

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



TAPESTRY'S TOIL

By Steven T. Helt



Tapestry's Toil

Pathfinder Society Scenario #6–21

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Tapestry's Toil

By STEVEN T. HELT



For three years, the Pathfinder Society explored and protected what might be their greatest treasure—the marvelous *Hao Jin Tapestry*. With the tapestry in hand, the Society studied the last remnants of cultures and locales that only existed because of the legendary sorcerer Hao Jin's preservative magic. The Decemvirate hailed the tapestry's acquisition as a singular victory, well worth the price in gold and lives.

An artifact as wondrous as Hao Jin's masterpiece attracts attention, and enemies. The leaders of the Aspis Consortium also sought the wealth and knowledge contained in the work, and they found another means of entering the demiplane. In secret, they accosted some of the demiplane's residents and plundered their wealth. The Aspis visualized an endgame of stealing the tapestry's incredible resources out from under their Pathfinder rivals, while the Decemvirate paid the cost of guarding one of Golarion's most valuable treasures.

The Aspis Consortium realized that conflict with the Society within the tapestry was inevitable. When the Society eventually closed the consortium's secret entrance to the demiplane, several groups of Aspis agents were trapped inside. One of these groups of agents was on a mission to tarnish the Pathfinder Society's name within the tapestry. This group included the ambitious bronze agent Gaer Medlock, who convinced his fellow agents to continue to slander the Society while searching for a way to escape the tapestry. The agents went their separate ways, agreeing to reconvene at regular intervals to share their progress. Medlock himself chose to visit an industrious group of dark dwarves with a reputation for exquisite metalwork.

Gaer Medlock's mission exceeded his wildest expectations. He initially sought an ally capable of crafting weapons and producing a formidable fighting force to oppose the Pathfinder Society. The dwarves, who he quickly discovered were duergar, were easily able to fulfill those requests. The duergar explained to him that their people had been working in the tapestry for centuries, and they toiled under the watchful eye of a

WHERE ON GOLARION?

After the Master of Spells finishes his orientation, the entirety of *Tapestry's Toil* takes place in the demiplane known as the *Hao Jin Tapestry*. The physical tapestry hangs under heavy guard in the Pathfinder Society's Grand Lodge in the city of Absalom. The tapestry is the legacy of the Tian sorceress Hao Jin, who collected memorable locations and dangerous creatures from across the world in a living museum. As the events in *Tapestry's Toil* unfold, the PCs learn that Aspis agents trapped inside the demiplane have actively worked against the Pathfinder Society, whom many living in the tapestry view as outsiders and intruders.

god who took interest in the tapestry, saving them from certain destruction.

The duergar told Medlock that Hao Jin vanished in late 44th century AR, and the demiplane has slowly begun to falter and decay in the centuries since. The dwarven god Droskar noticed the dwarves' plight and sent a xorn emissary with a solution: toil in his name, and he would preserve their home. The dwarves did not universally agree to Droskar's offer, but under the leadership of the young oracle Chergin, the vast majority of the clan offered their prayers to the Dark Smith. Droskar immediately transformed those who accepted his deal into duergar. Chergin took a new last name to honor his new god, and the Ironwhip clan was born. The oracle divined the location of good stone and veins of iron, and moved those loyal to him to a small mountain. He used an old temple of Yamatsumi, the Mountain Lord, as his grand entrance. Teams of duergar scoured the tapestry for slaves, and used their captives' labor and Droskar's magic to carve out a new home.

Once he established a prosperous settlement, Chergin Ironwhip began performing regular rituals in worship of Droskar, rituals that the Dark Smith claimed would sustain the tapestry's demiplane and possibly provide

a way out. Over a century later, Chergin Ironwhip still oversees the same laborious operations day in and day out. The dwarves ceaselessly mine, craft, and forge, dedicating every strike of their hammers, and every crack on a slave's back, to their god.

Gaer Medlock offered to help the duergar refine the rituals, hoping for a way to get his agents out of the tapestry and report his progress to the Consortium. However, his experiments with the rituals met with stern lectures about perseverance from the oracle of stone, until Ironwhip finally killed Medlock and reanimated him as personal confidant and servant. The duergar remembers the human's warning about the Pathfinder Society, and his clan is ready to greet those intruders with steel.

SUMMARY

The Pathfinder Society learned that the remnant of a dwarven clan living in the *Hao Jin Tapestry* might hold a fragment of the Sky Key. Desperate for rescue as the magical forces of Irrisen gathered against them, the dwarves agreed to let Hao Jin sweep their home into her personal demiplane. Master of Spells Aram Zey sends the PCs to locate the dwarves and procure the second fragment of the Sky Key if possible.

The PCs arrive outside the abandoned village of Naldak's Point. The village is uninhabited, except for the last resident's lingering eidolon. After calming the lonely beast, the Pathfinders learn the history of Naldak's Point since it was brought into the tapestry. On their way to the dwarven settlement, they cross a river that is home to a fossegrim as well as several draugr, the undead remnants of Aspis Consortium agents. After they cross the river, the PCs reach the enclave of dwarves, which they discover is actually an enclave of duergar. They fight duergar sentries at the entrance, as well as the spirit oni Tanbaru, who animates iron sculptures to attack the heroes. After the fight, the spirit oni, who has no loyalty to the duergar, attempts to parley with the PCs.

Once the PCs enter the duergar's fortress, they must find its leaders. As they search through its halls, they encounter small roving bands of warriors. They also encounter the smith Mueritt and Xixel, the xorn emissary of Droskar. If the PCs can make it past the blacksmith's forge and navigate another series of patrolled hallways, they reach the sanctuary where Chergin Ironwhip entertains guests and conducts the rituals Droskar

demands to sustain the demiplane. Chergin keeps the Sky Key in a side room off of the sanctuary, and he is unwilling to part with it.

GETTING STARTED

Read or paraphrase the following to begin the adventure.

The *Hao Jin Tapestry* hangs on the wall of this stuffy basement room in the Grand Lodge. The tattered piece of fabric, five feet wide and seven feet long, looks more like a worn tablecloth than a storied artifact. The Pathfinder Society's Master of Spells Aram Zey stands before tapestry, his arms folded across his chest. He speaks without greeting.

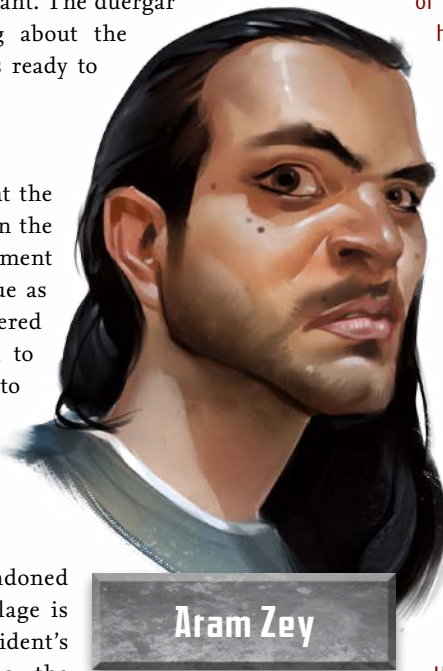
"As you all surely know, the Society labors at some cost to assemble a dwarven relic known as the Sky Key." The Master of Spells produces an intricately sculpted piece of metal decorated with fluid carvings. A sudden flash of excitement fills his weary eyes. "The object I hold in my hands is one of five pieces of that curiosity. The pieces that the Society has obtained so far share the same luster and artistic sensibilities, but have different shapes and functions within the assembled artifact. Today, hopefully, you will retrieve another piece. Previous missions lead us to believe that a fragment of the Sky Key lies within the tapestry, in the company of a dwarven clan that left Golarion for Hao Jin's realm some time ago. Your task is to enter the tapestry and make contact with

these dwarves, discern what they know about the Sky Key, and negotiate for their piece, should they still have it."

The taciturn sage produces a hexagonal beard clasp of thick, polished metal. "Pathfinder agents retrieved this beard clasp from one of the sites that we suspected of holding the Sky Key fragment. It belonged to an ancestor of the dwarves who live in the tapestry, and it may assist you in your negotiations. Return it to me if it does not gain you the fragment you seek. We hold no particular ire for the dwarves. Retrieve the Sky Key fragment if possible, but try not to murder anyone."

Aram Zey adds grudgingly, "Does anyone have any questions before I send you into tapestry?"

The Master of Spells answers the PCs questions to the best of his ability. He does not know about the Aspis Consortium's recent activities in the tapestry, including Medlock's smear campaign. He knows nothing whatsoever of the schism among the dwarves,



the pact with Droskar, or the transformation of most of the tapestry's dwarves into duergar.

What is the Sky Key? Aram Zey sighs and shakes his head. "I wish I found your ignorance surprising. The Sky Key is an artifact. It once belonged to the dwarves of Jormurdun. The last king of Jormurdun, King Guthieran, split the Sky Key into five pieces, keeping one for himself and giving a piece to each of his four children. The Society is tracking down these pieces so that we can reassemble the artifact."

What does the Sky Key do? "Comprehensive research into its properties will need to wait until the Society has the reassembled Sky Key in hand."

Can you tell us anything more about the dwarves who live in the tapestry? "They are the descendants of those who followed Prince Naldak, son of the last ruler of Jormurdun, King Guthieran."

How can we return from the tapestry? "Each person who enters the Hao Jin Tapestry leaves an eddy in his wake. Simply walk into your eddy, which only you can see or interact with, to come back here. I don't have time to stand around while you complete your mission at a leisurely pace—if you return before accomplishing your goals, I'll send a more competent group of Pathfinders to finish the job."

Can you tell us anything else about the Hao Jin Tapestry? "The Hao Jin Tapestry is a masterpiece of magical craftsmanship. It is the entrance to the legendary sorcerer Hao Jin's personal demiplane. She pulled regions from all over Golarion into the tapestry. The tapestry is a living, breathing museum that houses countless historical treasures."

Once the PCs have finished asking questions, Aram Zey asks if they have any purchases to make before entering the tapestry. If any PCs need to buy something, he grumbles about "green agents coming to a mission briefing unprepared" before shooing them off to gather their supplies.

When all of the PCs are ready to depart, he teaches them a command word and instructs them to place their fingers one at a time on a specific spot in the tapestry. Any PC who follows the Master of Spell's instructions is whisked away into the tapestry.

A. RUINS OF NALDAK'S POINT (CR 7 OR 10)

The hot, humid air announces an abrupt change in the local scenery. A large earthen hill fades into view, surrounded on each side by hills covered in vines, grass, and stands of jungle trees. In one direction, mountains rise until they meet a haze of thick clouds. In the other direction, the deep blue sky is barely visible through an expanse of thick jungle. Just ahead lies a small village, its stone buildings overrun with vegetation.

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Monster Codex*, *Pathfinder RPG Advanced Players Guide*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes and the *Monster Codex* are reprinted at the end of the scenario for the GM's convenience.

When the great dwarven fortress of Jormundun fell, its heirs fled with the pieces of its most prized treasure—the Sky Key. One of these heirs, Naldak, established the village of Naldak's Point in what is today the nation of Irrisen. Before Baba Yaga brought her eternal winter to Naldak's point, Hao Jin convinced its leaders to allow her to whisk their home into her tapestry. The village prospered and provided a peaceful life for the tapestry's dwarven residents for centuries, but after Hao Jin herself vanished, the demiplane slowly began to deteriorate. When the dwarves-turned-duergar embraced Droskar's offer, the gray dwarves left Naldak's Point. They vowed never to take one of their cousins as slaves, but promised to defend their new settlement to the death. Ironwhip's contingent seized most of the town's supplies, and they also took the family's most priceless heirlooms, claiming the duergar were best suited to protect Naldak's legacy. Only a small group of dwarves, all from the town's oldest generation, refused Droskar's offer. The people of Naldak's Point aged and died, leaving behind a few empty ruins and one immortal tenanr. As Hao Jin's preservative magic fades, the jungle steadily reclaims this village.

