1 dagger, +1 rapier, longbow with 20 arrows	

Subtier 8–9 (CR 10)

ASPIS GOONS (3)	CR 7
Male human fighter 3/rogue 5 NE Medium humanoid (human) Init +4; Senses Perception +11	
DEFENSE	
AC 21, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 shield) hp 64 each (3d10+5d8+21) Fort +6, Ref +9, Will +2; +1 vs. fear Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge	
OFFENSE	
Speed 30 ft. Melee +1 rapier +10/+5 (1d6+3/18–20), +1 dagger +9/+4 (1d4+3/19–20) Ranged longbow +10/+5 (1d8/x3) Special Attacks sneak attack +3d6	
TACTICS	
Before Combat The Aspis goons use Stealth checks and Spring Attack to get into position for a sneak attack. During Combat The Aspis goons fight as a unit, trying to give each other flanking support to strengthen their attacks. Morale If two of the goons are killed, the surviving goon attempts to flee and regroup with Durra when reduced to fewer than a third of his hit points.	
STATISTICS	
Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8 Base Atk +6; CMB +8; CMD 23 Feats Dodge, Double Slice, Mobility, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier) Skills Acrobatics +15, Appraise +8, Climb +9, Disable Device +15, Escape Artist +13, Linguistics +5, Perception +11, Sense Motive +8, Sleight of Hand +12, Stealth +12, Survival +7, Swim +9 Languages Common, Draconic, Orc SQ armor training 1, rogue talents (bleeding attack +3, combat trick), trapfinding +2 Combat Gear <i>potion of cure moderate wounds</i> ; Other Gear +1 mithral chain shirt, +1 dagger, +1 rapier, longbow with 20 arrows	

DURRA'S LETTER

Durra,

Creating this back door into Hsao Jin's demiplane has cost us a considerable amount of money—far more than our ally initially requested. It's up to you make sure that this investment is worth it. You must recover at least enough for us to recoup our loses if we have any chance of convincing the three, or even their Mentor, to continue to project. I know you have a passion for side projects but for once, focus on the task at hand!

A serpent can swallow anything.
Aglorn Desimire

Development: The lizardfolk fight only in self-defense. Deliberately targeting them or using area of effect attacks like *fireball* before they have a chance to flee imposes a –2 penalty on the Diplomacy check at the end of the adventure. If the PCs cultivate Essviss as an ally (Diplomacy DC 14), he speaks on their behalf at the end of the adventure and they gain a +1 bonus on the Diplomacy check. Though willing to give information about the encounters deeper in the caverns, including the fact that Durra is holding the tribe's eggs hostage, Essviss does not accompany the PCs unless forced to do so.

Treasure: The crates contain several hundred ancient objects waiting for the Aspis Consortium to pick them up. Unfortunately, it would take a team of experts months to determine their exact value (assuming the PCs found some way to lug them out of the swamp and the demiplane). Instead, assuming the PCs manage to not destroy the crates in the battle and alert the Society about them, they receive a flat reward for the find.

Mission Notes: Andoran faction PCs who make friends with Essviss can easily convince him of the merits of the Andoren struggle for freedom. He promises to discuss the ideas with other members of the Muckmouth tribe. This earns faction members 1 Prestige Point.

Lantern Lodge PCs who check the crates can find the astrological relic they seek (Perception DC 20). Retrieving the Tian star map earns faction members 1 Prestige Point.

Rewards: If the PCs defeat the Aspis agents, keep the crates intact, and alert the Society about them, reward each subtier thusly:

Subtier 5–6:

Give each player 212 gp.

Subtier 8–9:

Give each player 1,308 gp.

A4. Aspis Camp

Read the following when the PCs enter the Aspis camp.

This roughly semi-circular chamber contains a number of bedrolls clinging to the shore, as far away from the water as possible, though a number of them are still muddy and moist. These bedrolls are obviously of human make, rather than the typical mud and reed nests of lizardfolk.

This area, which once used as a camp for the warriors of the tribe, now serves as sleeping quarters for a group of Consortium agents. These agents are away on a plundering mission, but hidden in one of the bedrolls (Perception DC 15) is a note discarded by Durra, but kept by another agent for unknown purposes. The note gives some hints to how the Consortium gained access to the demiplane and mentions a mysterious ally aiding the Aspis Consortium in the endeavor.

A5. Family Cave

Read the following when the PCs enter the family cave.

The relatively dry land of this cavern is cluttered with the artifacts of lizardfolk daily life. Small cooking fires, mats, turtle shell bowls, wood utensils, stone knives, and game pieces crafted from rock and shell litter this area. A large group of lizardfolk go about their daily routine, though in a skittish and tense manner.

Creatures: A dozen lizardfolk have relocated from the tribe's village several miles away, hoping that by showing Durra and the other Aspis agents here that they are real people with families and lives, the smooth-skins will not do any harm to their eggs. As such, the group consists entirely of new parents, the young, and the elderly—the most pitiable members of the Muckmouth tribe and the clan's greatest hope of inspiring sympathy in their oppressors.

Upon noticing the PCs, the lizardfolk buzz with hushed activity. Hissing whispers question in Draconic whether the newcomers are members of the Aspis Consortium or some new form of “smooth-skin” enemy. While their response to the PCs is tense, it is not violent. The majority of the Muckmouth warrior caste are out plundering the demiplane with their Aspis “allies.”

If the PCs have convinced (or forced) either Essviss or one of the sentries to guide them deeper into the

Muckmouth, the chief of the tribe, an ancient lizardfolk named Oosthic, questions her fellow tribesfolk about the PCs. If the PCs enter this area alone, Oosthic moves forward and questions the PCs regarding their reasons for entering the Muckmouth.

