

# PATHFINDER SOCIETY

YEAR OF THE SKY KEY



# THE OVERFLOW ARCHIVES

By Scott Sharplin



# The Overflow Archives

## Pathfinder Society Scenario #6–15

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*Pathfinder Society Scenario #6–15: The Overflow Archives* is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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# THE OVERFLOW ARCHIVES

By SCOTT SHARPLIN



**D**uring the Age of Anguish, a kitsune bard named Caught won renown as one of the greatest riddlers in Varisia. The haughty kitsune bit off more than he could chew when he challenged a powerful fey of the First World to a contest of wits and lost. He might have walked away unscathed, but he offended the fey by disputing the answer to its winning riddle. As punishment, they imprisoned Caught within a magic scroll, onto which they inscribed the very conundrum the bard had failed to answer. Caught's fame on Golarion faded swiftly, while the scroll—ironically titled *The Name of the Fox*—slowly meandered across Avistan. The Pathfinder Society recovered it a decade ago and brought it to the Grand Lodge for study.

Ignorant of both its provenance and its prisoner, overworked researchers deposited the scroll in the Overflow Archives, an increasingly notorious repository where innumerable texts and relics accumulate in an unclassified jumble while awaiting proper attention. The archive had once served as a temple to Desna early in Absalom's history before being refurbished by the Society, and the building's lingering magical energies slowly saturated the scroll, eroding the extraplanar seals, and giving Caught a chance to escape his prison of nonsensical rhymes.

This chance arose when a Pathfinder initiate stole into the library on a dare and pilfered the fey scroll. When he read one of the doggerel poems aloud, the scroll burst apart, releasing a host of magical creatures and the wily kitsune. Determined to return to the First World to confront his captors, Caught has ransacked the vaults beneath the library for knowledge to further his demented agenda. Using his supernatural powers of disguise and wielding fragments of his prison scroll to summon aid, the kitsune has the capacity to wreak havoc throughout this valuable warehouse. Meanwhile, another scroll-bound creature, a bizarre magical fish called a grodair, has begun flooding the vaults with seawater, threatening many irreplaceable artifacts with soggy destruction.

## WHERE ON GOLARION?

*The Overflow Archives* takes place in the Pathfinder Grand Lodge in Absalom, the City at the Center of the World. Further details about the location and city can be found in *Pathfinder Campaign Setting: Pathfinder Society Field Guide* and *Pathfinder Campaign Setting: Guide to Absalom*. Both sources are available at bookstores and game stores, as well as online at [paizo.com](http://paizo.com).



## SUMMARY

The adventure begins as Master of Scrolls Kreighton Shaine summons the PCs to the Overflow Archives, an annex of the Grand Lodge libraries, to investigate a sudden flood of seawater. The PCs interview Virml, the Pathfinder initiate who trespassed in the archives and indirectly caused the flood. In fact, this eyewitness is actually the kitsune Caught in disguise, though the PCs are unlikely to detect the ruse until much later.

Wading into the archives' main hall, the PCs encounter two fey creatures re-enacting one of the riddles from the magical scroll that created them. Nearby, the PCs can also locate the source of the flooding: a grodair whose stewardship of the extradimensional prison went awry when her kitsune inmate escaped. The discombobulated

## GM RESOURCES

This adventure makes use of the following Pathfinder RPG Products; the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Ultimate Magic*. You can find these rules in the Pathfinder Reference Document online at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

This adventure also uses numerous handouts, each a piece of *The Name of the Fox*, a fragmented poem. Even though each handout bears a header that identifies it by number for the GM's convenience, it is recommended you cut off these numerical headers before distributing the handouts to the players; the numbers may accidentally signal the correct order in which to arrange the fragments to learn Caught's name and solve a major puzzle!



Kreighton Shaine

creature promises to stop flooding the archives (and even reverse the damage done by the water) if the PCs agree to reassemble the torn fey scroll, the various pieces of which were last seen in the kitsune's clutches.

The PCs follow the kitsune's trail into the waterlogged vaults below, encountering other creatures he summoned using fragments of the scroll. The PCs learn about their quarry's dangerous objective—opening a portal to the First World—and rescue a Pathfinder initiate whom the kitsune left trapped in the flooding library, providing them enough information to suspect that the Pathfinder initiate they encountered earlier may be an imposter.

The PCs race back to the upper library to apprehend the kitsune bard. If they manage to recover all the fragments of the original scroll, they can repair the scroll and reactivate the fey magic to send the kitsune back to his prison. Although the absentminded grodair might need a reminder, she ultimately honors her promise and removes all traces of flooding from the Overflow Archives, thus reversing the damage to the Pathfinder Society's considerable records.

## GETTING STARTED

The PCs meet in area A1 in the Overflow Archives, one of the Grand Lodge's outbuildings. When the players are ready to start, read the following to begin the adventure.

"I have no love of puns," announces a peeved Kreighton Shaine, the Master of Scrolls in the Grand Lodge, "yet it cannot go unremarked that the Overflow Archives have begun living up to their name." The pale elf gestures across the library's stone lobby toward a pair of shut double doors from beneath which water steadily seeps. He is only one of the midnight visitors bearing witness to this disaster. Next to Shaine, Paracountess Zarta Dralneen stands with folded arms, glaring at an initiate whose hair and clothes are utterly drenched. All three speak at once, but Shaine's shrill voice rises above the din. "Magical shenanigans in the archives are prohibited, especially this soon before the Grand Convocation!"

"Let us prioritize," Dralneen suggests. "Are the artifacts within the vaults in danger?"

"How should I know?" Shaine barks back. "This delinquent initiate—what was the name? Wormell?"

"Virml, sir," replies the sodden Pathfinder.

"Virml says he sneaked into the archives on a dare," summarizes Shaine, painfully emphasizing the initiate's name with scolding disdain. "Presumably, he thought the holdings would be harmless. Instead, in his naivete, Virml triggered some dormant curse or other. So, yes, thanks to Virml here, the archives and the vaults below continue to flood, threatening all the books therein."

Miserably, Virml holds up an armload of soggy manuscripts. "I salvaged a few, sir."

Sighing, Shaine leads Virml towards the stairs. "Take them up to the scriptorium. Start making dry copies." Then, turning to survey the rest of the room, he continues issuing orders. "The remainder of you should wade in there and plumb the origins of this deluge. Stop it, if you can. I must report this debacle to my colleagues and begin organizing the cleanup." Abruptly, he seems to notice the paracountess for the first time. "What are you doing here, Dralneen?"

Zarta smirks and shrugs. "Unlike you, Shaine, I love a good pun."

None of the three NPCs are eager to linger here, yet the PCs can detain them long enough to ask a few questions and secure more details about their assignment.

The three tend to interrupt or talk over one another, so regardless of whether the PCs ask Shaine, Dralneen, or Virml, the NPC specified below actually answers the question. The GM might further embellish this scene's sense of confusion so long as the players are having fun.

**What are the Overflow Archives?** Zarta Dralneen answers, "Oh, they are merely an annex of Master Shaine's vast libraries. Specifically, this is where he stows the oddities he doesn't know what else to do with." Kreighton Shaine frowns at the blunt admission and begins to relate that the building was once a temple dedicated to Desna before it collapsed and the Pathfinders built the Grand Lodge, but Dralneen chides him after a sentence or two, claiming this is no time for a long-winded history lesson.

**How can we help to rescue the holdings?** Virml feebly volunteers that he rescued a few texts before Shaine interrupts. "Don't waste your time with the individual pieces. You must arrest the flood at its source—or reverse it, if possible."

**What caused the flood?** Shaine reports, "Our delinquent initiate here is vague on the details. But clearly, some unclassified item in there must have borne a well-concealed curse."

**What did Virml see or do?** Virml sheepishly relates, "I...I merely picked up a wee scroll, read part of it aloud for fun—some kind of riddle about birds and fish? And then it flew to bits in my hand, and I caught the quickest glimpse of a handsome man...and then ker-splooosh! I washed out here!"

**What was this riddle, exactly?** Virml sheepishly produces a dripping fragment of a scroll. Shaine snatches the parchment and hands it over, saying "It appears to be one of the rhymes from *The Name of the Fox*. It's an odd little scroll of Varisian doggerel, scripted in Sylvan. There's nothing remarkable about it—"

"Nothing until now, perhaps?" quips Zarta Dralneen. (If this happens, give the players **Player Handout #1**.)

**What are the books Virml salvaged?** Kreighton Shaine quickly reviews the titles. "Let's see...various accounts of the First World and the fey that inhabit it. Nothing here is priceless, but it is worth recopying, thanks to the severe water damage."

**Are we being paid for our trouble?** The Master of Scrolls blinks indignantly before launching into a rant about saving knowledge for knowledge's sake, but Zarta Dralneen interrupts with a smile, "Oh, I agree, Shaine,



Zarta Dralneen

## THE KITSUNE'S GAMBIT

This scenario places the PCs' primary quarry in plain view at the beginning of the adventure: Virml, the Pathfinder initiate whom the PCs meet in area **A1**, is actually Caught, the kitsune bard responsible for causing chaos in the archives.

After escaping from imprisonment within the fey scroll, Caught used his fascinate bardic performance ability to keep Virml close while he searched the vaults for resources that might help him contact the fey of the First World who imprisoned him and demand a rematch. Once he found the books he sought, Caught left Virml trapped (see area **B5**), then used his Realistic Likeness feat to assume the poor initiate's appearance. Before exiting the archives, the kitsune cast *innocence* (*Pathfinder RPG Advanced Player's Guide* 229) to make his act more convincing. Now, he seeks a dry spot to read his tomes, but he is prepared to defend himself against any attempts to return him to his extraplanar prison.

Though suspicious PCs are welcome to attempt Perception or Sense Motive checks against "Virml," the kitsune's high skill modifiers (Bluff and Disguise +20 in Subtier 1-2 and +24 in Subtier 4-5) make it unlikely that the PCs penetrate his lies. Zarta Dralneen and Kreighton Shaine are too distracted by other matters to spot the minor discrepancies in the kitsune's appearance.

The adventure assumes that PCs discover the ruse after rescuing the real Virml in area **B5**, but it is okay if the PCs learn of the deception before then. If confronted early, Caught tries to flee back into the archive, where Dralneen and Shaine are hesitant to follow. Defeating Caught early should not disrupt the PCs' main quest to rid the Overflow Archives of floodwaters, for Mistress Koi (see area **A3**) still requires that the fey scroll be reassembled before she agrees to clean up her mess.

there's no reason to compensate capable people for their risk and hard work, especially when they came of their own accord to help at this late hour."

Unsure how to respond—but now self-conscious about seeming like a tyrant—Kreighton Shaine verbally backpedals and declares that the PCs are allowed to keep some of the treasure they rescue. Zarta smiles again and gives the PCs a wink.

Once the PCs have finished asking questions, Shaine leaves the building through the west doors, and Virml



heads upstairs to the scriptorium (area A4) to copy the soaked tomes. Even millennia of imprisonment haven't tempered Caught's arrogance, however, and before he trundles off to area A4, he can't resist giving the PCs their first clue: a waterlogged scrap of parchment that was once part of a scroll. Written in Sylvan, it contains the first of six nonsense poems that comprise *The Name of the Fox*. Give the players **Player Handout #1**. Zarta Dralneen lingers only if one or more of the PCs are members of the Dark Archive faction (see Faction Notes below).

**Faction Notes:** Zarta stays behind to speak with any members of the Dark Archive faction, stepping out of the building if necessary to ensure she can talk in private.

*"The Dark Archive thrives by the good graces of the Decemvirate and Ambrus Valsin, yet I can tell that some still doubt our ability to handle truly dangerous relics and the rare disaster like this. As a result, there remain many storerooms barred to our comprehensive study, including the Overflow Archives—until today, that is. It is critical that you minimize the damage to these archives and do so in as professional a manner as possible. If I can demonstrate that my agents are capable and trustworthy, we may win permission to study the truly mysterious treasures beneath the Grand Lodge."*

*She shrugs and smiles before continuing. "That said, I know that there is more than junk beyond those doors. I've heard that someone squirreled away a copy of *The Darklands Precepts* somewhere in there, and it's far too dangerous a tome to leave lying about. Get it out of there and return it to me, no matter what excuse Shaine might make to toss it back in the pile."*

### A. THE OVERFLOW ARCHIVES

The Overflow Archives is comprised of the large basement on this level and the sub-basement (area B) below. This portion contains a disorganized wealth of papers, treatises, baubles, and books, many of which were dislodged by the floodwaters and now drift gently throughout the basement. Except where noted, most of the contents are mundane and of no special value to the PCs. Rooms in this section are made of superior masonry and have strong wooden doors (hardness 5, hp 20, break DC 23). The vaulted ceilings are 20 feet high at the walls, rising to 35 feet at their apexes. Across ceilings and around pillars, faded murals feature elaborate patterns interweaving moons, stars, and butterflies. *Everburning torches* provide normal light, and the many bookshelves here rise about 10 feet in height (Climb DC 5).