A successful DC 25 Perception or Survival check reveals recent signs of looting—uncovered graves, defaced murals, and newly-exposed rubble—all signs of the Consortium's recent visit.

Creature: The lone remnant of the dwarven descendants of Naldak is an eidolon named Grodel, trapped inside the demiplane when her master passed away forty years ago. The venerable summoner grieved over the sundering of her dwarven house and tasked her eidolon with telling its tale of woe to any who may happen upon their village. About a year ago, agents of the Aspis Consortium looted the village. They attacked the eidolon until she was forced to flee. Now, Grodel is slow to trust visitors. She prefers to frighten intruders away with a roar that sounds like a hammer striking an anvil. When Grodel comes into view, read or paraphrase the following.

A. Ruins of Naldak's Point

N



G : Grodel

1 square = 5 feet

GameMastery Flip-Mat: Swamp

The horse-sized creature has the face of a dwarven woman wearing a silver nose ring. Her body resembles that of a large bear with scaly wings. A barbed tail writhes wildly behind her as she threatens with a sonorous growl.

Subtier 5–6 (CR 7)

GRODEL CR 7

Female unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)
 CN Large outsider (extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +11
DEFENSE
AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)
hp 85 (9d10+36)
Fort +10, **Ref** +8, **Will** +5
Defensive Abilities evasion
OFFENSE
Speed 40 ft., burrow 20 ft., fly 40 ft. (good)
Melee bite +16 (2d6+8), sting +14 (1d6+4)
Space 10 ft.; **Reach** 5 ft.

TACTICS

Before Combat Grodel prefers to frighten intruders away rather than engage in combat. However, if she expects combat, she flies up and positions herself so that she has a clear charge line to a PC.
During Combat Grodel makes the best of her mobility, using flyby attack to lash out at PCs.
Morale If the PCs reduce Grodel to fewer than half her hit points, she mourns the loss of her people through choking sobs. "Master was last dwarf. Just me left, alone. top fight." If the PCs do not accept her surrender, Grodel burrows into the ground and flees.

STATISTICS

Str 26, **Dex** 15, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +9; **CMB** +18; **CMD** 30
Feats Alertness, Flyby Attack, Improved Natural Attack (bite), Iron Will, Multiattack^B, Power Attack
Skills Acrobatics +14 (+16 when balancing on surface, +18 when jumping), Fly +16, Knowledge (local, nature) +2, Perception +11, Sense Motive +6, Stealth +10; **Racial Modifiers** +2 Acrobatics when balancing on a surface, +4 Acrobatics when jumping
Languages Common, Dwarven



SQ evolution points (bite, burrow, flight, large, legs [2], sting, tail)
Gear nose ring worth 50 gp

Subtier 8–9 (CR 10)

GRODEL CR 10

Female unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)
 CN Large outsider (extraplanar)
Init +3; **Senses** darkvision 60 ft.; Perception +20
DEFENSE
AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)
hp 123 (13d10+52)
Fort +12, **Ref** +11, **Will** +6
Defensive Abilities improved evasion
OFFENSE
Speed 40 ft., burrow 20 ft., fly 40 ft. (good)
Melee bite +21 (2d6+9), sting +19 (1d6+4), 2 claws +21 (1d6+9)
Space 10 ft.; **Reach** 5 ft.
TACTICS
 Use the tactics in Subtier 5–6.

STATISTICS

Str 28, **Dex** 16, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +13; **CMB** +23; **CMD** 36
Feats Alertness, Flyby Attack, Improved Natural Attack (bite), Iron Will, Multiattack^B, Power Attack, Skill Focus (Fly), Wingover
Skills Acrobatics +15 (+17 when balancing on a surface, +19 when jumping), Fly +27, Knowledge (local) +2, Knowledge (nature) +2 Perception +20, Sense Motive +7, Stealth +15;
Racial Modifiers +2 Acrobatics when balancing on a surface, +4 Acrobatics when jumping
Languages Common, Dwarven
SQ evolution points (bite, burrow, claws, flight, improved evasion, large, legs [2], sting, tail)
Gear tarnished silver nose ring worth 50 gp
Development: Grodel distrusts visitors. Her starting attitude toward the PCs is unfriendly; attempts to reason with her must succeed at a DC 20 Diplomacy check to adjust her attitude to indifferent. Presenting the beard clasp that Aram Zey provided in the adventure's introduction grants a +2 circumstance bonus on this Diplomacy check. If the PCs fail the check, Grodel attacks.

SCALING ENCOUNTER A

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

Both Subtiers: Grodel's long years of solitude and recent experiences with the Aspis Consortium have left her distraught. She has the shaken condition.

After combat, Grodel gives the PCs a chance to speak with her if they accept her surrender (see the Morale section in her stat block). They must still improve her attitude from hostile to indifferent before she agrees to answer their questions, which requires a successful DC 30 Diplomacy check. If the PCs fail this Diplomacy check after combat, she burrows away into the ground. If the PCs gain Grodel's trust, Grodel hangs her head and tells them what she remembers about Naldak's Point.

"Master was last of Naldak's Point dwarves. They were good and proud until evil came and took the youth away. Now they live in the mountain to the east. Their heads are bald and their skin is gray. They should cut their beards in shame."

Grodel knows very few details, but her words foretell the presence of duergar in the future. She points the PCs to the overgrown eastward path that the "gray dwarves" took when they left Naldak's Point, and gives them the magical treasures that she stores in her home (see Treasure below).

If the topic of the recent looting of Naldak's Point comes up, Grodel reveals that she does not know who was responsible. She points to any PCs who are not dwarves and says, "Look like you." She did not catch a glimpse of the looter's Aspis badges or any other identifying equipment.

Should the PCs fail to communicate with Grodel, they can still find hints of the dwarves' story. The PCs can make out the details of a defaced mural in a ruined stone building. The mural illustrates angry dwarves facing away from their brethren and carrying a strange heavy device to the east.

Treasure: After the Aspis Consortium looted Naldak's Point, Grodel carefully collected everything that she could from the village and stored it in her house. While most items in her house are of little material value, she owns a *scabbard of vigor* (*Pathfinder RPG Advanced Player's Guide* 309). She also has a partially charged *wand of stone call* (*Advanced Player's Guide* 247), which has 6 charges remaining in Subtier 5–6, and 37 charges remaining in Subtier 8–9.

Rewards: If the PCs do not gain the magic items from Grodel's house, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 195 gp.

Out of Subtier: Reduce each PC's gold earned by 311 gp.

Subtier 8–9: Reduce each PC's gold earned by 427 gp.

B. SLAVE MOUNTAIN

When Hao Jin transported Naldak's Point into her tapestry, she placed it near a range of low mountains that was once part of the Sikhyeu Rainforest in Dtang Ma. The mountain fits almost seamlessly into the gathered terrains of the demiplane, with an overgrown dirt road connecting the dwarves' abandoned village and the duergars' new home, which they call Slave Mountain.

B1: Fossegrim Falls (CR 7 or 10)

The mountain reaches overhead, covered in lush trees and white mist. As warm winds whip around the mount's rises, wisps of cloud separate from the thick cover and float away. A brief plateau about halfway up the mountain features a sheer cliff, otherwise inscrutable from a distance.

The roar of the waterfall overhead explains the thick mist that covers much of the mountain. The vapors become gray clouds as they rise in altitude, but near the base of the mountain they are white wisps rolling out from the pool. The pool's water is clear and deep, with the spill forcing white bubbles back to a rippling surface. Deep into the pool, away from the frothy cascade, a glint of gold beckons the eye.

The beautiful pool captured by Hao Jin remained peaceful and undisturbed for centuries. However, since the arrival of the Ironwhip duergar, a cruel mockery has come to replace this tranquility. The waterfall is 30 feet off of the map to the south.

Creatures: The fossegrim Brahlim migrated here from elsewhere in the tapestry, drawn to the air of cruelty that surrounds the gray dwarves. He lives in the pool, entertaining himself by enticing passersby or drowning those who survive the fall from Ironwhip's sanctum (area B4). Brahlim's arrogance has led him to believe that the sacrifices that fall down the waterfall are in fact tributes to him, and he does not know about Ironwhip's sanctum—he suspects that the victims fall from the waterfall's source closer to the top of the mountain, but the details of how the victims are acquired and delivered do not interest him. Paradoxically, Brahlim relishes the opportunity to trap and murder visitors, but despises intruders. He doesn't play with his prey long before killing them, exulting in the shock and horror evoked by a quick drowning. In Subtier 8–9, Brahlim has forged an alliance with another fossegrim, Narimid.

Aspis Consortium agents lie at the back of the pool, their corpses animated after the horror of being worked to the edge of death and sacrificed to Droskar.

They exist now only to aid Brahlim in his torture of any who wander by. In Subtier 5–6, two draugr aid Brahlim, while in Subtier 8–9, Brahlim and Narimid direct four draugr captains.

Hazard: The stones that cross this river are particularly slippery. The DC of all Acrobatics checks to leap between the stones increases by 5. In addition, the river flows swiftly. Any creature that falls in the water must succeed at a DC 15 Swim check or be pulled down the river at a rate of 20 feet per round. A creature that fails this check by 5 or more begins to drown (see *Pathfinder RPG Core Rulebook* 445). The small waterfall depicted on the map is an area of rapids. Any creature that wishes to cross the rapids in either direction must first succeed at a DC 20 Swim check. A creature that fails this Swim check takes 2d6 nonlethal bludgeoning damage as it is forcefully smashed into the rocks at the bottom of the river. If a creature swims up to the waterfall, the waterfall has the same characteristics as the rapids, except that creatures cannot swim up the waterfall. Note that all of NPCs in this encounter have a Swim speed and automatically succeed at a DC 20 Swim check.

Subtier 5–6 (CR 7)

BRAHLIM	CR 6
Male advanced fossegrim (<i>Pathfinder RPG Bestiary</i> 4 288, 114) NE Medium fey (aquatic)	
Init +7; Senses low-light vision; Perception +19	
DEFENSE	
AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural)	
hp 65 (10d6+30)	
Fort +6, Ref +10, Will +9	
DR 5/cold iron	
OFFENSE	
Speed 30 ft., swim 40 ft., <i>water walk</i>	
Melee 2 slams +9 (2d6)	
Special Attacks drowning touch, enchanting music	
Spell-Like Abilities (CL 9th; concentration +14) Constant— <i>water walk</i> At will— <i>create water</i> 3/day— <i>aqueous orb</i> ^{APG} (DC 18), <i>hydraulic torrent</i> ^{APG} 1/day— <i>control water</i> (DC 19)	
TACTICS	
Before Combat If Brahlim detects the PCs before they detect him, he lies at the bottom of the pool using his treasure form ability and waits for them to approach. If the PCs leave without investigating the “treasure” at the bottom of the pool, he uses his enchanting music ability to bring them closer.	
During Combat Brahlim tries to separate the PCs, using <i>aqueous orb</i> and <i>hydraulic torrent</i> to push some PCs away, and using his slam attacks on creatures under the effects of his enchanting music to deliver his drowning touch. He uses his underwater invisibility to his advantage.	