Oosthic and the lizardfolk start the encounter with an indifferent attitude, but are willing to listen to the PCs motives for being in the Muckmouth. If the PCs can increase the lizardfolk's attitude to friendly or better, the lizardfolk agree not to give away the PCs' presence. If the lizardfolk's attitude is reduced to unfriendly or lower, they call out to the archers in area A6 that there are intruders in the cavern. If the PCs are able to increase the lizardfolk's attitude to friendly, they gain a +1 bonus on the Diplomacy check at the end of the scenario. If they increase the lizardfolk's attitude to helpful, they instead gain a +2 bonus on that check. Decreasing the lizardfolk's attitude to unfriendly or lower gives the PCs a -2 penalty on that check.

Mission Notes: Oosthic is the only Muckmouth elder who knows the secret for manufacturing bliss gum. If the PCs are able to increase the attitude of the Muckmouth lizardfolk here to friendly, she promises to share the secret with members of the Sczarni faction—provided they are able to rescue *all* the eggs from the mosaic chamber. If they are able to increase the lizardfolk's attitude to helpful, she promises to share the secret with any Sczarni who are able to rescue any of the eggs from Durra. Gaining the secret from Oosthic earns faction members 1 Prestige Point.

A6. Abandoned Hatchery (CR 7 or CR 10)

Read the following when the PCs enter the hatchery.

A small waterfall drums over several protruding stones before crashing into a large pool. A strange, pulsating light emanating from a nearby cave mouth fill this pool with a vivid and intense rainbow of colors. Torn nets litter the water. Parts of the netting are still attached to the shore, but most have been torn off, and now circle the pool in the current created by the waterfall.

By tradition, the females of the Muckmouth tribe lay their eggs in this pool, holding them in place with the nets that are now float adrift in the pool. Though it is nearly impossible for the Muckmouths to enter the glowing cavern, a tribal superstition contends that those eggs hatched in close proximity to this pulsating light enjoy good fortune throughout their lives.

Creatures: A pair of identical twin Aspis archers (Darrit and Finn) stand on opposite sides of the waterfall. They are here to keep a lookout for lizardfolk daring to brave the lighted chamber to recapture their eggs. They are ordered to cast their *charm person* spells against lizardfolk

first and then call to Durra (who waits in the glowing chamber), to warn her of approaching danger. The twins don't recognize the PCs, and guess that the intruders must be members of the Pathfinder groups rumored to be causing trouble for the Consortium. They fire arrows first and then warn Durra of the PCs' approach.

Subtier 5–6 (CR 7)

ASPIS ARCHERS (2)

CR 5

Male bard 1/ranger 5

NE Medium humanoid (human)

Init +8; Senses Perception +10

DEFENSE

AC 21, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +1 shield)

hp 41 each (1d8+5d10+5)

Fort +5, Ref +11, Will +5

OFFENSE

Speed 30 ft.

Melee rapier +7 (1d6+1/18–20), dagger +7 (1d4/19–20)

Ranged longbow +9 (1d8/x3)

Special Attacks bardic performance 6 rounds/day

(countersong, distraction, fascinate, inspire courage +1), favored enemy (elves +2)

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*charm person* (DC 13), *cure light wounds*

o (at will)—*dancing light*, *detect magic*, *mage hand*, *prestidigitation*

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*aspect of the falcon**, *gravity bow**

* See the *Advanced Player's Guide*.

TACTICS

Before Combat The archers have become rather complacent, as the Muckmouth tribe has not attempted any kind of rebellion against the Aspis Consortium. They do not notice the PCs' approach.

During Combat The archers grant each other bonuses from hunter's bond and alternate their uses of bardic performance to inspire courage within each other. If given the opportunity, both cast *aspect of the falcon* and *gravity bow*. They call out to Durra throughout the battle, providing details about the interlopers in Draconic, hoping the PCs cannot understand that language.

Morale If one twin is killed, the survivor fights to the death.

STATISTICS

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

Base Atk +5; CMB +6; CMD 21

Feats Dodge, Endurance, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Bluff +9, Handle Animal +10, Linguistics +3, Perception +10, Perform (sing) +11, Stealth +13, Survival +10, Swim +6

Languages Common, Draconic

SQ bardic knowledge +1, favored terrain (swamp +2), hunter's bond (companion), track +2, wild empathy +7

Combat Gear +1 *ghost touch undead bane arrow* of ancient Taldor design (only one, carried by Finn); **Other Gear** +1 *studded leather*, longbow with 20 arrows, rapier, *cloak of resistance* +1, *ring of protection* +1, 100 gp.

Subtier 8–9 (CR 10)

ASPIS ARCHERS (2)

CR 8

Male bard 2/ranger 7

NE Medium humanoid (human)

Init +8; **Senses** Perception +13

DEFENSE

AC 22, touch 16, flat-footed 17 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural, +1 shield)

hp 59 each (2d8+7d10+7)

Fort +6, **Ref** +13, **Will** +7

OFFENSE

Speed 30 ft.

Melee rapier +11/+6 (1d6+2/15–20), dagger +10/+5 (1d4+1/19–20)

Ranged longbow +12/+7 (1d8/x3)

Special Attacks bardic performance 8 rounds/day

(countersong, distraction, fascinate, inspire courage +1), favored enemy (elves +2)

Bard Spells Known (CL 2nd; concentration +4)

1st (3/day)—*charm person* (DC 13), *cure light wounds*, *saving finale* (*Advanced Player's Guide*)

o (at will)—*dancing light*, *detect magic*, *light*, *mage hand*, *prestidigitation*

Ranger Spells Prepared (CL 4th; concentration +5)

1st—1st—*aspect of the falcon**, *gravity bow**

* See the *Advanced Player's Guide*.