### A1. Lobby

The PCs receive their mission here during their meeting with Kreighton Shaine, Zarta Dralneen, and the kitsune masquerading as Virml. At the adventure's outset, the room is mostly unaffected by flooding, with only a trickle of seawater seeping out beneath the eastern double doors. Only once the Understacks (area B) are completely flooded does the water level rise here—an unlikely event that requires several hours of negligence on the PCs' part.

### A2. Stacks (CR 1 or CR 4)

This spacious library is a damp catastrophe. A lake of dark water clogged with books, scroll cases, and a few overturned shelves obscures the floor. Steps descend into the brine from the western doors, while at the east end of the room a spiral staircase rises from the water to a mezzanine above. The same metal staircase must descend into a basement below as well, for the water there burbles downward in a dark, lazy whirlpool.

This room is partially flooded and functions as a shallow bog (*Core Rulebook* 426). The northeast corner of the room remains in disrepair, having never quite been rebuilt in full following damage during the massive earthquake that rocked Absalom over a decade ago.

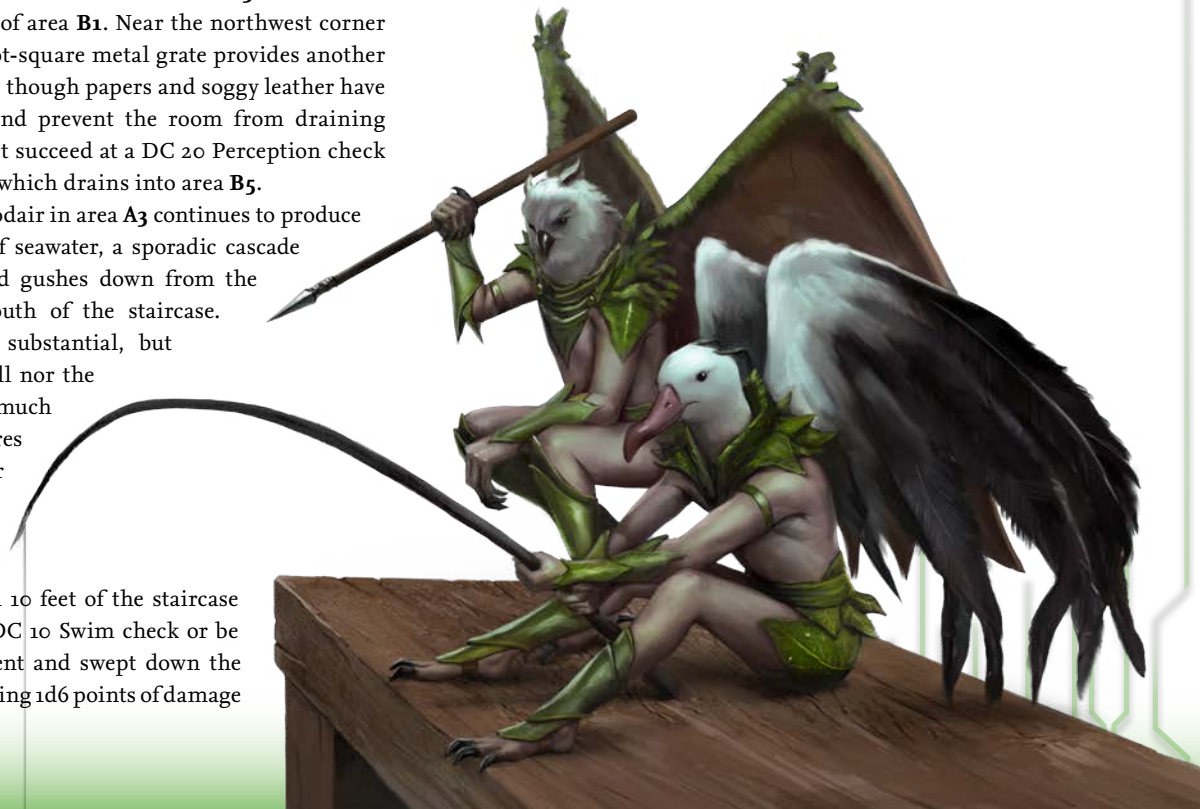
The spiral staircase sits upon an elevated masonry foundation about 1 foot in height, preventing the water from immediately flowing down to the lower level. From there, the stairs rise about 10 feet to area A3 and descend 20 feet to the floor of area B1. Near the northwest corner of the room, a 1-foot-square metal grate provides another outlet for the water, though papers and soggy leather have partly clogged it and prevent the room from draining properly. A PC must succeed at a DC 20 Perception check to notice the grate, which drains into area B5.

As long as the grodair in area A3 continues to produce its massive gouts of seawater, a sporadic cascade of water spurts and gushes down from the mezzanine, just south of the staircase.

The flow appears substantial, but neither the waterfall nor the whirlpool poses much threat to any creatures of size Small or larger. Tiny and smaller creatures entering a space in the water within 10 feet of the staircase must succeed at a DC 10 Swim check or be pulled by the current and swept down the stairs to area B1, taking 1d6 points of damage in the process.

**Creatures:** When Virml read *The Name of the Fox*, he released not only the kitsune, but also three fantastical creatures created by the fey that made the scroll from the fabric of the riddle's narrative. One of them, a grodair named Mistress Koi, remains in area A3 where she materialized, but the other two fled down to this room. These two birdlike gathlains—one owl-faced, the other resembling an albatross—have converted a mahogany bookshelf into a fishing boat. As the PCs arrive, the pair are casting their crude fishing rods near the spiral staircase, where the Owl recently retrieved a scroll fragment (**Player Handout #2**), causing the ornery pair to bicker over whose prize it ought to be.

The gathlains are initially unfriendly toward the PCs, claiming the Pathfinders are encroaching on their “bestest fishin’ spot.” Both are talkative and relatively easy to influence, despite their tendency to squabble and make threats; in Subtier 1–2, the PCs receive a +5 circumstance bonus on Diplomacy checks to improve the gathlains’ attitudes. Once friendly or helpful, the pair talk excitedly of their harrowing journey through the belly of the grodair, whom they refer to as “the big sleeper.” Their tale references Caught, or “some smarty-pants dog-cat,” as the birdlike fey call him. They do not know the kitsune’s name or his plans, but they indignantly note that he “splashed down into the fishin’ hole, scarin’ away the bestest fish.” They are both terrified by and obsessed with the big sleeper, and frequently hush each other “in case she’s listening—I don’t want to get eaten!”



**SCALING ENCOUNTER A1**

This encounter has no special adjustment to accommodate a group of four PCs.

Convincing the gathlains to part with their scroll fragment requires a successful DC 18 Diplomacy check once they are at least indifferent. Alternatively, the PCs can try to trick the gathlains into surrendering the fragment, such as by proposing a contest that neither can win in order to determine which gets to keep the scroll. Thanks to the gathlains' familiarity with First World trickery, all but especially clever PC tricks are considered unlikely lies that impose a -5 penalty on the required Bluff check.

If the PCs threaten or repeatedly insult the gathlains, the creatures attack. Their long imprisonment in *The Name of the Fox* has granted them limited control over paper, and they can affect paper-strewn areas with the *entangle* spell as though the area were dense with vegetation by lowering the spell's Reflex save DC by 2.

**Subtier 1–2 (CR 1)**

**OWL AND ALBATROSS (2) CR 1/2**

Male gathlain sorcerers 1 (*Bestiary* 4 122; see page 24)  
hp 7 each

**TACTICS**

**During Combat** The gathlains cast *entangle* and other ranged spells. They try to avoid melee combat except to jab at hampered targets. They are not especially malicious, and they would rather harass and chase off foes than purposefully kill them.

**Morale** If reduced to 2 hp or fewer, a gathlain surrenders. The other surrenders 1 round later, and the two begin blaming each other for starting the fight.

**Gear** spear, fishing pole

**Subtier 4–5 (CR 4)**

**OWL AND ALBATROSS (2) CR 2**

Male gathlain sorcerers 3 (*Bestiary* 4 122; see page 24)  
CN Small fey

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

**DEFENSE**

**AC** 17, touch 15, flat-footed 12 (+3 Dex, +1 dodge, +2 natural, +1 size)

**hp** 16 each (3d6+3)

**Fort** +1, **Ref** +4, **Will** +2

**OFFENSE**

**Speed** 30 ft., fly 40 ft. (poor)

**Melee** mwk spear +4 (1d6+1/x3)

**Ranged** javelin +5 (1d4+1)

**Spell-Like Abilities** (CL 3rd; concentration +6)

1/day—*entangle* (DC 14), *feather step*<sup>APG</sup>

**Bloodline Spell-Like Abilities** (CL 3rd; concentration +6)

6/day—laughing touch

**Sorcerer Spells Known** (CL 3rd; concentration +6)

1st (6/day)—*color spray* (DC 14), *entangle* (DC 14), *magic missile*, *reduce person* (DC 14)

0 (at will)—*dancing lights*, *daze* (DC 13), *ghost sound* (DC 13), *ray of frost*, *touch of fatigue* (DC 13)

**Bloodline Fey**

**TACTICS**

**During Combat** The gathlains cast *entangle* and other ranged spells. They try to avoid melee combat except to jab at hampered targets. They are not especially malicious, and they would rather harass and chase off foes than purposefully kill them.

**Morale** If reduced to 4 hp or fewer, a gathlain surrenders. The other surrenders 1 round later, and the two begin blaming each other for starting the fight.

**STATISTICS**

**Str** 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 17

**Base Atk** +1; **CMB** +1; **CMD** 15

**Feats** Dodge, Eschew Materials, Improved Initiative

**Skills** Fly +6, Knowledge (arcana) +5, Spellcraft +5

**Languages** Common, Sylvan

**SQ** bloodline arcana (+2 DC for compulsion spells), woodland stride

**Combat Gear** *wand of ventriloquism* (25 charges, albatross only), *wand of identify* (25 charges, owl only), *potion of cure light wounds*; **Other Gear** javelins (3), mwk spear, fishing pole

**Treasure:** There are several magic scrolls floating around that the PCs can salvage, and they can find these either by using *detect magic* or with a successful DC 15 Appraise or Perception check. In all subtiers, these include a *scroll of bull's strength* and a *scroll of comprehend languages*. In Subtier 4–5, there is also a *scroll of daylight*. The Owl's scroll fragment (**Player Handout #2**) is one of six required to reassemble *The Name of the Fox*, and he relinquishes it if defeated in combat.

**Development:** If the PCs improve the gathlains' attitude to helpful, the fey agree to accompany the PCs, acting as translators and guides. However, their advice and information include many inaccuracies and embellishments, and the two gathlains ceaselessly contradict each other.

**Rewards:** If the PCs bypass or fail to defeat the gathlains, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 60 gp.

*Out of Subtier:* Reduce each PC's gold earned by 174 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 288 gp.



### A3. Mezzanine (CR 5)

This wooden floor rises 10 feet above area A2 and overlooks the stacks. An iron staircase connects the two levels. Most of the water generated here flows freely through the railing, so not enough accumulates to impede movement. This area's condition remains unchanged throughout the adventure.

**Creatures:** One of the creatures created by the fey riddler to guard Caught in his prison, the grodair called Mistress Koi became the self-appointed warden of the extradimensional jail. Mistress Koi feels terrible about her inmate's escape, but she believes it impossible to catch him on dry land. Thus, Mistress Koi has decided to expel thousands of gallons of water in order to flush the fugitive out of hiding.

A potentially deadly foe for PCs at lower levels, Mistress Koi is intended as a non-combat encounter. Her pompous, matronly personality helps cover for her extremely short memory—even if provoked into combat, she ceases fighting after 1d4 rounds and inquires, “Was I in the middle of something?” Her starting attitude is indifferent.