Morale Brahlim agreed to guard the approach to the duergar settlement, but he does not have any particular loyalty to the draugr. He surrenders when reduced to 17 hit points or fewer, offering the PCs the treasure at the bottom of the pool as well as the information he knows about the duergar in exchange for his life (see Development below).

STATISTICS

Str 10, **Dex** 17, **Con** 17, **Int** 12, **Wis** 14, **Cha** 21

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

Feats Alertness, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (slam)

Skills Bluff +18, Diplomacy +9, Knowledge (geography) +5, Knowledge (nature) +10, Perception +19, Perform (sing) +9, Perform (string instruments) +24, Sense Motive +19, Sleight of Hand +7, Stealth +16, Swim +25; **Racial Modifiers** +4 Perform (string instruments), +4 Swim

Languages Common, Sylvan

SQ transparency, treasure form

Combat Gear *wand of cure moderate wounds* (25 charges);

Other Gear mwk harp

SPECIAL ABILITIES

Drowning Touch (Su) A fossegrim can flood the lungs of a creature that is willing, is helpless, is affected by its enchanted music ability, touches it while it’s in treasure form, or is touched by it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown slowly. On its turn, the target can attempt a DC 18 Fortitude save to cough up this water; if it fails, it falls unconscious at 0 hp. On the next round, a fallen target must attempt another DC 18 Fortitude save, dropping to –1 hit points and dying if it fails; on the next round it must attempt to save again or lose 1d6 hit points. On the first successful save, the water clears from the target’s lungs and the target stabilizes. The save DC is Constitution-based.

Enchanting Music (Su) As a full-round action, a fossegrim can play a musical stringed instrument (usually a harp or violin) and target a single creature within 45 feet that can hear and see the fossegrim with an effect identical to the *unnatural lust*^{UM} spell (CL 9th; DC 20 Will save negates). This action provokes attacks of opportunity. If the target touches or kisses the fossegrim, the fey can affect the target with its drowning touch ability. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Transparency (Su) When underwater, a fossegrim’s body becomes transparent, effectively rendering it invisible. It can become visible or transparent at will as a free action.

Treasure Form (Su) As a standard action when completely underwater, a fossegrim can create an illusion causing it to resemble a Medium pile of gold and silver coins, glittering jewels, and valuable art objects. If a fossegrim speaks, moves, attacks, or uses any of its special abilities or spell-like abilities while in treasure form, the illusion dissipates.

B1. Fossegrim Falls



D : Draugr Aspis Agent

F : Fossegrim

1 square = 5 feet

Pathfinder Flip-Mat: Falls & Rapids

A successful DC 20 Will save is required to disbelieve this illusion. If a living creature within the fossegrim's melee reach touches or physically interacts with the illusion, the fossegrim reaches out to kiss or otherwise touch that creature, automatically affecting the creature with its drowning touch ability. The fossegrim can maintain this illusion indefinitely and can revert to its normal natural form as a free action. This is a mind-affecting illusion (glamer) effect. The save DC to disbelieve is Charisma-based.

DRAUGR ASPIS AGENTS (2) CR 2

Draugr (*Pathfinder RPG Bestiary 2* 110; see page 26)

hp 19 each

Subtier 8–9 (CR 10)

BRAHLIM AND NARIMID CR 6

Male advanced fossegrims (*Pathfinder RPG Bestiary 4* 114; use statistics for Brahlim from Subtier 5–6 on page 9)

DEFENSE

hp 65 each

STATISTICS

Combat Gear *wand of cure serious wounds* (25 charges) (Brahlim only) **Other Gear** mwk harp

DRAUGR CAPTAIN ASPIS AGENTS (4) CR 4

Draugr captain fighter 1 (*Pathfinder RPG Bestiary 2* 110)

CE Medium undead (water)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 armor, +3 Dex, +4 natural)

hp 43 each (4 HD; 3d8+1d10+25)

Fort +8, **Ref** +4, **Will** +6

DR 5/bludgeoning or slashing; **Immune** undead traits;

Resist fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk greataxe +12 (1d12+10/×3 plus 1 negative level) or slam +10 (1d10+10 plus 1 negative level)

Spell-Like Abilities (CL 5th; concentration +10) 3/day—*obscuring mist*

STATISTICS

Str 25, **Dex** 17, **Con** —, **Int** 12, **Wis** 16, **Cha** 20

Base Atk +3; **CMB** +10; **CMD** 23

Feats Power Attack, Toughness, Weapon Focus (greataxe)

Skills Climb +14, Intimidate +10, Perception +10, Stealth +10, Swim +22

Languages Common (can't speak)

Gear mwk greataxe, leather armor, 60 gp

Development: If Brahlim or Naramid surrenders, he offers to provide the PCs with treasure and knowledge in exchange for his life. He hands over his wand, and

SCALING ENCOUNTER B1

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

Subtier 5–6: Remove one draugr Aspis agent from the encounter, and remove the greataxe from the remaining draugr Aspis agent.

Subtier 8–9: Remove Narimid from the encounter.

retrieves the *primal elemental gem (water)* from the bottom of the pool (see Treasure below). He knows that there are at least one hundred of the “gray dwarves”, and that they keep many slaves. He also knows that the leader of the gray dwarves is a man named Chergin Ironwhip who has “power over stone”. In Subtier 8–9, if either fossegrim surrenders, he hands over the wand, retrieves both *primal elemental gems*, and relays the same information.

If any PC is openly wears a *wayfinder*, or mentions that they are members of the Pathfinder Society, Brahlim tells the PCs that he has heard of the Society's fearsome reputation and their desire to acquire wealth whatever the cost. He says that he admires the fact that the Society doesn't let silly ideas like morality stand in their way, but cautions that if they kill him, his allies will seek revenge on the Society. If the PCs seem confused by his declaration, the fossegrim informs them that people who are well acquainted with the Society's acts have spread the word of the danger of attempting to negotiating with the Pathfinder Society. The fossegrim's ideas about the Pathfinder Society come from Gaer Medlock's allies, who were not wearing Aspis badges when they spoke with him. Brahlim has never heard of the Aspis Consortium.

The draugr wear tattered leather armor with little value. However a DC 15 Perception check allows any PC to notice a bronze badge adorning each of the undead. The badge identifies their wearers as agents of the Aspis Consortium—junior agents lost to Ironwhip's cruelty before Medlock began his mission.

Treasure: A variety of coins and gems worth 120 gp total are wedged into a small crevice at the bottom of the river south of the rapid, underneath the location where Brahlim pretends to be a pile of treasure. One *primal elemental gem (water)* is also wedged in the crevice (in Subtier 8–9, two *primal elemental gems*). A *primal elemental gem* functions as an *elemental gem* in all ways, except that it summons a huge elemental as per the *summon nature's ally VI* spell, with a caster level of 11.

Faction Notes: Grand Lodge faction PCs should be interested in the Aspis badges worn by the undead. They should also be interested in Brahlim's declaration that someone has been turning the denizens of the tapestry against the Society.

Rewards: If the PCs do not defeat the fossegrim (or fossegrims, in Subtier 8–9) and the draugr, reduce each PC’s gold earned by the following amount.

Subtier 5–6: Reduce each PC’s gold earned by 495 gp.

Out of Subtier: Reduce each PC’s gold earned by 835 gp.

Subtier 8–9: Reduce each PC’s gold earned by 1,175 gp.

B2. The Iron Menagerie (CR 8 or 11)

From a considerable distance, the cliff face at the base of the mountain appears corrugated from erosion. Two pairs of enigmatic, smiling stone faces are carved into the face of the mountain. These faces flank a precariously tall, ten-foot-wide stone staircase that leads to a flat plateau 60 feet overhead.

Hazard: The staircase is particularly steep. It once symbolized ascent to a sacred place: the temple to the mountain god Yamatsumi above. However, the duergar have made the steps uneven to trip anyone climbing the staircase. The staircase is so steep that it is essentially vertical. PCs can move up the staircase at half speed by succeeding on one DC 20 Climb check for each move action, or they can move up the staircase at quarter speed by succeeding on one DC 15 Climb check for each move action. A PC who fails a Climb check by 5 or more tumbles down the staircase, taking 1d6 bludgeoning damage per 10 feet she falls. A PC who climbs the stairs at a rate of 5 feet per round does not need to roll any skill checks.

When a PC reaches the top of the staircase, read or paraphrase the following.

Jagged and barbed iron sculptures of various sizes cover the floor of this large stone plateau. A pair of wide stone stairs ascends to a balcony overhead. Shattered pieces of intricately painted pottery and shreds of fine silk are piled along the walls. Four pillars divide the space, holding aloft stone arches covered with pictograms. A wide pair of iron doors bears a ruby-studded engraving of an inferno and a hefty iron lock.

This entryway functions as a temple to Droskar. When the blacksmith Mueritt (area B3) finishes an iron sculpture, she brings it to the menagerie and Ironwhip determines whether it supersedes the present sculptures in quality. If the iron is purer and the image more compelling, the new sculpture is named and placed into the menagerie. The least compelling of the existing iron sculptures is periodically returned to the blacksmith for reforging.

The doors to the sanctum are secured with a good quality lock (DC 30 Disable Device to open), and none of the sentinels has the key. The doors have hardness 10 and 60 hit points, and the DC to break the doors with a Strength check is 28.

Creatures: The four sentinels here have been warned that a group of outsiders known as Pathfinders may arrive soon, and are determined to prevent these Pathfinders from breaching the door into their fortress. The sentinels might hear the PCs climbing the stairs if they succeed at a Perception check. The PCs might also hear the guards, who are pacing, if they succeed at a Perception check (Perception DC 10 + 1 for every 10 feet of distance). If no one succeeds at a Perception check, the first PC who climbs 40 feet up the staircase sees the sentinels at the same time that the guards see her.

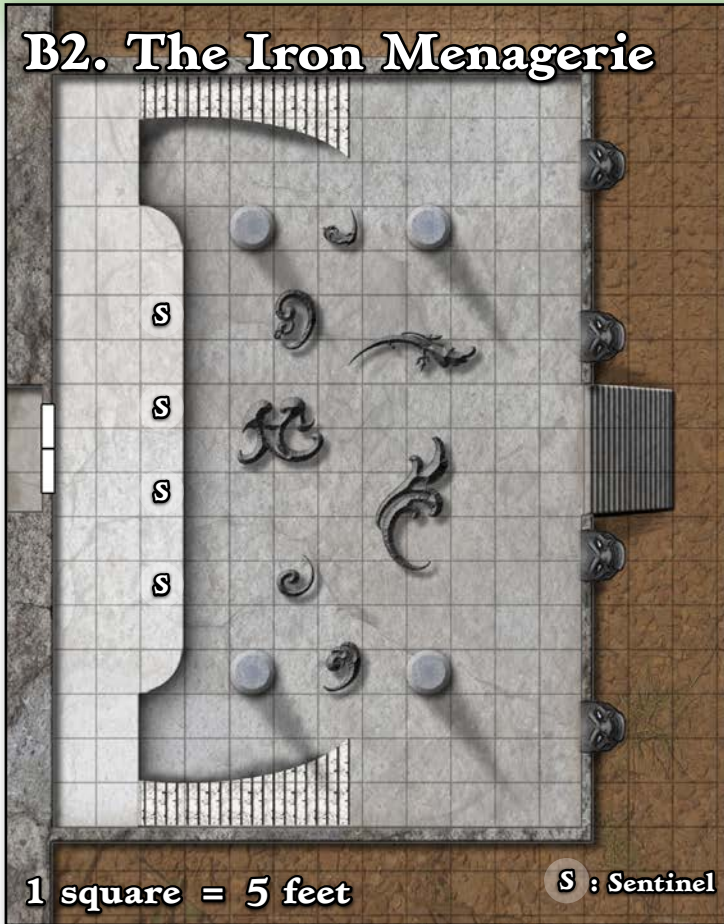
The spirit oni Tanbaru also lurks here. Tanbaru was formerly one of a pair of dosojin kami, guardians of travel and roadways (*Pathfinder Adventure Path #52: Forest of Spirits*). The pair protected this location when it was a temple of Yamatsumi, as well as the pilgrims who came to pay their respects. When Hao Jin lifted this mountain into her tapestry, Tanbaru’s ward was torn in two, and his counterpart Jiraku was left behind in the Material Plane. The trauma of these separations left Tanbaru in a spiritually vulnerable state. When the duergar defaced the temple, Tanbaru failed in his task of protecting his ward, and reformed as a spirit oni. Now Tanbaru serves the duergar as a way to cling to physical existence, but he resents them and hopes to one day have his revenge.