TACTICS

Before Combat The archers have become rather complacent, as the Muckmouth tribe has not attempted any kind of rebellion against the Aspis Consortium. They do not notice the PCs' approach.

During Combat The archers grant each other bonuses from hunter's bond and alternate their uses of bardic performance to inspire courage within each other. If given the opportunity, both cast *aspect of the falcon* and *gravity bow*. They call out to Durra throughout the battle, providing details about the interlopers in Draconic, hoping the PCs cannot understand that language.

Morale If one twin is killed, the survivor fights to the death.

STATISTICS

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

Base Atk +8; **CMB** +10; **CMD** 26

Feats Dodge, Endurance, Improved Critical (rapier), Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +11, Handle Animal +12, Knowledge (nature) +5, Linguistics +3, Perception +13, Perform (sing) +14, Stealth +16, Survival +13, Swim +7

Languages Common, Draconic

SQ bardic knowledge +1, versatile performance (sing), favored terrain (swamp +2), hunter's bond (companion), track +3, wild empathy +9, woodland stride

Combat Gear +1 *ghost touch undead bane arrow* of ancient Taldor design (only one, carried by Finn), *potion of cure serious wounds*; **Other Gear** +1 *studded leather*, dagger, longbow with 20 arrows, rapier, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 200 gp.

Development: Once the PCs incapacitate or defeat the archers, they can continue on to the glowing cavern.

Mission Notes: Shadow Lodge PCs who realize that the twins as the Aspis agents who crossed Grandmaster Torch years ago and let them know that their death is Torch's final revenge earn 1 Prestige Point.

Taldan faction PCs who retrieve the +1 *ghost touch undead bane arrow* from Finn and bring it back to their superiors earn 1 Prestige Point.

Rewards: If the PCs defeat the archers, reward each subtier thusly:

Subtier 5–6:

Give each PC 729 gp.

Subtier 8–9:

Give each PC 909 gp.

ACT 2: THE MOSAIC AND BEYOND

Beyond the Muckmouth tribe's incubation pool lie two chambers from the greater serpentfolk network below—the only two chambers accessible from this point. The lizardfolk fear this strange place and do not go near it under any circumstance.

When Durra first breached the Muckmouth and explored its sacred depths, she was immediately captivated by the mystery of the mosaic and the door beyond. She has devoted considerable time to learning its secrets, and is on the brink of discovering the key to the puzzle door that guards that chamber. Because the mind-affecting patterns of the serpentfolk mosaic do not influence her and the lizardfolk never approach the chamber, Durra has made this area her personal headquarters, and is holding the tribes' eggs hostage here while attempting to decipher the puzzle and gain entry into whatever room—surely filled with riches—lies beyond.

A7. Mosaic Chamber (CR 8 or CR 11)

Read the following when the PCs enter the mosaic chamber.

A glittering mosaic sprawls across the cave floor in a moat of incandescent light. These mottled patterns of radiance undulate in an endless cascade of glorious color. Some sort of door, almost completely lost in the blaze of light, sits recessed in the far wall.

The floor's undulating cascade of color creates an effect similar to a *hypnotic pattern* spell. The main difference is that the mosaic's magic affects all creatures of 4 HD or less that are standing upon it, that are not sightless, or that are immune to illusions or mind-affecting effects. If a creature starts its turn standing on a section of the mosaic floor, it must succeed at a DC 14 Will save or become fascinated for a nearly indefinite duration, though the normal actions that can break the fascinated condition can also break this effect.

The Muckmouths have always been in awe of this place, but after losing or nearly losing a number of tribes members when they first settled the caverns, the place became taboo—a sacred site granting a mystical boon to eggs grown in the pool in area A6, but not to be entered.

When the Aspis Consortium allied with the Muckmouth tribe and the tribe brought Durra Verthain to this place, the first thing that arrogant woman did was enter this taboo chamber. At first the tribe treated her like something near a god—assuming her ability to enter the taboo chamber meant she was a divine creature—but her next actions brought different reactions. Never one to leave an upper hand to chance, Durra decided that in order to ensure Muckmouth cooperation, she would hold hostage the tribe's most revered commodity: its eggs. Now she holds them here, the only place within the caverns where the Muckmouths cannot go. This chamber's use in the subjugation of the Muckmouth is not the only reason why Durra spends most of her time here. For weeks now, she has been obsessed with the puzzle lock on the far door of the chamber, and has nearly figured it out. That door is detailed in the area A8 optional encounter.

Creatures: Durra is not alone. A pair of adamantine cobras serve her. If Darrit or Finn warned Durra of the PCs' approach, she quaffs her *potion of invisibility* and waits for their arrival. She commands her cobras to move forward to attack and positions herself advantageously before becoming visible.

Subtier 5–6 (CR 8)

ADAMANTINE COBRAS (2) CR 3

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 25, touch 13, flat-footed 23 (+2 Dex, +12 natural, +1 size)

hp 20 each (1d10+15)

Fort +0, **Ref** +2, **Will** +0

DR 10/—; **Immune** construct traits; **SR** 13

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+1 plus poison)

Special Attacks poison

TACTICS

During Combat The adamantine cobras attack either the closest opponent or whomever Durra designates.

Morale The adamantine cobras fight until destroyed.