### All Subtiers (CR 5)

<b>MISTRESS KOI</b>	<b>CR 5</b>
Female grodair ( <i>Bestiary</i> 3 143; see page 25)	
<b>hp</b> 66	
<b>STATISTICS</b>	
<b>Languages</b> Aquan, Sylvan, Varisian	

**Treasure:** Slaying Mistress Koi is a possible alternative to diplomacy (though she won't be able to clean up the water in the archives), and her death flood ability also scatters several items she had carried in the extradimensional space in her body: 80 gp, 16 pp, and a *potion of haste*. In Subtier 4–5, there is also a chunk of inscribed quartz that functions as a *steadfast gut-stone* (*Pathfinder RPG Ultimate Equipment* 320). If the PCs succeed at reassembling and activating the fragments of the fey scroll, Mistress Koi expels the same treasure in thanks before departing.

**Development:** Despite her poor memory, Mistress Koi is among the PCs' most reliable sources of information. Although the grodair does not speak Common, PCs without access to any of her languages can use the *scroll of comprehend languages* in area A2 to facilitate a one-sided conversation. Alternatively, the gathlains in area A2 can translate the exchange, although their fear of the grodair may complicate the process.

If made friendly, Mistress Koi describes how the fey riddler created her and the other denizens of *The Name of*

*the Fox* in order to punish “Whatsisname—that dreadful, haughty fox” after he insulted them during a riddling contest. She tearfully confesses how the kitsune outwitted her with “some fiendishly clever magical ruse” and now runs riot in the vaults below.

Though absent-minded, Mistress Koi is canny. If the PCs ask her to stop flooding the archives, she agrees only if they promise to recover all the fragments of *The Name of the Fox* and bring them to her, for she knows its magic can recapture the fugitive kitsune. Furthermore, she vows to remove all the water she has already released so long as the PCs can deliver “Whatsisface—that whiskered riddler” alive. Once the PCs retrieve all the pieces of the fey poem, see the Conclusion on page 18 for more information.

After the PCs depart, Mistress Koi's memories of the encounter begin to blur, and she sporadically continues flooding the archives until the PCs bring her the six scroll fragments. If reminded of the deal in the meantime, Mistress Koi sheepishly apologizes and promises to honor the bargain, and she does so—for about another 5 minutes, after which she forgets once again and resumes the deluge.



Mistress Koi

### THE NAME OF THE FOX

Six fragments comprise *The Name of the Fox*, ostensibly a mundane collection of nonsensical Varisian poems written in Sylvan. In fact, the scroll is a unique magical prison whose poetic fragments appear as **Player Handouts #1–6**.

A powerful fey from the First World created *The Name of the Fox* as a means to imprison Caught, an arrogant kitsune bard, in the same riddle that he had failed to answer. The scroll's magic also breathed life into several of the other fictitious creatures mentioned in the poem, many of which now serve as guards and wardens of the captive humanoid. Compounding its insult, the fey riddler altered the text so that the large initials spell the letters of Caught's name—before taking measures to ensure that history forgot the bard.

After Caught escaped, the fey scroll tore itself into six fragments, all of which now function as unusual summoning scrolls. A creature can activate a fragment as if it were a *scroll of summon monster III* or *scroll of summon nature's ally III* (CL 5th), but each fragment can summon only a specific set of creatures. Because of Caught's curious relationship with the fragments, creatures he summons with them persist until destroyed; for anyone else, the summoned creatures remain for 5 rounds.

If all six scroll fragments are brought within 30 feet of Caught and a creature speaks the bard's name aloud in any language, the scroll stitches itself back together and draws Caught helplessly back into his extradimensional prison. Other summoned creatures may return voluntarily thereafter.

The entire scroll forms one long riddle, beginning with the two-line preamble (see **Player Handout #1**) and culminating with the question, "Who is the last to dine?" (see **Player Handout #6**). During the riddle contest, Caught guessed "the worm," since it eats all others after they die. The fey claimed he guessed incorrectly, but never told Caught the true answer to the riddle, and the bard has been obsessed with solving it ever since. The actual solution to the riddle is "the loser," who eats crow after the riddle is lost.

The PCs don't need to guess the riddle's answer to succeed at their mission, but if the players take a particular interest in the scroll's contents, reward them with hints from the NPCs. For example, the summoned creatures have an unhealthy interest in eating (or being eaten); Caught obsesses about how his opponent robbed him of a fair answer, prompting the PCs to take an interest in solving the riddle; and many of the NPCs remind the PCs that nobody remembers the fox's name, even though it used to be "writ large" in legend.

Mistress Koi wants her kitsune prisoner alive, so if the PCs kill Caught and present his body to her, the grodair is disappointed and disinclined to use her magical abilities to remove the water from the archives. However, the PCs

can take advantage of her selective memory to trick her by changing the terms of the agreement with a successful DC 16 Bluff check. Regardless of the state in which Caught is returned, the grodair insists on having all six scroll fragments before she provides any help or rewards.

With the scroll fragments laid out in front of her, the proud grodair hems and haws before admitting she needs the PCs' help to return to her extradimensional home. She recalls that speaking the kitsune's true name aloud would open a portal into his prison, after which she and the other summoned creatures could dive in as well; this method works even if Caught is dead. She knows that the kitsune's name is hidden in the scroll fragments, but for the life of her she can't remember what it is. This final challenge is a visual puzzle making use of the six Player Handouts, the first letters of which spell Caught's name when arranged correctly.

**Rewards:** If the PCs fail to recover Mistress Koi's treasure (either by killing her or assembling the six scroll fragments), reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 71 gp.

*Out of Subtier:* Reduce each PC's gold earned by 104 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 137 gp.

### A4. Scriptorium (CR 4 or CR 7)

A large room dedicated to copying texts occupies the space above the lobby in area **A1**, and it tends to see far more use than the adjoining archives. Its 20-foot-high coffered ceiling bears an elaborate mural with stylized representations of ten long-dead gnome priests of Desna. *Everburning torches* light the room, and the strong wooden door is unlocked but trapped (see **Trap** below).

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This large chamber is crammed with desks and lecterns designed for copying scrolls and manuscripts. Along the north wall, a tall, broad shelf sags with sheaves of parchment, while near the exit to the south, a stack of ceramic ink jugs stands near wall-mounted racks of quills. Two bays of windows on the west wall offer an impressive view of the Lodge's greatest landmark, *Skyreach Tower*, while the eastern windows overlook the library's main stacks.

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**Trap:** Anticipating pursuit, Caught spends the first 10 minutes after the meeting in the lobby rigging a hasty trap to alert him when someone opens the door to the scriptorium. A simple wire connects the door to the nearby rack of ink jugs; when anyone opens the door, the rack collapses and the bottles roll out, smashing into the first person to pass through the door and covering them with multicolored ink. If the PCs arrive here early in the adventure, Caught is unlikely to have completed the trap and instead innocently tries to cover up its partial construction.

**INK TRAP**

**CR 1**

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

**EFFECTS**

**Trigger** location (door opening); **Reset** none

**Effect** Atk +10 melee (1d4 bludgeoning and -10 penalty on Stealth checks); single target (5-ft. square inside door)

**Creatures:** After impersonating Virml during the interview with Kreighton Shaine, Caught the kitsune proceeded to the archives' scriptorium as instructed—but not to copy manuscripts. While the PCs dredge the Overflow Archives, Caught is upstairs, poring over the texts he extracted and seeking some means to open a portal to the First World. Thus far, he has been unsuccessful, but his mad ambition poses an active danger to the Grand Lodge, for he will stop at nothing to confront the fey who imprisoned him within *The Name of the Fox*, in the hopes of finally learning the true solution to its riddle.

In addition to the trap, Caught took two more cautionary measures: first, he has changed his shape to impersonate Master of Scrolls Kreighton Shaine. Second, he has used a scroll fragment (**Player Handout #6**) to summon a crocodile that obeys his basic commands. The kitsune hopes that his disguise will confuse intruders—after all, Shaine has a reputation for eccentricity and performing strange experiments, so finding him alone in a scriptorium with a crocodile is not completely out of character—but PCs gain a +6 bonus on their Perception checks to spot the ruse, thanks to their familiarity with the actual Master of Scrolls. Unless the PCs arrive very quickly, it's unlikely that Caught's *innocence* spell is still active when they enter.

Unless the PCs have found the real Virml in area **B5**, they may not have sufficient evidence to suspect Caught's true identity. As a result, the PCs are unlikely to actually confront the kitsune until the end of the adventure, even if they enter this area earlier.

Even once the PCs force a confrontation, there are several ways this encounter might play out, based on the PCs' tactics and how much time remains to complete the adventure. If the PCs have retrieved four scroll fragments already, they might try to grab the two that Caught still has; one is stuffed in his belt, and



the other sits near the top of a pile of books. A PC can spot the papers and discern their similar handwriting with a successful DC 18 Perception check. Uniting the six fragments and speaking the kitsune's name aloud can return him to his confinement, and if the players are having difficulty piecing together this theory, a PC who succeeds at a DC 15 Knowledge (arcana or planes) check might intuit the nature of the extradimensional prison. Additionally, once the PCs have determined that Caught is an imposter, he might taunt the Pathfinders with boasts, such as "No one shall catch me who can't catch my name!"

Caught is a proud and vain creature, and he is susceptible to any challenge to perform a riddling contest or any debate about the specific riddle found within the fragments. Caught is positively obsessed with riddles (having been trapped within one for millennia), and he may cease fighting or running away to indulge his fixation (see page 249 of the *Pathfinder RPG Gamemastery Guide* for sample riddles). More than anything, Caught craves a definitive answer to the fey's riddle; if the PCs can solve it convincingly, the bard may humbly surrender to the superior conundrum-cracker.

**Subtier 1–2 (CR 4)**

**CAUGHT**

**CR 2**

Male kitsune bard 3 (*Pathfinder RPG Advanced Race Guide* 192)  
CN Medium humanoid (shapechanger)

**Init** +2; **Senses** low-light vision; Perception +5

**DEFENSE**

**AC** 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 shield)

**hp** 23 (3d8+6)

**Fort** +1, **Ref** +6, **Will** +3; +4 vs. bardic performance, language-dependent, and sonic

**OFFENSE**

**Speed** 30 ft.

**Melee** rapier +3 (1d6+1/18–20), bite -2 (1d4)

**Ranged** mwk shortbow +5 (1d6+1/×3)

**Special Attacks** bardic performance 12 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1)

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

**SCALING ENCOUNTER A4**

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1–2:** The crocodile loses its grab and death roll abilities. Reduce the save DCs of Caught's spells by 1.

**Subtier 4–5:** Replace the riddle-born crocodile with the crocodile from Subtier 1–2. Replace *confusion* on Caught's list of spells known with *charm monster*.

3/day—*dancing lights* (DC 15)

**Bard Spells Known** (CL 3rd; concentration +7)

1st (4/day)—*cause fear* (DC 15), *charm person* (DC 16), *hideous laughter* (DC 16), *innocence*<sup>APG</sup>

0 (at will)—*daze* (DC 15), *detect magic*, *light*, *lullaby* (DC 15), *open/close*, *read magic*

**TACTICS**

**Before Combat** Caught takes advantage of the distraction caused by his trap to drink his *potion of spider climb*.

**During Combat** Caught uses tanglefoot bags, *sleep arrows*, and spells such as *cause fear* and *hideous laughter* to neutralize opponents. If targeted with ranged weapons, he activates his *catching cape*.

**Morale** Caught flees from any melee attackers, seeking refuge on the ceiling or elsewhere in the archives if possible. If reduced to below 9 hp, Caught graciously surrenders and promises his vanquishers that their names will live forever in story and song.

**STATISTICS**

**Str** 12, **Dex** 15, **Con** 10, **Int** 12, **Wis** 8, **Cha** 18

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Realistic Likeness<sup>ARG</sup>, Toughness

**Skills** Acrobatics +3, Disguise +10, Knowledge (nature) +8, Knowledge (planes) +8, Perception +5, Perform (comedy) +10, Stealth +7, Use Magic Device +10; **Racial Modifiers** +2 Acrobatics

**Languages** Aklo, Common, Sylvan

**SQ** bardic knowledge +1, change shape, versatile performance (comedy)

**Combat Gear** *potion of cure light wounds*, *potion of spider climb*, *sleep arrows* (2), tanglefoot bag; **Other Gear** mwk chain shirt, mwk buckler, rapier, mwk shortbow with 20 arrows, *catching cape*<sup>UE</sup>, 20 gp

**SPECIAL ABILITIES**

**Charisma Increase (Ex)** Caught once bet a djinni that the kitsune could tell a joke so exquisite that it would make a will-o'-wisp weep with mirth. The djinni granted Caught a single *wish* after the deed, and the bard asked to be even more dashing handsome, resulting in a permanent +1 inherent bonus to his Charisma score.