Tanbaru can activate two of the iron sculptures in this room to fight against the PCs. Neither one of the sculptures can take any actions unless Tanbaru sticks to its face and spends a full-round action directing it. In Subtier 5–6, the oni first animates the Medium statue between the two northernmost pillars, then animates the Medium statue between the two southernmost pillars. In Subtier 8–9, the oni first animates the northernmost Large statue, and then animates the southernmost Large statue.

Subtier 5–6 (CR 8)

ANIMATED OBJECT, IRON SCULPTURE (2)	CR 4
N Medium construct (<i>Pathfinder RPG Bestiary</i> 14)	
Init +0; Senses darkvision 60 ft., low-light vision; Perception –5	
DEFENSE	
AC 16, touch 10, flat-footed 16 (+6 natural)	
hp 36 (3d10+20)	
Fort +1, Ref +1, Will –4	
Defensive Abilities hardness 10; Immune construct traits	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +5 (1d6+2)	
STATISTICS	
Str 14, Dex 11, Con —, Int —, Wis 1, Cha 1	
Base Atk +3; CMB +5; CMD 15	
SQ construction points (additional attack, grab, metal)	

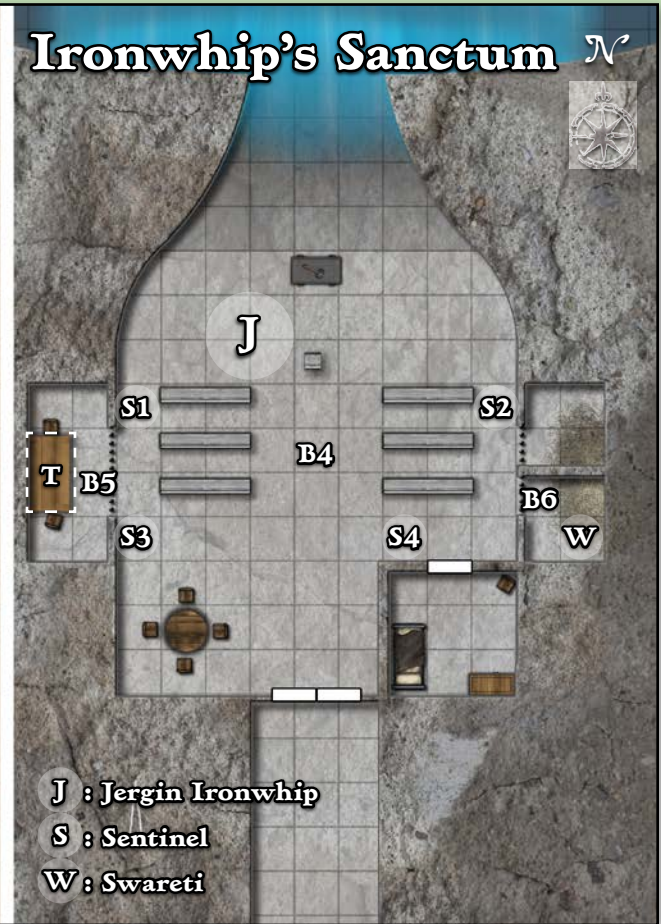
B2. The Iron Menagerie



1 square = 5 feet

S : Sentinel

Ironwhip's Sanctum



J : Jergin Ironwhip

S : Sentinel

W : Swareti

DUERGAR SENTINELS (4)

CR 1

Duergar sergeant (*Pathfinder RPG Monster Codex* 50; see page 27)

DEFENSE

hp 23

TACTICS

Before Combat The sentinels remain vigilant while on duty. If they notice strangers climbing the staircase, they take aim with their heavy crossbows and prepare to fire if intruders advance.

During Combat The duergar sentinels shout to be heard by guards within the stronghold and fight viciously. They employ team tactics. If they are approached in melee, they use their *enlarge person* spell-like ability to increase their threatened area and flank with their dwarven waraxes.

Morale The duergar sentinels fight to the death.

TANBARU

CR 4

Male variant spirit oni (*Pathfinder RPG Bestiary* 3 209)
LE Tiny outsider (oni, native)

Init +8; **Senses** darkvision 60 ft., *detect magic*; Perception +9

DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)

hp 37 (5d10+10); fast healing 2

Fort +3, **Ref** +8, **Will** +5

OFFENSE

Speed 10 ft., fly 30 ft. (good)

Melee bite +11 (1d4), gore +11 (1d4 plus poison)

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

Special Attacks poison

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*detect magic*

At will—*invisibility* (self only), *mage hand*

3/day—*command* (DC 14), *ear-piercing scream*^{UM} (DC 14),
lesser confusion (DC 14), *obscuring mist*

1/day—*darkness*, *deep slumber* (DC 16), *dispel magic*, *mirror image*, *stone shape*

1/week—*commune* (CL 12th, 6 questions), *permanent image* (DC 19)

TACTICS

Before Combat Tanbaru uses his at-will *invisibility* to remain invisible and attaches himself to the face of an iron statue.

During Combat Tanbaru directs one of the two iron sculptures that have been specially designed to animate with his guidance. If the PCs destroy that sculpture, he flies over to the other sculpture that he can animate and directs it instead. He does not use his own offensive spell-like abilities, because such actions would break his *invisibility*. Animating the iron sculptures to attack the PCs does not break his *invisibility*.

SCALING ENCOUNTER B2

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

Both Subtiers: Remove one duergar sentinel from the encounter. Only one of the iron sculptures is designed for Tanbaru to be able to command it.

Morale If the PCs defeat the duergar sentinels, Tanbaru drops his *invisibility* and attempts to parley (see Development). If the PCs destroy the sculptures that Tanbaru can animate before they defeat the duergar, he flies invisibly above the fray and waits. After the combat, he offers the PCs assistance in navigating the fortress (see Development). If the PCs refuse his offer, he is suddenly overcome with rage. He curses at them in Tien and begins a new combat. He uses any remaining iron statues to fight the PCs, and then attacks them with his spell-like abilities (except *permanent image*, which he cast earlier in the week). In this second combat, Tanbaru fights to the death.

STATISTICS

Str 10, **Dex** 19, **Con** 14, **Int** 15, **Wis** 12, **Cha** 17

Base Atk +5; **CMB** +7; **CMD** 17

Feats Ability Focus (poison), Improved Initiative, Weapon Finesse

Skills Bluff +11, Fly +20, Knowledge (arcana) +10, Knowledge (local) +10, Perception +9, Sense Motive +9, Spellcraft +10, Stealth +20

Languages Common, Dwarven, Tien

SQ mask symbiosis

SPECIAL ABILITIES

Mask Symbiosis (Ex) A spirit oni can be worn as a mask by a willing Small or Medium creature. While worn in this way, the wearer can see through the oni's eyes and speak through its mouth, although the wearer retains its own senses and voice. The spirit oni remains a separate creature, and must detach from its host's face (as a move action) if it wishes to take any action of its own (including attacking or using a spell-like ability). While a spirit oni is worn as a mask, it grants a +2 insight bonus on its host's Perception checks.

Poison (Ex) Gore—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Cha; *cure* 2 consecutive saves.

Subtier 8–9 (CR 11)

ANIMATED OBJECT, IRON SCULPTURE (2) CR 7

N Large construct (*Pathfinder RPG Bestiary* 14)

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

DEFENSE

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** –4

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 50 ft.

Melee 2 slams +9 (1d8+6 plus grab)

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

Special Attacks constrict (1d8+6), trample (1d8+10, DC 18)

STATISTICS

Str 22, **Dex** 9, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

SQ construction points (additional attack, constrict, faster [2], grab, metal, trample)

DUERGAR SENTINELS (4) CR 4

Duergar fighter 5 (*Pathfinder RPG Bestiary* 117)

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; Perception +3

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 42 each (5d10+15)

Fort +6, **Ref** +4, **Will** +3 (+1 vs. fear); +2 vs. spells

Defensive Abilities bravery +1; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk dwarven waraxe +9 (1d10+3/×3) or
longspear +7 (1d8+3/×3)

Ranged +1 *composite longbow* +11 (1d8+4/×3)

Special Attacks weapon training (bows +1)

Spell-Like Abilities (CL 5th; concentration +3)

1/day—*enlarge person* (self only), *invisibility* (self only)

TACTICS

Use the tactics in Subtier 5–6.

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 8, **Wis** 14, **Cha** 6

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

Feats Improved Initiative, Point-Blank Shot, Power Attack, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (warhammer)

Skills Climb +4, Intimidate +2, Perception +3 (+5 relating to stonework), Sense Motive +3, Stealth +0, Survival +6; **Racial**

Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability, armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk breastplate, longspear, +1 *composite longbow*, mwk dwarven waraxe, with 40 arrows, 163 gp

TANBARU CR 4

Male variant spirit oni (*Bestiary* 3 209; use the statistics for Tanbaru from Subtier 5–6 on page 13)

hp 37

Development: After the PCs defeat the duergar, Tanbaru drops his *invisibility* and offers his assistance. He expresses his gratitude to them for defeating the duergar that he despises, and offers his assistance in navigating the duergar's fortress. He explains that the duergar destroyed a location that belongs to him and forced him into servitude. He tells the PCs that if they can defeat Chergin Ironwhip, the leader of the duergar, he will gladly provide each of them with assistance in the future. If the PCs agree to assist Tanbaru and he survives to the end of the scenario, they each receive the Tanbaru's Respect boon on their Chronicle Sheets.

The pictographs are illusions, which the oni produced with his *permanent image* spell. They are deliberately nonsensical. A PC who succeeds at a DC 20 Linguistics or Knowledge (geography) check, or a DC 25 Knowledge (religion) check, knows that pictograms adorn hidden shrines to forgotten deities in the jungles of Dtang Ma, and famously resist all attempts at translation. A PC who succeeds at this check by 5 or more realizes that these pictograms are merely based upon the mysterious pictograms of Dtang Ma. Tanbaru obsessively created these pictograms as an expression of his corruption.

See the sidebar Navigating Slave Mountain on this page for details on how the PCs find their way through Slave Mountain and locate its leaders.

Treasure: In addition to the treasure on the duergar, the piles of destroyed artwork contain a collection of undamaged silk and lacquered boxes worth 600gp.

Rewards: If the PCs do not defeat the duergar scouts and either defeat or parley with Tanbaru, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 357 gp.

Out of Subtier: Reduce each PC's gold earned by 786 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,215 gp.