STATISTICS

Str 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)

Skills Stealth +12; **Racial Modifiers** +6 Stealth

SQ Find Target

SPECIAL ABILITIES

Poison (Ex): Bite—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

DURRA VERTHAIN

CR 7

Female human fighter 7/diviner 1

NE Medium humanoid

Init +3; **Senses** Perception –1

DEFENSE

AC 21, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 dodge, +1 natural)

hp 59 (7d10+1d6+15)

Fort +6, **Ref** +4, **Will** +3; +2 vs. fear,

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *guisarme* +12/+7 (2d4+7/x3)

Special Attacks weapon training (polearms +1)

Arcane School Spell-Like Abilities (CL 1st; concentration +3) 5/day—*diviner's fortune* (+1)

Diviner Spells Prepared (CL 1st; concentration +3)

1st—*identify*, *shield*, *true strike*

0 (at will)—*detect magic*, *message*, *read magic*

Opposition Schools Illusion, Necromancy

TACTICS

During Combat While invisible, Durra attempts to cast *shield* and *true strike* before making her first attack (she has a 15% spell failure chance to cast these spells because of her armor).

Morale When reduced to half or fewer hit points, Durra starts to attack the eggs in spiteful defiance. The eggs have an AC 5 and 5 hp. She continues attacking the eggs until she has destroyed at least five and then focuses her attacks on the PCs again. She then fights until she is dead or otherwise unable to continue.

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +9(+13 trip); **CMD** 22 (26 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Trip,

Improved Trip, Mobility, Scribe Scroll, Spring Attack, Weapon Focus (guisarme), Weapon Specialization (guisarme)
Skills Appraise +6, Climb +11, Intimidate +10, Knowledge (arcana) +6, Knowledge (geography) +12, Spellcraft +8, Survival +9, Swim +11
Languages Common, Draconic, Tian
SQ arcane bond (glaive), armor training 2, forewarned
Combat Gear *potion of invisibility*; **Other Gear** +1 mithral breastplate, +1 guisarme, amulet of natural armor +1, 250 gp

Subtier 8–9 (CR 11)

ADAMANTINE COBRAS (2) CR 5

N Medium construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 25, touch 11, flat-footed 24 (+1 Dex, +14 natural)

hp 51 each (3d10+35)

Fort +1, **Ref** +2, **Will** +1

DR 10/—; **Immune** construct traits; **SR** 16

OFFENSE

Speed 30 ft.

Melee bite +6 (1d8+4 plus poison)

Special Attacks poison

TACTICS

Before Combat The adamantine cobras attack either the closest opponent or whomever Durra designates.

During Combat The adamantine cobras fight until destroyed.

STATISTICS

Str 16, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +6; **CMD** 17 (can't be tripped)

Skills Stealth +7, **Racial Modifiers** +6 Stealth

SQ Find Target

SPECIAL ABILITIES

Poison (Ex): Bite—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d4 Con; cure 2 consecutive saves.

DURRA VERTHAIN CR 10

Female human fighter 10/diviner 1

NE Medium humanoid

Init +3; **Senses** Perception –1

DEFENSE

AC 22, touch 14, flat-footed 18 (+7 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 82 (10d10+1d6+21)

Fort +8, **Ref** +5, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +2 *guisarme* +17/+12 (2d4+9/19–20/x3)

Special Attacks weapon training (polearms +2, crossbows +1)

Arcane School Spell-Like Abilities (CL 1st; concentration +3) 5/day—*diviner's fortune* (+1)

Diviner Spells Prepared (CL 1st; concentration +3)

1st—*identify*, *shield*, *true strike*

o (at will)—*detect magic*, *message*, *read magic*

Opposition Schools Illusion, Necromancy

TACTICS

During Combat While invisible, Durra attempts to cast *shield* and *true strike* before making her first attack (she has a 15% spell failure chance to cast these spells because of her armor).

Morale When reduced to half or fewer hit points, Durra starts to attack the eggs in spiteful defiance. The eggs have an AC 5 and 5 hp. She continues attacking the eggs until she has destroyed at least five and then focuses her attacks on the PCs again. She then fights until she is dead or otherwise unable to continue.

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +10; **CMB** +12(+16 trip); **CMD** 26 (30 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Trip, Improved Critical (guisarme), Improved Trip, Iron Will, Lunge, Mobility, Scribe Scroll, Spring Attack, Vital Strike, Weapon Focus (guisarme), Weapon Specialization (guisarme)

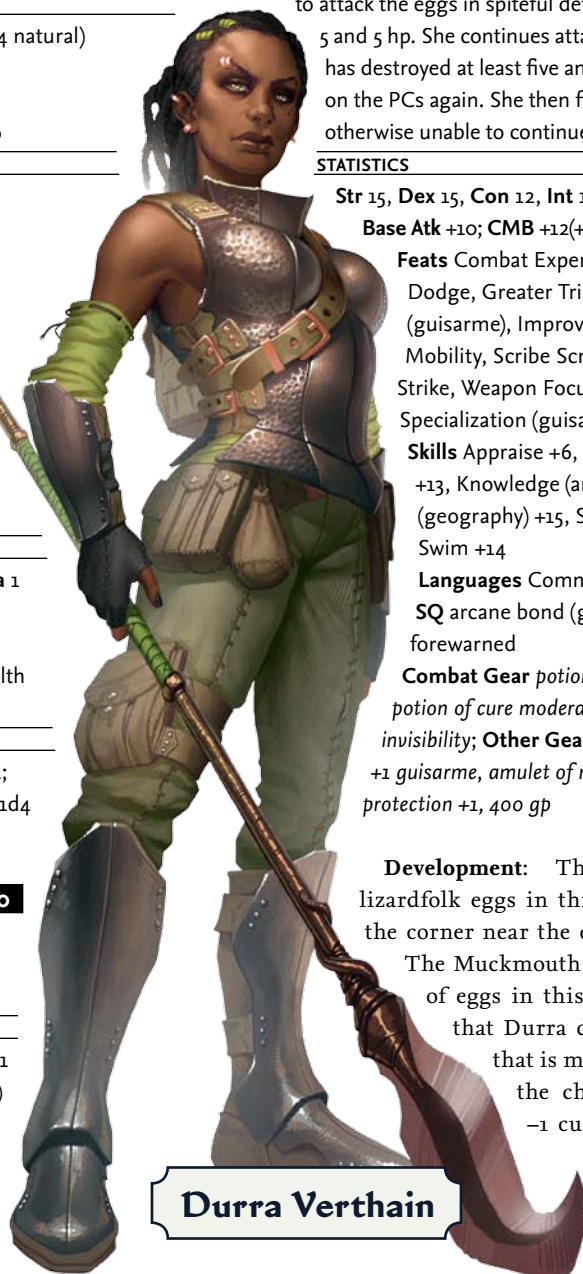
Skills Appraise +6, Climb +14, Intimidate +13, Knowledge (arcana) +6, Knowledge (geography) +15, Spellcraft +8, Survival +12, Swim +14