**CROCODILE**

**CR 2**

**hp** 22 (*Pathfinder RPG Bestiary* 51; see page 23)

**TACTICS**

**During Combat** The crocodile viciously attacks the nearest foes unless otherwise directed by Caught.

**Subtier 4–5 (CR 7)**

**CAUGHT**

**CR 6**

Male kitsune bard 7 (*Pathfinder RPG Advanced Race Guide* 192)  
CN Medium humanoid (shapechanger)

**Init** +2; **Senses** low-light vision; Perception +9

**DEFENSE**

**AC** 19, touch 13, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 shield)

**hp** 46 (7d8+11)

**Fort** +1, **Ref** +6, **Will** +3; +4 vs. bardic performance, language-dependent, and sonic

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk rapier +7 (1d6+1/18–20), bite +1 (1d4)

**Ranged** mwk shortbow +9 (1d6/×3)

**Special Attacks** bardic performance 26 rounds/day (move action; countersong, distraction, fascinate [DC 17], inspire competence +3, inspire courage +2, suggestion [DC 17])

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

3/day—*dancing lights* (DC 15)

**Bard Spells Known** (CL 7th; concentration +11)

3rd (2/day)—*confusion* (DC 18), *gaseous form*

2nd (4/day)—*enthrall* (DC 17), *hold person* (DC 17), *suggestion* (DC 17), *steal voice*<sup>UM</sup> (DC 16)

1st (5/day)—*charm person* (DC 16), *cure light wounds*, *expeditious retreat*, *hideous laughter* (DC 16), *innocence*<sup>APG</sup>

0 (at will)—*daze* (DC 15), *detect magic*, *light*, *lullaby* (DC 15), *open/close*, *read magic*

**TACTICS**

**Before Combat** Caught takes advantage of the distraction caused by his trap to drink his *potion of spider climb*.

**During Combat** Caught uses spells such as *confusion*, *hold person*, *suggestion*, and *hideous laughter* to neutralize opponents. If targeted with ranged weapons, he activates his *catching cape*.

**Morale** Caught flees from any melee attackers, seeking refuge on the ceiling or elsewhere in the archives if possible. If reduced to below 9 hp, Caught graciously surrenders and promises his vanquishers that their names will live forever in story and song.

**STATISTICS**

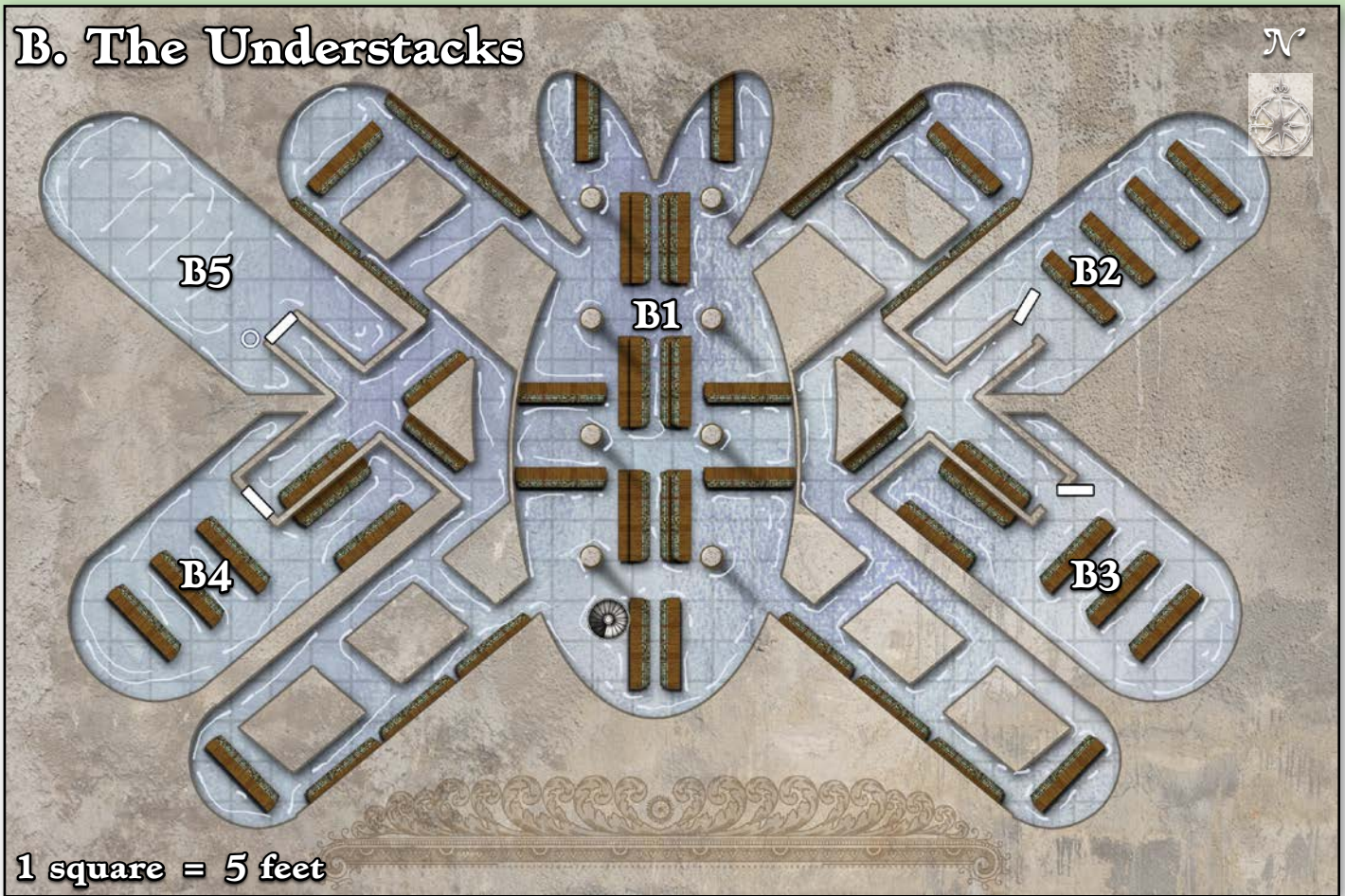
**Str** 12, **Dex** 15, **Con** 10, **Int** 12, **Wis** 9, **Cha** 18

**Base Atk** +5; **CMB** +6; **CMD** 19

**Feats** Extra Performance, Toughness, Weapon Focus (shortbow), Realistic Likeness

**Skills** Acrobatics +3, Climb +6, Disguise +14, Escape Artist +8, Knowledge (arcana, nature, planes) +11, Perception +9,

## B. The Understacks



1 square = 5 feet

Perform (comedy) +14, Perform (oratory) +8, Stealth +11, Use Magic Device +11; **Racial Modifiers** +2 Acrobatics

**Languages** Aklo, Common, Sylvan

**SQ** bardic knowledge +3, change shape, lore master 1/day, versatile performance (comedy, oratory)

**Combat Gear** *potion of cure moderate wounds*, *potion of spider climb*, *sleep arrows* (5), tanglefoot bags (2);

**Other Gear** +1 chain shirt, mwk buckler, mwk rapier, mwk shortbow with 20 arrows, *catching cape*<sup>UE</sup>, *ring of protection* +1, 374 gp

### SPECIAL ABILITIES

**Charisma Increase (Ex)** Caught once bet a djinni that the kitsune could tell a joke so exquisite that it would make a will-o'-wisp weep with mirth. The djinni granted Caught a single *wish* after the deed, and the bard asked to be even more dashing handsome, resulting in a permanent +1 inherent bonus to his Charisma score.

### RIDDLE-BORN CROCODILE

CR 4

Advanced crocodile (*Pathfinder RPG Bestiary* 51; see page 23)

N Large animal

**Init** +1; **Senses** low-light vision; Perception +10

### DEFENSE

**AC** 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

**hp** 45 (6d8+18)

**Fort** +8, **Ref** +6, **Will** +5

### OFFENSE

**Speed** 20 ft., swim 30 ft.; sprint

**Melee** bite +9 (1d8+6 plus grab) and tail slap +4 (1d12+3)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** death roll (1d8+9 plus trip)

### STATISTICS

**Str** 23, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +4; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

**Feats** Iron Will, Skill Focus (Perception, Stealth)

**Skills** Perception +10, Stealth +6 (+14 in water), Swim +13;

**Racial Modifiers** +8 on Stealth in water

**SQ** hold breath

**Treasure:** The research books on fey and fey lore that Caught grabbed from area B1 lie open on a lectern near the northern shelf. Beside them, Caught left one of the scroll fragments from *The Name of the Fox*, and he keeps another stuffed behind his belt. Caught has already activated one of the fragments to summon the crocodile (the one from **Player Handout #6**), but the other fragment (**Player Handout #5**) still functions as a *scroll of summon monster III* (CL 5th) that summons a swordfish (use the statistics for a shark on page 247 of the *Pathfinder RPG Bestiary* [reprinted on page 26 in this adventure]).

**Development:** If he surrenders or is captured alive, Caught accepts his fate with good humor (though he boasts that, having escaped once from his prison, he can surely escape again). Roleplaying dialogue with the garrulous bard as the PCs escort him to area **A3** provides GMs with a good opportunity to fill in any narrative details the players might have missed. Additionally, you can lay the groundwork for the final challenge of guessing the kitsune's name (see Conclusion on page 18), or even bring up the question of the riddle's elusive solution (see the sidebar on page 10 for more information).

If the PCs have yet to acquire all six fragments, Mistress Koi offers to keep "this wily vagabond" from running off. However, if the PCs leave for more than 5 minutes, Caught convinces her to let him go, and Mistress Koi forgets her promise. Caught returns to area **A4** to continue his research but politely agrees to accompany the PCs if they come looking for him again.

**Rewards:** If the PCs fail to capture or defeat Caught, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 170 gp.

*Out of Subtier:* Reduce each PC's gold earned by 197 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 225 gp.

## B. THE UNDERSTACKS

After negotiating with Mistress Koi, the PCs may pursue the kitsune into the lower archive, not realizing that Caught already sneaked out disguised as Virml. Alternatively, if they deduce the need to collect the six scraps of *The Name of the Fox*, the PCs might come to the Understacks looking for the missing pieces of the magical prison.

The walls of the subterranean vaults are masonry, with 10-foot ceilings, except where noted. Simple wooden doors (hardness 5, hp 10, break DC 13) lead into each room, although only the doors leading to areas **B4** and **B5** are closed at the start of the adventure. The Understacks are unlit, and as with the areas above, most rooms are treated as either shallow or deep bogs.

### B1. General Archive (CR 3 or CR 6)

Flooding from the library above has turned this storage chamber into a treacherous bog. Rising above the black lake, the flat tops of many rows of shelves create a makeshift maze of causeways. A spiral staircase descends from above, a deluge of water cascading down the steps. Four narrow corridors channel rivers of seawater off into the darkness.

The floor of this room is flooded to the point of being a deep bog, and the ceiling is 15 feet high. The shelves here are broad enough to act as walkways, requiring no Acrobatics check to traverse while moving at half speed and only a successful DC 5 Acrobatics check to walk along at full speed.

**Creatures:** Overwhelmed by the number of books in the library, Caught activated a fragment of the fey scroll to a creature known as a voidworm to aid him in his research. After using the voidworm's *commune* ability to locate books about the First World, he abandoned the Worm to indulge its entropic whims. In Subtier 4–5, a grotesque Bird pursues the Worm, endlessly reenacting the riddle that spawned them (see **Player Handout #2**).