B3. Forge of the Dark Smith (CR 7 or 10)

The smell of musk and hot iron saturates the thick air. Heat is everywhere, with regular blasts of hot wind blowing past in time with the bellows. A single iron sculpture leans on the east wall. Though it bears a strong central frame and several barbed twists, it remains far from complete. The air tastes bitter and metallic.

The forge is the home of the duergar blacksmith Mueritt and Slave Mountain's most unusual servant, Xixel, the herald of Droskar. A religious fanatic, Mueritt keeps the forges constantly busy, melting iron mined from the tunnels below and reforging sculptures that fall out of favor with her fellow worshippers. If the Pathfinders enter while she works her craft, she credits Droskar for the gift of metallurgy and the rich iron mines below her home.

NAVIGATING SLAVE MOUNTAIN

Once the PCs enter Slave Mountain, their next task is to seek out the piece of the Sky Key. The fortress is vast, and houses hundreds of duergar and their slaves. Defeating the entire encampment is beyond the scope of this adventure. Instead, have the PCs attempt a Survival or Knowledge (dungeoneering) check each time they travel from one area of the mountain to another, to represent how quickly they navigate and how well they evade the guards within. For the purposes of this adventure, the iron menagerie (area **B2**), forge (area **B3**), and sanctum (area **B4**) all count as areas of the mountain, as does any other room within the sanctum that the PCs might seek out. The forge is on the way to the Sanctum, and barring magical means or the discovery of the hidden opening behind the waterfall (area **B4**), the PCs need to pass through the forge to reach the sanctum.

If Tanbaru accompanies the PCs, he asks to meld onto a PC's face. A PC who allows him to do so gains a +10 circumstance bonus on skill checks to navigate Slave Mountain. Otherwise, he gives a series of directions that grant a +5 circumstance bonus. Tanbaru does not know the full map of the mountain, but he can sense the approximate locations of Mueritt and Jergin at all times, because of their role in his corruption.

The DC of these Survival or Knowledge (dungeoneering) checks is 35 in Subtier 5–6, and 40 in Subtier 8–9. If the PCs succeed on this check, they find their way to the next location without encountering patrols. If they fail this check, they encounter patrols (1 patrol plus 1 more for every 5 points by which the check fails). The duergar are no match for the PCs, but each group deal 1d8+2 points of damage to each PC in Subtier 5–6, or 1d8+5 points of damage to each PC in Subtier 8–9. If the PCs use clever tactics, the GM can apply circumstance bonuses to this skill check. Skills such as Disguise and Stealth, and spells such as *dimension door*, *invisibility*, and *silence* are good candidates to grant circumstance bonuses. The idea is to reward creativity, while conveying the sheer numbers of duergar in the mountain.

Ironwhip typically sends new slaves on a tour of the forge to view the fruits of their labor. Their reaction to the blacksmith's praise of Droskar determines their fate in the mines. Those who accept their fate or embrace the duergar religion receive barracks and food during their stay as miners, and may even be traded to other cultures if they prove valuable. Those who scoff at their fate or Droskar's name are thrown into the mines and worked until death, or sacrificed to Droskar as a warning to other slaves.

Creatures: Mueritt addresses the PCs as if they were slaves, despite their weapons, armor, and other wealth. She begins the same prepared speech that she gives every time an unfamiliar face enters her forge.

B3. Forge of the Dark Smith



M : Mueritt

X : Xorn

1 square = 5 feet

GameMastery Map Pack: City

"'Tis Droskar the Dark Smith who sustains us and all who live within the tapestry. He forged us after his own image; hard and strong like iron. He gave us a home and iron from the earth, and laborers to toil in his name and for our sake. Welcome to your final endeavor, slaves. Trust that your new god will remake you in his mines."

If the PCs correct her assumption, she praises Ironwhip's leadership and conveys her desire that whatever agency the PCs represent benefit Slave Mountain. In truth, she has no intention of allowing the PCs to leave her smithy alive, but she wants to learn more about who sent them and why they have come to Slave Mountain. The PCs can discern Mueritt's intentions if they succeed at a Sense Motive check opposed by her Bluff check. The xorn Xixel was the first emissary that Droskar to Ironwhip. It works as the blacksmith's assistant, though its mere presence inspires Mueritt to greater faithfulness: she is well aware that it is also there to supervise her work at inspiring faith in others. Note that in Subtier 8–9, there are two xorn, Xixel and Xemaki.

Subtier 5–6 (CR 7)

MUERITT, DUERGAR BLACKSMITH CR 5

Female duergar cleric of Droskar 6 (*Pathfinder RPG Bestiary* 117)
LE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; Perception +3

DEFENSE

AC 20, touch 12, flat-footed 20 (+6 armor, +3 deflection, –1 Dex, +2 shield)

hp 48 (6d8+18)

Fort +8, **Ref** +4, **Will** +9; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 *warhammer* +8 (1d8+5/×3 and shaken for 1 round)

Ranged light hammer +3 (1d4+2)

Special Attacks channel negative energy 4/day (DC 14, 3d6)

Spell-Like Abilities (CL 6th; concentration +7)

1/day—*enlarge person* (self only), *invisibility* (self only)

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

6/day—*artificer's touch* (1d6+3, bypasses DR and hardness 6), *copycat* (6 rounds)

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *stone shape*^{APG}, *wrathful mantle*^{APG}

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*⁰, *spiritual weapon*, *weapon of awe*^{APG}

1st—*divine favor*, *command*⁰ (DC 14), *endure elements*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *spark*^{APG}

D domain spell; **Domains** Artifice (Toil subdomain)^{APG}, Trickery

SCALING ENCOUNTER B3

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

Subtier 5–6: Mueritt hears the PCs approach, but she is extremely confident in her ability to handle the intruders, and does not cast any spells before combat.

Subtier 8–9: Xemaki is away serving Droskar elsewhere in the tapestry, and does not participate in the scenario.

TACTICS

Before Combat Mueritt hears the commotion in the hallways, and knows that there are intruders in the fortress. She casts *bull's strength*, *shield of faith*, and *wrathful mantle* on herself, and *weapon of awe* on her warhammer. The benefits of all of these spells are already calculated in to her statistics.

During Combat Mueritt coordinates with Xixel in Terran. She uses *copycat* to make herself more difficult to hit, and targets PCs with her spells. She does not use her channel negative energy while Xixel is in the room.

Morale Mueritt is a religious zealot who fights in Droskar's name. She fights to the death to defend her forge.

Base Statistics Without the benefits of *shield of faith*, *weapon of awe*, and *wrathful mantle*, Mueritt's statistics are **AC** 17, touch 9, flat 17; **Fort** +7, **Ref** +3, **Will** +8; **Melee** +1 *warhammer* +6 (1d8+3/×3); **Str** 10

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 13

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (warhammer)

Skills Craft (armor) +12, Craft (weapons) +12, Knowledge (religion) +7, Linguistics +5, Perception +3 (+5 relating to stonework), Sense Motive +7, Spellcraft +5, Stealth –1; **Racial**

Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ slow and steady, stability

Combat Gear wand of cure light wounds; **Other Gear** mwk breastplate, mwk heavy steel shield, light hammer (5), +1 *warhammer*, 63 gp

XIXEL CR 6

Xorn (*Pathfinder RPG Bestiary* 284; see page 28)

hp 66

Subtier 8–9 (CR 10)

MUERITT, DUERGAR BLACKSMITH CR 8

Female duergar cleric of Droskar 9 (*Pathfinder RPG Bestiary* 117)
LE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 24, touch 12, flat-footed 24 (+10 armor, +3 deflection, -1 Dex, +2 shield)

hp 71 (9d8+27)

Fort +10, **Ref** +6, **Will** +12; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 warhammer +10/+5 (1d8+5/×3 plus shaken for 1 round)

Ranged light hammer +5 (1d4+2)

Special Attacks aura of repetition (9 rounds/day, DC 18), channel negative energy 4/day (DC 15, 5d6)

Spell-Like Abilities (CL 9th; concentration +10)
1/day—*enlarge person* (self only), *invisibility* (self only)

Domain Spell-Like Abilities (CL 9th; concentration +13)
At will—*master's illusion* (9 rounds/day)

7/day—*artificer's touch* (1d6+4, bypasses DR and hardness 9), *copycat* (9 rounds)

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*greater command* (DC 19), *waves of fatigue*^D

4th—*blessing of fervor*^{APG}, *confusion*^D (DC 18), *divine power*, *freedom of movement*

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *meld into stone*, *stone shape*^D, *wrathful mantle*^{APG}

2nd—*bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *invisibility*^D, *spiritual weapon*, *weapon of awe*^{APG}

1st—*bless*, *command*^D (DC 15), *divine favor*, *endure elements*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *spark*^{APG}

D domain spell; **Domains** Artifice (Toil subdomain)^{APG},

Trickery

TACTICS

Before Combat Mueritt hears the commotion in the hallways, and knows that there are intruders in the fortress. She casts *bull's strength*, *freedom of movement*, *shield of faith*, and *wrathful mantle* on herself, and *weapon of awe* on her warhammer. The benefits of all of these spells are already calculated in to her statistics.

During Combat Mueritt uses *copycat* to make herself more difficult to hit. She casts *blessing of fervor* when Xixel and Xemaki are in the room, then targets PCs with her spells. She does not use her channel negative energy when both xorns are in the room, because she can only exclude one of them.

Morale Mueritt is a religious zealot who fights in Droskar's name. She fights to the death to defend her forge.

Base Statistics Without the benefits of *bull's strength*, *shield of faith*, *weapon of awe*, and *wrathful mantle*, Mueritt's statistics are **AC** 21, touch 9, flat 21; **Fort** +8, **Ref** +4, **Will** +10; **Melee** +1 warhammer +8 (1d8+1/×3); **Str** 10

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 12, **Wis** 18, **Cha** 13

Base Atk +6; **CMB** +6; **CMD** 15

Feats Heavy Armor Proficiency, Improved Initiative, Lightning Reflexes, Selective Channeling, Weapon Focus (warhammer)

Skills Bluff +7, Craft (armor) +15, Craft (weapons) +15, Knowledge (religion) +7, Linguistics +5, Perception +3 (+5 relating to stonework), Sense Motive +8, Spellcraft +5, Stealth -3; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ slow and steady, stability

Combat Gear *wand of cure light wounds*; **Other Gear** +1 full plate, mwk heavy steel shield, light hammer (5), +1 warhammer, *headband of inspired wisdom* +2, 13 gp

XIXEL AND XEMAKI

CR 6

Xorns (*Pathfinder RPG Bestiary* 284; see page 28)

hp 66 each

Development: If the PCs succeed at a DC 25 Perception check, they find a secret compartment in Mueritt's anvil. The secret compartment contains a small iron key, which opens the locks on all of the manacles in Slave Mountain (see area **B6** for further uses of this key).

Treasure: Mueritt's forge contains masterwork tools for both armor and weapon crafting. It also contains a wall that displays 800 gp worth of weapons, including one copy of every simple and martial weapon in the *Core Rulebook* and two masterwork warhammers. Six manacles sit in a pile in the corner of the room, each secured with an average quality lock (DC 25 Disable Device to open).

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

Subtier 5–6: Reduce each PC's gold earned by 394 gp.

Out of Subtier: Reduce each PC's gold earned by 647 gp.

Subtier 8–9: Reduce each PC's gold earned by 901 gp.

B4. Chergin Ironwhip's Sanctum (CR 9 or 12)

The sanctum is a large, multipurpose room. Two rows of stone benches face a lectern, which sits in front of a stylized iron anvil. A thin curtain of water trickles down from the ceiling behind the anvil. Beyond this curtain, a slick ramp descends into a large open window, which reveals the roaring waterfall just beyond. A sturdy table in the southeast corner bears a pile of bloodstained ropes. Barred doors lead out of the room to the east and west.