Languages Common, Draconic, Tian
SQ arcane bond (glaive), armor training 2, forewarned

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** +1 mithral breastplate, +1 guisarme, amulet of natural armor +1, ring of protection +1, 400 gp

Development: There are initially 30 lizardfolk eggs in this chamber, gathered in the corner near the door leading to area A8.

The Muckmouth know the exact number of eggs in this chamber. For each egg that Durra destroys in the battle or that is missing when the PCs exit the chamber, the PCs take a –1 cumulative penalty on the Diplomacy check they must make to gain the



Durra Verthain

Muckmouth tribe's trust and forge an alliance at the end of the scenario.

Should the PCs search Durra's body thoroughly, they find a half-composed letter she was writing, apparently in response to the discarded letter in area A4. Addressed to Aglorn Desimire, it promises riches beyond imagining to pay off the Consortium's debt for the portal and offers wry well-wishes for setting up "a lasting base of operations in the middle of a glacier."

Treasure: Hidden among the eggs is an albino scarab, the item desired by the Osirion faction (see the Mission Notes below).

Mission Notes: Cheliox faction PCs who wish to steal one of the lizardfolk eggs and smuggle it out intact must succeed at either a DC 15 Sleight of Hand check or a DC 20 Stealth check to conceal it from the Muckmouth lizardfolk. If discovered, the group takes a -4 penalty on the Diplomacy check at the end of the scenario. Bringing the egg out of the demiplane without destroying it requires a DC 10 Knowledge (nature) check. Bringing back an egg to their superiors earns faction members 1 Prestige Point.

Grand Lodge faction PCs who capture Durra or secure her intact body must persuade the rest of the party to let them take custody over the prisoner or her corpse. Doing so earns faction members 1 Prestige Point.

Osirion faction PCs who make a DC 15 Perception check realize that the albino scarab rests amid the lizardfolk eggs (Perception 15 to find). A DC 15 Sleight of Hand is required to pocket the scarab without anyone else noticing. Doing so earns faction members 1 Prestige Point.

Rewards: If the PCs defeat Durra, reward each subtier thusly:

Subtier 5–6:

Give each PC 830 gp.

Subtier 8–9:

Give each PC 1,380 gp.

A8. Puzzle Door and the Serpent Beyond (CR 7 or CR 10)

Before the PCs can enter the chamber, they must finish Durra's work on opening the massive puzzle door that guards it. When they approach the door, read the following.

This massive iron door is pocked with evenly spaced holes in a roughly square pattern. Mithral rods are placed in a strange pattern in the door, with five other rods lying on the ground in a small stack directly in front of the door.

During her time here, Durra has figured out that the rods must be placed in a particular order within the grid

OPTIONAL ENCOUNTER

The encounter in area A8 is optional. If less than 1 hour remains in which to complete the scenario, Durra has already unlocked the door, and Kariska is simply dead and doesn't attack anyone. There is no *scrolls of remove curse*, but the serpentskin scrolls and the monetary treasure can still be recovered, as they were left here by Durra until she was ready to safely remove them without any of her fellow agents seeing them.

of holes on the door. And while Durra is an intelligent person, she is also rather methodical, and has been pursuing a plan of trial and error in order to find the right pattern. Each day, she tries placing a few of the rods into the holes. When the wrong rods are placed, the mosaic pattern flashes, dealing 2d4 points of electricity damage (Reflex DC 15 for half) to all creatures within the room. Luckily, the eggs' leathery skin has made the young within immune to such jolts.

Only today, has Durra discovered that what she thought might be a random pattern, is actually the Aklo character for the letter "K." The PCs' advance on the mosaic room interrupted her work, but this makes it easier for the PCs to figure out the pattern and open the door. A character who can read Aklo recognizes the pattern immediately, as do any who succeed at a DC 15 Linguistics check, which can be made untrained. A failed check causes the mosaic floor to flash.

Once the door is opened, the PCs must contend with the serpentfolk mummy that dwells within.

Creatures: Long has the serpentfolk mummy named Kariska the Spiteful lain waiting in this sealed chamber. She attacks any who enter her sacred tomb, knowing they have come to steal the treasures with which she was buried.

Subtier 5–6 (CR 7)

KARISKA THE SPITEFUL

CR 7

Female serpentfolk mummy sorcerer 2 (*Pathfinder RPG*)

Bestiary 210, *Pathfinder RPG Bestiary* 2 242)

NE Medium undead

Init +7; **Senses** darkvision 60 ft., scent; **Perception** +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 armor, +3 Dex, +6 natural)

hp 76 (6d8+2d6+42)

Fort +7, **Ref** +6, **Will** +11

DR 5/; **Immune** undead traits; **SR** 18

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.