### Subtier 1–2 (CR 3)

THE WORM	CR 3
Advanced voidworm ( <i>Pathfinder RPG Bestiary 2</i> 292, 217)	
CN Tiny outsider (chaotic, extraplanar, protean, shapechanger)	
<b>Init</b> +5; <b>Senses</b> blindsense 30 ft., darkvision 30 ft., detect law; Perception +10	
<b>DEFENSE</b>	
<b>AC</b> 19, touch 17, flat-footed 16 (+5 Dex, +2 natural, +2 size)	
<b>hp</b> 22 (3d10+6); fast healing 2	
<b>Fort</b> +3, <b>Ref</b> +8, <b>Will</b> +4	
<b>Defensive Abilities</b> amorphous anatomy, freedom of movement; <b>Immune</b> acid; <b>Resist</b> electricity 10, sonic 10	
<b>OFFENSE</b>	
<b>Speed</b> 20 ft., fly 50 ft. (perfect)	
<b>Melee</b> bite +10 (1d3), tail slap +5 (1d3 plus confusion)	
<b>Space</b> 2-1/2 ft.; <b>Reach</b> 0 ft.	
<b>Spell-Like Abilities</b> (CL 6th; concentration +9)	
Constant— <i>detect law</i>	
At-will— <i>dancing lights</i> , <i>ghost sound</i> (DC 13), <i>prestidigitation</i>	
3/day— <i>blur</i> (self only), <i>obscuring mist</i>	
1/week— <i>commune</i> (CL 12th, 6 questions)	
<b>TACTICS</b>	
<b>Before Combat</b> Curious about the PCs, the Worm hides while casting <i>dancing lights</i> and <i>ghost sound</i> to lure the new arrivals into the water in search of treasure.	
<b>During Combat</b> The Worm flits between targets, trying to bite the PCs to see how each one tastes. If harmed, the Worm neutralizes its attacker with its tail slap before reverting to its taste-testing.	
<b>Morale</b> Inquisitive even about death, the voidworm fights gleefully until destroyed.	
<b>STATISTICS</b>	
<b>Str</b> 11, <b>Dex</b> 21, <b>Con</b> 14, <b>Int</b> 12, <b>Wis</b> 12, <b>Cha</b> 17	
<b>Base Atk</b> +3; <b>CMB</b> +1; <b>CMD</b> 16 (can't be tripped)	
<b>Feats</b> Skill Focus (Perception), Weapon Finesse	
<b>Skills</b> Acrobatics +11, Bluff +9, Escape Artist +11, Fly +23, Knowledge (arcana) +7, Perception +10, Stealth +19	
<b>Languages</b> Common, Protean, Sylvan	
<b>SQ</b> change shape (Tiny viper or weasel; <i>beast shape II</i> )	
<b>SPECIAL ABILITIES</b>	
<b>Confusion (Su)</b> A creature struck by a voidworm's tail slap must succeed at a DC 14 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.	

Subtier 4–5 (CR 6)

**THE WORM** **CR 3**

Advanced voidworm (*Pathfinder RPG Bestiary 2* 292, 217)

**hp** 22 (use statistics from Subtier 1–2)

**TACTICS**

**Before Combat** The Worm uses *dancing lights* and *ghost sound* to lure the PCs into the water, hoping to position them between itself and the Bird.

**During Combat** Knowing the Bird will stop at nothing to reach it, the Worm hides behind the PCs—or even within their clothing or equipment—then calls loudly to draw the Bird out.

**Morale** The voidworm fights gleefully until destroyed.

**THE BIRD** **CR 5**

Unique juju zombie giant vulture (*Pathfinder RPG Bestiary 2* 291, *Pathfinder RPG Bestiary 3* 284)

NE Large undead (augmented animal)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

**DEFENSE**

**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)

**hp** 27 (5d8+5)

**Fort** +3, **Ref** +4, **Will** +6

**Defensive Abilities** channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

**OFFENSE**

**Speed** 30 ft., fly 50 ft. (clumsy)

**Melee** bite +11 (1d8+8), slam +10 (1d6+8)

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

**TACTICS**

**Before Combat** The Bird lurks under the dark water until it spots any iridescent light that might be coming from its prey.

**During Combat** The Bird relentlessly pursues the Worm, attacking anything that comes between it and its prey.

**Morale** The Bird fights until destroyed, or until it consumes the Worm, dead or alive. Once it consumes the Worm, the Bird continues to fight only if attacked.

**STATISTICS**

**Str** 26, **Dex** 17, **Con** —, **Int** 2, **Wis** 15, **Cha** 11

**Base Atk** +3; **CMB** +12; **CMD** 25

**Feats** Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (bite)

**Skills** Climb +16, Fly +0, Perception +17; **Racial Modifiers** +8 Climb, +8 Perception

**SPECIAL ABILITIES**

**Fearsome Legend (Ex)** As a unique creature drawn from the collective subconscious, the Bird gains a permanent +4 increase to its Charisma score and does not inflict diseases with its bite attack.

**SCALING ENCOUNTER B1**

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1–2:** Reduce the Worm’s starting and maximum hit points to 15, and reduce the save DC of its confusion ability to 12.

**Subtier 4–5:** Reduce the Bird’s natural armor bonus to +6 (reducing its AC to 18), and remove its channel resistance and DR defensive abilities.

**Treasure:** The deep water and waterlogged texts make recovering anything of value here particularly challenging, but a PC who succeeds at a DC 20 Appraise or Perception check (or uses *detect magic*) can find several rare scrolls kept in waterproof brass cases. In all subtiers, the PCs can find a *scroll of magic circle against chaos* and a *scroll of slow*. In Subtier 4–5, the PCs can also find a *scroll of arcane sight*.

**Rewards:** If the PCs fail to defeat or overcome the worm and the bird, reduce each PC’s gold earned as follows.

*Subtier 1–2:* Reduce each PC’s gold earned by 66 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 81 gp.

*Subtier 4–5:* Reduce each PC’s gold earned by 97 gp.

**B2. Cartographium**

The door to this room is open, making the room a deep bog like the nearby corridors. The water’s surface is carpeted with maps made of silk, vellum, birch bark, and sundry other materials.

**Treasure:** PCs who succeed at a DC 15 Perception or Knowledge (geography) check notice one unusual item floating along the water’s surface: a silk map that portrays Tian Xia mashed into the side of Avistan to create a strange supercontinent. This artistic map is more than just an intellectual curiosity, for incorporated into its legend and place names are the means to use the map as a *scroll of dimension door*.

In Subtier 4–5, a PC who succeeds at a DC 15 Perception check also finds a strange bookmark bobbing in the water. This is a *bookmark of deception* (*Pathfinder RPG Ultimate Equipment* 284), and it had a special purpose in the Overflow Archives. It drifted here after the seawater washed it out of the book it was meant to conceal—the copy of *The Darklands Precepts* in area B3.

**Rewards:** If the PCs do not explore this room and find at least one of its treasures, reduce each PC’s gold earned as follows.

*Subtier 1–2:* Reduce each PC’s gold earned by 58 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 120 gp.

*Subtier 4–5:* Reduce each PC’s gold earned by 183 gp.

### B3. Heritage Stacks

The door to this room is open, making the room a deep bog like the corridors outside. This chamber mostly contains volumes of obscure and tedious genealogy.

**Treasure:** The PCs can locate one of the fragments of *The Name of the Fox* with a successful DC 15 Perception check (give a player who succeeds at this check **Player Handout #3**). This scrap, which Caught accidentally dropped while searching this area, retains its summoning magic and can summon a single tatzlwyrms (*Pathfinder RPG Bestiary* 3 261; see page 27). See the sidebar on page 10 for more information about the scroll fragments.

**Faction Notes:** The northernmost alcove of this room contains another treasure, although it is obscured by a constant 15-foot-diameter sphere of *darkness* and requires a successful DC 20 Perception check to locate. A heavy codex bound with cured dwarf skin, *The Darklands Precepts* is a guide to proper forms of address and correspondence among drow noble families, with shorter chapters regarding drow demonology rituals and other, equally dangerous rites.

The tome is written in Undercommon but designed for use only by drow who know Sakvroth, a form of Darklands sign language. To discourage others from gleaning its secrets, *The Darklands Precepts* has two defensive features: a permanent *darkness* effect emanating from it (15-foot diameter, CL 10th) and an alarm that responds to the bearer's voice. The *darkness* effect poses no difficulty for readers with darkvision, and even wrapping the book in cloth is enough to block the effect. When the bearer attempts to read the text aloud or speaks at all while carrying the book, *The Darklands Precepts* creates a *ghost sound* effect (CL 10th) that simulates the clamor of 40 humanoids shrieking incoherently. The effect lasts only so long as the bearer speaks, and its responsiveness to sound imposes a –5 penalty on the bearer's Stealth checks, as well as a 20% chance of spell failure when casting a spell with verbal components.

### B4. Dictionarium

The door to this chamber bears a simple lock (Disable Device DC 20). Once the PCs open the door, water from the corridor begins to rush in. Unless a PC can close the door against the torrent (Strength DC 15) within 1 round, the room floods and is treated as a shallow bog. This also reduces the water depth of nearby rooms, which all become shallow bogs. Unfortunately, this water also damages the room's contents. To avoid flooding area **B4**, the PCs must either use magic or erect some sort of barrier, such as damming the halls or doorway with bookshelves.

The dictionarium contains many books, with more language primers, linguistic treatises, and records of inscriptions than anything else.

**Treasure:** This cluttered room contains dictionaries and other resources for translation. With a successful DC 10 Perception check, the PCs can extract one potentially useful volume: a *traveler's dictionary* (*Pathfinder RPG Ultimate Equipment* 74) for translating Sylvan into Common.

In Subtier 4–5, exceeding the DC of this Perception check by 10 or more also uncovers a limp, lifeless manta ray flopped against the wall. It is actually a *cloak of the manta ray* that the librarians had believed mundane and used to bundle delicate thesauri.

**Rewards:** If the PCs do not explore this room and find at least one of its treasures, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 0 gp.

*Out of Subtier:* Reduce each PC's gold earned by 300 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 600 gp.

### B5. Taxidermy Storage (CR 3 or CR 6)

The door to this chamber is closed. Although Caught disabled the lock, the door is pressed in by water on both sides, requiring a successful DC 15 Strength check to force it open.

Caught also left a calling card of sorts: a fey scroll fragment (see **Player Handout #4**), pinned to the door's exterior with a dagger. The scroll is deactivated—Caught used it to summon the creatures inside—but the text may help the PCs prepare for the encounter within.

---

A thin waterfall drops from a grate in the ceiling fifteen feet above, creating a curtain in the doorway to this flooded room. Beyond, mounted animal heads glower from virtually every inch of every wall. Stuffed specimens also lurk beneath the dark water, their antlers, horns, and claws breaking the surface here and there. In the eastern corner, a large gilded cage sits mostly submerged, its waters thick with embalmed birds bobbing at the surface.

---

Even though the door is closed, the water draining in from the ceiling maintains this area's status as a deep bog. However, if the PCs already flooded area **B4**, then the water level in the corridor is lower, so when they open the door, a rush of escaping water reduces this area to a shallow bog, making combat in the room less hazardous.

There are no shelves here, but a PC can scale the mounted heads with a successful DC 10 Climb check. These handholds can support a creature weighing up to 350 pounds before tearing free completely. Keep in mind that creatures without a climb speed lose their Dexterity bonus to AC when climbing.

After Caught located the books he sought, the kitsune imprisoned Virml here so the mischievous trickster could impersonate the hapless initiate (see the sidebar on page 5).



**Virml** (CG male human expert 1) still languishes within the locked birdcage (Disable Device DC 20). A successful DC 20 Perception check allows a PC to spot the mostly toothless Virml while he remains trapped in the birdcage (he's partially submerged and surrounded by stuffed birds). If the grodair's deluge continues unabated for at least 2 hours after the start of the adventure, the water level rises above the top of the cage, and Virml drowns.

**Creatures:** Caught activated a scroll fragment to summon three deadly fey creatures who now torment Virml as his watery death steadily draws nearer. Their leader, a nixie named Gormandelle, currently perches on a stuffed gorgon's head mounted near the ceiling. Gormandelle's appearance is disturbing; as her doggerel poem suggests, she crams her mouth full of mismatched teeth and employs a bite attack rather than a short sword. Her "daughters," a pair of nearly toothless tooth fairies, have extracted most of Virml's teeth for their mistress, but they eagerly turn on the PCs when they arrive.

**Subtier 1–2 (CR 3)**

**LADY GORMANDELLE** CR 2

Advanced nixie (*Pathfinder RPG Bestiary 3* 201, 290)  
NE Small fey (aquatic)  
**Init** +5; **Senses** low-light vision; Perception +8

**DEFENSE**

**AC** 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)

**hp** 13 (2d6+6)

**Fort** +1, **Ref** +6, **Will** +4

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

**OFFENSE**

**Speed** 20 ft., swim 30 ft.

**Melee** bite +7 (1d4)

**Ranged** light crossbow +7 (1d6/19–20)

**Spell-Like Abilities** (CL 6th; concentration +12)

3/day—*charm person* (DC 17)

1/day—*water breathing* (CL 12th)

**TACTICS**

**During Combat** Gormandelle stays high above the water, alternating *charm person* with crossbow attacks to discourage spellcasters and ranged combatants.

**Morale** Gormandelle is haughty enough to consider herself invincible. She fights until incapacitated.



Tooth Fairy

**SCALING ENCOUNTER B5**

To accommodate a group of four PCs, remove one of the daughters from the encounter.