Use the map on page 13 for this room and the two adjacent areas. The doors to Ironwhip's office (area **B5**) and the prison cells (area **B6**) are locked with good quality locks (Disable Device DC 30). Ironwhip carries the keys to these rooms.

Hazard: The floor of the sanctum behind the anvil slopes downward into the waterfall. Ironwhip used magic to smooth the floor, and redirected part of the waterfall through this room so that water would flow down the ramp. Walking across the ramp at full speed requires a successful DC 20 Acrobatics check. Walking across the ramp at half speed, or standing up from prone while on the ramp, requires a successful DC 10 Acrobatics check. For every 5 points by which a creature fails one of these Acrobatics checks, the creature slips 5 feet toward the waterfall. A creature who reaches the edge of the ramp tumbles down 60 feet to area **A** below, and takes 6d6 points of bludgeoning damage as it lands on the sharp rocks at the base of the waterfall. Scaling the rocks behind the waterfall to return to area **B4** without ropes or magical assistance requires a series of successful DC 25 Climb checks.

Creatures: Chergin Ironwhip rules from this private sanctum. Here, he hosts ritual sacrifices to Droskar. His victims are typically slaves worked to exhaustion. One of these slaves is currently manacled to the wall inside one of the prison cells on east wall (area **A6**). He feels no remorse for his family's conversion, or for the awful crimes his grave people committed in order to stay alive and active inside the demiplane.

Ironwhip remembers the warnings Medlock gave about the Pathfinder Society and their desire to plunder the tapestry for their own gain. Though the Aspis Consortium itself had similar goals, the constant presence of trapped Consortium agents allowed them to establish trust with various cultures in the demiplane. Ironwhip assumes that the PCs are members of the Pathfinder Society, even if they do not openly carry *wayfinders* or other signs of their affiliation.

In addition to Chergin Ironwhip, the sanctum contains his zombie servant, formerly Gaer Medlock, and four sentinels. When the PCs enter the sanctum, read or paraphrase the following.

A proud duergar in gleaming armor stands next to a corpse in tattered clothing. The duergar narrows his eyes at the intrusion, and gestures toward the undead creature next to him. "This one warned me that you would come. His people are trapped, scattered across the realm like dead leaves. His hate for you was strong. I let him stay, to tell me more about this Pathfinder Society—this band of thieves and braggarts. Even after he blasphemed Droskar's name, I kept him to remind me of your coming."

In a sudden fit of violence, the stout priest shoves the zombie down the ramp. Helpless on the slippery surface, it falls prone and slides into the torrent of falling water.

Ironwhip holds out his hand and grins menacingly, still clutching a scrap of torn cloth affixed to a stylish bronze pin.

SCALING ENCOUNTER B4

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

Subtier 5–6: Remove two of the duergar sentinels from the encounter. The only spell that Jergin casts before the PCs enter his sanctum is *greater magic weapon*.

Subtier 8–9: Replace the duergar sentinels with the duergar sentinels from Subtier 5–6.

Subtier 5–6 (CR 9)

CHERGIN IRONWHIP

CR 8

Male middle-aged duergar oracle^{APG} 9 (*Pathfinder RPG*

Advanced Player's Guide 42, *Pathfinder RPG Bestiary* 117)

LE Large humanoid (dwarf)

Init +5; **Senses** darkvision 120 ft., crystal sight; Perception +10

DEFENSE

AC 21, touch 12, flat-footed 20 (+7 armor, +3 deflection, +0 Dex, +2 shield, -1 size)

hp 80 (9d8+36)

Fort +6, **Ref** +4, **Will** +8

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., earth glide 20 ft.

Melee +2 *warhammer* +13/+8 (2d6+7/×3)

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

Spell-Like Abilities (CL 9th; concentration +13)

1/day—*enlarge person* (self only), *invisibility* (self only)

Oracle Spells Known (CL 9th; concentration +13)

4th (5/day)—*greater magic weapon*, *inflict critical wounds* (DC 18), *poison* (DC 18), *wall of stone* (DC 18)

3rd (7/day)—*animate dead*, *dispel magic*, *inflict serious wounds* (DC 17), *meld into stone*

2nd (7/day)—*bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *inflict moderate wounds* (DC 16), *shatter* (DC 16), *stone call*^{APG}

1st (7/day)—*cause fear* (DC 15), *command* (DC 15), *divine favor*, *inflict light wounds* (DC 15), *magic stone*, *ray of sickening*^{UM} (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *spark*^{APG}, *stabilize*

Mystery stone

TACTICS

Before Combat Chergin casts extended *bull's strength*, *greater magic weapon*, and extended *shield of faith* on himself, and uses his *enlarge person* spell-like ability. The benefits of all of these spells are already calculated in to his statistics.

During Combat Chergin opens combat with his shard explosion ability, then uses a combination of spells and melee combat to fight the PCs.

Morale Chergin is unwilling to surrender within a temple of Droskar, so he fights to the death. If he believes that he is losing the fight, he attempts to kill a PC and use *animate dead* to turn her into a skeleton under his control as a final act of spite.

Base Statistics Without the benefits of *bull's strength*, *enlarge person*, *greater magic weapon*, and *shield of faith*, Chergin's statistics are **Size** Medium; **AC** 20 touch 11, flat-footed 19; **Ref** +5; **Melee** +1 warhammer +10/+5 (1d8+3/x3); **Space** 5 ft. **Reach** 5 ft.; **Str** 14 **Dex** 12; **Climb** +1, **Stealth** +1

STATISTICS

Str 20, **Dex** 10, **Con** 14, **Int** 9, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +12; **CMD** 22

Feats Extend Spell, Improved Initiative, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Appraise +3, Climb +4, Intimidate +16, Knowledge (history) +3, Knowledge (religion) +3, Perception +10 (+12 relating to stonework), Sense Motive +6, Spellcraft +3, Stealth -4, Survival +5; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Ignan, Terran, Undercommon

SQ Droskar's blessing, oracle's curse (tongues [Terran]), revelations (crystal sight, earth glide, shard explosion), slow and steady, stability

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 chainmail, mwk heavy steel shield, +1 warhammer, cloak of resistance +1, headband of alluring charisma +2, onyx worth 225gp

SPECIAL ABILITIES

Droskar's Blessing (Ex)

When Chergin accepted Droskar's deal, the god enhanced Chergin's force of personality to make the oracle a better mouthpiece. Chergin has a +4 insight bonus to Charisma, which is already included in his statistics.

Chergin Ironwhip



DUERGAR SENTINELS (4)

CR 1

Duergar sergeant (*Pathfinder RPG Monster Codex* 50; see page 27)

DEFENSE

hp 23

TACTICS

Before Combat The sentinels move to the walls of the room, away from the waterfall, and draw their dwarven waraxes.

During Combat The sentinels coordinate with each other to flank opponents. If Ironwhip enters melee combat, they prioritize flanking with him. Because they do not speak Terran, they cannot receive new orders from Chergin.

Morale The sentinels fight to the death, unless Ironwhip is defeated. If the PCs defeat Ironwhip, they all surrender.

Subtier 8–9 (CR 12)

CHERGIN IRONWHIP

CR 11

Male middle-aged duergar oracle^{APG} 12 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 117)

LE Large humanoid (dwarf)

Init +5; **Senses** darkvision 120 ft., crystal sight; Perception +14

DEFENSE

AC 26, touch 13, flat-footed 26 (+7 armor, +4 deflection, +0 Dex, +5 shield, -1 size)

hp 129 (12d8+72)

Fort +9, **Ref** +5, **Will** +11

DR 10/adamantine (120 points); **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., earth glide 20 ft.

Melee +3 *spell storing warhammer* +17/+12 (2d6+8/x3)

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

Spell-Like Abilities (CL 9th; concentration +13)

1/day—*enlarge person* (self only), *invisibility* (self only)

Oracle Spells Known (CL 12th; concentration +16)

6th (3/day)—*blade barrier* (DC 20), *mass inflict moderate wounds* (DC 21), *stone tell*

5th (5/day)—*flame strike* (DC 19), *slay living* (DC 20), *stoneskin*, *mass inflict light wounds*

4th (7/day)—*blessing of fervor*^{APG}, *greater magic weapon*, *inflict critical wounds* (DC 19), *poison* (DC 19), *wall of stone* (DC 18)

3rd (7/day)—*animate dead*, *dispel magic*, *inflict serious wounds* (DC 18), *magic vestment*, *meld into stone*, *prayer*

2nd (7/day)—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *inflict moderate wounds* (DC 17), *shatter* (DC 16), *stone call*^{APG}

1st (7/day)—*cause fear* (DC 16), *command* (DC 15), *divine favor*, *inflict light wounds* (DC 16), *magic stone*, *ray of sickening*^{UM} (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *spark*^{APG}, *stabilize*

Mystery stone

TACTICS

Before Combat Earlier in the day, Chergin cast *magic vestment* on his shield, and stored *inflict serious wounds* in his warhammer. As guards inform him of approaching intruders, he casts extended *bear's endurance*, *bull's strength*, *greater magic weapon*, extended *shield of faith*, and *stoneskin* on himself, and uses his *enlarge person* spell-like ability. The benefits of all of these spells are already calculated in to his statistics. Just before the PCs arrive (using his crystal sight ability to time the casting), Chergin casts extended *blessing of fervor* on himself and on his sentinels.

During Combat Chergin opens combat with his shard explosion ability, then uses a combination of spells and melee combat to fight the PCs. He makes use of the waterfall hazard if the opportunity arises, using his earth glide ability to avoid slipping down the waterfall himself.

Morale Chergin is unwilling to surrender within a temple of Droskar, so he fights to the death. He taunts the PCs, offering them slavery instead of death if they surrender instead of "wasting his time." If he believes that he is losing the fight, he attempts to kill a PC and use *animate dead* to turn her into a skeleton under his control as a final act of spite.

Base Statistics Without the benefits of *bull's strength*, *enlarge person*, *greater magic weapon*, *magic vestment*, *shield of faith*, or *stoneskin*, Chergin's statistics are **Size** Medium; **AC** 20 touch 10, flat-footed 19; **hp** 104; **Fort** +7, **Ref** +6; **DR** none; **Melee** +1 *spell storing warhammer* +13/+8 (1d8+3/x3); **Space** 5 ft. **Reach** 5 ft.; **Str** 14, **Dex** 12, **Con** 14; **Climb** +1, **Stealth** +1

STATISTICS

Str 20, **Dex** 10, **Con** 18, **Int** 9, **Wis** 14, **Cha** 18

Base Atk +9; **CMB** +15; **CMD** 25

Feats Extend Spell, Improved Initiative, Power Attack, Spell Focus (necromancy), Toughness, Weapon Focus (warhammer)

Skills Appraise +3, Climb +2, Intimidate +19, Knowledge (history) +3, Knowledge (religion) +3, Perception +14 (+16 relating to stonework), Sense Motive +10, Spellcraft +3, Stealth -4, Survival +6; Racial Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Ignan, Terran, Undercommon; *tongues* (understand only)

SQ Droskar's blessing, oracle's curse (*tongues* [Terran]), revelations (crystal sight, earth glide, mighty pebble, shard explosion), slow and steady, stability

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 *chainmail*, mwk heavy steel shield, +1 *spell storing warhammer*, *cloak of resistance* +1, *headband of alluring charisma* +2, key ring, onyx worth 225 gp

DUERGAR SENTINELS (4)

CR 4

Duergar fighter 5 (*Pathfinder RPG Bestiary* 117; use the statistics for the duergar sentinels from Subtier 8–9 on page 14)

DEFENSE

hp 42

TACTICS

Use the tactics for Subtier 5–6.

Development: If the PCs defeat Ironwhip, a voice calls to them from behind one of the barred doors to the east (area **B6**). Ironwhip's keys can open all of the doors in this room. The Sky Key fragment that the PCs seek rests on the table in area **B5**. Once the PCs have finished their business in the office and the prison, they can either leave via the waterfall or leave through the fortress. Use the rules from the Navigating Slave Mountain sidebar on page 17 if the PCs escape in this second way.

Faction Notes: Grand Lodge faction PCs should take interest in the Aspis Consortium badge from the zombie's clothes, as well as the recent Aspis activities that Ironwhip implies in his speech.

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

Subtier 5–6: Reduce each PC's gold earned by 1,148 gp.

Out of Subtier: Reduce each PC's gold earned by 1,420 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,693 gp.

B5. Ironwhip's Office (CR 8 or 11)

A gleaming, solid, ovoid piece of metal with four cylindrical indentations and strange, fluid engravings rests on top of a long stone table. This piece of metal is a fragment of the Sky Key.

Trap: The Sky Key fragment rests atop a stone table in this barred alcove. The piece seals off holes in the table's surface that lead to a chamber filled with poison gas. Moving the Sky Key fragment releases the gas.

Subtier 5–6 (CR 8)

INSANITY MIST TRAP

CR 8

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

EFFECTS

Trigger touch; **Reset** repair

Effect poison gas (insanity mist, *Pathfinder RPG Core*

Rulebook 559); never miss; multiple targets (all targets in a 10-foot radius)

Subtier 8–9 (CR 11)

NIGHTMARE VAPOR TRAP

CR 11

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

EFFECTS

Trigger touch; **Reset** repair

Effect poison gas (nightmare vapor, *Pathfinder RPG Core Rulebook* 559); never miss; multiple targets (all targets in a 10-foot radius)

B6. Prison Cell

Swareti, a gaunt wayang (*Pathfinder RPG Bestiary* 4 274), is manacled to the wall inside this dingy prison cell, suspended over a pile of dirty straw. The other prison cell is empty. Swareti is from a nearby settlement that was once part of the archipelago of Minata.

Development: If the PCs defeat Ironwhip, the wayang calls out to them and asks for their aid. If the PCs approach the prison cell, Swareti addresses them in accented Common and asks them to undo the manacles. The manacles are secured with a lock (DC 25 Disable Device to open). If the PCs free Swareti, the wayang thanks them profusely.

“Thank you, thank you, I cannot thank you enough for defeating that horrible man. He sent a raiding party to my village to capture and enslave. He and that Mueritt force us to work day and night, until we are too tired and weak. They say if we don’t keep up, they will sacrifice us to their god. So many people have already been taken away, and they never return. I collapsed and woke up here, chained to the wall.”

If the PCs express an interest in freeing the rest of the slaves, Swareti cautions them not to do so, as there are too many duergar in the mountain, even for “mighty heroes” such as themselves. The wayang tells the PCs of a plan to free the other slaves, if only they could find a key to the manacles. The slavers don’t seem to be able to tell wayangs apart, so Swareti could slip among the slaves while wearing unlocked manacles, and wait for the duergar to turn their backs to unlock the manacles of the other slaves. Once freed from their shackles, the slave could run for freedom: the wayangs using their skill at stealth to sneak away, and the other freed slaves taking advantage of the duergar’s relative slowness. If the PCs give Swareti the key from area **B3**, and agree to the proposed plan, Swareti springs into action after the PCs leave; each PC receives the Wayang’s Favor boon on her Chronicle Sheet.

If the PCs wish to participate in Swareti’s plan allow any PCs who wish to assist to run a diversion. PCs who participate in running a diversion take 4d8+8 damage from the duergar they distract in Subtier 5–6, or 4d8+20 damage in Subtier 8–9. Regardless of whether or not the PCs participate in freeing other slaves, Swareti successfully escapes Slave Mountain with a group of other slaves. With the PC’s assistance, the wayang is able to rescue more slaves than would have been possible alone.

If any of the PCs participate in freeing slaves and either mention being Pathfinders or openly wear *wayfinders*,

several of the slaves remark that perhaps what they have heard about the Pathfinder Society is not the whole truth. If the PCs do reveal that they are Pathfinders, the slaves instead warn them to beware the Pathfinder Society, an organization of ruthless and greedy murderers that they always wear compasses. If the PCs seem confused or deny the rumors about the Society, the slaves tell them that they heard of the Pathfinder Society before they were captured. One of the freed slaves mentions that speaking with a generous man who made a substantial donation to help their community, who was an expert in the Pathfinder Society’s crimes.

Faction Notes: Grand Lodge faction PCs should be interested in the fact that someone has been turning the inhabitants of the Tapestry against the Society.

CONCLUSION

With their leader defeated, the duergar focus on defending their stronghold against further intrusion, and do not pursue the Pathfinders as they leave Slave Mountain. The duergar fortify their position and threaten violence against any residents of the tapestry who provide succor the Pathfinder Society. If the PCs kill Ironwhip but Mueritt lives, she devotes herself to revenge, leading the Ironwhip tribe as they recruit more slaves and conquer nearby settlements.

When the PCs return to the Grand Lodge, they find Aram Zey staring at the tapestry, deep in thought. The Master of Spells asks the PCs to give a quick summary of their discoveries and any other important information that they learned on their adventure inside the *Hao Jin Tapestry*. When they finish their report, Aram Zey says the following.

“The transformation of Naldak’s descendants into duergar was an unexpected and unfortunate development. However what matters is that you recovered another piece of the Sky Key. You successfully completed your mission.” The Master of Spells returns his attention to the tapestry. After a few moments, he barks, “Why are you still standing around? Do you want an award for doing your jobs?”

A PC who succeeds at a DC 20 Sense Motive check can tell that the Master of Spells is actually quite pleased with their performance.

In the following days, the Grand Lodge buzzes with excitement over their discovery of another piece of the Sky Key. The story of the PC’s deeds grows out of proportion, and several junior Pathfinder agents ask the PCs to tell tales of how they defeated thousands of duergar without sustaining a single scratch.

If the PCs improved Grodel’s attitude to at least indifferent, she considers assisting the Pathfinder

Society on future missions within the tapestry. If the PCs allied with Tanbaru, he thanks them for their assistance and offers his own assistance in the future in return. He melds onto one of the PC's faces and travels with them back to the Grand Lodge. If the PCs freed Swareti, the wayang spreads stories of the PC's heroism.

Faction Notes: Grand Lodge faction PCs should ideally report both that there are active Aspis agents in the tapestry, and that those agents are working to turn the tapestry's inhabitants—not just the duergar—against the Society.

Reporting Notes

If the PCs improve Grodel's attitude to at least indifferent, check box A. If the PCs ally with Tanbaru, check box B. If the PCs free Swareti and give the wayang the key to the manacles, check box C.

Primary Success Conditions

The PCs fulfill their primary goal if they recover the piece of the Sky Key from Chergin's sanctum. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs fulfill their secondary goal by finding allies for the Pathfinder Society within the *Hao Jin Tapestry*. Doing so requires the PCs to fulfill two of the following three tasks: improve Grodel's attitude to at least indifferent, ally with Tanbaru, or free Swareti from the prison cell. Fulfilling the secondary success condition earns each PC 1 additional Prestige Point.

Faction Notes

If the PCs mentioned the presence of the Aspis Consortium in their summary to Aram Zey, Grand Lodge Faction PCs earn the Aspis Revealed boon with one checkbox. If the PCs mentioned the fact that the Aspis Consortium is working to turn the tapestry's inhabitants—not just the duergar—against the Society, Grand Lodge faction PCs instead earn the Aspis Revealed boon with two checkboxes.

Pathfinder Society Scenario #6-21: Tapestry's Toil

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court
 A B C D

Character # _____ Prestige Points _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points _____

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Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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 Scarab Sages Silver Crusade Sovereign Court

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Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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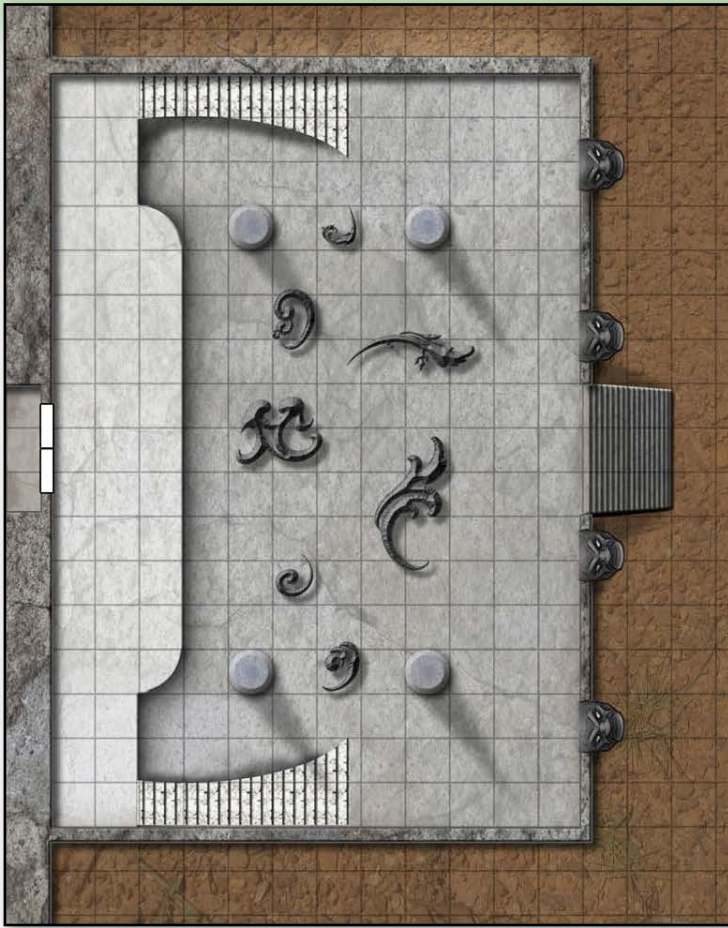
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TAPESTRY'S TOIL



DRAUGR

This barnacle-encrusted walking corpse looks like a zombie, but is dripping with water and gives off a nauseating stench.

DRAUGR CR 2   

XP 600

CE Medium undead (water)

Init +0; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)

hp 19 (3d8+6)

Fort +2, **Ref** +1, **Will** +3

DR 5/bludgeoning or slashing; **Immune** undead traits;

Resist fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee greataxe +5 (1d12+4/×3 plus nausea) or

slam +5 (1d10+4 plus nausea)

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack, Toughness

Skills Climb +6, Perception +6, Stealth +6, Swim +11

Languages Common (cannot speak)

ECOLOGY

Environment any coastal

Organization solitary or crew (2–8)

Treasure standard (greataxe, leather armor, other treasure)

SPECIAL ABILITIES

Nausea (Su) A creature that is damaged by a draugr must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Draugr smell of decay and the sea, and drip water wherever they go. These foul beings are usually created when humanoid creatures are lost at sea in regions haunted by evil spirits or necromantic effects. The corpses of these drowned sailors cling fiercely to unlife, attacking any living creatures that intrude upon them. Their attacks smear rancid flesh, rotting seaweed, and swaths of vermin on whatever they hit.

In the case of draugr who manifest when an entire ship sinks, these undead usually stay with the wreck of their ship. Some draugr may be found under the control of aquatic necromancers, while others may wander the seas as undead pirates aboard ghost ships.

DRAUGR CAPTAIN (CR 3)

Draugr captains have malevolent, burning red eyes. They may be more richly dressed than other draugr, though their clothes are always in a similar tattered condition.

A draugr captain is a draugr with the advanced simple template. In addition to this, most draugr captains have additional class levels, usually as barbarians, fighters, or rogues. Draugr captains can also use *obscuring mist* as a spell-like ability (CL 5th, concentration +8) three times per day, and instead of causing nausea with a successful hit, they bestow 1 negative level on a hit. A draugr captain can even bestow a negative level via a weapon it wields, but if it gains multiple attacks with a weapon, it can only bestow 1 negative level per round in this manner.



DUERGAR SOLDIERS

Veteran soldiers among the duergar lead groups of warriors or form their own elite strike forces. These soldiers always use *enlarge person* before combat.

DUERGAR SERGEANT CR 1

XP 400

Duergar fighter 2

LE Large humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 16, touch 9, flat-footed 15 (+7 armor, -1 size)

hp 23 (2d10+8)

Fort +6, **Ref** +0, **Will** +2 (+1 vs. fear); +2 vs. spells

Defensive Abilities bravery +1; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk dwarven waraxe +5 (2d8+4/×3)

Ranged heavy crossbow +3 (2d8/19–20)

Spell-Like Abilities (CL 2nd; concentration -1)

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 17, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +2; **CMB** +5; **CMD** 16 (20 vs. bull rush or trip on solid ground)

Feats Cleave, Power Attack, Weapon Focus (dwarven waraxe)

Skills Handle Animal +1, Perception +2, Ride -2, Survival +6

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear *potions of cure light wounds* (2), alchemist's fire (2); **Other Gear** banded mail, heavy crossbow with 10 bolts, mwk dwarven waraxe, 9 gp

DUERGAR CAPTAIN CR 8

XP 4,800

Duergar fighter 9

LE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 22, touch 10, flat-footed 20 (+10 armor, +1 deflection, +1 natural, -1 size)

hp 90 (9d10+36)

Fort +10, **Ref** +4, **Will** +6 (+2 vs. fear); +2 vs. spells

Defensive Abilities bravery +2, **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +2 *dwarven waraxe* +17/+12 (2d8+12/19–20/×3)

Ranged mwk heavy crossbow +11 (2d8+1/19–20)

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

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

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +9; **CMB** +13 (+15 overrun, +15 sunder); **CMD** 25 (29 vs. bull rush or trip)

Feats Cleave, Great Cleave, Greater Overrun, Greater Sunder, Greater Weapon Focus (dwarven waraxe), Mounted Combat, Power Attack, Vital Strike, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +6, Handle Animal +3, Perception +2, Ride +8, Survival +8

Languages Common, Dwarven, Undercommon

SQ armor training 2, slow and steady, stability

Combat Gear *potions of cure serious wounds* (2), thunderstones (3); **Other Gear** +1 *full plate*, +2 *dwarven waraxe*, mwk heavy crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 129 gp



XORN

This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.

XORN CR 6 

XP 2,400

N Medium outsider (earth, extraplanar)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 66 (7d10+28)

Fort +8, **Ref** +2, **Will** +5

DR 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee bite +10 (4d6+3), 3 claws +10 (1d4+3)

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 20 (22 vs. trip)

Feats Cleave, Improved Bull Rush, Power Attack, Toughness

Skills Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or cluster (3–6)

Treasure standard (precious metals, gems, and magic gems or jewelry only)

SPECIAL ABILITIES

All-Around Vision (Ex) A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

Earth Glide (Ex) A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Strange creatures as big around as they are tall,

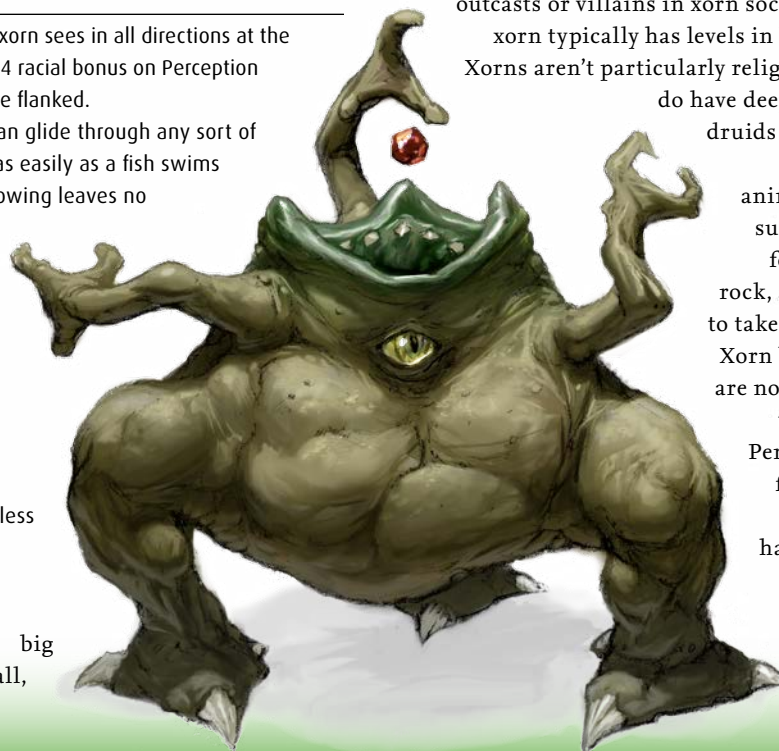
xorns have little interest in natives of the Material Plane—except for the gems and precious metals they might be carrying. Lurking beneath the surface for what might seem long stretches of time to humans, a xorn might wait months, even years, for the right treat to come along, assaulting the being carrying its favorite meal, such as a certain gemstone or the right sort of silver. Adventurers who frequent regions inhabited by xorns often carry with them small chunks of raw ore or relatively inexpensive gemstones or crystals to use as bribes. While the price of a gemstone or piece of metal is often in direct proportion to the object's flavor and desirability as a meal, most xorns are quite gluttonous and prefer quantity over quality when it comes to food.

Treasure found carried by a xorn or stashed in its lair amounts to little more than snacks set aside for another day. An offering of a particularly delicious (and expensive) jewel or piece of precious metal can swiftly secure a xorn's temporary allegiance. Since xorns can swim through solid rock with ease, they make excellent guides in underground regions.

Xorns grow in size as they age. The youngest xorns are approximately 3 feet in size, and can be represented by applying the young simple template to the statistics presented here. The most commonly encountered xorns are about 5 feet tall (and wide), while the largest are 8 feet or more and weigh upward of 9,000 pounds. These elder xorns are giant advanced xorns, but some even greater xorns exist as well, with upward of 15 Hit Dice.

Often, an elder xorn possesses class levels as well. These creatures are generally leaders, heroes, or even outcasts or villains in xorn society. A classed elder xorn typically has levels in barbarian or rogue. Xorns aren't particularly religious, but those who do have deep faith are typically

druids (though such xorns rarely, if ever, take animal companions, as such followers cannot follow through solid rock, and instead choose to take the Earth domain). Xorn bards and sorcerers are not unheard of either, with bards favoring Perform (sing) as their focus, and sorcerers almost invariably having the Elemental (earth) bloodline.





Pathfinder Society Scenario #6–21: Tapestry's Toil

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Aspis Revealed (Grand Lodge): Your explorations inside the *Hao Jin Tapestry* uncovered the Aspis Consortium's plots against the Society. Armed with this knowledge, you are more prepared to face Aspis agents in the future. You may cross of one checkbox to apply a +1 insight bonus on all attack rolls, damage rolls, and saving throws against a known agent of the Aspis Consortium for the rest of the scenario. You may instead cross off both checkboxes to apply a +3 insight bonus on all attack rolls, damage rolls, and saving throws against a known agent of the Aspis Consortium for the rest of the scenario.

Sky Key Component (Hao Jin Tapestry): You have recovered one of the five lost components of the strange relic known as the Sky Key. This piece once belonged to Naldak, who founded the settlement of Naldak's Point in the Land of the Linnorm Kings, in a region that is now part of Irrisen.

Tanbaru's Respect: You have helped the spirit oni Tanbaru get revenge on the duergar. A Lawful spellcaster of at least 7th level may take Tanbaru as a familiar with the Improved Familiar feat. Tanbaru functions as a standard spirit oni in all ways, except that the influence of a lawful good spellcaster changes his alignment to lawful neutral. If you make this bond with Tanbaru, you must provide a copy of the *Pathfinder RPG Bestiary 3* as if the improved familiar were available as an Additional Resource.

If you do not take Tanbaru as a familiar, he gifts you with a tiny portion of the power he retains from his days as a dosojin kami. You may use one of the following as a spell-like ability once, using your character level as your caster level. After you use one of these spell-like abilities, cross this boon off your Chronicle Sheet. If you use this spell-like ability, you cannot later select Tanbaru as an improved familiar.

Subtier 5–6: You may cast *dispel magic*, *fog cloud*, or *invisibility*.

Subtier 8–9: You may cast *dispel magic*, *fog cloud*, *invisibility*, *mirage arcana*, or *stone shape*.

Wayang's Favor: You have earned the recognition of a community of wayangs in the *Hao Jin Tapestry*, granting you a +2 bonus on Charisma-based checks made to influence wayangs. In addition, this boon may be used in conjunction with other boons to grant one or more of your characters access to wayang-related options.

All Subtiers	Subtier 8–9
<p><i>cloak of resistance +1</i> (1,000 gp)</p> <p><i>headband of alluring charisma +2</i> (4,000 gp)</p> <p><i>potion of cure serious wounds</i> (750 gp)</p> <p><i>primal elemental gem</i> (water) (functions as an <i>elemental gem</i>, except it summons a huge water elemental at CL 11) (3,300 gp, limit 1)</p> <p><i>scabbard of vigor</i> (1,800 gp; <i>Advanced Player's Guide</i> 309)</p> <p><i>wand of cure moderate wounds</i> (25 charges; 2,250 gp, limit 1)</p> <p><i>wand of stone call</i> (6 charges; 540 gp, limit 1; <i>Advanced Player's Guide</i> 241)</p>	<p><i>+1 spell storing warhammer</i> (8,312 gp)</p> <p><i>headband of inspired wisdom +2</i> (4,000 gp)</p> <p><i>potion of cure moderate wounds</i> (300 gp)</p> <p><i>primal elemental gem</i> (water) (functions as an <i>elemental gem</i>, except it summons a huge water elemental at CL 11) (3,300 gp, limit 2)</p> <p><i>wand of cure serious wounds</i> (25 charges; 5,625 gp, limit 1)</p> <p><i>wand of stone call</i> (37 charges; 3,300 gp, limit 1; <i>Advanced Player's Guide</i> 241)</p>

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	5–6	1,290	2,579	
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	Out of Subtier	1,998	3,995	
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	8–9	2,708	5,411	
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—	
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—	
	Starting XP			
	+	<small>GM's Initials</small>		
XP Gained (GM ONLY)				
=				
Final XP Total				
FAME	Initial Prestige	Initial Fame		
	+	<small>GM's Initials</small>		
	Prestige Gained (GM ONLY)			
	-			
	Prestige Spent			
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	<small>GM's Initials</small>		
	GP Gained (GM ONLY)			
	+	<small>GM's Initials</small>		
	Day Job (GM ONLY)			
	-			
Gold Spent				
=				
Total				

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