Melee slam +8 (1d8+2 plus mummy rot), bite +3 (1d6+2 plus poison)

Special Attacks claws (2, 1d4+2, 7 rounds/day)

Spell-Like Abilities (CL 5th; concentration +9)

At will—*disguise self* (DC 15), *ventriloquism*

1/day—*blur*, *mirror image*, *suggestion* (DC 17)

Sorcerer Spells Known (CL 2nd; concentration +6)

1st (5/day)—*magic missile*, *ray of enfeeblement* (DC 15)

o (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *read magic*, *touch of fatigue* (DC 14)

Bloodline Draconic (green)

TACTICS

During Combat Kariska begins combat by using her *mirror image* spell-like ability. She then casts *ray of enfeeblement* on the strongest looking combatants who are not paralyzed by her despair aura before making other attacks.

Morale The mummy fights until destroyed.

STATISTICS

Str 15, **Dex** 17, **Con** —, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 20

Feats Eschew Materials, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Appraise +7, Bluff +15, Escape Artist +11, Knowledge (arcana) +14, Knowledge (religion) +9, Perception +16, Sense Motive +13, Spellcraft +14

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ bloodline arcana (energy spells that match bloodline energy deal +1 point of damage per die)

Gear *bracers of armor* +2, *cloak of resistance* +1, 1,000 gp

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 18 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 18; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and a disease and can only be cured if the curse is first removed, at which point the disease can be magically removed.

Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without *resurrection* or greater magic. The save DC is Charisma base.

Poison (Ex) *Bite*—Injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

Subtier 8–9 (CR 10)

KARISKA THE SPITEFUL

CR 10

Female serpentfolk mummy sorcerer 5 (*Pathfinder RPG Bestiary* 210, *Pathfinder RPG Bestiary* 2 242)

NE Medium undead

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +26

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 19 negates)

DEFENSE

AC 23, touch 15, flat-footed 19 (+2 armor, +1 deflection, +4 Dex, +6 natural)

hp 104 (6d8+5d6+60)

Fort +11, **Ref** +9, **Will** +13

DR 5; **Immune** undead traits; **Resist** acid 5; **SR** 21

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +9 (1d8+2 plus mummy rot), bite +4 (1d6+2 plus poison)

Special Attacks claws (2, 1d4+2, treated as magic weapons, 7 rounds/day)

Spell-Like Abilities (CL 5th; concentration +9)

At will—*disguise self* (DC 15), *ventriloquism*

1/day—*blur*, *dominate person*, *major image*, *mirror image*, *suggestion* (DC 17)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *resist energy*, *see invisibility*

1st (7/day)—*hypnotism* (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *shocking grasp*

o (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 14)

Bloodline Draconic (green)

TACTICS

During Combat Kariska begins combat by using her *mirror image* spell-like ability. She then casts *dominate person* on an obvious spell caster, and uses *ray of enfeeblement* on the strongest looking combatants who are not paralyzed by her despair aura, before making other attacks.

Morale The mummy fights until destroyed.

STATISTICS

Str 15, **Dex** 18, **Con** —, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 23

Feats Alertness, Eschew Materials, Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Appraise +7, Bluff +18, Escape Artist +15, Knowledge (arcana) +17, Knowledge (religion) +9, Perception +26, Sense Motive +15, Spellcraft +17

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ bloodline arcana (energy spells that match bloodline energy deal +1 damage per die)

Gear *bracers of armor* +2, *cloak of resistance* +2, *ring of protection* +1, 2,750 gp

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 19 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—*slam*; save Fort DC 19; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and a disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without *resurrection* or greater magic. The save DC is Charisma-based.

Poison (Ex) *Bite*—Injury; save Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

Treasure: Much of the wealth Kariska was buried with was perishable and did not survive the eons since her interment. All that remains of value is a platinum coffer worth 5,000 gp. Inside are four *scrolls of remove curse* and a treatise on the worship of Ydersius written on a series of serpentskin scrolls. In Subtier 8–9, the coffer also contains 2,000 gp.

Rewards: If the PCs recover the treasure here, reward each subtier thusly:

Subtier 5–6:

Give each PC 542 gp.

Subtier 8–9:

Give each PC 1,292 gp.

CONCLUSION

Once the PCs eliminate the Aspis Consortium forces, the entire Muckmouth tribe gathers to determine what to do next. This includes a group of five warriors just returned from a patrol. Though they have no interest in fighting the party, use the statistics of the guards from area A1 if, for some reason, the PCs choose to attack them. The Muckmouth tribe invites the PCs to a feast to honor their valor and accomplishments.

At this feast the clan reviews how the PCs conducted themselves during the adventure. Lizardfolk NPCs come forward and give their opinions about the party, whether

DIPLOMACY MODIFIERS

At various points in this scenario, the PCs are able to gain bonuses and may take penalties on the final Diplomacy check made in the attempt to get the Muckmouths on the Pathfinder's side. The following is a summary, listed by encounter, on those various bonuses and penalties.

Encounter	Bonus for Penalty
A2	+1 bonus if the PCs improve the Muckmouth sentries' attitude to friendly or +2 if they improve it to helpful. -1 penalty if members of the Silver Crusade faction use Intimidate to obtain the location of the glitter blossom bed. -1 penalty if members of the Qadira faction are caught stealing the candy dish.
A3	-2 penalty if the PC deliberately target the lizardfolk or use area of effect attacks like <i>fireball</i> on them. +1 bonus if the PCs ally with Essviss
A5	+1 bonus if the PCs improve Oosthic and the tribe's attitude to friendly or +2 if they improve it to helpful. -1 bonus if Oosthic and the tribe's attitude becomes unfriendly or hostile.
A7	-1 cumulative penalty for each egg that is destroyed or missing after the battle with Durra. -4 penalty if members of the Cheliox faction are caught smuggling out a lizardfolk egg.

for good or ill, and discuss whether making an alliance with any outside group, Aspis or Pathfinder, is worth the bother. The PCs can also make their case for abandoning the Consortium and teaming up with the Society.