**STATISTICS**

**Str** 11, **Dex** 20, **Con** 17, **Int** 16, **Wis** 17, **Cha** 22

**Base Atk** +1; **CMB** +0; **CMD** 15

**Feats** Weapon Finesse

**Skills** Bluff +11, Craft (jewelry) +9, Escape Artist +10, Handle Animal +8, Perception +8, Perform (sing) +11, Sense Motive +8, Stealth +14, Swim +13

**Languages** Aklo, Aquan, Sylvan

**SQ** amphibious, wild empathy +16

**SPECIAL ABILITIES**

**Wild Empathy (Ex)** Lady Gormandelle's wild empathy ability works like the druid ability of the same name. Lady Gormandelle's statistics above include a +8 racial bonus on wild empathy checks.

**DAUGHTERS (2)** CR 1/4

Tooth fairies (*Pathfinder RPG Bestiary 4* 262; see page 28)

**hp** 5 each

**TACTICS**

**Before Combat** The Daughters extract Virml's remaining molars, or scour the taxidermy

for choice bicuspid.

**During Combat** The daughters rush into melee and gang up on the PC with the highest Charisma, biting and paralyzing her so they can

extract more gifts for Gormandelle. If the fairies can't hit their targets in melee, they fly out of melee range and cast *sleep* instead, hoping to make the extractions easier.

**Morale** The daughters flee if their "mother," Lady Gormandelle, surrenders or dies.

**STATISTICS**

**Gear** bag of gold and silver teeth (worth 300 gp total)

**Subtier 4–5 (CR 6)**

**LADY GORMANDELLE** CR 3

Bog nixie (see the statistics from Subtier 1–2; *Pathfinder RPG Bestiary 3* 201, 290)

**hp** 13

## TACTICS

**During Combat** Gormandelle stays high above the water, using her captivating song ability to force foes to climb toward her. If that fails, she instead targets PCs with *charm person* or her crossbow.

**Morale** Gormandelle is haughty enough to consider herself invincible. She fights until incapacitated.

## SPECIAL ABILITIES

**Captivating Song (Su):** A bog nixie's song has the power to infect the minds of those that hear it, calling them to the her side. When Gormandelle sings, all creatures aside from her daughters within a 300-foot spread must succeed at a DC 17 Will saving throw or become captivated. A creature that succeeds at this save is not subject to the same bog nixie's song for 24 hours. A victim under the effects of the captivating song moves toward the bog nixie using the most direct means available. If the victim's path leads it into a dangerous area (such as through fire or off a cliff), that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the bog nixie simply stands and offers no resistance to the nixie's attacks. This effect continues for as long as the bog nixie sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

**Change Shape (Su):** This works as *polymorph* and allows the bog nixie to assume the form of any Small or Medium aquatic animal or humanoid.

**Minor Wish (Sp):** Once per day, a bog nixie can create a magical effect in exchange for a gift or service from a humanoid. The power of this "wish" is no greater than what can be done with a 3rd-level spell.

## DAUGHTERS (3)

CR 2

Tooth fairy rogues 2 (*Pathfinder RPG Bestiary 4* 262)

CE Diminutive fey (extraplanar)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

## DEFENSE

**AC** 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +4 size)

**hp** 22 each (2d6+2d8+6)

**Fort** +1, **Ref** +9, **Will** +4

**Defensive Abilities** evasion; **DR** 2/cold iron

## OFFENSE

**Speed** 15 ft., fly 60 ft. (perfect)

**Melee** +1 *pliers* +10 (1d4/19–20), bite +4 (1d2–1 plus paralysis)

**Space** 1 ft.; Reach 0 ft. (5 ft. with pliers)

**Special Attacks** paralysis (1d3 rounds, DC 11), sneak attack +1d6, death throes (DC 12), pliers, tricky thief

**Spell-Like Abilities** (CL 5th; concentration +7)

At will—*mage hand*, *open/close*

1/day—*invisibility* (self only), *sleep* (DC 13)

## TACTICS

Use the tactics from Subtier 1–2.

## STATISTICS

**Str** 9, **Dex** 16, **Con** 13, **Int** 10, **Wis** 13, **Cha** 14

**Base Atk** +2; **CMB** +1 (+5 steal); **CMD** 11 (13 vs. steal)

**Feats** Dodge, Greater Steal<sup>APG</sup>, Improved Steal<sup>APG</sup>, Weapon Finesse

**Skills** Acrobatics +10, Diplomacy +7, Disable Device +4, Escape

Artist +10, Fly +22, Perception +8, Sense Motive +8, Sleight of Hand +10, Stealth +22

**Languages** Sylvan

**SQ** rogue talents (slow reactions), trapfinding +1

**Gear** bag of gold and silver teeth (worth 750 gp total)

**Treasure:** One of the stuffed meadowlarks floating in the cage is actually a highly realistic *feather token* (*bird*). In addition, PCs who succeed at a DC 18 Perception check in Subtier 4–5 notice that one of the horns on the mounted gorgon's head does not match the other; it is a *horn off fog*.

**Development:** Once freed, Virml tells his story (see the sidebar on page 5), prompting the PCs to realize that the young man they interviewed earlier was not Virml at all, but the kitsune they seek. If the PCs ask, Virml agrees to accompany them while they search for Caught. The initiate avoids combat if possible, but you can use the statistics for an apprentice jeweler on page 260 of the *Pathfinder RPG NPC Codex* if necessary.

**Rewards:** If the PCs do not defeat Lady Gormandelle and her daughters, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 80 gp.

*Out of Subtier:* Reduce each PC's gold earned by 198 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 316 gp.

## CONCLUSION

If the PCs fail to locate or apprehend Caught, he eventually attempts to open a gate to the First World; however, his faulty arcane knowledge triggers a mishap that funnels even more capricious fey creatures into the Grand Lodge and causes further mayhem. Eventually, Kreighton Shaine intercedes directly to take control of the situation and neutralize Caught, but by then the damage to the archives is considerable.

As soon as the PCs solve the puzzle, assemble the scroll fragments within 30 feet of the escaped kitsune, and speak the word "Caught," a magical wind seizes the parchment scraps and stitches them back together. As an unseen chorus of voices murmurs Sylvan incantations, the words on the scroll form a vortex that draws the kitsune bard back into his inky prison. After she fulfills any lingering promises, Mistress Koi then voluntarily sucks up any remaining seawater and swims into the verbal whirlpool, followed by any surviving scroll-bound creatures. Finally, the script settles back to its original form, and the scroll drops to the floor, its magic dormant once more.

With so little evidence of the fey invasion left behind, the PCs may have some difficulty persuading Kreighton Shaine of their version of events. However, the Master of Scrolls is so relieved to find the flood removed that he scarcely cares about the explanation. Shaine allows the PCs to keep all of the items mentioned in Treasure entries above, with the possible exception of *The Darklands Precepts* (see Faction Notes below). If the PCs fail to convince Mistress Koi to remove the flood, Kreighton Shaine expresses his disappointment and tells the PCs to prepare for the many back-breaking hours of bailing, cleaning, and recopying that lie ahead.

## Reporting Notes

If members of the Dark Archive faction successfully fulfill their faction goals, check box A on the reporting sheet.

## Primary Success Conditions

The PCs fulfill their primary success conditions if they kill or banish all of the creatures from the fey's scroll in the Overflow Archives.

## Secondary Success Conditions

The PCs fulfill their secondary success conditions if they successfully complete three or more of the following four tasks: access area **B4** without flooding the room, rescue Virml before he drowns, deliver Caught alive to Mistress Koi, and convince Mistress Koi to remove the floodwater from the Overflow Archives (completing this task counts as two successes).

## Faction Notes

Members of the Dark Archive faction have an especially high stake in cleaning up the Overflow Archives, for doing so efficiently demonstrates the effectiveness of the faction and provides Zarta Dralneen additional leverage in accessing more valuable and dangerous materials for her agents to study. To succeed at their faction goal, Dark Archive faction PCs must fulfill the secondary success conditions above. Doing so earns each Dark Archive faction PC the Upstanding Archivist boon on her Chronicle sheet.

In addition, Dark Archives PCs must secure the copy of *The Darklands Precepts* in area **B3** and return it to Zarta Dralneen. However, Kreighton Shaine intercepts the PCs soon after they emerge from the Overflow Archives, and he asks to look over what they recovered within. If he finds *The Darklands Precepts*, he insists that the PCs give it to him to file away in a more secure location—one Dralneen is unlikely to access for some time. A PC can trick Shaine into overlooking the volume with a successful DC 15 Bluff check or DC 20 Sleight of Hand check, though the DC of any Bluff check attempted by a person carrying the book increases by 15 unless she can somehow avoid the cacophonous curse the book bears. Alternatively, with a successful DC 18 Diplomacy check, a PC can convince Shaine that the book is safer if studied and understood by a discerning researcher than it would be if sealed away. Safely transporting the book to Zarta Dralneen earns each Dark Archive faction PC the Darklands Study boon on her Chronicle sheet.

PLAYER HANDOUT #1: SCROLL FRAGMENT

*May the winner wear gold while the loser eats crow  
Knowing nothing save that which he knew not to know.*

**C**ross! Cross was the owl at the albatross  
For catching the bulk of the fish  
So the owl cast deeper, awaking a sleeper  
Who made of both feathers one dish.

PLAYER HANDOUT #2: SCROLL FRAGMENT

*As we have heard, the worm's got by the bird  
Who gets up so early a-dawnward,  
But what of the bird who, deceased and interred,  
Becomes food for the worm worming onward?*

PLAYER HANDOUT #3: SCROLL FRAGMENT

*“Unpalatable!” spat the fat, flesh-fed worm  
Upon lunching on sons of the judge;  
Then he made of the father a rather fine sauce  
Thereby showing he bore him no grudge.*

PLAYER HANDOUT #4: SCROLL FRAGMENT

**G**ormandelle, the lady gorger  
Dined on beans and bones and ordure,  
Lost her teeth so took her daughters',  
Then went wading to make water.  
When Sir Crocodile attacked,  
Used his teeth to bite him back.

PLAYER HANDOUT #5: SCROLL FRAGMENT

*H* heard you word of the sword who's a chef for all fish?  
Have you seen how his sea bream can brighten a dish?  
Dare you steal of his eel, or rob roe from his pan?  
Bid him send you the menu as fast as he can!  
But don't duel with the sword for his finest filet,  
Or he'll serve you up cold as tomorrow's entree!

PLAYER HANDOUT #6: SCROLL FRAGMENT

**T**he croco-dee-dile  
Cracks open his smile  
So the birdies may fly in and nosh  
On fish-guts and crumbs  
And the bones of their chumps  
Who last week fluttered in and were lost.

*...who is the last to dine?*

## Pathfinder Society Scenario #6-15: The Overflow Archives

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	<input style="width: 40px; height: 20px;" type="text"/> Prestige Points
Character # _____	
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	<input style="width: 40px; height: 20px;" type="text"/> Prestige Points
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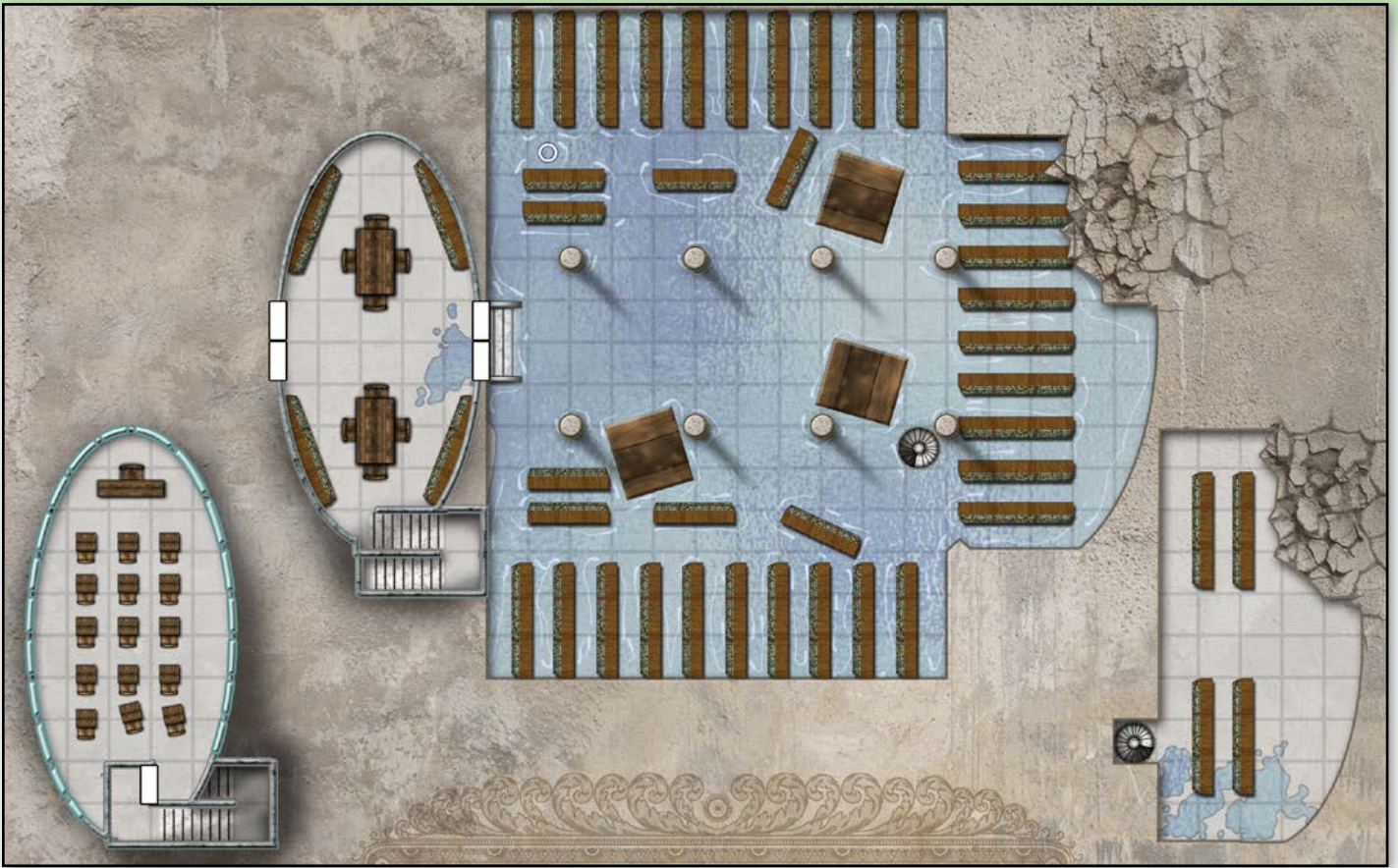
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# PATHFINDER SOCIETY SCENARIO



# CROCODILE

This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

**CROCODILE** CR 2   

**XP 600**

N Large animal

**Init** +1; **Senses** low-light vision; Perception +8

**DEFENSE**

**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +4, **Will** +2

**OFFENSE**

**Speed** 20 ft., swim 30 ft.; sprint

**Melee** bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** death roll (1d8+6 plus trip)

**STATISTICS**

**Str** 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

**Feats** Skill Focus (Perception, Stealth)

**Skills** Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial**

**Modifiers** +8 on Stealth in water

**SQ** hold breath

**ECOLOGY**

**Environment** warm rivers and marshes

**Organization** solitary, pair, or colony (3-12)

**Treasure** none

**SPECIAL ABILITIES**

**Death Roll (Ex)** When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

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

**Sprint (Ex)** Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

A crocodile is a primeval reptile that dwells in swamps or along the banks of rivers, a habitat that often puts it in violent contact with unsuspecting prey that come to the water's edge to drink.

The typical crocodile is 14 feet long and weighs 1,400 pounds, but larger species exist. You can use these statistics for similar creatures, such as alligators.

# CROCODILE, DIRE

This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.

**DIRE CROCODILE** CR 9   

**XP 6,400**

N Gargantuan animal

**Init** +4; **Senses** low-light vision; Perception +14

**DEFENSE**

**AC** 21, touch 6, flat-footed 21 (+15 natural, -4 size)

**hp** 138 (12d8+84)

**Fort** +15, **Ref** +8, **Will** +8

**OFFENSE**

**Speed** 20 ft., swim 30 ft.; sprint

**Melee** bite +18 (3d6+13/19-20 plus grab) and tail slap +13 (4d8+6)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, 13 hp)

**STATISTICS**

**Str** 37, **Dex** 10, **Con** 25, **Int** 1, **Wis** 14, **Cha** 2

**Base Atk** +9; **CMB** +26 (+30 grapple); **CMD** 36 (40 vs. trip)

**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)

**Skills** Perception +14, Stealth -6 (+2 in water), Swim +21;

**Racial Modifiers** +8 Stealth in water

**SQ** hold breath

**ECOLOGY**

**Environment** warm rivers and marshes

**Organization** solitary, pair, or colony (3-6)




**Treasure** none

The immense sarcosuchus, or dire crocodile, is an enormous predator that is capable of catching and eating prey even as large as the largest dinosaurs.



# GATHLAIN

*Wings composed of wood and vines grow out of the body of this lithesome fey.*

<b>GATHLAIN</b>	<b>CR 1/2</b>	  
<b>XP 200</b>		
Gathlain sorcerer 1		
CN Small fey		
<b>Init</b> +3; <b>Senses</b> low-light vision; Perception -1		
<b>DEFENSE</b>		
<b>AC</b> 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)		
<b>hp</b> 7 (1d6+1)		
<b>Fort</b> +0, <b>Ref</b> +3, <b>Will</b> +1		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft., fly 40 ft. (poor)		
<b>Melee</b> spear +2 (1d6+1/×3)		
<b>Gathlain Spell-Like Abilities</b> (CL 1st; concentration +4) 1/day— <i>entangle</i> , <i>feather step</i> <sup>APG</sup>		
<b>Bloodline Spell-Like Abilities</b> (CL 1st; concentration +4) 6/day—laughing touch		
<b>Sorcerer Spells Known</b> (CL 1st; concentration +4) 1st (4/day)— <i>color spray</i> (DC 14), <i>magic missile</i> 0 (at will)— <i>dancing lights</i> , <i>daze</i> (DC 15), <i>ghost sound</i> (DC 13), <i>ray of frost</i>		
<b>Bloodline</b> fey		
<b>STATISTICS</b>		
<b>Str</b> 12, <b>Dex</b> 16, <b>Con</b> 11, <b>Int</b> 10, <b>Wis</b> 8, <b>Cha</b> 17		
<b>Base Atk</b> +0; <b>CMB</b> +0; <b>CMD</b> 14		
<b>Feats</b> Dodge, Eschew Materials		
<b>Skills</b> Fly +1, Knowledge (arcana) +4, Spellcraft +4		
<b>Languages</b> Common, Sylvan		
<b>SQ</b> bloodline arcana (+2 DC for compulsion spells)		
<b>ECOLOGY</b>		
<b>Environment</b> temperate forests or jungles		
<b>Organization</b> solitary, flight (2–6), or grove (2–12)		
<b>Treasure</b> NPC gear (spear, other treasure)		

According to some fey ballads, gathlains were one of the first peoples awakened in the primal world of fey. They were created from the seeds of an enormous magical tree, with the tree's mistletoe grown into their flesh forming their strange wings.

Mischievous and capricious, these creatures have discordant temperaments. They act purely to entertain themselves and sate their immense curiosity about the world around them. That very curiosity has caused many to migrate to the Material Plane and adventure there. These gathlains seek out and attempt to mingle with gnomes. However, gnomes often find gathlains too undisciplined, random, and foolish for their tastes.

## GATHLAIN CHARACTERS

Gathlains are defined by their class levels—they don't have racial Hit Dice. All gathlains have the following racial traits.

**+2 Dexterity, -2 Constitution, +2 Charisma:** Gathlains are quick, with dynamic and engaging personalities, but are rather fragile.

**Small:** Gathlains are Small and gain a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 size bonus on Stealth checks.

**Normal Speed:** Gathlains have a base speed of 30 feet and a fly speed of 40 feet (poor).

**Low-Light Vision:** Gathlains can see twice as far as humans in dim light.

**Natural Armor:** Gathlains have a +1 natural armor bonus.

**Spell-Like Abilities:** 1/day—*entangle*, *feather step*<sup>APG</sup> (caster level equals the gathlain's character level).

**Languages:** Gathlains speak Common and Sylvan. A gathlain with a high Intelligence score can choose from the following languages: Draconic, Elven, Goblin, Halfling, and Orc.





# GRODAIR

Several water-dripping tentacles sprout from this four-eyed fish's belly, while long fins protrude from its back.

**GRODAIR**

**CR 5**



**XP 1,600**

CN Medium magical beast (aquatic, extraplanar)

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

**DEFENSE**

**AC** 16, touch 9, flat-footed 16 (-1 Dex, +7 natural)

**hp** 66 (7d10+28)

**Fort** +11, **Ref** +4, **Will** +5

**OFFENSE**

**Speed** 30 ft., swim 60 ft.

**Melee** bite +11 (1d8+4), 2 tentacles +6 (1d4+2 plus trip)

**Ranged** water blast +7 touch (1d8 plus push)

**Special Attacks** death flood, push (water blast, 5 ft.)

**Spell-Like Abilities** (CL 7th; concentration +9)

At will—*control water*

**STATISTICS**

**Str** 18, **Dex** 8, **Con** 19, **Int** 12, **Wis** 13, **Cha** 15

**Base Atk** +7; **CMB** +11; **CMD** 20 (24 vs. trip)

**Feats** Combat Reflexes, Great Fortitude, Iron Will, Weapon Focus (water blast)

**Skills** Knowledge (nature) +8, Survival +8, Swim +22

**Languages** Aquan, Sylvan

**SQ** amphibious, muddy field

**ECOLOGY**

**Environment** any water or coastlines

**Organization** solitary

**Treasure** standard

**SPECIAL ABILITIES**

**Death Flood (Su)** When a grodair is killed, it immediately explodes in a 15-foot-radius burst of highly pressurized water that deals 5d6 points of damage (DC 17 Reflex for half). After the explosion, a successful DC 25 Survival check allows a creature to recover a cluster of strange organs from the remains. This cluster functions as a *decanter of endless water* for 2d6 hours, but can only produce a “stream” or “fountain” effect. Failing this Survival check by 5 or more causes the cluster to burst, dealing an additional 2d6 points of damage to that creature (no save) and destroying the organs entirely. The save DC is Constitution-based.

**Muddy Field (Su)** As a standard action when on sand, soil, or other types of loose earth, a grodair can gush standing water into the area surrounding it. Upon doing so, the land within 15 feet of the grodair is treated as a shallow bog (*Core Rulebook* 427). This water remains as long as the grodair is within 15 feet and wishes to maintain the water. The bog instantly disperses as soon as the grodair is killed or moves out of the area.

**Water Blast (Ex)** The grodair’s ranged attack is a pressurized blast of water. This attack has a range of 60 feet with no range increment.

A grodair is a bloated aquatic creature from the primal world of the fey. The bulbous sac on its spine is an extradimensional space that can contain thousands of gallons of water. The creature drains water (including small bits of debris and even very small creatures) from one place and releases it in another, typically creating boggy areas as it moves so it can travel more quickly than its tentacles can carry it. A grodair can rise up to 6 feet on its tentacles, measures 7 feet long, and weighs about 400 pounds.

A grodair is intelligent, but extremely absentminded and careless. Its memory is poor, and it has difficulty remembering things it was told even 5 minutes prior—though it can recall some events of the distant past with perfect (and often frustrating) clarity.



# SHARK

This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

**SHARK** CR 2   

**XP 600**  
 N Large animal (aquatic)  
**Init** +5; **Senses** blindsense 30 ft., keen scent; Perception +8  
**DEFENSE**  
**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)  
**hp** 22 (4d8+4)  
**Fort** +7, **Ref** +5, **Will** +2  
**OFFENSE**

**Speed** swim 60 ft.  
**Melee** bite +5 (1d8+4)  
**Space** 10 ft.; **Reach** 5 ft.

**STATISTICS**  
**Str** 17, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +7; **CMD** 18  
**Feats** Great Fortitude, Improved Initiative

**Skills** Perception +8, Swim +11

**ECOLOGY**  
**Environment** any ocean  
**Organization** solitary, pair, school (3-6), or pack (7-13)  
**Treasure** none

**SPECIAL ABILITIES**  
**Keen Scent (Ex)** A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

The shark is a relentless eating machine, a creature evolved over the course of eons to do one job perfectly—hunting. Sharks have achieved a special place in the lore of most seafaring races, who view them as devils, monsters, and the wrath of the gods.

The shark presented here is a 10-foot-long, 300-pound blue shark. Smaller sharks exist, although these are not dangerous. The same cannot be said of larger sharks, such as the following (you can create stats for these sharks by applying the indicated simple templates).




**Hammerhead Shark (CR 3):** This shark has a distinctive hammer-shaped head. It is an advanced shark.

**Tiger Shark (CR 3):** Larger than the average shark, the ravenous tiger shark is a giant shark.

**Great White Shark (CR 4):** One of the most notorious maneaters of the sea, the truly immense great white shark is an advanced giant shark.

# SHARK, DIRE

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

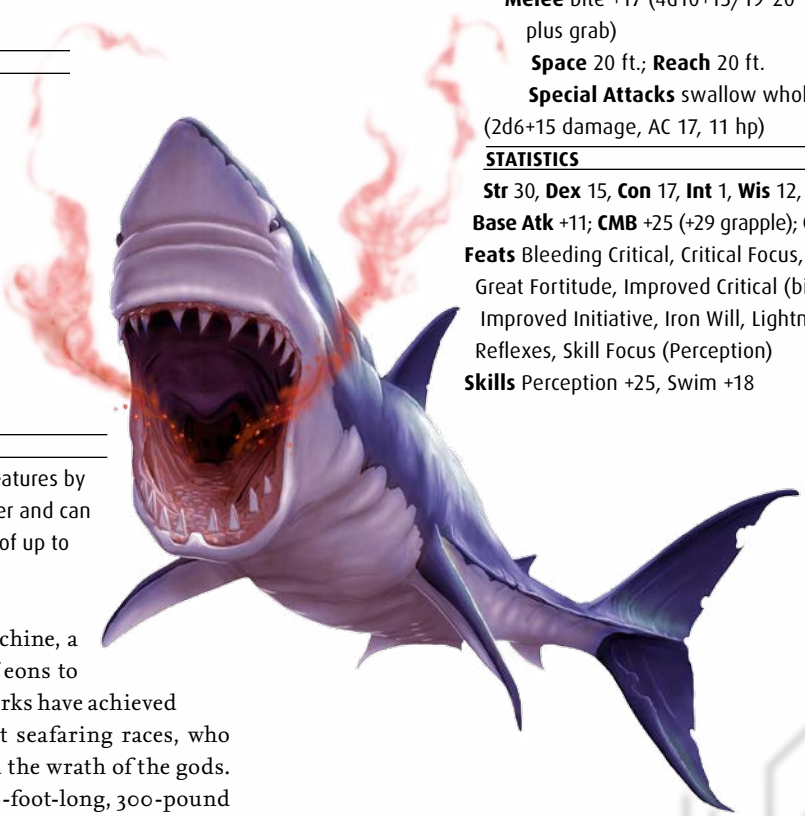
**DIRE SHARK (MEGALODON)** CR 9   

**XP 6,400**  
 N Gargantuan animal (aquatic)  
**Init** +6; **Senses** blindsense 30 ft., keen scent; Perception +25  
**DEFENSE**  
**AC** 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, -4 size)  
**hp** 112 (15d8+45)  
**Fort** +14, **Ref** +13, **Will** +8  
**OFFENSE**

**Speed** swim 60 ft.  
**Melee** bite +17 (4d10+15/19-20 plus grab)  
**Space** 20 ft.; **Reach** 20 ft.  
**Special Attacks** swallow whole (2d6+15 damage, AC 17, 11 hp)

**STATISTICS**  
**Str** 30, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

**Base Atk** +11; **CMB** +25 (+29 grapple); **CMD** 37  
**Feats** Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)  
**Skills** Perception +25, Swim +18



**ECOLOGY**  
**Environment** any ocean  
**Organization** solitary  
**Treasure** none

The true nightmare of the sea is the megalodon, a shark that represents the pinnacle of this species' evolution. Horrifying in its immense size and ruinous appetite, the megalodon is certainly the beast behind many legends of enormous fish who swallow ships whole. A megalodon is 60 feet long and weighs 100,000 pounds.

# TATZLWYRM

This serpentine creature has the head of a ferocious dragon and two relatively small forearms that end in tiny claws.

## TATZLWYRM

**CR 2**

**XP 600**

N Medium dragon

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 22 (3d12+3)

**Fort** +4, **Ref** +5, **Will** +5

**Immune** paralysis, sleep

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +5 (1d8+3 plus grab)

**Special Attacks** poison gasp, pounce, rake (2 claws +5, 1d4+2)

### STATISTICS

**Str** 14, **Dex** 15, **Con** 12, **Int** 5, **Wis** 14, **Cha** 11

**Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 17 (can't be tripped)

**Feats** Nimble Moves, Stealthy

**Skills** Climb +14, Escape Artist +5, Intimidate +4, Perception +8,

 Stealth +10 (+16 in dense vegetation); **Racial Modifiers** +6

Stealth in dense vegetation

**Languages** Draconic

### ECOLOGY

**Environment** any forests

**Organization** solitary or nest (2-5)

**Treasure** standard

### SPECIAL ABILITIES

**Poison Gasp (Ex)** A tatzlwyrms' breath

contains a poisonous vapor. While grappling, instead of making a bite or rake attack, a tatzlwyrms can breathe poison into its victim's face. A tatzlwyrms must begin its turn grappling to use this ability—it can't begin a grapple and use its poison gasp in the same turn.

*Tatzlwyrms poison:* Breath—inhaled; save Fort DC 12; frequency 1/round for 2 rounds; effect 1d2 Str damage; cure 1 save. The save DC is Constitution-based.

Tatzlwyrms are thought to be primeval relatives of true dragons, having branched off the line millennia ago and evolved in a way that sets them notably apart. Undersized compared to their larger cousins, tatzlwyrms are nonetheless ferocious in their own right. And while tatzlwyrms are hardly impressive specimens when put beside their notorious relatives, most other reptiles can't compare to them

mentally. They understand Draconic, though other languages are beyond most tatzlwyrms' limited comprehension. Nevertheless, tatzlwyrms are deeply cunning, building complex lairs and rudimentary traps.

Tatzlwyrms are quite rare, and only a few particularly curious and lucky adventurers can claim to have seen a living specimen. Reports do agree on some basic features, however. About the size of a full-grown human, tatzlwyrms have only two limbs and no wings, and possess a weak poisonous breath similar to the breath weapons of their true dragon relatives. An adult tatzlwyrms is 6 to 8 feet long, including its winding, organless tail, and it weighs between 400 and 500 pounds. A tatzlwyrms's scales give the creature limited camouflage, ranging through various shades of green, brown, and gray.

Like true dragons, tatzlwyrms are strict carnivores. They spend most of their time hiding, waiting to attack any prey that ventures too near. They consume their food slowly in the dark security and seclusion of their lairs. Tatzlwyrms have a remarkable knack for ambush and camouflage.



# TOOTH FAIRY

*This gaunt fairy has tattered ears, black eyes, and a huge mouth filled with mismatched teeth. It carries an oversized pair of pliers.*

**TOOTH FAIRY**

CR 1/4



**XP 100**

CE Diminutive fey (extraplanar)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

**DEFENSE**

**AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

**hp** 5 (2d6-2)

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

**DR** 2/cold iron

**OFFENSE**

**Speed** 15 ft., fly 60 ft. (perfect)

**Melee** +1 *pliers* +8 (1d4-2/19-20), bite +7 (1d4-3 plus paralysis)

**Space** 1 ft.; **Reach** 0 ft. (5 ft. with pliers)

**Special Attacks** death throes, paralysis (1d3 rounds, DC 11), pliers, tricky thief

**Spell-Like Abilities** (CL 5th; concentration +7)

At will—*mage hand*, *open/close*  
1/day—*invisibility* (self only),  
*sleep* (DC 13)

**STATISTICS**

**Str** 5, **Dex** 14, **Con** 9, **Int** 8, **Wis** 15, **Cha** 14

**Base Atk** +1; **CMB** -1 (+3 dirty trick, +7 steal); **CMD** 6 (8 vs. steal)

**Feats** Weapon Finesse, Improved Steal<sup>B, APG</sup>, Greater Steal<sup>B, APG</sup>

**Skills** Acrobatics +7 (+3 when jumping), Escape Artist +7, Fly +16, Perception +7, Sense Motive +7, Stealth +19; **Racial**

**Modifiers** -4 Acrobatics when jumping

**Languages** Sylvan

**ECOLOGY**

**Environment** any urban or plains

**Organization** solitary, pair, or gang (3-12)

**Treasure** standard

**SPECIAL ABILITIES**

**Death Throes (Su)** When killed, a tooth fairy explodes into a cloud of sparkling white fairy dust that clings to creatures within 5 feet. This glittery substance has a stench so foul that it sickens any creature coated by it for 1d4 rounds (Fortitude DC 10 negates). This is a poison effect. The save DC is Constitution-based.



**Pliers (Su)** Each tooth fairy owns a pair of pliers it uses to torment its victims. In the hands of a tooth fairy, the pliers deal damage as a +1 *dagger* wielded by a Medium creature. The pliers have hardness 10 and 3 hit points. If its pliers are destroyed, a tooth fairy is stunned for 1 round. If the tooth fairy is killed, the pliers rust away into worthless splinters 1d4 rounds later. A tooth fairy can create a new pair of pliers by spending one hour crafting (no materials required), which destroys the previous pair. The pliers grant the tooth fairy the Greater Dirty Trick<sup>APG</sup> feat and a +4 bonus on dirty trick and steal combat maneuvers.

**Tricky Thief (Su)** A tooth fairy can use a dirty trick combat maneuver with its pliers to pinch an opponent's fingers, or a steal combat maneuver to steal an opponent's tooth. A finger pinch deals 1 point of Dexterity damage. Stealing a tooth deals 1 point of Charisma damage and 1 point of bleed damage. If the stolen tooth is reattached within 10 minutes and the character receives any amount of magical healing, the tooth reattaches, the bleed damage ends, and the Charisma damage is cured.

Tooth fairies are fey created when a willful child's tooth (or, rarely, a whole child) is buried in a place with strong connections to the mysterious realm of the fey. Wicked and capricious, tooth fairies delight in spreading fear and pain, and have a perverse need to steal the teeth of humanoid creatures.

Each night, gangs of tooth fairies stalk humanoid settlements, using their magic to confuse and distract their victims, and reveling in the looks of horror on their victims' faces as the fey suddenly appear out of the darkness with their dirty, bloody pliers. The fairies then lull their targets to sleep and get to work at claiming their prizes. Some cautious fairies bite their targets to paralyze them and ensure the victims can't wriggle away from the fairy's grasping pliers; others enjoy the sounds of creatures awakening to their own screams as the fairy torments them with harsh pinches and painful tugs on fingers, teeth, or eyelids.

Tooth fairies use stolen teeth either to replace their own lost teeth (if the stolen teeth are small) or to decorate their dwellings, which usually lie inside abandoned buildings or knotholes in trees. Used as stools, carved into minuscule sculptures, or worn as crowns, the prized teeth serves as trophies of their successful raids.



# Pathfinder Society Scenario #6-15: The Overflow Archives

Character Chronicle #

Core Campaign

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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**This Chronicle sheet grants access to the following:**

**Darklands Study (Dark Archive faction):** Zarta Dralneen has perused a cursed tome that you recovered known as *The Darklands Precepts*, and she has shared some of her findings with you. You gain a +2 bonus on Sense Motive checks against humanoids native to the Darklands, such as drow, derro, and duergar. In addition, you gain a +2 bonus on Knowledge checks to identify and learn about such creatures.

**Upstanding Archivist (Dark Archive faction):** You have demonstrated excellence in the Grand Lodge's vaults and improved the Dark Archive faction's reputation. As a result, Zarta Dralneen has provided you a choice pick from among the treasures rescued from the flooded library. You can cross this boon off your Chronicle sheet when purchasing one of the items found below to purchase that item at 75% of its listed price.

**All Subtiers**

**Subtier 4-5**

- bird feather token* (300 gp)
- potion of haste* (750 gp)
- scroll of bull's strength* (150 gp)
- scroll of dimension door* (700 gp)
- scroll of magic circle against chaos* (375 gp)
- scroll of slow* (375 gp)
- sleep arrow* (132 gp)

- bookmark of deception* (1,500 gp; *Pathfinder RPG Ultimate Equipment* 284)
- cloak of the manta ray* (7,200 gp)
- horn of fog* (2,000 gp)
- scroll of daylight* (375 gp)
- steadfast gut-stone* (800 gp; *Ultimate Equipment* 320)
- wand of identify* (25 charges; 375 gp, limit 1)
- wand of ventriloquism* (375 gp, 25 charges)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	253	506
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	589	1,177
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	924	1,847
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD			
EXPERIENCE			
FAME			
GOLD			

Starting XP	
+	GM's Initials
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	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
-	
Gold Spent	
=	
Total	

**For GM Only**

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