Once all the Muckmouths have had their say, let one PC make a single DC 25 Diplomacy check. Add in all the bonuses and penalties earned throughout the adventure. If the PC succeeds at this check, the Muckmouths decide to ally with the Pathfinder's despite the fact that they were so recently taken advantage of by other smooth-skins. If the PC fails this check by 5 or less, the Muckmouths promise to fight vigilantly against any Aspis agents they encounter, but are not willing to form an alliance with the Pathfinder Society. Failing the check by more than 5 means the clan decides to keep the status quo.

If the PCs fail this check, the clan asks them to leave at the end of the feast. Assuming the PCs choose to go peacefully, the Muckmouth tribe takes no hostile actions against them as they depart.

Success Conditions

If the PCs recover the note in area **A4** and Durra's response in area **A7**, they accomplish the primary goal of the mission of uncovering more information about the Consortium's resources in the demiplane and how they got there. If the PCs also forge a new alliance with the Muckmouth tribe, they accomplish their secondary goal, earning 1 Prestige Point for helping the Pathfinder Society establish a foothold in Hao Jin's realm.

Any PC who completes the scenario and who has the Treachery in the Weave boon on her most recent Chronicle also receives the Relentless Aspis Hunter boon on the Chronicle sheet for this adventure. If the PC lacks this boon or the most recent Chronicle sheet in the PC's character history is from any scenario other than *Pathfinder Society Scenario #3–12: Wonders in the Weave, Part I: The Dog Pharaoh's Tomb*, the Relentless Aspis Hunter boon is impossible to earn and should be crossed off the Chronicle sheet.

FACTION MISSIONS

Members of each faction have the ability to earn an additional Prestige Point for completing their respective faction missions, as detailed below.

Andoran Faction: Andoran faction PCs who befriends Essviss in area **A3** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who manage to steal an egg from area **A7** earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who take Durra prisoner in area **A7** or claim her intact body earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who recover the star map in area **A3** earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who recover the albino scarab in area **A7** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who recover the candy bowl in area **A2** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who convince Oosthic to teach them to make bliss gum in area **A5** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs kill the twin Aspis Consortium archers in area **A6** and tell them it was retribution wrought by Grandmaster Torch earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who discover the glitter blossoms in area **A2**, learn the location of the nearby patch, and gather some seeds earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who retrieve and safeguard the arrow in area **A6** earn 1 Prestige Point.

WONDERS IN THE WEAVE, PART II: SNAKES IN THE FOLD

**PATHFINDER SOCIETY SCENARIO #3-14:
WONDERS IN THE WEAVE, PART II: SNAKES IN THE FOLD**

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Osirion	<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor		

Character # _____ Prestige Points

Character Name _____

<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____ Prestige Points

Character Name _____

<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____ Prestige Points

Character Name _____

<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____ Prestige Points

Character Name _____

<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
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<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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PATHFINDER SOCIETY SCENARIO

Ardoran



Greetings freedom fighter,
As soon as an explorer opens a new door, expect slavers and exploiters to wiggle through soon after. This new realm has sentient beings within it. Like all beings with souls, they deserve the same freedoms and opportunities as the rest of us. As we learned from our own struggle for liberty, people must know what freedom is before they reach for it—or fight for it. I charge you to bring the light of freedom to Hao Jin’s tapestry.



Find new recruits for our struggle. Natives who share our ideals can make excellent allies for the cause. In particular, look for lizardfolk who also speak Common, as sometimes our ideals are hard to explain in Draconic. Set an example first and only then look for new prospects to join our great cause.

Solidarity with chain breakers everywhere,,

Colson Maldris

Major Colson Maldris

Chelax



Darling Thrall,
Savage creatures rarely make good slaves. However, long isolation can sometimes make even the wildest beasts more tractable. I want you to learn more about the lizardfolk and other primitive brutes within this strange new realm. Focus especially on their young.

Find a way to bring out some eggs or hatchlings. If they prove more docile than regular members of their breed, perhaps we can open up some new markets and make these brutes beneficial to civilized society. Just imagine them learning useful skills in the mines, forests, or fields... perhaps even as house slaves.

Really, we are doing these creatures a favor, but you can’t expect the half-tamed to understand such things, so proceed with the utmost caution.



I have my eyes on you,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Greetings Pathfinder,
Moments like this come but once a generation, and even then, only if we are lucky. But this moment is starting to unravel. We know that our rivals have found ways to slip inside Hao Jin’s realm. Too many of our own paid the ultimate price for us to simply sit back and let others profit from the tapestry. Our honor and prestige are at stake. The fallen demand that we make sure their sacrifice was not in vain.

Aspis has a “back door” into Hao Jin’s realm. Find it, or at least gather some clues that help us figure it out. We are operating blind here, so anything you uncover moves us one step closer to slamming this back door in their faces. Prisoners are especially useful—deliver them alive if possible, or dead but with their bodies intact if the situation leaves you no other choice.



Safe journeys and successful projects,

Ambrus Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Most honorable and felicitous greetings,
The treasures hidden with in the *Hao Jin Tapestry* include many great wonders of Tian Xia—both magical artifacts and relics that represent our great accomplishments in art and science.

It is rumored that among these artifacts is a vast library of astrological research. See if any of these items have survived within the demiplane; recover any items you find unharmed and you shall earn great honor.



May the blessings of a thousand stars shower upon you,

Amara Li

Venture-Captain Amara Li

Osirion



Blessings of the Ruby Prince fall upon you, While others wave their arms and shout, we quietly prepare for the return of the glory days. This new realm gives us a chance to reclaim much that has been lost. Look in particular for the ancient security charms built and lost so long ago. Each one of the charms is keyed to a particular tomb or vault, and automatically counters the traps and other sorts of safeguards built into that location.

I have information that at least one such charm, the albino scarab, is hidden somewhere within Hao Jin's demiplane. Find it and bring it to me. We can use it to uncover all sorts of magic and other valuables recently discovered in Osirion.

Until the ultimate triumph,
Amenopheus
 Amenopheus, the Sapphire Sage

Qadira

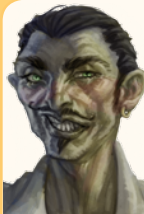


May the Satrap's shadow fall upon you, Affairs of state take on many different forms. Often we must give what we prize the highest for the good of the land. I myself, have several daughters for whom necessity demands that I find strategic marriages—we must form stronger ties in these foreign climes.

I plan to throw a party and invite some of the most eligible bachelors in the land, but I need a centerpiece. These days the rage is for art from ancient empires—especially anything with the dueling honeybee design of the lost house of Tarakin. Surely Hao Jin collected at least a few such pieces. Find one for me to put on display, and I might just manage to lure a suitor for one of my daughters to this party.

My gratitude is endless and my wrath eternal,
Aaqir al'Hakam
 Trade Prince Aaqir al'Hakam

SCZARNI



My Kin, There's nothing better than people begging to give us money, and this new realm offers us an opportunity we would be fools to bungle. Lizardfolk shamans are known to create many kinds of pleasurable drugs that help people forget their troubles—and leave them wanting more.

My hope is that the isolated Muckmouth elders possess recipes for creating substances unknown to the outer world. Find a way to convince one of these elders to share their secrets, and profit will be ours.

Trust no one outside our family of thieves,
Guaril Karela
 Guaril Karela

SHADOW LODGE



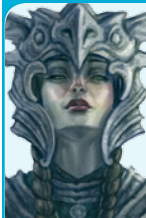
Fellow Pathfinder, Our struggle for recognition has barely begun. We need to show the Decemvirate that we deserve greater say in how the Society is run, but we also need to make sure that outsiders take us seriously too.

Years ago I ran afoul of two Aspis Consortium agents, identical twin archers named Darrit and Finn. I hate to admit it, but they got the best of me all those years ago. I have reason to believe they are part of the group plundering Hao Jin's demiplane. If you encounter them, slay them, and let them know I was the architect of their doom.

In solidarity,
Torch
 Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



Fellow Champions of the Light,

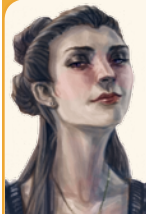
As always, we pledge our blood and sacred honor in defense to the helpless. An old disease, the red rasps, has appeared again in some of the poorer districts of Absalom. We have healers working day and night to slow its spread, but it's only a matter of time before it manages to get on board a ship and slip beyond our grasp.

However, one of our more scholarly members has uncovered a cure as ancient as this almost forgotten disease—the glitter blossom. This flower appears to have gone extinct, but many old things still flourish within Hao Jin's realm. If you can find some glitter blossom seeds, we can bring the plant back and spread it to gardens throughout the world. Together, we can send the red rasps back into oblivion.

Your fellow servant,

Ollysta Zadrian

TALDOR



Redeemers of the Empire,

In ages past, numerous emblems and symbols of our cherished homeland's glory disappeared into Hao Jin's realm. Yes, they were mere trifles, but today any reminder of those glorious days are precious. I charge you to find these items wherever they are and return them for safekeeping.

Whatever you do, make sure none are destroyed in your presence. The shame of letting something so ancient crumble before your eyes is too great to imagine.

Eternal Regards,

Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-14: WONDERS IN THE WEAVE, PART II: SNAKES IN THE FOLD

Scenario Chronicle #

Slow Normal

SUBTIER	1,294	2,588
5-6		
SUBTIER	2,832	5,664
8-9		

MAX GOLD

This Chronicle Certifies That

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

Has Completed This Scenario.

Items Found During This Scenario

SUBTIER
ALL

Relentless Aspis Hunter: You discovered Aspis agents infiltrating the *Hao Jin Tapestry*, trivializing the Pathfinder Society's many sacrifices to gain exclusive access to the demiplane. You vigilantly sought out the Consortium's base and have aided the Society in getting to the root of the rival group's incursions into the tapestry. Your dedication to stopping the Consortium from exploiting this demiplane for its own profit manifests as a +2 morale bonus on attack and damage rolls against Aspis agents inside the *Hao Jin Tapestry*. If you do not have the Treachery in the Weave boon on the Chronicle sheet immediately preceding this Chronicle sheet in your character history, you do not receive this boon; cross it off your Chronicle sheet.

SUBTIER
5-6

- Amulet of natural armor* +1 (2,000 gp)
- Cloak of resistance* +1 (1,000 gp)
- Potion of invisibility* (300 gp)
- Ring of protection* +1 (2,000 gp)
- Scroll of remove curse* (375 gp)

SUBTIER
8-9

- +2 *guisarme* (8,309 gp)
- Potion of cure moderate wounds* (300 gp)
- Potion of cure serious wounds* (750 gp)

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #