

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



SIEGE OF SERPENTS

By Jim Groves



Siege of Serpents

Pathfinder Society Special #6–97

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Pathfinder Society Special #6–97: Siege of Serpents is a Pathfinder Society Scenario designed for 1st- to 11th-level characters (Tier 1–11; Subtiers 1–2, 3–4, 5–6, 7–8, and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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Siege of Serpents

By JIM GROVES



Three years ago, the Pathfinder Society acquired the *Hao Jin Tapestry* at the Ruby Phoenix Tournament in Goka. The tapestry is a gateway into a magnificent and eclectic demiplane that contains many of the sorceress Hao Jin's treasures collected during her extraordinary lifetime—including entire communities and structures that have survived inside since then. The Society thought it controlled the sole means of access to this demiplane, but agents quickly discovered that members of the Aspis Consortium had created a magical back door to sneak priceless relics out without their knowledge. Within months, the Pathfinder Society captured their portal and shut it down. The Society has since assumed that without a means to enter the tapestry, the Consortium presented no further threat.

That assumption was only half-correct. When the portal was captured, several dozen Aspis agents were marooned inside of the tapestry, and they have not remained idle. They built a remote base and used their knowledge of the demiplane to form alliances with many of the other “preserved” cultures and discover a way out. Worse, without formal diplomatic relationships between the tapestry's inhabitants and the Pathfinder Society, the resident Aspis agents have fabricated their own narrative to deceive the tapestry's communities without opposition. This propaganda depicts the Society as predatory, extraplanar marauders whose intent is to plunder the cultural and material wealth of the tapestry's peoples—while the Consortium adopts the facade of well-meaning explorers with a side interest in fair trade. The Society inadvertently cemented this perspective when it sent Pathfinders into the demiplane to recover a piece of the Sky Key (a Numerian device that the Society had sought for many months) and killed numerous duergar inhabitants to secure it.

The marooned Aspis agents have since learned about the Sky Key from the duergar survivors and used the attack to rally their other allies. The Aspis Consortium on Golarion also recently learned of their trapped operatives and has used magic to coordinate a daring plan: launch

WHERE ON GOLARION?

Siege of Serpents takes place in the iconic Grand Lodge of the Pathfinder Society, located in the Foreign Quarter of Absalom, the city at the heart of the Inner Sea. For more information about the Grand Lodge, see *Pathfinder Chronicles: Seekers of Secrets*. Additional information about Absalom can be found in *Pathfinder Chronicles: Guide to Absalom* available at bookstores and game stores everywhere, and online at paizo.com.



a joint, covert attack on the Pathfinder Society's Grand Lodge using both by conventional infiltration and by tearing open a rift in the tapestry demiplane to unleash its offended denizens into Skyreach. In doing so, the Aspis Consortium intends to rescue its sequestered agents, transport some of the tapestry's treasures into its own vault, and raid the Society's home base to reclaim a few choice relics better left in Aspis hands.

ADVENTURE SUMMARY

The assembled Pathfinders are invited to participate in the annual Grand Convocation held at the Grand Lodge in the Foreign Quarter of Absalom. The event is supposed to commemorate new discoveries from recent years, celebrate noteworthy achievements, and permit field agents

GM RESOURCES

Pathfinder Society Special #6-97: Siege of Serpents makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG NPC Codex*, and *Pathfinder Campaign Setting: Inner Sea Bestiary*. This adventure assumes the GM has access to these sourcebooks, all other resources necessary are contained within the adventure itself. In addition to being available for purchase worldwide, all rules from the RPG hardcovers referenced in this adventure may be found online at the free Pathfinder Reference Document at paizo.com/prd. The relevant entries from the Bestiaries and the *NPC Codex* are reprinted in a supplemental document included with the adventure download for the GM's convenience.

The Overseer GM should also have some means of showing the status of different parts of the Grand Lodge. This could be a projected map, a hanging map with interchangeable patches, or a whiteboard with different-colored markers. The map should be large enough that all participants can see it easily.

to share information and network with each other and the venture-captains. The Society is unaware, however, that the Aspis Consortium has already infiltrated the Grand Lodge's celebration and broken into Skyreach in order to assassinate Master of Spells Aram Zey, tear open the *Hao Jin Tapestry*, and steal the Sky Key.

A member of the Aspis Consortium interrupts the keynote address delivered by Master of Swords Marcos Farabellus so as to humiliate and demoralize the Society during its crowning moment, then as one, the enraged horde of demiplane inhabitants launch their assault on the Grand Lodge as Aspis agents seize the opportunity to loot the campus. As the Pathfinders try to fight back and restore calm, an unforeseen reaction between the *Hao Jin Tapestry* and the Sky Key causes the northwest tower of Skyreach to tear itself away from the castle to float suspended above Absalom with several of the Aspis assault leaders trapped within.

Pathfinder agents must restore some semblance of order to the campus and locate the greatest authority on the tapestry, Aram Zey. Finding the wizard dead, the PCs must locate an alternate magical entrance into the northwest tower before it falls on the city below—or before the Aspis Consortium escapes with the two greatest discoveries the Society has found in the last three years.

RUNNING THE EVENT

Siege of Serpents is intended to accommodate varying numbers of tables (from 5 to more than 150 tables). In order to facilitate a more cohesive process for seating players

at larger events, the introduction and player mustering phases are built into the scenario as Act 1. There is no requirement to have everyone seated before players begin Act 1, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

Because of the nature of mustering, there may be a situation where players need to be moved from one table to another in order to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to bring along any information they may have discovered at their initial table and share it with their new table.

Glossary of Terms

Siege of Serpents uses several terms unique to the Pathfinder Society Special format as listed below. Each participant's role in the event is outlined under the respective entry.

House: All the PCs participating in the adventure across all subtiers.

HQ Staff: These are the support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

Act: This event is broken into four separate acts. To a degree, each individual table can move through encounters at its own pace, but the entire House starts and ends each act simultaneously to ensure the stage of play remains synchronized across the entire House.

Overseer GM: This Game Master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes for the adventure. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can cut through the din of a room full of excited gamers, or it could be a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

Table GM: This GM manages a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of an act, that act is finished, and the Table GMs must follow the instructions for getting the PCs to the next act in the scenario. Likewise, if a Table GM has a group that finishes the act before the Overseer GM calls time, she must notify the Overseer GM. Every Table GM should

make a special note of her table's Average Party Level (APL) as calculated in the Guide to Pathfinder Society Organized Play. In addition to the Table GM determining the appropriate subtier to use for each encounter, the table's APL will be used to determine several important skill and saving throw DCs throughout the adventure.

Runner: For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. This player will be responsible for delivering notes from their Table GM to the HQ Staff and vice versa.

Courier: For larger events, the HQ Staff will need to provide volunteers to wander among the tables and collect notes reporting successes from the various tables.

Aid Tokens

During the event, it is possible for characters at one table to assist those at another through the use of Aid Tokens. Each Aid Token represents the assistance of one or more allied Pathfinder agents who strive to restore order and repel invaders across the Grand Lodge's campus. The House begins with a number of Aid Tokens equal to one-fifth the number of tables, and the Overseer GM should distribute these at random to tables before or during Act 1. During Act 2, PCs have the opportunity to recover supplies recovered or granted by the staff of the Grand Lodge or other sources. When the House accrues enough Supply Points, the Overseer GM and Couriers distribute additional Aid Tokens to represent the increased number of resources at the Society's disposal.

Once per encounter, any character at a table can use an Aid Token to assist the group in one of five ways described below. Once a table uses an Aid Token, the token grants no further benefit until the end of the encounter, at which point one of the players can pass the Aid Token to a neighboring table for them to use. It is very important that the players remember that there are a limited number of Aid Tokens, and hoarding one means that somebody else doesn't get to use it.

An Aid Token's benefits vary based on the table's subtier, and these benefits can take one of the following five forms.

Aid Another: A Pathfinder agent helps the PCs solve a puzzle, disable a trap, or accomplish some other task as if performing the aid another action for a PC. In Subtiers 5–6 and 7–8, the bonus granted increases by 1. In Subtier 10–11, the bonus increases by 2.

Allied Offensive: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points. In addition, after the attack, the target is considered to be flanked until the beginning of the attacker's next turn. In Subtiers 5–6 and 7–8, increase the damage dealt to 2d8 points. In Subtier 10–11, this amount increases to 3d8 points.

Burst of Healing: A Pathfinder agent heals all of the PCs of 1d6 points of damage. In Subtiers 5–6 and 7–8, the amount healed increases to 3d6 points. In Subtier 10–11, the amount healed increases to 5d6 points. Alternatively, in any subtier the agent can instead cast *neutralize poison*, *remove curse*, or *remove disease* with a caster level equal to the table's APL (minimum 5).

Spellcasting Synergy: A Pathfinder agent casts a spell at the same time, increasing the save DC and caster level of a PC's spell by 1. In Subtiers 7–8 and 10–11, the PC's caster level instead increases by 2.

Timely Inspiration: A Pathfinder agent provides the effects of a bard's inspire courage bardic performance for 3 rounds. In Subtiers 1–2 and 3–4, the competence bonus is +1. In Subtiers 5–6 and 7–8, the competence bonus increases to +2. In Subtier 10–11, the competence bonus increases to +3.

Timeline

Siege of Serpents is designed to take 4.5 hours, not including mustering. Most sections transition automatically after a certain amount of time passes, and several others are somewhat flexible based on how quickly mustering occurs and how quickly the PCs accomplish key goals. The following is an approximate timeline for the event, based on the time elapsed once the first players begin being seated.

30 minutes: Wrap up Part 1, and begin Part 2. This may occur later if mustering took a long time.

135 minutes: Conclude Part 2. Begin Part 3.

205 minutes: Conclude Part 3. Begin Part 4.

265 minutes: Conclude the adventure.

Perils of the Patchwork Plane

Siege of Serpents presents a diverse range of opponents for every subtier. Many of the *Hao Jin Tapestry* invaders are miscellaneous creatures once trapped on the demiplane and recruited by the Aspis Consortium. Three groups in particular are especially numerous.

The wyvaran are part of the Raegrigx clan. The Aspis propaganda has them well and truly deceived. Fiercely territorial and protective of their wealth, they've been convinced that the Pathfinder Society abducted them in centuries past to steal their treasures. They've come seeking justice and to proactively protect themselves.

The owl-headed syrinxes from the tapestry refer to themselves as the Hhruul, and they are secretive about themselves and their origins. The syrinxes are well aware that the Aspis Consortium is twisting the facts; it matters little to them, for they are more interested in using this opportunity to escape the tapestry demiplane and return to Arcadia, their ancestral homeland. Hao Jin "collected" them long ago, and they are lost in respect

to geography and time. The syrinxes' first objective is the acquisition of maps and star charts to guide their voyage. The Aspis Consortium's agenda of chaos and violence is strictly secondary.

The faithful of Xiwu are a sect of soldiers that came from what is known today as Lingshen, where they were utterly dedicated to the Lung Wa Empire. So great was their loyalty that they practiced an obscure rite of self-mummification to remain eternally vigilant. They were not evil in life or intention, but their self-mutilation and transformation has corrupted their spirits. A small portion of their former nobility remains, but the shock of the empire's fall may enrage them and prompt them to "kill the messengers."

Due to their having resided on the tapestry demiplane for centuries or more, each of these creatures is also a native of that place. As a consequence, while on the Material Plane, each of these creatures gains the extraplanar subtype, which enables PCs to affect them with spells such as *dismissal*.

PART 1: THE CONVOCATION CONTESTS

The adventure begins as soon as players begin arriving at tables. This means that tables are somewhat staggered in when they begin, and the opportunities to roleplay and learn more about the adventure's context in Part 1 are intended to provide everyone with ample ways to keep busy before the danger begins in Part 2.

Every year, the Grand Lodge hosts the Grand Convocation at its campus in Absalom. While the Grand Convocation is ostensibly not a party, it is an opportunity for the Decemvirate and Absalom's resident venture-captains to express their gratitude to field agents and those venture-captains stationed abroad. The Grand Convocation also serves the practical purpose of encouraging networking, relationships, and shared intra-Society communication. The Twelve are well aware that some interaction between field agents will only ever occur informally, hence the festivities serve to provide an excuse for agents across the Inner Sea to meet and mingle, if only for a week. The capstone event is a banquet with remarks from Marcos Farabellus, the Master of Swords, who will touch on the Society's many successes from the last year and give a hitherto unrevealed announcement concerning the Sky Key.

Once a table's players are seated, the Table GM should read or paraphrase the following.

Master of Swords Marcos Farabellus strides up to the large crowd and claps his hands together for attention. "Welcome Pathfinders, one and all! And welcome to our traveling venture-

captains stationed abroad as well our honored guests! I am Marcos Farabellus, and on behalf of the Decemvirate, I welcome you to the Pathfinder Society's annual Grand Convocation! I shall address all of the attendees later this afternoon to announce some of the Society's greatest accomplishments over the past year and our plans for the future. In the meantime, I invite you to stroll about the campus, meet with your peers, and enjoy all the sites of the Grand Lodge. We have set up numerous challenges and contests so that you can show off your skills or sharpen them if need be. I'll send around ushers when it's time to assemble for the speeches on the north lawn. Enjoy!

As the event begins, the Pathfinders have arrived at the Grand Lodge, where they have an opportunity to meet new Pathfinders or reunite with old friends; this is an opportunity for the players to introduce their characters.

A New Arrival

Once the PCs have introduced themselves, another Pathfinder joins their group. This NPC serves as a mouthpiece for the GM to provide information that the PCs may not already know and to help steer the PCs toward activities that might interest them. A list of suitable NPCs with background information is presented below. Table GMs are encouraged to pick an NPC that suits their particular roleplaying style. A GM can also provide her own NPC.

Mander Wildthorn (N male halfling witch 8): This witch is the former witch doctor of his Mwangi-based tribe. He was granted a field commission after he and his monkey familiar Mawk, came to the aid of a Society expedition. Mander is highly intelligent and is familiar with the Society's goals and practices, but is extremely nonchalant concerning its customs and protocols. He was encouraged to attend the Grand Convocation by Venture-Captain Finze Bellaugh of Sargava in hopes to further indoctrinate him into Society culture (the effectiveness of this strategy is debatable). The halfling has an irascible sense of humor when things are normal, but is a voice of calm and reason in a crisis.

Nasreen Tawfeek (CG female human cleric 5): This cleric of Sarenrae is a Keleshite woman from Katapesh who joined the Society to expand her personal horizons—that is, learn more about other lands of the Inner Sea. She promotes her religion without hesitation but maintains a professional boundary between Society business and matters of faith. Nasreen is mercurial. She preaches passionately about love, redemption, and mercy, but when angered, she has the presence of a barroom bouncer and the disposition to match.

Nigella Illintain III (LN female human ranger 6): Nigella represents the third generation of her family to join the Pathfinder Society, and she constantly strives to

make her mark. She is a veritable encyclopedia of public information about the Society and would be loath to miss the Grand Convocation unless she were embroiled in a critical mission or investigation. Despite her love of formality, Nigella is easy to get along with.

Contests

The PCs can participate in a wide variety of contests organized by Society staff and set up as stations throughout the more public areas of the Grand Lodge. The Table GM should encourage players to participate, not only for bragging rights but because these events serve as icebreakers for conversation between field agents. Each is an occasion to exchange ideas and learn new techniques while having fun.

This is a departure from previous other adventures, which might open with numerous opportunities to attempt Knowledge checks; after all, nobody knows of the Aspis threat, and the Grand Lodge was where nearly every PC trained for several years. Instead, succeeding at these contests earns a PC two rewards tied to his surge in popularity. First, the PC gains a boost in confidence in the form of a one-time-use boon that he can use any time during this adventure. Second, his success earns him the attention of his peers, and anywhere Pathfinders gather in force, they tend to talk; this allows the PC to learn one rumor from Rumors and Current Events section on page 8.

The Table GM should initially limit each player to two different contests until all the PCs have had a chance to participate. Once all the PCs have had a chance, PCs may attempt other challenges to hear any remaining rumors with what time remains before the start of Part 2. A contest can only grant its boon to two PCs.

The skill check or wild empathy DC for any of the contests is 15 in Subtier 1–2, 17 in Subtier 3–4, 19 in Subtier 5–6, 22 in Subtier 7–8, and 26 in Subtier 10–11. The ability check DC for any contest is 12 in Subtiers 1–2 and 3–4, 14 in Subtiers 5–6 and 7–8, and 16 in Subtier 10–11. The PCs can also learn rumors through the NPC Pathfinder accompanying them by prompting her to speak of recent events at the Grand Lodge. The NPC can share up to three rumors in this way if the PCs succeed at a Bluff, Diplomacy, or Intimidate check with a DC 5 higher than that listed above.

ANIMAL TAMING

Relevant Skills: Handle Animal, Intimidate, or wild empathy

CHALLENGE DETAILS

Staged at the menagerie and training area on the grounds, a PC demonstrates her skill at handling and taming unusual creatures from all over the Inner Sea. The more experienced the field agent, the more exotic the beasts.

REWARD

The PC gains a +2 competence bonus on one Handle Animal, Intimidate, or wild empathy check attempted during the adventure. Alternatively, the PC gains a +2 bonus on one attack roll against an animal or magical beast.

BOASTING/STORYTELLING

Relevant Skills: Bluff or any Perform

CHALLENGE DETAILS

Near the temporary structures west of the front gates, a large “talking circle” has been marked out on the grounds. There is limited seating but plenty of comfortable spots on the lawn. Pathfinders compete to tell the best story. Complete accuracy is optional if the tale is funny or entertaining enough. Experienced Pathfinders are expected to have grander tales. Music or dance is just as welcome if incorporated in the narrative.

REWARD

The PC gains a +2 competence bonus on one Bluff, Diplomacy, or Intimidate check attempted during the adventure.

LORE SYMPOSIUM

Relevant Skills: Linguistics or any Knowledge

CHALLENGE DETAILS

This forum is conducted in an outdoor lecture area in the Quadrangle. Agents do not literally compete in this event, but a meaningful contribution to the panel discussion garners attention and accolades from fellow scholars.

REWARD

The PC gains a +2 competence bonus on one Linguistics or Knowledge check attempted during the adventure.

OBSTACLE COURSE

Relevant Skills: Acrobatics or Dexterity

CHALLENGE DETAILS

An obstacle course designed to test agility is set up near the training grounds, where Pathfinders compete in a timed trial to be the quickest one through the course. A large chalkboard lists the best times and participants.

REWARD

The PC gains a +2 competence bonus on one Dexterity-based skill check attempted during the adventure.

SLEUTHING

Relevant Skills: Heal, Perception, or Survival

CHALLENGE DETAILS

This event is hosted in a lecture hall in one of the eastern outbuildings, where several agents have set up a fake crime scene. An audience watches as a blindfolded Pathfinder is led into the middle of the scene. He then can remove his blindfold and has two minutes in which to examine the scene before replacing the blindfold. He then must describe from memory all of the clues and forensic evidence that he noticed to an audience and event organizer.

REWARD

The PC gains a +2 competence bonus on one Heal, Perception, or Survival check attempted during the adventure.

TRAP MASTERY

Relevant Skills: Craft (traps) or Disable Device

CHALLENGE DETAILS

This competition is staged within a spare room of the Mausoleum. Tables are laden with boxes, chests, cutaway sections of door handles, empty sarcophagi, and other common places where traps are concealed. Pathfinders know a trap is present and must disarm it with a time limit (taking 10 and 20 is disallowed). Alternatively, agents can also create or modify a trap to confound their comrades for credit. All of the traps are nonlethal.

REWARD

The PC gains a +2 competence bonus on one Disable Device check or Reflex saving throw attempted during the adventure.

WEIGHT LIFTING

Relevant Skill: Strength

CHALLENGE DETAILS

Pathfinders compete by seeing who can lift the heaviest weights. Gnomes, halflings, and other Small participants may opt for a handicap, and experienced agents are expected to be mightier than the newer recruits.

REWARD

The PC gains a +2 competence bonus on one Strength-based skill check, attack roll, or combat maneuver check attempted during the adventure.

Rumors and Current Events

Although nobody knows about the upcoming attack on the Grand Lodge, there are still many rumors that help to provide context for the coming events. Each time a PC succeeds at one of the contests above, they learn a new rumor. The GM may either pick a specific rumor to share or roll 1d8 to choose one at random. Reroll any result the PCs have already heard.

1. New Policy: The Decemvirate has spared no expense on this year's Grand Convocation and has reached out to as many Pathfinders as possible and underwritten some costs when necessary. This is an effort to demonstrate their appreciation to field agents, repair any frayed relationships, and celebrate a successful year.

2. Next Generation: The Society's success at Nerosyan and more recently at the sky citadel Jormurdun has captured the imaginations of a new crop of Pathfinders, who see the Society as a potential force for good as well as scholarship. The halls of the Quadrangle have not been so full in many years.

3. Strange Artifact: The principal discovery of the sky citadel of Jormurdun has been moved to a strange

chamber with no corners along the exterior walls, floor, and ceiling. This is to help shield it from strange otherworldly entities. This year's keynote address is allegedly about the artifact discovered in Jormurdun, the Sky Key.

4. Future Agendas: A large number of venture-captains posted abroad have made a concerted effort to attend the Grand Convocation this year. There is speculation that there are interesting plans for the year ahead and that they're jockeying for consideration from the Decemvirate.

5. Menagerie Multiplication: The budget to maintain the menagerie has been temporarily expanded for the Grand Convocation. The Grand Lodge is capitalizing on the large number of visitors to present as many unusual specimens as possible.

6. City Politics: A Foreign Quarter councilman, Lord Omrys of House Ahnkamen, has registered some concern about the Grand Convocation with Absalom's Grand Council. Lord Omrys feels that the Pathfinder Society is a "weirdness magnet" that brings more trouble to the city than good. He fears that a "Pathfinder Convention" is only going to exacerbate and concentrate the mischief that surrounds the Society, so he has requested that the district guard keep close tabs on the Grand Lodge for the next week. The Decemvirate has been in contact with Lord Omrys and assured him that all will be well.

7. Mysterious House: Arliss Hall is full to the brim with visiting venture-captains from abroad. The building is rumored to mysteriously change its internal layout. The increased comings and goings have prompted it to do so with even greater regularity and many venture-captains have become lost themselves, wandering the hallways.

8. The Master of Scowls: Master of Spells, Aram Zey was slated to deliver the keynote address but begged out of the privilege, citing his general dislike and disdain for the Grand Convocation as a colossal waste of time and expense. Marcos Farabellus, Master of Swords, volunteered to take his place.

The Keynote Address

The transition from Part 1 to Part 2 is the keynote address delivered by Marcos Farabellus. During the speech, a member of the Aspis Consortium interrupts with a *major image* cast from the back of the crowd. This signals the Aspis agents and tapestry demiplane inhabitants scattered throughout the lodge to attack. The Overseer GM might have an assistant play the part of the *major image*, voicing the insulting message that interrupts the Master of Swords. If the second speaker is hidden, it only reinforces the anonymity of the Aspis announcement.

As Part 1 draws to a close—approximately 25 minutes after players begin being seated—the Overseer GM should make the following announcement.

“Pathfinders, please get settled. All campus-wide events are closing. All venture-captains and field agents are invited to gather on the north lawn for refreshments and the keynote address in several minutes.”

This announcement is a warning to Table GMs and players to conclude whatever contest or roleplaying they are doing and get settled for Marcos Farabellus’s speech. After a few minutes, the Overseer GM should conclude the act by reading the following address delivered by the Master of Swords.

“Greetings! Once again, I am Marcos Farabellus, Master of Swords, and it is my distinct privilege to welcome you all to the annual Grand Convocation of the Pathfinder Society! We have sent expeditions throughout the Inner Sea and beyond—from Tian Xia to Jalmeray to Irrisen, we have explored, worked together, and uncovered more mysteries about our world than ever before. It has been an incredibly successful year for the Society, and the ones responsible stand before me today: each and every one of you who continues to make the Society great. On behalf of the Decemvirate and your venture-captains, you have our sincerest thanks.

“As most of you know, one our greatest triumphs of the decade has been the location and exploration of the lost sky citadel, Jormurdun. Those of you who joined the Jormurdun expedition may recall the unusual artifact that we discovered on that mission: the Sky Key. The key gave us a momentary glimpse of the past—an unparalleled opportunity to meet and interact with a lost civilization. Unfortunately, the key was not whole. So, for the past year, teams have scoured Golarion in search of its missing components. I’m pleased to announce today, the Sky Key is whole! Soon we will again bridge the divide to ages past and...”

The Master of Swords pauses for a brief, questioning second as he peers into the air above the gathered crowd. There, an immense Glyph of the Open Road hangs in midair before booming an angry retort. “You’ll do what? Steal the past? Like you steal everything else?”

Farabellus’s eyes narrow as he stares at the symbol. “Who are you and who put you up to this?”

“The better question is, ‘What am I?’” the voice retorts. “I’m not a liar, and I’m not a hypocrite. Nor do I rob captives of their livelihood, claiming the moral high ground of historical preservation!” With each accusation, cracks appear in the Glyph of the Open Road before the whole symbol ignites and drips flaming tears upon the crowd below. “But the Pathfinder Society is that and more, and today it shall answer for its countless crimes!”

Screeches from above announce scores of winged humanoids launching themselves from Skyreach’s many roofs, just as howls from the menagerie accompanied by explosions from the outbuildings that send painful reverberations through the Grand Lodge. The Pathfinder Society is under attack!

Once the transition text ends, Table GMs should begin Part 2.

PART 2: THE SERPENTS STRIKE

By this time, the Aspis Consortium has already infiltrated the Grand Lodge and prepared its assault in advance. As Part 2 begins, the Society’s leaders are not certain where the assailants came from or who is responsible. Many Pathfinders scatter as snipers from the nearby gardens begin firing on the crowd. Several of the venture-captains from distant lodges begin organizing a defense while local leaders rush to Skyreach to assess any damage to restricted areas. The Table GM should read the following.

Sir Laribold Croome, an immaculately dressed Taldan nobleman scrambles for cover behind a table, which his halfling manservant helpfully flips onto its side. Catching his breath, the Taldan fumbles for his monocle before addressing the nearby Pathfinders. “Monsters and villains are attacking all over the grounds,” he states with perfect articulation, punctuated by a crossbow bolt that embeds itself in his makeshift barricade. “Spread out, patrol the grounds, and snuff out trouble as you find it. If you should discover any clues about what the devil is going on, report back here at the base of Skyreach.”

He pulls his sword cane free from its sheath and raises it overhead. “Look alive, and show initiative,” he shouts before performing an elaborate dueling salute in the direction of an elephant and setting off after it.

Table GM Instructions

From this point, the PCs can choose which area they wish to explore, beginning with either the south campus, northeast campus, or northwest campus. Upon the act’s completion and at the start of Act 3, the House is released to explore restricted areas of Skyreach and the Vaults.

Navigating the Grounds: At the beginning of Part 2, the extent of the Aspis attack is not yet clear. Unlike in past convention specials, the PCs are defending a well-known location; there are no secret “undiscovered” areas, but there are areas that are restricted to venture-captains and the Decemvirate only. As the PCs successfully deal with threats and report their successes, those reports add to and modify the Decemvirate’s assessment of the situation—eventually leading to Part 3.

For the purposes of this adventure, the Grand Lodge is divided into four major districts: the south campus, northwestern campus, northeastern campus, and Skyreach. Entering Skyreach is only an option beginning in Part 3, but the PCs can freely travel between any of the other three areas during Part 2. Each time the PCs explore an area, the GM should choose one of the encounters unique to that area (see areas **B**, **C**, and **D**) or

one of the encounters suited for any of the outdoor areas (see area A). The GM should try to include at least a few encounters that address the PCs' strengths and interests.

When the PCs successfully complete any encounter, the table must send a Runner back to the HQ Staff to inform them of the success and its location, or the Table GM should flag down a Courier to relay that information. The table can then opt to continue exploring the same campus or move to another campus. This process continues until the Overseer GM calls an end to Part 2 and begins Part 3.

The Grand Lodge is a large urban area the size of a real-world university with buildings of all types and sizes. Traveling from one campus to another takes 10 minutes. This also accounts for minor distractions which may slow the PCs down, like visitors, injured or confused colleagues in need of assistance or an information update, and minor threats related to the invasion. This has no effect on the rate at which the table participates in the event, but it is important for keeping track of active spell effects and other abilities. Many locations on the campus grounds are illuminated, but a few locations are specifically noted otherwise. The PCs are responsible for their own light sources, but torches are supplied free of charge by the Society's quartermasters.

Early in this part of the adventure, part of Skyreach breaks off and begins slowly orbiting the Grand Lodge. This is not a valid region at this time; the energies keeping the tower afloat disrupt magical flight, and the swirling debris can knock even conventional fliers out of the air. If the PCs are excited to enter the tower, the GM should let them know that it will be an option later.

Threat Level: The Threat Level of each district has a direct impact on how Aid Tokens function while the PCs are there, reflecting the number of available Pathfinders who can rush to the PCs' aid rather than desperately fighting their own battles.

Red	When the PCs attempt to use an Aid Token, there is a 50% chance that no Pathfinders are available to provide assistance. The Aid Token is not expended, but the PCs cannot try to use it again until the start of the next round.
Yellow	Aid Tokens function normally.
Green	Any variable effect granted by an Aid Token is increased by 50% (such as bonus damage dealt or healing received).

The Threat Level also reflects how many encounters the House has successfully completed in each region, which helps determine the final outcome of the adventure. If a district ever has no Threat Level (such as from reporting numerous successes in a green district),

it is now completely reclaimed; the PCs can no longer encounter enemies there.

Supplies: As the PCs save NPCs, secure buildings, and perform other acts in the defense of the Grand Lodge, they have opportunities to uncover emergency caches of supplies to aid in the Society's defense. When reporting a successful encounter to HQ Staff, it is also important to note if the group found any such supplies; the development section for an encounter advises whether and how the PCs can recover supplies there. Accumulating enough of these supplies can increase the number of Aid Tokens in play.

Claiming the Campus: To keep the PCs moving forward, when the House claims all three campus sections in Act 2 while the PCs are engaged in an encounter, Society reinforcements move in to finish up. To represent this, reduce the hit points of enemy creatures by half their maximum hit point totals. If this would reduce any creature to 0 or fewer hit points, instead reduce it to 1 hit point.

Overseer GM Instructions

The responsibilities of the Overseer GM are tallying the number of successes reported for each district and relaying information to the House regarding the state of the Grand Lodge. During Part 2, the goal of the House is to clear the campus grounds of invaders.

Threat Level: This is a measure of how the defenders are faring against the Aspis agents and the creatures of the *Hao Jin Tapestry*. The Threat Level is measured by a simple color-coding system that signal how many invaders remain.

Red	Pathfinder defenses are in disarray, and the invaders are at large.
Yellow	Aspis forces and Pathfinder defenders are evenly matched.
Green	Attacks occur sporadically, but some foes remain.
No Color	Virtually all invaders have been eliminated.

Each zone begins with a number of hit points equal to 4 times the number of tables. Whenever PCs active in a zone report a success to the HQ Staff, that zone loses 1 hit point. So long as a zone has at least three-quarters of its hit points remaining, its Threat Level is Red. A zone's Threat Level changes to yellow when it has more than one-quarter of its starting hit points but fewer than three-quarters. If a zone has one-quarter of its remaining hit points or fewer, its Threat Level decreases to green. If a zone ever has no hit points, it has no Threat Level and is now completely reclaimed. The Overseer GM should have a visual reference on display to show the Threat Level of each district, updating it as the PCs report successful encounters.

After at least two zones' threat levels change to yellow, the Overseer GM should announce the following.

A dull hum emanates from Skyreach as the ground trembles, trees sway, and glass shatters. A moment later, most of Skyreach's northwest tower tears free from the keep; however, rather than crash to the ground, a visible aura holds the structure aloft and causes it to float above the Grand Lodge. Even the shower of stone blocks floats, swirling around the airborne tower in a nimbus of speeding debris.

Aid Tokens: The House begins with a limited number of Aid Tokens, but they can acquire more when tables note that they have found supplies when reporting a successful encounter. When the House has recovered a number of Supply Points equal to the number of participating tables, distribute a number of Aid Tokens equal to one-fifth the total number of tables. These tokens should be distributed at random to tables that do not already have an Aid Token. Repeat this process when the total number of Supply Points recovered equals 2-1/2 times the number of participating tables. The Overseer GM should also announce these developments to build the House's excitement.

Ending Part 2: Once the House has reduced each zone's hit point total to 0 or after 105 minutes, the Pathfinders have secured enough of the Grand Lodge's grounds that they are now considered safe; begin Part 3 (see page 25).

A. ANYWHERE ON THE GROUNDS

The following two encounters can occur anywhere in the Grand Lodge (but not in Skyreach). They are designed so the Table GMs may interject a roleplaying encounter or a straightforward combat encounter when they see fit while the PCs are outside.

The lighting is normal, the time is mid to late afternoon, and the weather is fair. The grounds are well maintained and do not pose an obstacle except where noted specifically.

A1. Delegating Authority

The Grand Lodge's campus is overrun with marauders and monsters, while support staff, initiates, and visitors run in peril for their lives. Yet, nearby groups of Pathfinders cluster together and argue about what to do about it, which team should stand back and support the other, and who has the best idea of what is happening. A venture-captain approaches from the direction of Skyreach.

The PCs are greeted by venture-captain Janiff Ivulxtin, the former head administrator for the Grand Lodge. Janiff nods curtly and explains that many of the venture-captains are busy investigating the potential source and goals of the attack, and that the venture-captains alone cannot

coordinate the masses of Pathfinder agents in the Grand Lodge. As a result, there is a vacuum of leadership, and he needs dependable agents to remind their colleagues that the Society's motto includes the word "cooperate."

Janiff cites four critical areas. The Repository and the Center House both have wards and defenses, but should still be cordoned off and protected from the outside. The Society also has a number of visitors and guests who should be escorted safely off grounds and reassured that everything is under control. Finally, Absalom's district guards needs to be stalled at the front gates before they overrun the campus and make a mess of everything. These are important tasks but are not necessarily heroic. The PCs are granted a modicum of temporary authority to see that jobs are handled.

Four teams can be found within a short distance of the PCs present location, but they still need to succeed at appropriate skill checks in order to convince them to accept an order. Each skill check has a difficulty of Easy, Standard, or Hard; the DCs of these checks depends upon the subtier, as described below. If the PCs use any spells or effects on the leader of each group that require a Will saving throw, use the Will save bonus listed below.

Subtier 1-2: Easy DC 12; Standard DC 16; Hard DC 20; Will +2

Subtier 3-4: Easy DC 14; Standard DC 18; Hard DC 22; Will +5

Subtier 5-6: Easy DC 16; Standard DC 20; Hard DC 24; Will +8

Subtier 7-8: Easy DC 19; Standard DC 23; Hard DC 27; Will +10

Subtier 10-11: Easy DC 22; Standard DC 26; Hard DC 30; Will +13

PCs may retry skill checks to convince their fellow Pathfinders, but the DC of each additional attempt increases by 2 (cumulative), and they must come up with a new argument in order to roll a new skill check.

THE CENTER HOUSE

These Pathfinders have lost their nerve.

INTERACTION

Skill Check Diplomacy (Standard)

GROUP

Leader Jayson Rhees (CG male half-elf rogue)

Personalities This team recently had a bad experience in Ustalav. Jayson himself caught ghoulish fever and almost died. A few of his teammates have wondered if the life of a Pathfinder is still for them. They're not unwilling to help, but they've lost their edge. In Subtiers 7-8 and higher, Jayson explains that he's recently started sleepwalking, which has never done before, and that he has woken up several times in the process of trying to enter the Center House. Venture-Captain Basia Kalistoff of Ustalav now has him logging him dreams every night at the "special request of the

Decemvirate." He and his team are consequently petrified to go near the building.

Quote "Maybe you should ask someone with more experience? Or maybe it doesn't need to be guarded? It is haunted, isn't it?"

Special PCs with class features that grant bonuses against fear effects can apply their bonus to their Diplomacy checks made to influence this team. If a PC uses a spell that negates or inhibits fear effects (such as *remove fear*), influencing this team becomes easier. Such spells grant a +5 circumstance bonus on checks made to influence the team.

ESCORT DETAIL

These Pathfinders question the PCs' authority.

INTERACTION

Skill Checks Bluff (Standard) or Knowledge (history) (Easy)

GROUP

Leader Shorvan Anvilhammer (CN male dwarven ranger)

Personalities Shorvan is the dominant personality in his group.

He's a decent man, but very independent. He's stubborn and works best with a well-established chain of command. Worse, the Pathfinder charter doesn't technically allow for field agents to give orders to other field agents. The PCs can overcome this issue with a successful Bluff check, or point out other instances in the Society's history when temporary measures were taken in an emergency. In Subtiers 7-8 and higher, Shorvan's experiences on his latest mission make him particularly unlikely to listen to orders from fellow Pathfinders. One of his adventuring companions on his last mission ordered the entire team to follow a plan that almost led the mission to disastrous failure.

Quote "I'm quite confident that Professor Nigel Aldain can find his own way to the front gate. What gives you the right to order us about? You're no venture-captains!"

THE FRONT GATE

These Pathfinders need a confidence boost.

INTERACTION

Skill Checks Diplomacy (Hard) or Knowledge (local) (Easy)

GROUP

Leader Meesha Tenpenny (NG female halfling fighter)

Personalities Meesha and her teammates want to help but are dubious when asked to stall the district guards at the front gates. There are only six of them and they don't like their odds against Absalom's city watch. They need to be reminded this is a contest of wills not a brawl with the authorities. A good pep talk achieves this, as does a reminder that the Grand Lodge was built in the Foreign Quarter for a reason; it has some of the privileges of an embassy. Meesha needs to be coached to tell the guards that if they want to tread across the campus, they'll need a signed warrant from Lord Gyr first. In Subtiers 7-8 and higher, a member of the guard has already entered the grounds without leave to demand an explanation for the chaos. "You

tell Ambrus Valsin that this time it's gone too far! When I come back, I'm bringing a small army and we're going to find out what you people are hiding in all these creepy buildings. Once and for all!" This event clearly rattles Meesha.

Quote "What if the guard won't take no for an answer? Can I be arrested? Will someone post my bail? Maybe a venture-captain should be doing this?"

THE REPOSITORY

These vain Pathfinders test the PCs' patience.

INTERACTION

Skill Checks Diplomacy (Hard) or Intimidate (Easy)

GROUP

Leader Dara Immlin (CG female aasimar sorcerer)

Personalities Dara Immlin and her regular team consider

themselves to be up-and-coming Pathfinders. When asked to simply stand around the Repository and make sure no one approaches, they scowl. They argue that there are far better uses for a team of their considerable talents. In Subtiers 7-8 and above, Dara has a signed commendation from a venture-captain for her team's exemplary work on a difficult mission. This little bit of personal recognition has gone right to their heads.

Quote "Why don't *you* guard the stone building with no doors and windows? We'll capture that giant two-headed vulture!"

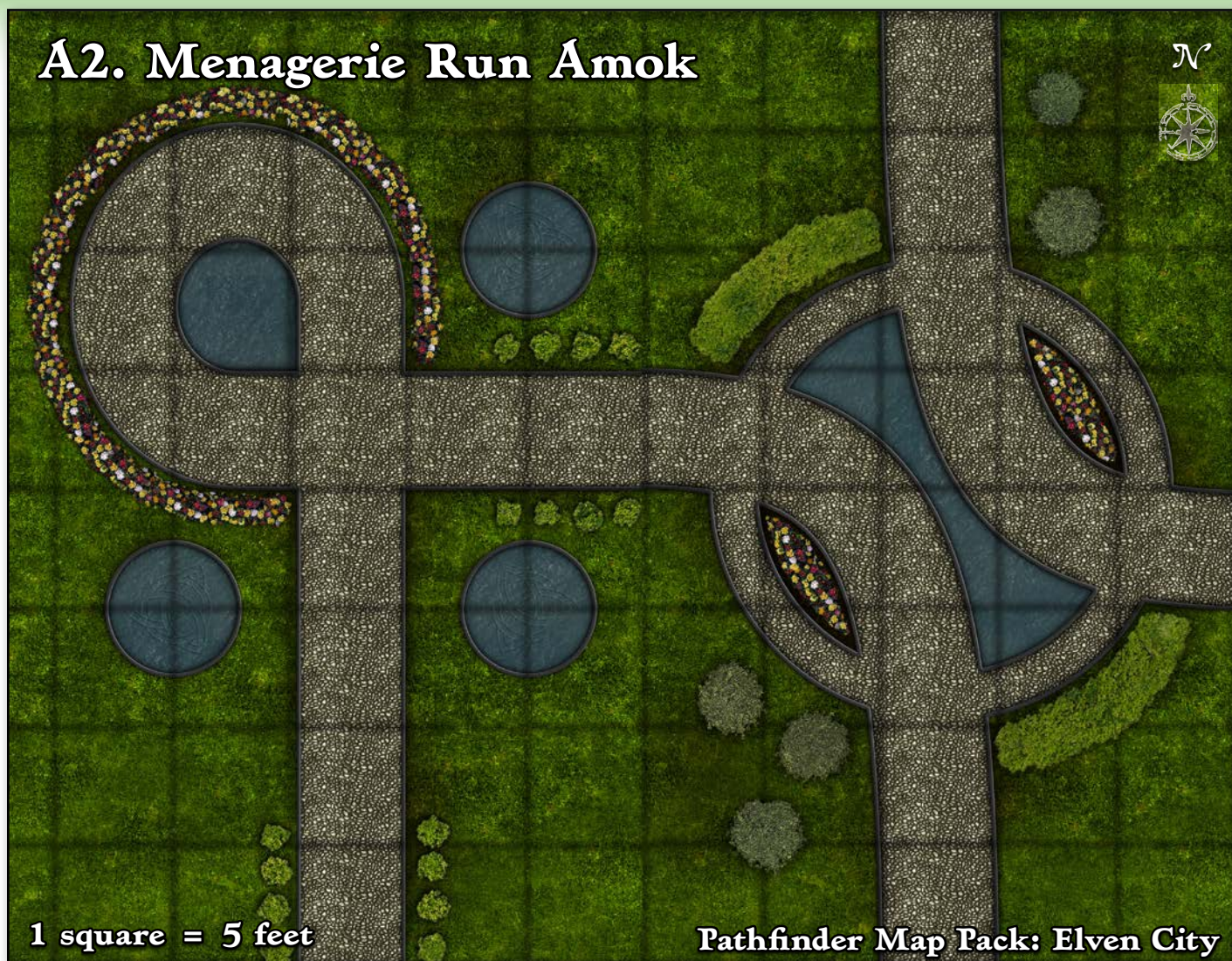
Special Immlin's teammates typically follow her lead. Spells like *charm person* and *suggestion* or certain bardic abilities can sway Dara's opinion if used discreetly. This requires either using the Silent Spell metamagic feat, or enlisting the assistance of another PC to create a distraction, which requires a successful Bluff check at the Standard DC. If Dara fails her Will save against a spell like *charm person* or *suggestion* and the PCs cast the spell discreetly, she convinces her team to guard the repository. If Dara's team notices the PCs casting a spell on her but she fails the saving throw, the PCs can smooth the matter over with a Diplomacy check at the Standard DC. If Dara's team notices the PCs casting and Dara succeeds on the saving throw, they become extremely suspicious. The PCs may still try again, but the DC of all checks increases by 4 instead of the standard increase of 2.

Development: The PCs must persuade at least three Pathfinder teams to cooperate in order to achieve a victory in this mission.

A2. Menagerie Run Amok!

The beauty of the Grand Lodge's well-manicured grounds is shattered by the sounds of shouts and screams from panicked initiates, support staff, and visitors. Frightened innocents trip over hedges and stumble through fountains and pools in an effort to get to safety by the most direct means possible, especially when the landscaping otherwise leads them to certain peril.

A2. Menagerie Run Amok



Most members of the Society are expected to attend the banquet and keynote address, so exhibits like the menagerie have minimal staffing during the festivities. The attackers turned dangerous creatures loose on the campus to serve as the perfect distraction for dozens of subtler plots.

Visually, this encounter works especially well when the PCs are in the northeastern or northwestern sections of the campus lawns where many ornate gardens and walkways are shown on the Grand Lodge map. It can be implemented, however, anywhere on the grounds.

Creatures: Escaped menagerie exhibits prowl the grounds here and attack any humanoids in sight. They are panicked and, unless somehow calmed by PCs, fight to the death.

The fleeing innocents described as running from the scene are intended to be background description only. They do not participate in the combat, and as long as the PCs move to engage the creatures from the menagerie, the panicked crowds all escape to safety. PCs who have played *Pathfinder Society Scenario #1: Silent Tide*, *Pathfinder Society Scenario #3-08: Song of the Sea Witch*, or *Pathfinder Society*

Scenario #6-10: The Wounded Wisp recognize military historian Yargos Gill among those fleeing for their lives.

Subtier 1–2 (CR 3)

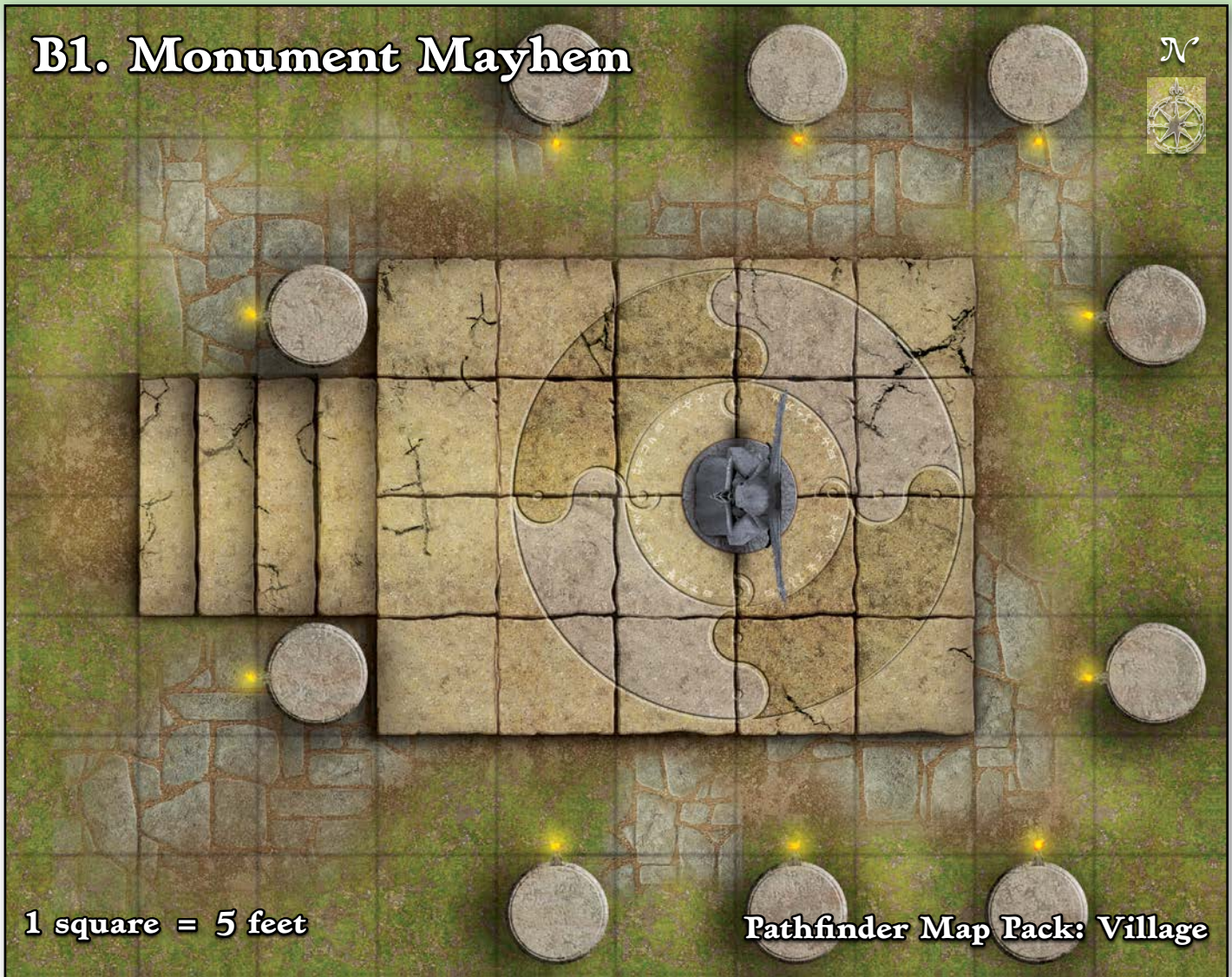
FIRE BEETLE (6) **CR 1/3**
 hp 37 each (*Pathfinder RPG Bestiary 33; Siege of Serpents Supplement 5*)

Subtier 3–4 (CR 5)

PARDS (2) **CR 3**
 hp 26 each (*Pathfinder RPG Bestiary 4 211; Siege of Serpents Supplement 35*)

Subtier 5–6 (CR 8)

WOOLLY RHINOCEROSES (2) **CR 6**
 hp 76 each (*Pathfinder RPG Bestiary 235; Siege of Serpents Supplement 39*)



Subtier 7–8 (CR 10)

RUKH **CR 10**
 hp 147 (*Pathfinder RPG Bestiary 4 228; Siege of Serpents Supplement 40*)

Subtier 10–11 (CR 13)

SEPS (2) **CR 11**
 hp 147 each (*Pathfinder RPG Bestiary 4 237; Siege of Serpents Supplement 42*)

Development: After the creatures are dealt with, one of the support staff approaches and thanks the team for their valor. The staff member also informs the PCs that invaders are at the Menagerie (area **B2**), where they continue to release more exhibits. The Table GM should leave out this development if the PCs have already been to the Menagerie.

B. SOUTH CAMPUS

The south campus receives the least serious and intense attacks, possibly because the structures there are lower priority targets. It is nevertheless the location where innocent support staff and visitors are most likely to get hurt, which makes it just as important to defend. This area extends from the front gates and includes the monument to Durvin Gest.

B1. Monument Mayhem

This tall statue is cast in the likeness of Durvin Gest, the most famous Pathfinder of all time. Carved in a likeness of the adventurer in his later years—still dashing and bearing an assortment of scrolls and adventuring gear—the statue stares intently off into the distance. Beneath the statue, pedestals stand adorned with angelic figures and elaborate friezes showing some of the more memorable scenes from the Pathfinder’s long and celebrated career.

The main dais is 5 feet above the ground, and each of the stone pedestals is 5 feet tall.

Creatures: The advent of the Grand Convocation has coincided with advancement in magical research and application within one of the Aspis Consortium's secret divisions. An Aspis agent secretly planted a strange device on Durvin Gest. The device allows an unknown terror from beyond the stars to animate the statue (or the adorning angels, in Subtiers 1–2 and 3–4), and as a result, the constructs are warped in unsettling ways.

This mysterious puppet master can see and hear as if it were present in the statue's square, and use its own skills and tactics to direct its minions. The skills and Intelligence score listed under each golem reflect the puppet master's abilities. Unlike most other constructs, these animated statues attack tactically, flanking when possible. They also fight until they are destroyed.

Subtier 1–2 (CR 3)

ASPIS ANGELS (2) CR 1

hp 11 each (See Appendix: Bestiary, page 39)

Subtier 3–4 (CR 5)

ASPIS FALLEN ANGELS (2) CR 3

hp 36 each (See Appendix: Bestiary, page 39)

Subtier 5–6 (CR 8)

ASPIS FALLEN ANGELS (3) CR 3

hp 36 each (See Appendix: Bestiary, page 39)

DURVIN GEST STATUE CR 6

hp 52 (See Appendix: Bestiary, page 40)

Subtier 7–8 (CR 10)

DURVIN GEST FURNACE CR 10

Variant tophet (*Pathfinder RPG Bestiary* 3 271; *Siege of Serpents Supplement* 54)

hp 107

STATISTICS

Str 26, **Dex** 8, **Con** —, **Int** 18, **Wis** 12, **Cha** 1

Skills Perception +12, Sense Motive +12, Spellcraft +16

Subtier 10–11 (CR 13)

IRON DURVIN GEST CR 13

Variant iron golem (*Pathfinder RPG Bestiary* 162; *Siege of Serpents Supplement* 27)

hp 129

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** 18, **Wis** 11, **Cha** 1

Skills Perception +15, Sense Motive +15, Spellcraft +20

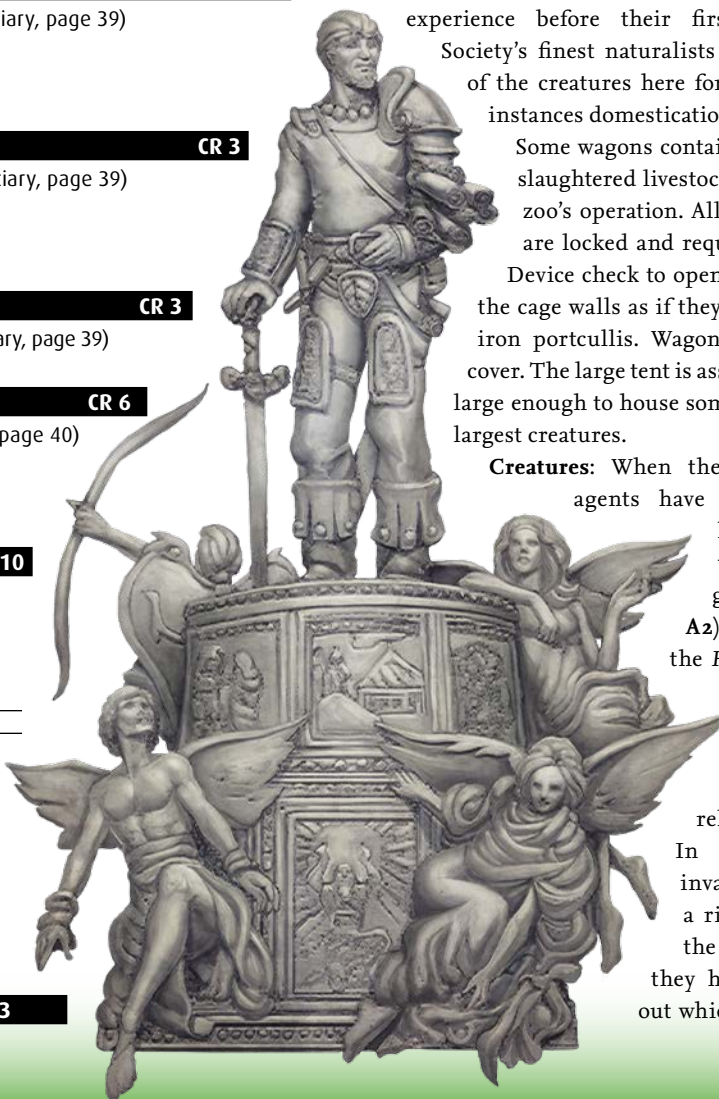
B2. Mayhem at the Menagerie

A shifting mass of tents and canvas tarpaulins covering dozens of pens and enclosures of varying sizes is pressed up against the lodge's western wall. Wagons bearing food and supplies brought in from the city are parked nearby. Other wagons contain caged enclosures like those that used in a traveling circus. Larger tents cover metal cages of enormous size. To the east, the grass is compacted from regular foot traffic to the training grounds.

The Menagerie houses rare and exotic live specimens from across the Inner Sea. It is often the first glimpse of strange and unusual creatures that initiates experience before their first expedition. The Society's finest naturalists have captured most of the creatures here for study—and in rare instances domestication.

Some wagons contain hay, live or freshly slaughtered livestock, or supplies for the zoo's operation. All actual exhibit cages are locked and require a DC 20 Disable Device check to open without a key. Treat the cage walls as if they were a section of an iron portcullis. Wagons and tents provide cover. The large tent is assumed to cover a cage large enough to house some of the Menagerie's largest creatures.

Creatures: When the PCs arrive, Aspis agents have already released a handful of creatures that now prowl the grounds (see area A2). Now, invaders from the *Hao Jin Tapestry* have frightened off or killed all of the zookeepers, and are continuing to release more creatures. In every subtier, the invaders have acquired a ring of keys to all of the cages. However, they have not yet figured out which key goes to which



B2. Mayhem at the Menagerie



lock. The ring holds dozens of keys, many of which look like they could be an appropriate match for each lock. On the round that the PCs arrive, one of the invaders is trying to unlock one of the cages, and has narrowed the ring down to 3 keys. On the first round, the invader has a $\frac{1}{3}$ chance of finding the correct key, followed by a $\frac{1}{2}$ chance on the second round. The invader automatically finds the correct key on the third round.

In Subtier 5–6, the lamias are natural shapeshifters and assume the forms of zookeepers. One of the pair engages the PCs and helpfully offers false information to distract them. For example, they might claim the enemies who released the zoo creatures headed off in the direction of the Wall of Names to the north. Meanwhile, the other one pretends to attend to the remaining exhibits while surreptitiously setting them free to attack. Any PC who succeeds at DC 20 Sense Motive check or a DC 25 Perception check discerns that the “zookeepers” are behaving suspiciously. If they lamias realize that the PCs have seen through their ruse, they attempt to disengage to gain a round to assume their true forms before combat begins.

In other subtiers, the invaders have little opportunity for deception. They divide their numbers to stall the PCs, while one of their group attempts to open a cage. If the invaders successfully open an exhibit cage, the combat becomes more difficult. The escaped zoo creatures wander out of their cages and attack the PCs, but they may also attack the invaders at the Table GM’s discretion, depending upon how well the PCs are faring against the invaders. These additional combatants increase the CR of the encounter by 1.

Subtier 1–2 (CR 3 or 4)

WYVARAN INQUISITORS (4) **CR 1/2**
 hp 10 each (*Pathfinder RPG Bestiary 4 281; Siege of Serpents Supplement 57*)

If a wyvaran successfully unlocks and opens a cage, he releases a giant frog.

GIANT FROG **CR 1**
 hp 15 (*Pathfinder RPG Bestiary 135; Siege of Serpents Supplement 26*)

Subtier 3–4 (CR 5 or 6)

WYVARAN INQUISITORS (2) **CR 1/2**
 hp 10 each (*Pathfinder RPG Bestiary 4 281; Siege of Serpents Supplement 57*)

YETI **CR 4**
 hp 45 (*Pathfinder RPG Bestiary 287; Siege of Serpents Supplement 59*)

If a wyvaran successfully unlocks and opens a cage, he releases a cockatrice.

COCKATRICE **CR 3**
 hp 27 (*Pathfinder RPG Bestiary 48; Siege of Serpents Supplement 10*)

Subtier 5–6 (CR 8 or 9)

LAMIAS (2) **CR 6**

hp 67 each (*Pathfinder RPG Bestiary* 186; *Siege of Serpents Supplement* 30)

If a lamia successfully unlocks and opens a cage, she releases a dire lion.

DIRE LION **CR 5**

hp 60 (*Pathfinder RPG Bestiary* 193; *Siege of Serpents Supplement* 33)

Subtier 7–8 (CR 10 or 11)

TERRA-COTTA SOLDIERS (2) **CR 6**

hp 64 each (*Pathfinder RPG Bestiary* 3 262; *Siege of Serpents Supplement* 53)

MUMMIFIED MONKS (2) **CR 6**

hp 54 each (See Appendix: Bestiary, page 40)

If a monk successfully unlocks and opens a cage, she releases an elephant.

ELEPHANT **CR 7**

hp 60 (*Pathfinder RPG Bestiary* 128; *Siege of Serpents Supplement* 22)

Subtier 10–11 (CR 13 or 14)

WYVARAN CHAMPION **CR 11**

hp 118 (See Appendix: Bestiary, page 42)

WYVARAN SORCERERS (2) **CR 9**

hp 77 each (See Appendix: Bestiary, page 42)

If a wyvaran successfully unlocks and opens a cage, he releases a spinosaurus.

SPINOSAURUS **CR 11**

hp 170 (*Pathfinder RPG Bestiary* 3 79; *Siege of Serpents Supplement* 46)

Development: The Table GM may choose to have the invaders attempt to flee if reduced to 20% of their starting hit points. If the invaders release any creatures, the PCs must recapture or kill these creatures in addition to dealing with the invaders to successfully resolve this encounter.

Once the PCs successfully manage to defeat the invaders, some of the surviving zookeepers, who are currently hiding behind bushes about 100 feet

away, return to the Menagerie. If none of the animals listed in the Development section were killed (which is an automatic success if none were released), then zookeepers reveal they have some emergency supplies that they can divert to the PCs. The Table GM should report the acquisition of 1 Supply Point along with the encounter's success.

C. NORTHWEST CAMPUS

The northwest campus contains many vital areas, but a few of them, like the Center House, are so sensitive to the organization that they're protected continuously. It is also more heavily wooded than any other section, which slows the systematic search of the grounds. Moving to a location in area C takes 20 minutes of in-game time, rather than the usual 10 minutes.

C1. The Mausoleum

This enormous, columned stone structure is both temple and fortress. Two wings flank an open courtyard. The imposing structure is adjacent to a thick copse of trees.

The Mausoleum serves many functions from temple to museum to research laboratory, all dedicated to the greatest mystery of all: death. The left side of the building houses the more academic areas, while the western side is used for more spiritual purposes. The areas of the mausoleum that are relevant to the PCs are described below in brief.

C1a. Courtyard This is Mausoleum's main entrance. It was a scene of destruction a few years ago, and Aspis agents have smashed what the Society rebuilt. Shattered statues and religious sculptures pertaining to death and the afterlife are strewn about the courtyard. The eastern stone doors are barred shut from the other side.

The bodies of two caretakers are slumped to the sides of the western doors. They appear to be dead at glance, but a PC who succeeds on an active DC 12 Heal or Perception check discovers both are alive but close to death (they are at –7 hp and have a Constitution score of 10). The Table GM should not telegraph to the players that they should check to make sure they're dead, as a reward is possible based on their conscientious actions (see Development).

C1b. Dissection Room Local Pathfinders conduct autopsies in this room. It is equipped with steel tables, lab equipment (medical and alchemical), and barrels of wash water. The light here is dim from the windows along the east wall.

C1c. Ossuary Skeletons are cleaned in this workshop with the use of live beetles held in glass enclosures and kilns. This workroom also has the tools required to



C1. The Mausoleum



1 square = 5 feet

reassemble and study skeletal remains for study. The natural light here is dim.

C1d. The Slabs This dreary chamber is kept magically cold to safely preserve bodies from decay. The floors are covered with gray flagstones. The walls are lined with stone cubicles with iron doors and bronze nameplates. The room is dark, as only a minute amount of light enters from three tiny windows near the ceiling.

C1e. Incinerators This room is used as a crematorium and for Pathfinder researchers to safely rid themselves of necromantic specimens upon completion of their experiments. A single hooded lantern has been left on the floor and is still lit. The incinerators have not been lit today, due to the festivities.

C1f. Library Large stacks of esoteric volumes dedicated to the topic of necromancy are stored here. A single hooded lantern has been left on the floor and is still lit.

C1g. Cage of Soul Echoes This room houses a strange metal cage filled with dancing ethereal mists. This dangerous artifact is infamously known as the *Cage of Soul Echoes*. Aspis agents have had neither the time nor

the resources to investigate it. Since it was last activated it has been cordoned off by a set of six permanent *wall of force* spells (CL 15th), surrounding the cage in a cube of force. Each *wall of force* has hardness 30 and 300 hp, and is immune to *dispel magic*. If the PCs destroy or bypass a wall, they can attempt to experiment with the cage. A successful DC 20 Use Magic Device or Disable Device check (DC 25 in Subtier 10–11) allows a PC to reactivate the artifact. If a PC reactivates the artifact, the mists inside the cage take shape, appearing as hundreds of swirling ghostly faces. The PC may ask the spirits three questions, as if she had cast the spell *commune*. Once she has finished asking these questions, the artifact switches to another setting, and a beam of ethereal energy zaps her. This beam of energy deals 4d6 damage (Fort DC 15 half). In Subtier 7–8, it instead deals 7d6 damage (Fort DC 18 half), and in Subtier 10–11, it instead deals 9d6 damage (Fort DC 22 half). Producing further effects from the artifact requires hours of dedicated research.

C1h. Chamber of Truths The walls of this enormous chamber rise and arch to form a half-dome, 30 feet high

and supported by columns carved into the walls. Shelves covered with innumerable books, scrolls, and tablets fill this sacred space.

Creatures: The Mausoleum was a high priority target for the Aspis Consortium. Two teams of Aspis agents have entered the fortress and one still remains. The former made a quick search for items or artifacts that might help them trap and contain a recently deceased soul—their intended target of assassination, Master of Spells Aram Zey. The secondary team searches for tomes or other items that may assist the Consortium in controlling Zey's spirit.

The Table GM may place the Aspis agents inside the building where they see fit, with a few caveats. The villains establish a lookout and are likely to set one of their number in a spot where they can ambush the PCs. They also have the keys to the Mausoleum. The doors have been left unlocked so they can make a fast escape, but they could lock some or all of the PCs into a room if given the opportunity. The Disable Device DC to open the locks is DC 20 in Subtiers 1–2 and 3–4, DC 25 in Subtiers 5–6 and 7–8, and DC 30 in Subtier 10–11.

Subtier 1–2 (CR 3)

ASPIS SCOUNDRELS (4) CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex 144; Siege of Serpents Supplement 14*)

hp 10 each

Subtier 3–4 (CR 6)

ASPIS SNIPERS (2) CR 2

Skilled snipers (*Pathfinder RPG NPC Codex 145; Siege of Serpents Supplement 43*)

hp 23 each

SERPENT SORCERER CR 4

Bramble sorcerer (*Pathfinder RPG NPC Codex 162; Siege of Serpents Supplement 7*)

hp 30

Subtier 5–6 (CR 8)

ACQUISITION AGENTS (3) CR 4

Cruel devotees (*Pathfinder RPG NPC Codex 98; Siege of Serpents Supplement 13*)

hp 31 each

SERPENT SORCERER CR 4

Bramble sorcerer (*Pathfinder RPG NPC Codex 162; Siege of Serpents Supplement 7*)

hp 30

Subtier 7–8 (CR 10)

CONSORTIUM FIXERS (2) CR 6

Spell hunters (*Pathfinder RPG NPC Codex 83; Siege of Serpents Supplement 45*)

hp 64 each

ASPIS NECROMANCER CR 8

Death priest (*Pathfinder RPG NPC Codex 50; Siege of Serpents Supplement 16*)

hp 89

Subtier 10–11 (CR 13)

CONSORTIUM CLEANER CR 11

Contract killer (*Pathfinder RPG NPC Codex 150; Siege of Serpents Supplement 12*)

hp 86

HUECUVAS (3) CR 2

hp 16 each (*Pathfinder RPG Bestiary 3 150; Siege of Serpents Supplement 29*)

RETIREMENT SPECIALIST CR 11

Undead creator (*Pathfinder RPG NPC Codex 186; Siege of Serpents Supplement 55*)

hp 100

Development: The Aspis may surrender at the Table GM's discretion when reduced to 20% of their hit points. Their defeat secures victory at this location, but the PCs may be curious in regards to their intent.

The PCs can study the books the villains collected from the mausoleum library. With a successful Knowledge (arcana) or Knowledge (religion) check, the PCs can determine their interest was related to the capture of a soul after death, and its subsequent control. The difficulty of the Knowledge checks varies by subtier; DC 15 in Subtier 1–2, DC 18 in Subtier 3–4, DC 20 in Subtier 5–6, DC 23 in Subtier 7–8, and DC 27 in Subtier 10–11. The increased DC in higher subtiers represents the difficulty of finding the relevant books; the library's numerous volumes have been strewn about the room in chaotic piles, and some books have been torn apart.

If the PCs revived the custodial caretakers, both are grateful. They direct the PCs to places in the Mausoleum where supplies have been cached for emergencies. The Table GM should ensure this acquisition of 1 Supply Point is reported along with the mission's success. The caretakers also give PCs of all subtiers two *potions of lesser restoration*. PCs of Subtier 5–6 and higher also receive two doses of a variant form of *silversheen*, which works identically to *silversheen* except it allows the weapon to overcome damage reduction as if it were adamantine. It does not allow the weapon to overcome hardness.

C2. Starhall



1 square = 5 feet

Pathfinder Map Pack: Magic Academy

C2. Starhall

The outside of this large keep was designed with Azlanti architecture in mind. Two wings extend from the center structure, with a domed tower at the end of the east wing a smaller patinated bronze dome over the center hall. Starhall serves as an observatory, library, and museum for otherworldly and extraplanar objects and lore.

Inside the main entrance is a library with several display cases of objects recovered from Numeria, as well as a curator's desk and a staircase to the eastern tower.

The PCs enter from the south. The locked western door leads to the rest of Starhall, which is beyond the scope of this scenario. The ceiling is 20 feet high and rises to match the elevated floor level. The chamber is well lit with everburning torches.

The attackers from the *Hao Jin Tapestry* found things of immediate interest in this room and proceeded no further into the keep. No Grand Lodge staff was present when they entered.

Creatures: Invaders have seized control of Starhall, but all the creatures present represent three factions deceived by the Aspis Consortium operatives stranded

inside the *Hao Jin Tapestry*. Their presence here is driven more by the search for answers than the causes of mayhem and revenge.

Their cultures are displaced in time and location, compounded by years of confusion and jumbled histories. The Hhruul syrinx are searching for astronomical star charts to extrapolate the passage of time and their relative location on Golarion. The Wyvaran are simply looking for treasure maps. The Xiwunese faithful are searching for information on Lung Wa, but their transformation has so clouded their minds they do not realize this not the best place for such research.

The invaders assume the PCs are hostile and adopt combat stances, but if the PCs ask about the motives behind the attack on the Grand Lodge and what their intentions are regarding Starhall, the invaders explain if possible. In Subtier 5–6, the Xiwunese mummified monks can only speak Tien. If the PCs then volunteer to help them obtain the information they seek, the combat is automatically suspended. The PCs can use the library to find what the invaders want, while the invaders pledge to take no aggressive actions while they do so (see Development below). If the PCs refuse or fail to provide the required assistance, the combat resumes.

In Subtier 7–8, the syrinx wizards can speak to the stymphalidies. They brought it with them when they left the demiplane, and it serves as their bodyguard. Furthermore, before the PCs arrive, one of the wizards cast *alarm* on the walkway that leads to Starhall. Unless the PCs avoid or disable the alarm, the wizards have one round to prepare in addition to the long lasting spells they have already cast.

Subtier 1–2 (CR 3)

SYRINX CLERICS (4) CR 1/2

hp 8 each (See Appendix: Bestiary, page 41)

Subtier 3–4 (CR 5)

WYVARAN WORTHIES (2) CR 3

hp 34 each (See Appendix: Bestiary, page 43)

Subtier 5–6 (CR 8)

TERRA-COTTA SOLDIER CR 6

hp 64 (*Pathfinder RPG Bestiary 3 262; Siege of Serpents Supplement 53*)

MUMMIFIED MONK CR 6

hp 54 (See Appendix: Bestiary, page 40)

Subtier 7–8 (CR 10)

ALARM CR —

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger proximity (*alarm*) **Reset** none
Effect mental alarm alerts one of the syrinx wizards of the presence of intruders

STYMPHALIDIES CR 8

hp 94 (*Pathfinder RPG Bestiary 3 257; Siege of Serpents Supplement 50*)

SYRINX WIZARDS (2) CR 6

hp 55 each (See Appendix: Bestiary, page 41)

Subtier 10–11 (CR 13)

OWL PRIESTS (4) CR 9

hp 86 each (See Appendix: Bestiary, page 40)

Development: PCs who agree to help the invaders must perform research in the library. The PCs can use their choice of Knowledge (geography), Knowledge (history), and Knowledge (nature) to represent their investigations.

Regardless of which knowledge skill the PCs chose, the DC is 17 in Subtier 1–2, 19 in Subtier 3–4, 22 in Subtier 5–6, 25 in Subtier 8–9, and 28 in Subtier 10–11. The PCs may take 10 on this check, or use any spells or abilities that grant bonuses to Knowledge checks, provided that those abilities last for at least 10 minutes. The research requires a 10 minutes to complete. If the PCs fail the check, they may try again once more by spending an additional 10 minutes. If the PCs fail a second time, the invaders suspect the PCs are stalling them until reinforcements can arrive and they attack.

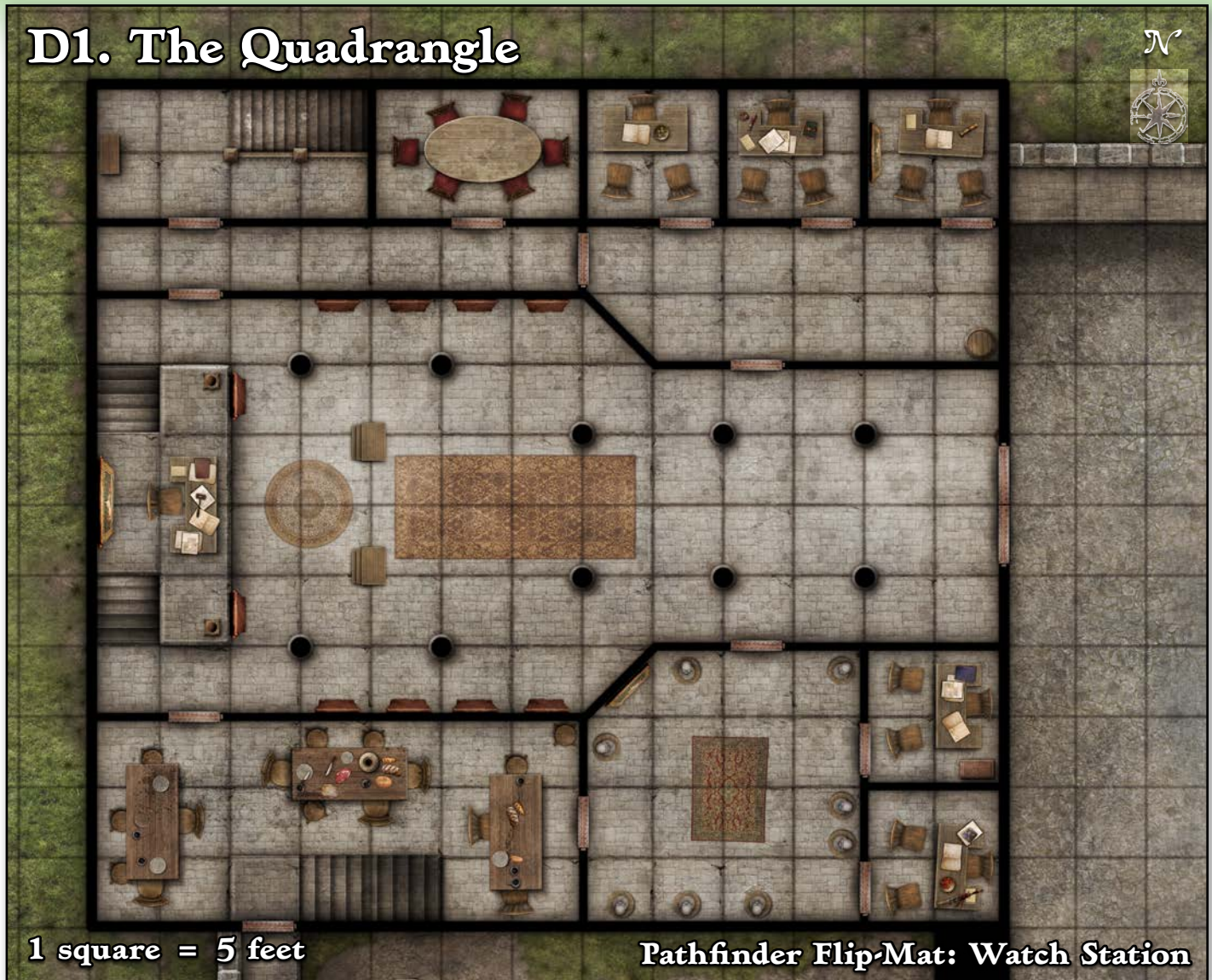
If the PCs succeed at their research, the invaders abruptly demand to keep all the relevant books, star charts, and scrolls the PCs find. There is nothing strictly wrong with the PCs granting this concession. A venture-captain would explain that the loss of those books is less devastating than the potential loss of life or the potential greater damage a magical battle might cause. Yet, there is no one here to give the PCs permission, so this is a roleplaying conundrum. The PCs can determine that the books and charts are not irreplaceable with a successful Appraise check or relevant Profession check, such as Profession (merchant) or Profession (scribe), at the same DC as the Knowledge check. The Table GM should allow the players to make the final choice without guidance.

If the research is successful and the materials are handed over, the invaders either stand down or fly away from the Grand Lodge. This is treated as a success, much as if the creatures were defeated in combat. Finally, after the deal is struck, the invaders have a last minute change of heart. They state that the Pathfinders acted with far greater honor than they were led to expect. In exchange for the materials they offer some of their extra supplies. This counts as 1 Supply Point and should be reported with the mission's success. If the PCs refuse to hand over the materials, the invaders decide they can't leave without them and combat resumes.

D. NORTHEAST CAMPUS

The northeast campus is the smallest section with a single building to check. If the PCs know other Pathfinders are protecting the Repository (see encounter **A1**), they need not bother to check it. Otherwise, if the PCs go to check the Repository, begin encounter **A1**. Baphory's Walk (between Arliss Hall and the Quadrangle) is not a tactical location and requires no extra time to clear, but the PCs notice automatically that the crude stone heads have all uniformly turned to face southwest at some time during today. Each bears an expression or combination of anger, grief, shock, and/or outrage. The PCs cannot enter Arliss Hall at this time. The Overseer GM will announce the opening of Arliss Hall in Part 4.

D1. The Quadrangle



1 square = 5 feet

Pathfinder Flip-Mat: Watch Station

D1. The Quadrangle

The ivy-covered buildings of the Quadrangle predate the establishment of the Pathfinder Society. They once housed an academy and boarding school for the children of Absalom's nobility. The buildings contain sleeping areas for Pathfinder initiates, a small stable, training yard, study chambers and lecture halls.

When the PCs approach this area, the Table GM reads the following text.

The solitary figure of Ambrus Valsin himself jogs out of the Quadrangle's courtyard. "You lot, we have a crisis here that can't wait." He turns and gestures to the Quadrangle. "When the banquet started, I dismissed the first-year initiates back here to continue their studies for a few more hours. The damned Aspis were waiting inside two of the dormitories," the venture-captain says, pointing to two ivy-covered stone buildings. "I think their plan is to leverage the initiates as hostages if they have no other escape route."

Venture-Captain Valsin regards you with an inscrutable look. "This situation can only become more desperate. The safety of our initiates can't wait another minute. Consider yourself drafted, because you're all I've got. I'm heading to the southern dormitory. You head to the northern dormitory. Talk them down, or hit them hard and fast."

Valsin can tell the PC certain facts of the situation in the northern dormitory, as he understands them. The hostage taker is alone and has declared that he can kill all the hostages almost instantly. The venture-captain does not think the threat stems from a magical spell, but otherwise believes it to be credible. Thus far, the hostage taker has remained close to the main door, so reconnaissance is possible—although the doors are locked and the keys are missing.

This encounter assumes the PCs have spent considerable time in this building when they were

initiates. The Table GM may show the players the map of the dormitory. The PCs do not know the locations of anyone inside. If a PC casts a *teleport* spell, the location is treated as “studied carefully,” as it has been some years since they last visited. The hostages are tied up on the western edge of the main hall (area **D1a**) on a raised stage (area **D1b**). A special hazard has been hung above the hostages (see Hazard below). The eastern main doors and the southern side door (area **D1c**) are strong wooden doors (hardness 5, hp 20, break DC 25). These doors are both locked. The DC of the Disable Device check to pick these locks is 20 in Subtiers 1–2 and 3–4, 25 in Subtiers 5–6 and 7–8, and 30 in Subtier 10–11.

All of the rooms except the main hall have small windows whose curtains are drawn, leaving the rooms in darkness. If the PCs break the glass window panes (hardness 1, hp 1), they create an opening large enough for a Medium creature to pass through with a DC 15 Escape Artist check, and Small or smaller creatures to pass through without a check. However, breaking the glass creates enough noise to automatically alert the hostage taker, unless the PCs take special precautions.

The main hall has 20-foot-tall ceilings. A large window 10 feet off the ground on the western wall allows the afternoon sun to illuminate the hall. In Subtiers 1–2 and 3–4, the ivy on the western wall is particularly thick, and PCs can scale the wall to the large window with a successful DC 15 Climb check. In Subtier 5–6, the DC of the Climb check to scale the wall is 20. In Subtiers 7–8 and 10–11, there is no ivy on this portion of the wall, and the DC to scale the wall is 25. If the PCs climb up to this window, they can see the hostages and the hostage taker in the main hall. Breaking the glass on the large window (hardness 1, hp 1) creates an opening large enough for Large creatures to pass through with a DC 15 Escape Artist check, and Medium or smaller creatures can pass through without a check. The stage sits high enough above the ground that PCs climbing in through the upper window can jump into the room without having to roll an Acrobatics check to avoid falling damage.

Creatures: Inside the building is one hostage taker and ten initiates who are bound and gagged around the center table. In the initial invasion, a dozen Aspis agents stormed the hall and quickly overwhelmed the novices, who are all suffering wounds from the battle, and are each at 1 hit point. The hostage taker has suspended a deadly hazard above his prisoners, which he can remotely cause to fall to the stage and kill the hostages at once (see Hazard below). If he catches the PCs inside the building, he demands that they leave immediately and threatens to kill the hostages if they do not. In all subtiers, the hostage taker has a *hand of the mage* in addition to the standard gear from his stat block. If the PCs linger for more than 1 round, or if the PCs attack him, he uses his *hand of the mage* to trigger the hazard.

Hazard: The threat to the hostages crosses the line between a trap and a hazard. It is a single bead from a *necklace of fireballs*, placed in a nonmagical wine goblet. A wire attached to ceiling suspends the goblet 10 feet off the ground. The hostage taker need only use the *hand of the mage* as a standard action to flip the goblet over and drop the bead to the ground. If the bead falls more 5 feet or more, it explodes and deals 2d6 points of fire damage in a 40-foot radius (Reflex DC 14 half). In Subtiers 5–6 and above, the bead deals 4d6 points of damage on a failed saving throw. The hostages are all in poor condition from the raid, and are at 1 hit point. If a PC takes the bead, discharges it away from the hostages, or prevents the *hand of the mage* from being used, the threat is neutralized.

This is not intended to be a combat encounter, though it can be handled as such. The overall objective is to render the hostage taker unable to trigger their makeshift trap or to render it useless. The device is not a true trap, so Disable Device cannot be used to resolve the situation.

A few basic assumptions are made by this encounter. If the hostage taker is ever successfully grappled, immobilized, or otherwise made helpless before they can act, the threat to the hostages is averted and the mission is considered a success. If the PCs render the makeshift device useless, the initiates are likewise saved. If PCs are injured but the hostages are still protected, the encounter is still successful.

There are many ways to resolve this situation. The following are several examples.

Rush Attack: If the PCs open a way in to the building, they can work in concert to rush the hostage taker. If the PCs knock the hostage taker unconscious, grapple him, or otherwise prevent him from triggering the bead, they succeed at the encounter.

Stealth: The hostage taker is listening intently for the sounds of approaching Pathfinder agents. If the PCs attempt to sneak up to the building, have them each roll Stealth checks opposed by the hostage taker’s Perception check. The hostage taker paces between the stage (area **D1b**) and the main door and then stares at the door with his back to the hall for 1 round before he walks another circuit. If the PCs pick the lock to the southern door or otherwise quietly enter the building, they can enter the room, crouch, and close the door while not in the hostage taker’s line of sight. PCs that succeed on Stealth checks can thus navigate the room, locate and remove the *fireball* bead, or move into position to attack the hostage taker. Other PCs can create a diversion outside to distract the villain with a Bluff check. The initiates nod their heads (as they are gagged) in the direction of the suspended cup to bring it to the attention of a PC.

Trickery: The PCs can attempt a Bluff check to lure the hostage taker out of the building and then mob him by surprise. For example, the PCs can call through the door

and declare, “The bosses got what they came for, and it’s time to evacuate!” If this check fails by 5 or less, the hostage taker asks, “Why didn’t you just contact me with magic?” The PCs may then attempt a second Bluff check. If a player gives a particularly good reason, the GM may award up to a +5 circumstance bonus on the second try. If successful, the hostage taker unbars the door and steps outside. The PCs receive a surprise round. If the check fails, the hostage taker demands that the PCs leave at once, or he will kill the hostages. If the PCs return to the building later, they receive a –10 penalty on attempts to trick the hostage taker. Note that at all Subtiers, the hostage taker’s versatile performance (oratory) ability allows him to use a Perform (oratory) bonus in place of his Sense Motive bonus to oppose these Bluff checks.

Other Solutions: These suggestions are not intended to be exclusive; they are merely suggestions on how groups with limited resources can work as a team and still accomplish the goal. The Table GM is encouraged to allow for the players’ creativity.

Subtier 1–2 (CR 1)

ANXIOUS KIDNAPPER **CR 1**
 CE Street performer (*Pathfinder RPG NPC Codex 26; Siege of Serpents Supplement 49*)

DEFENSE

hp 14

STATISTICS

Skills Acrobatics +5, Bluff +7, Handle Animal +4, Knowledge (local) +4, Perception +5, Perform (oratory) +8, Sleight of Hand +6, Stealth +5

SQ versatile performance (oratory)

Subtier 3–4 (CR 3)

TAUNTING KIDNAPPER **CR 3**
 Taunting comedian (*Pathfinder RPG NPC Codex 27; Siege of Serpents Supplement 52*)

DEFENSE

hp 25

STATISTICS

Skills Acrobatics +11, Bluff +11, Climb +1, Intimidate +9, Knowledge (local) +10, Perception +6, Perform (oratory) +11, Spellcraft +6, Stealth +10, Use Magic Device +10

SQ versatile performance (oratory)

Subtier 5–6 (CR 5)

HOSTAGE HANDLER **CR 5**
 Con artist (*Pathfinder RPG NPC Codex 29; Siege of Serpents Supplement 11*)

hp 30

Subtier 7–8 (CR 7)

ASPIS NEGOTIATOR **CR 7**
 CE Street artist (*Pathfinder RPG NPC Codex 31; Siege of Serpents Supplement 48*)

DEFENSE

hp 43

STATISTICS

Skills Bluff +12, Climb +10, Escape Artist +8, Knowledge (arcana, local, nature, planes) +8, Perception +13, Perform (dance, oratory) +11, Sleight of Hand +7, Spellcraft +4, Stealth +7, Use Magic Device +9

SQ versatile performance (dance, oratory)

Subtier 10–11 (CR 10)

ASPIS SPY **CR 10**
 NE Chameleon (*Pathfinder RPG NPC Codex 34; Siege of Serpents Supplement 9*)

DEFENSE

hp 75

Development: If the PCs are successful, Venture-Captain Valsin thanks them profusely for their efforts. The initiates hail the PCs as heroes and the PCs’ personal legend grows, at least among the ranks of new Pathfinders. The hostage taker surrenders once it is clear his victims are out of danger.

If the PCs complete the mission without taking a single hit point of damage, the initiates are impressed beyond their words to convey, and give the PCs some of their own possessions. They rush around the dormitory and hastily gather everything they can find which may be of help. This counts as 1 Supply Point and should be reported along with the mission success.

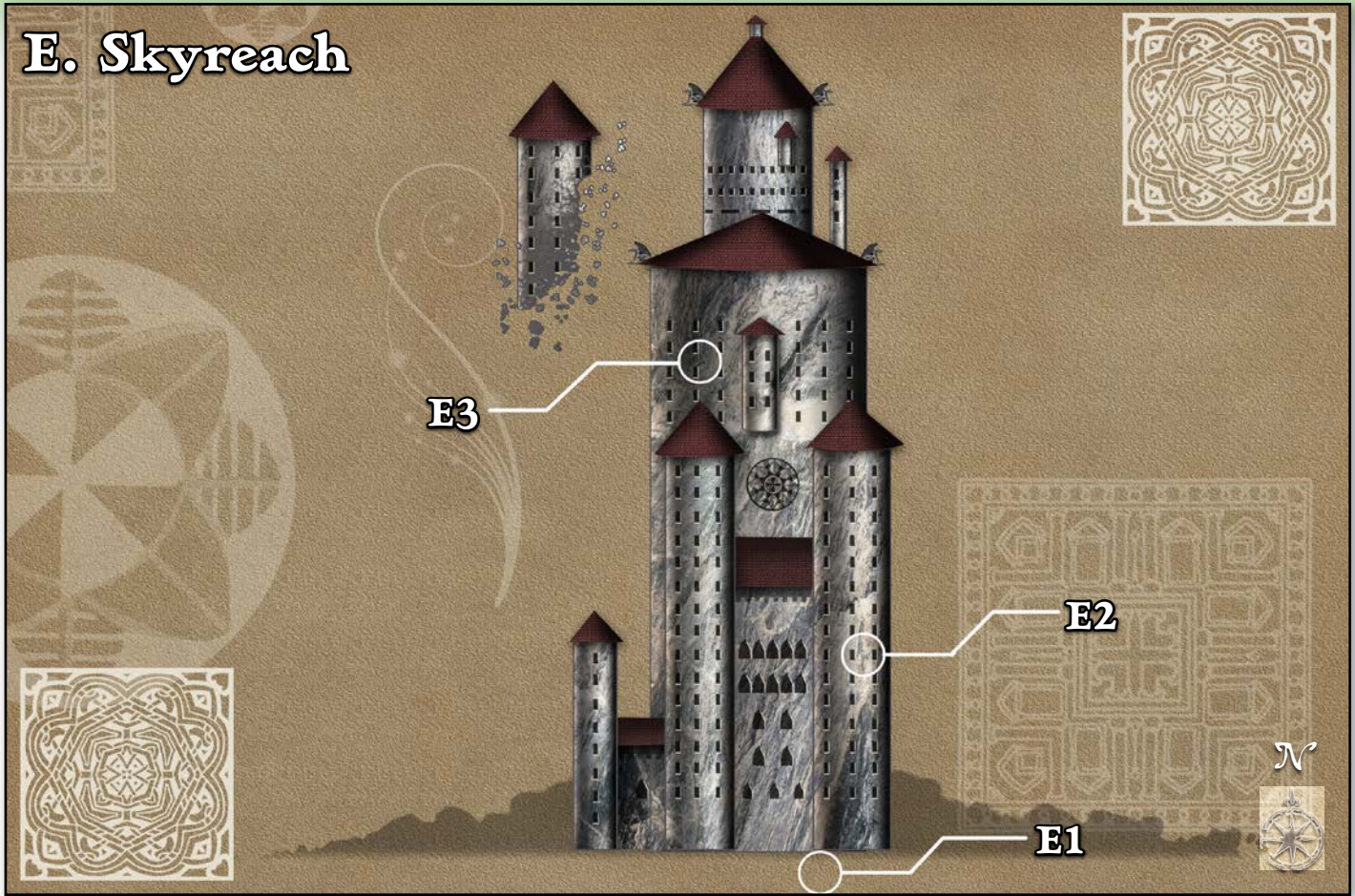
If the PCs fail to stop the hostage taker from dropping the bead on the hostages, they fail the mission. Most of the initiates are killed and those few who survive are critically injured. The hostage taker attempts to flee the scene, hoping that the PCs will be distracted trying to save lives and will not pursue him. Afterwards, Ambrus Valsin grimly approaches the PCs. He blames himself for the mission’s failure, grimly stating he was in too much of a hurry to resolve the situation, pulled between the desire to return to Skyreach and his unwillingness to leave initiates in peril.

PART 3: INTO SKYREACH

When Part 2 draws to a close, the Overseer GM should read the following aloud.

Marcos Farabellus makes rounds on the grounds and gathers all Pathfinder teams to him, calling for silence while he relays new information.

E. Skyreach



“Pathfinders, we have determined the nature of the threat which confronts us! As many of you have already ascertained, a number of Aspis Consortium agents remained trapped in the Hao Jin Tapestry after we captured their back door into it. To our surprise and regret, there remained a means to communicate with the outside world and the serpents have been conspiring. This raid is comprised of two different Consortium groups coordinating in a two-pronged attack. They are aided by creatures from within the tapestry, whom they have deceived about our goals and intentions.”

“At this time, we’re still unsure about what is making Skyreach’s tower hover, but we know for certain that someone has activated the Hao Jin Tapestry. Normally the Master of Spells Aram Zey would be the one to troubleshoot this kind of problem, but he is nowhere to be found. We don’t have time to wait for him, and he may be in danger. I’m sending you in as search parties and giving you temporary clearance to travel into the restricted sections of lower and middle Skyreach. Check on the Sky Key and the archives while you’re there. Zey may have left notes around that could tell us how to shut down the tapestry.

“We must act with the utmost haste. I believe the Consortium’s plan has backfired on them, but there’s no telling how long before they regroup or, worse still, somehow make the situation worse.”

Table GM Instructions

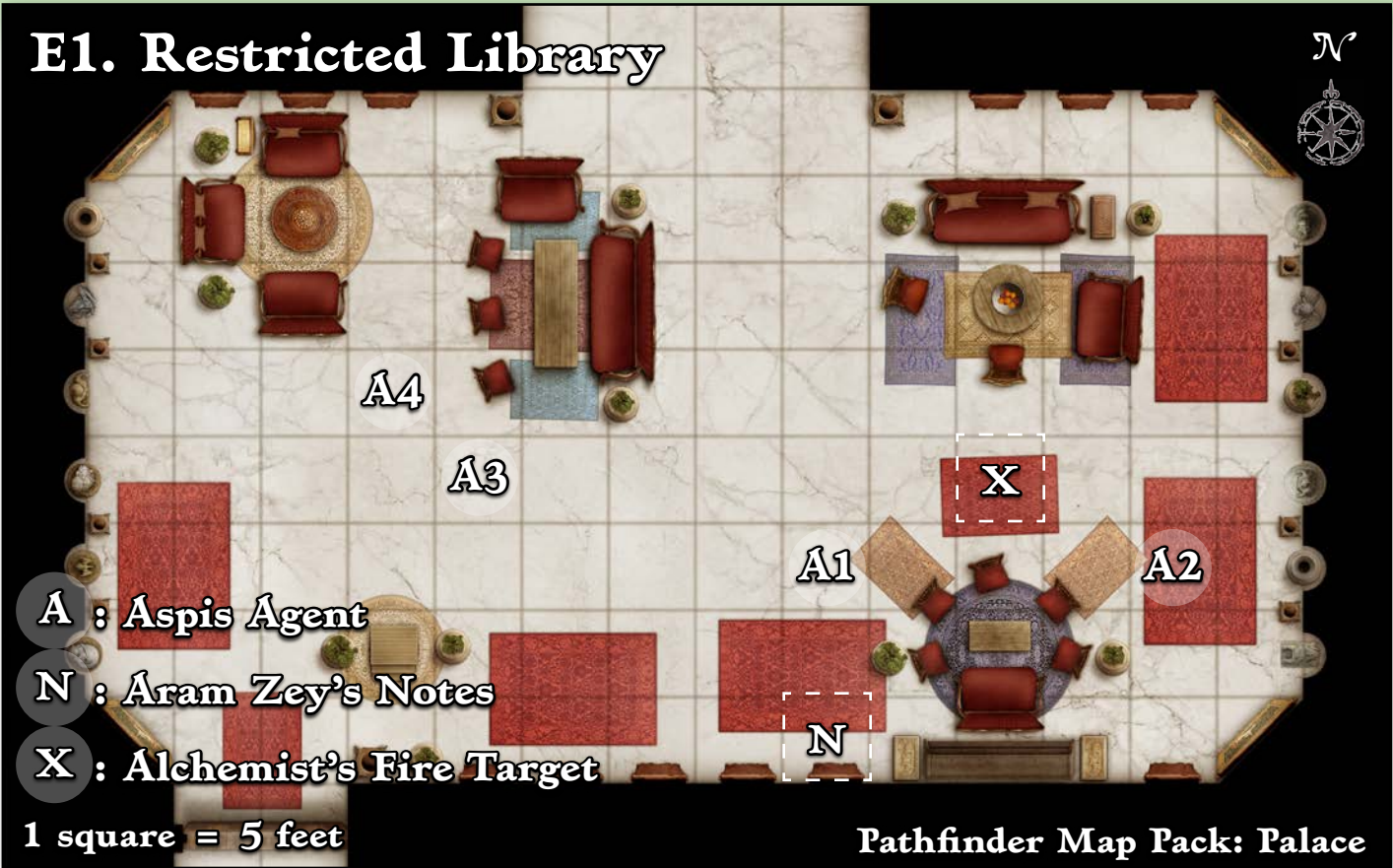
During this part, the PCs discover that Aram Zey is dead, acquire his notes on shutting down the *Hao Jin Tapestry*, shut down the tapestry, and learn that the Sky Key has been stolen. As in Part 2, Skyreach is divided into three districts, which use the same color-coded threat system and effects on Aid Tokens as in Part 2 (see page 11). As before, it is also important to report the location of successfully completed encounters to HQ Staff. Unlike in Part 2, each area only has one encounter.

Navigating Skyreach: It takes time to search a structure as large as Skyreach or traverse the many underground passages of the Vaults. Traveling from one area to another takes 10 minutes, accounting for the PCs’ searching numerous rooms and halls along the way or taking many sets of stairs and secret passages to reach restricted areas.

Overseer GM Instructions

The responsibilities of the Overseer GM are tallying the number of successes reported for each district and relaying information to the House regarding the state of the Grand Lodge. During Part 3, the goal of the House is to secure several objectives within Skyreach, including Aram Zey’s notes, the *Hao Jin Tapestry*, and the chamber

E1. Restricted Library



- A** : Aspis Agent
- N** : Aram Zey's Notes
- X** : Alchemist's Fire Target

1 square = 5 feet

Pathfinder Map Pack: Palace

that until recently held the Sky Key. The GM should also update any large map reference to display the tower of Skyreach in profile.

Threat Level: This functions much like the Threat Level in Part 2, but each district only has hit points equal to twice the number of tables. During Part 3, the floating tower is not accessible and should not have a threat level marked. Whenever PCs active in a zone report a success to the HQ Staff, that zone loses 1 hit point.

Aid Tokens: Aid Tokens function in the same way as in Part 2 (see page 12).

Ending Part 3: Once the House has reduced each district's hit point total to 0 or after 70 minutes, the search teams have completed their objectives in Skyreach; begin Part 4 (see page 31).

E. SKYREACH AND THE VAULTS

The enormous fortress of Skyreach is visible from miles away. The structure is a warren of hallways, lounges, ballrooms, and museums. Despite the many sections that are available to Pathfinders, vast portions normally remain off-limits. Many of those restrictions have been removed today.

The PCs can travel to any of the encounter areas in any order, but the GM should consider nudging the PCs toward area E3 as one of their first two encounters;

learning of Aram Zey's demise is an important revelation, after all.

E1. Restricted Library

Here the PCs can seek Aram Zey's notes for how to close the *Hao Jin Tapestry's* gateway to its demiplane.

Twelve bookcases line the walls of this cozy lounge room. Their shelves are crammed with books, scroll tubes, and tablets. Comfortable furnishings are arrayed so that scholars may examine the works without needing to remove them from the room. It may be here that Aram Zey hid his notes about the *Hao Jin Tapestry*.

Master of Spells Aram Zey, is the foremost expert on the *Hao Jin Tapestry*, and he kept most of the reliable information on its operation in the one place he thought he could control: his mind. At the Decemvirate's request, however, he created several sets of notes that provide details on how to shut down the tapestry and concealed them in this restricted part of the archives. He has hidden them in a hollowed out book set high in one of the southern bookshelves. Finding the hidden notes requires a successful DC 18 Perception check (DC 20 in Subtier 3–4, DC 22 in Subtier 5–6, DC 25 in Subtier 7–8, or DC 28 in Subtier 10–11).

The PCs enter this room from the north. The door to the south is locked and requires a DC 25 Disable Device to open. The Aspis agents (see below) have Aram Zey's personal keys, but they do not know what key goes to which lock. As a standard action, a creature can attempt to unlock the door with a 50% chance to guessing the right key.

Creatures: A team of Aspis agents is already in this library searching for Aram Zey's notes and other treasures. The notes are valuable, but they're not essential to the Consortium's plans at this point in the operation, so retreating is the team's main priority when confronted. To help cover their escape, one or more agents throw vials of alchemists fire (starting with the marked square) to set the room on fire and split the PCs' attention.

At the start of every round, the fire expands to a random adjacent square that is not already on fire. In Subtier 3–4 and 5–6, the fire expands to two adjacent squares every round. In Subtiers 7–8 and 10–11, it spreads to three adjacent squares. A creature that enters or begins its turn in a burning square takes 1d6 fire damage and catches fire (DC 15 Reflex to avoid catching on fire). A PC can extinguish flames in an adjacent square as a standard action with a successful DC 12 combat maneuver check (increases to DC 15 in Subtier 3–4, DC 18 in Subtier 5–6, DC 21 in Subtier 7–8, and DC 25 in Subtier 10–11) or by dousing the square with 5 or more gallons of water. If the flames reach the square with the secret compartment, the notes are destroyed 1 round later.

Subtier 1–2 (CR 3)

ASPIIS MERCENARIES (4) CR 1/2

Superstitious mercenary (*Pathfinder RPG NPC Codex 80; Siege of Serpents Supplement 51*)

hp 14 each

Subtier 3–4 (CR 5)

ASPIIS MERCENARIES (2) CR 1/2

Savage mercenary (*Pathfinder RPG NPC Codex 10; Siege of Serpents Supplement 41*)

hp 17 each

SERPENT SORCERER CR 4

Bramble sorcerer (*Pathfinder RPG NPC Codex 162; Siege of Serpents Supplement 7*)

hp 30

Subtier 5–6 (CR 8)

ASPIIS ROGUES (3) CR 4

Guild initiate (*Pathfinder RPG NPC Codex 146; Siege of Serpents Supplement 28*)

hp 41 each

SERPENT SORCERER CR 4

Bramble sorcerer (*Pathfinder RPG NPC Codex 162; Siege of Serpents Supplement 7*)

hp 30

Subtier 7–8 (CR 10)

CONSORTIUM FIXERS (2) CR 6

Spell hunters (*Pathfinder RPG NPC Codex 83; Siege of Serpents Supplement 45*)

hp 64 each

ASPIIS WIZARD CR 8

Cave wizard (*Pathfinder RPG NPC Codex 184; Siege of Serpents Supplement 28*)

hp 92

Subtier 10–11 (CR 13)

CONSORTIUM CLEANER CR 11

Contract killer (*Pathfinder RPG NPC Codex 150; Siege of Serpents Supplement 12*)

hp 86

CONSORTIUM ENCHANTER CR 11

Fey enchantress (*Pathfinder RPG NPC Codex 169; Siege of Serpents Supplement 25*)

hp 56

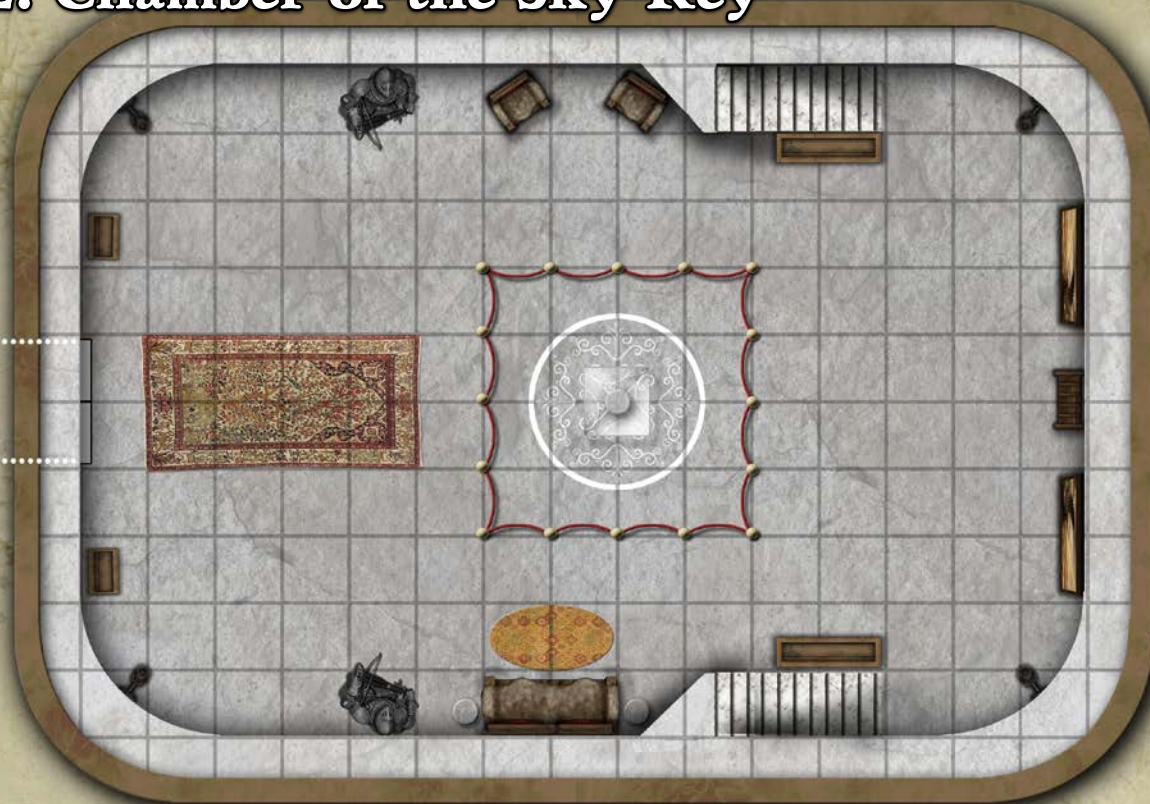
Development: Success hinges on recovering Zey's notes. Even if the Aspis agents escape, the PCs complete the encounter successfully so long as they acquire the notes. After all, another group of Pathfinders can always capture the fleeing agents before they cause more trouble. The encounter is only a failure if the notes are destroyed. In this case, other Pathfinders are able to piece together the secret of how to shut down the tapestry, though it is even more dangerous.

E2. Chamber of the Sky Key

Here the PCs can check on the Sky Key.

This tall library is ringed by a walkway around its perimeter, which provides access to a second level of towering bookshelves. A broad Qadiran rug leads to a short pedestal within a tall glass case that itself sits within an inscribed circle—all cordoned off by a velvet rope suspended by brass poles. Several plush chairs and a few low tables bearing curious line the lower floor, and two decorative suits of armor stand at attention, each with a crossbow resting against its shoulder. Heatless torches blaze with remarkably even light in sconces throughout the room, and a tall pendulum clock

E2. Chamber of the Sky Key



1 square = 5 feet

against the eastern wall ticks each passing second as its hands move erratically.

This room recently housed the Sky Key until the Aspis Consortium stole it as a secondary prize in their raid. When the wards protecting the Sky Key were breached, the dimensional forces surrounding the artifact caused space in this room to bend in an uncomfortable way. A PC within 30 feet of the pedestal must succeed at a DC 16 Fortitude save or be sickened for 1d4 rounds. A PC who succeeds at this save is immune to this effect for the rest of the encounter.

The Sky Key's influence also causes brief scenes from the recent past to flash into view. As the PCs enter the room, read or paraphrase the following aloud.

A ghostly image of a Pathfinder appears in the center of the room, where his likeness eerily begins to slide through the display case. His voice echoes as he speaks to an unseen party. "Oh no, they've stolen the Sky Key. It also appears they disrupted the auxiliary stabilizer, too." He pauses before continuing. "Do you feel that? I feel kind of sick all of a sudden. I hope they didn't try to disassemble it—or worse, bring it too close to the tapestry. Wasn't that why Zey kept them so far—"

The figure's words go unfinished as he begins to scream and dissolve, fading from view in a matter of seconds.

Creatures: The warp in the fabric of reality here destroyed the unfortunate investigators who were first to discover the missing Sky Key. This dimensional tremor has started to wane, but it periodically shunts otherworldly creatures to this room. Several such creatures appear near the display case as the image of the Pathfinder fades. Confused and angry, they attack the PCs and fight until they are destroyed. Any such creature gains a +5 bonus on saving throws against the sickening effects of the uncanny dimensional forces near the pedestal.

Subtier 1–2 (CR 3)

ECTOPLASMIC HUMANS (4) CR 1/2

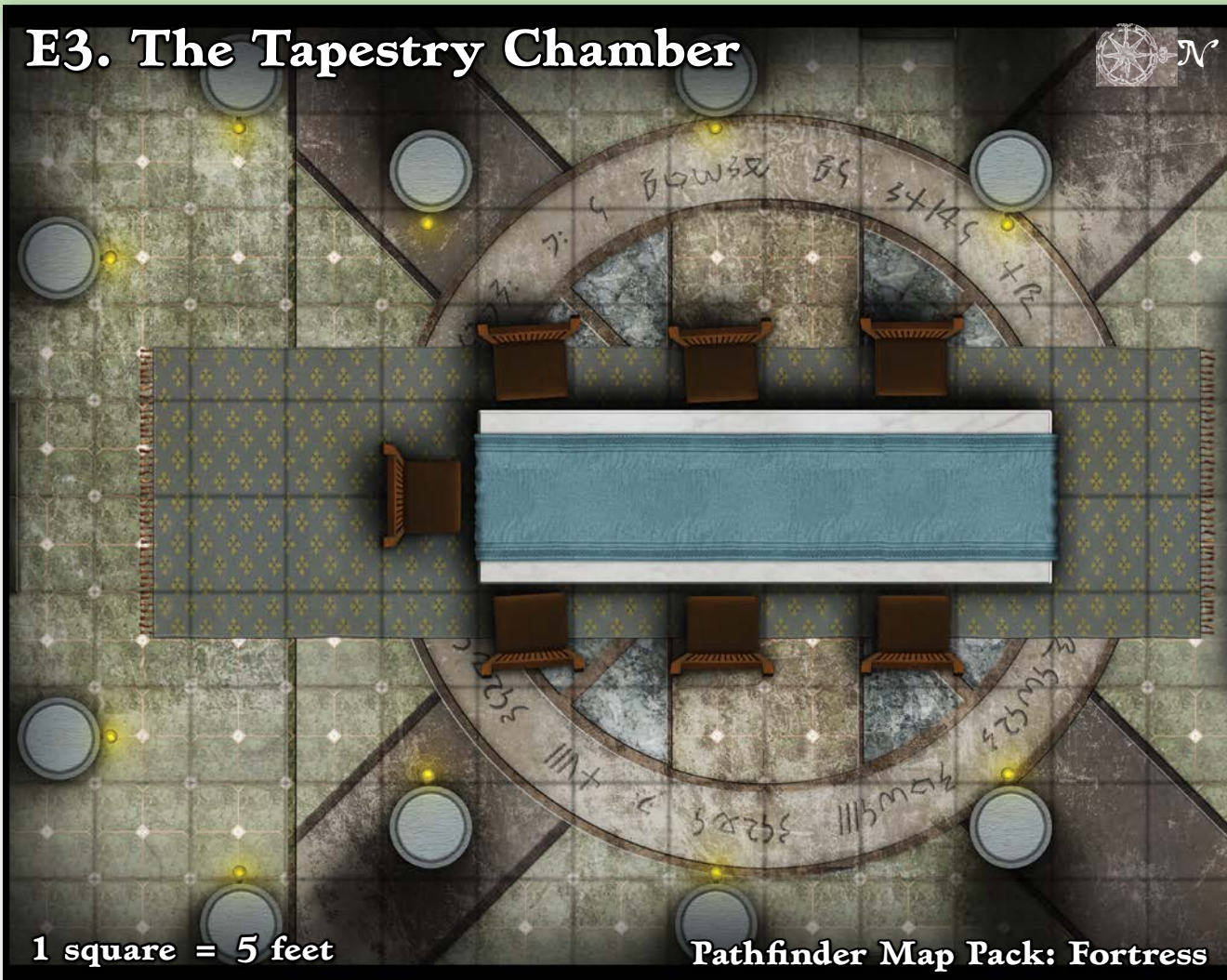
hp 7 each (*Pathfinder RPG Bestiary 4 82; Siege of Serpents Supplement 20*)

Subtier 3–4 (CR 5)

SOULSLIVERS (3) CR 2

hp 19 each (*Pathfinder RPG Bestiary 4 250; Siege of Serpents Supplement 44*)

E3. The Tapestry Chamber



Subtier 5–6 (CR 8)

XILLS (2) **CR 6**

hp 67 each (*Pathfinder RPG Bestiary* 283; *Siege of Serpents Supplement* 58)

Subtier 7–8 (CR 10)

ENTROPIC RIFT DRAKE **CR 10**

hp 126 (*Pathfinder RPG Bestiary* 3 290, 106; *Siege of Serpents Supplement* 23, 18)

Subtier 10–11 (CR 13)

DORVAES (2) **CR 11**

hp 123 each (*Pathfinder RPG Bestiary* 4 62, *Siege of Serpents Supplement* 17)

Development: Simple survival counts as a success. Doing so assumes the PCs report what they learned from the vision up the chain of command.

E3. The Tapestry Chamber

The Pathfinders have identified many of the invaders as residents of the *Hao Jin Tapestry* demiplane, so to prevent more attackers from entering the Grand Lodge, it is important that the PCs shut down the tapestry gateway.

The table at the center of this rectangular room is completely contained within a rune-inscribed circle set into the floor. Atop the table lies a Kelishite man's body, spread-eagled and bloodstained. At the far end of the chamber hangs a ragged tapestry torn down its center. A peaceful wood with trampled undergrowth is visible through the tear, though the tapestry clearly hangs against a solid wall.

This room is unlit with a 20-foot-high ceiling. The body on the table is that of the Master of Spells Aram Zey, whom several of the demiplane's creatures dragged here after Aspis agents killed him.

Creatures: A group of invaders from the tapestry remain in this chamber and celebrate (or in some cases, commemorate) the wizard's death, for they believe Aram

Zey to have been the architect of the Pathfinder Society's attacks on their home world. The yeti and syrinx are unlikely to jeer, but the lamia, drider and blood hags mock him openly, chanting, "Aram Zey is dead! At long last, our jailer is dead!" They are all quick to attack the PCs, though they may first deride PCs who are obviously Pathfinders. On the other hand, they greet any PCs disguised as Aspis agents.

In combat, the syrinx and drider use the added ceiling height to avoid attacks or have more room to fight. A maenad serves a bodyguard for the blood hag coven.

Subtier 1–2 (CR 3)

SYRINX CLERICS (4) **CR 1/2**
hp 8 each (See Appendix: Bestiary, page 41)

Subtier 3–4 (CR 5)

SYRINX CLERICS (2) **CR 1/2**
hp 8 each (See Appendix: Bestiary, page 41)

YETI **CR 4**
hp 45 each (*Pathfinder RPG Bestiary 287; Siege of Serpents Supplement 59*)

Subtier 5–6 (CR 8)

LAMIAS (2) **CR 6**
hp 67 each (*Pathfinder RPG Bestiary 186; Siege of Serpents Supplement 30*)

Subtier 7–8 (CR 10)

DRIDERS (3) **CR 10**
hp 76 each (*Pathfinder RPG Bestiary 113; Siege of Serpents Supplement 19*)

Subtier 10–11 (CR 13)

BLOOD HAGS (3) **CR 8**
hp 90 each (*Pathfinder RPG Bestiary 4 19; Siege of Serpents Supplement 6*)

MAENAD **CR 8**
hp 94 (*Pathfinder RPG Bestiary 4 191; Siege of Serpents Supplement 34*)

Development: Aram Zey's body still has a lingering aura of necromancy magic, which is a residual sign an Aspis agent having trapped his soul. This act also makes it impossible to use magic to revive the Master of Spells or communicate with him through spells such as *Speak with Dead*.

Once the PCs have defeated the invaders, they can use the procedures described in Zey's notes from area E1 to close the portal. This process takes about 10 minutes.

PART 4: THE FLOATING TOWER

Part 4 does not begin until the Overseer GM announces that a majority of the House has successfully completed Part 3. The Overseer GM should then read or paraphrase the following.

The voice of the Master of Scrolls Kreighton Shaine travels down the halls, carried by a magical breeze. "Pathfinders, we have determined that objectives in Skyreach are now secure and most Aspis Consortium forces within have been neutralized. There have been further developments of which you may or may not already be aware. Aspis agents have made off with the Sky Key and seem to be holding out in the tower floating above our lodge. Our early experiments with teleporting in or flying to it have met with no success, so I am gathering our forces to enter through Arliss Hall, which has a permanent gateway to one of the tower's rooms.

"The gateway is finicky, though. Our Master of Spells Aram Zey would be better able to explain it than I, but he is currently—" The elf trails off as though searching for the right word before continuing, "—indisposed due to the Consortium's attack. Finish your business and gather outside Arliss Hall for the final assault. I shall guide you from there."

When the Overseer GM reads this announcement, Table GMs should wrap up their current encounters quickly; reduce the hit points of any remaining enemy creatures by half the maximum hit point totals. If this would reduce any creature to 0 or fewer hit points, instead reduce it to 1 hit point.

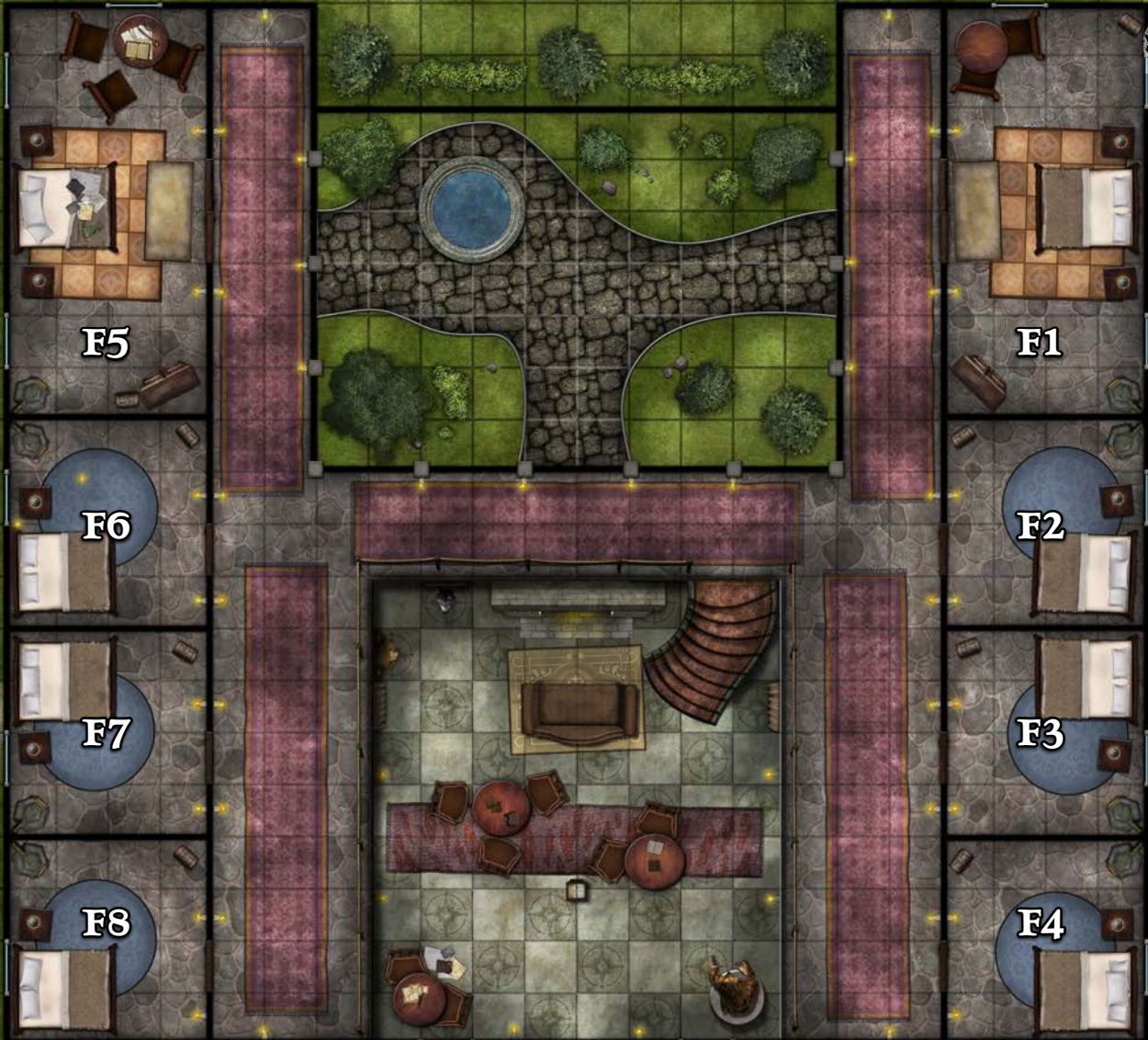
During this part of the adventure, the PCs navigate the mysterious Arliss Hall, an extradimensional structure that changes its internal layout at a whim. Hidden inside of one of the hall's rooms is permanent portal to a room inside the floating tower. Once there, the PCs engage in a final battle with the Aspis Consortium—and perhaps the creature bound to the tower that now feeds on the chaos of the Aspis attack.

Overseer GM Instructions

During this part, the PCs discover travel to the tower floating above the Grand Lodge in order to confront the Aspis agents who have the Sky Key. The responsibilities of the Overseer GM are tallying the number of successes reported for the one remaining district and relaying information to the House regarding the state of the floating tower.

Threat Level: This functions much like the Threat Level in Part 2. Use the same profile map of Skyreach, but

F. Arliss Hall



1 square = 5 feet

Pathfinder Flip-Mat: Pathfinder Lodge

set the floating tower's threat level to red; it has a number of hit points equal to 1-1/4 times the number of tables, and each success reported in area **G6** for defeating waves 1, 2, and 3 reduces the tower loses 1 hit point.

Tower Instability: 25 minutes after this part begins, the Overseer GM should make the following announcement.

The floating tower begins to shift, tilting slightly to one side. A shower of debris rains down on the lawn and buildings below.

Aid Tokens: Aid Tokens function in the same way as in Part 2 (see page 12).

Ending Part 4: Once the House has reduced the tower's hit point total to 0, the Pathfinder agents have secured the zone and defeated all remaining threats; transition to the Conclusion (see page 38).

F. ARLISS HALL

The Table GM should read the following text aloud as the PCs arrive in front of Arliss Hall.

Kreighton Shaine finishes giving instructions to one team before sending them into Arliss Hall and turning to greet the new arrivals. "Ah, you received my message?" he asks eagerly while pulling out a small notepad and making a single tally mark. "Excellent, I was uncertain whether recent events might block communication as well. We have a theory that the northwest tower's new floating status may be the result of the Sky Key and Hao Jin Tapestry coming too close to one another, much like two extradimensional spaces placed inside one another. Thus far, all of our more conventional attempts to reach the tower have been repelled, and admittedly the whole thing could just rocket into the Irorium any minute." He squints to the north before adding, "That would be unfortunate, as there's a rather big match over there today. Best we take control of the tower before it misbehaves further.

"The good news is that we have a permanent portal to that section of the tower. Since the link is between two objects—a pair of full-length mirrors—it should be stable and safe to use. The only catch is that one of the mirrors is inside Arliss Hall. The hall has several extradimensional properties, and with so many visitors, it's been changing its internal layout constantly. Rather than waste time sending you to figure out a puzzle, I'll lead you to the portal myself. We venture-captains are fairly used to it."

As Pathfinders, the PCs automatically know some basic information about Arliss Hall. Its passageways are known to shift in strange ways, and it often seems larger inside than it should from the outside. The majority of the rooms inside are modest but tasteful apartments that venture-captains (and maybe even the Decemvirate) use as personal apartments.

Kreighton Shaine opens the door for the PCs and follows them inside; however, when the PCs turn around, the elf has disappeared. The Table GM should read the following.

"Of all the luck," the Master of Scrolls voice echoes from thin air. "We must have exceeded some capacity limit for this version of the hall and it moved me over to another... iteration of itself. I'll try to find my way over to you, but look for the mirror! It is in a private room that is reserved. We call it the Lost Room. The chamber will be hidden in plain sight but there's always some sort of trick to find it. Hurry and I'll try to join you soon! One last thing—rarely can anyone find the Lost Room alone, so work together!"

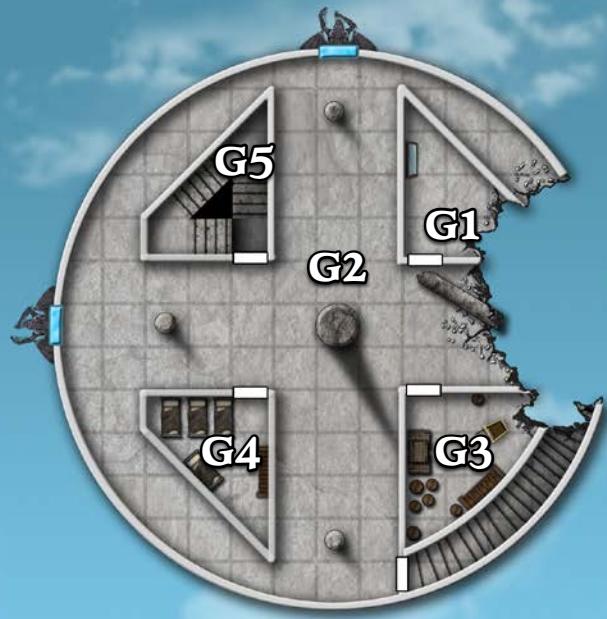
Arliss Hall is a puzzle encounter. First, the PCs must find the "Lost Room." Kreighton Shaine shared several clues that might help the PCs identify the right door, and the PCs can find several other clues as they explore the building.

- Kreighton Shaine said it was a private room, which suggests it is one of the rooms on the second floor. • All of Arliss Hall radiates moderate magic when studied with detect magic, but currently only the door to F8 radiates strong conjuration magic.
- There is a guest registry near the entrance, identifying which rooms are available. Currently the registry lists nine rooms, including both room 8 and "room 8A", even though no such room appears to exist. Room 8 is currently registered to the Pathfinder agent Osprey, while Room 8A is marked "Reserved—do not use." At the top of the page are words written in delicate penmanship and red ink. "Arliss Hall values your privacy. Simply lock your door and we will see to it that you are not disturbed."
- When a PC enters F8 and closes the door, they notice the inside lock already has a key inserted in it.

The PCs must locate the Lost Room, which is actually in a pocket dimension that is coterminous with room **F8** but only appears under special circumstances—specifically when the occupant of area **F8** desires privacy. When a creature enters area **F8**, closes the door, and locks it from the inside (using the key), any other creatures opening the door instead finds the Lost Room so that the original occupant of area **F8** is not disturbed. It is not simply enough to have someone enter area **F8**; the door must be locked or held closed from the inside or the switch does not occur. When the original occupant opens the door to leave, area **F8** again replaces the Lost Room. In addition, area **F8** returns if left locked for more than 24 hours, preventing either room from becoming displaced permanently.

The Lost Room contains exactly the same furnishings as area **F8**, but its mirror acts as a portal to area **G1**. Anyone touching the mirror finds that its reflective

G. The Floating Tower



1 square = 5 feet

surface is insubstantial, and a Medium creature can step through with ease. A Large creature can squeeze through, and a Huge creature can only fit with a successful DC 30 Escape Artist check.

The properties of the Lost Room and the conditions under which it appears makes it easy for a PC to make the room appear for everyone else, but that PC is then left stranded for the rest of the adventure. Getting the entire group into the Lost Room requires some experimentation, planning, or keen observation. From the inside, both rooms look out onto the Grand Lodge's lawns. In fact, one can climb out of the room's window without resetting which room is accessible from within Arliss Hall. This allows the PC in area **F8** to simply escape out the window (a DC 15 Climb check), enter the hall through the front door, and rejoin the rest of the PCs, who always find the Lost Room when they open the door. A secret door accessible inside the Lost Room leads to area **F7**, which provides a similar solution. Finding the door requires a successful DC 20 Perception check (DC 25 in Subtiers 5–6 and 7–8 or DC 30 in Subtier 10–11).

Development: Once the PCs find the Lost Room, they need only step through the mirror to the Floating Tower. They arrive in area **G1**.

G. THE FLOATING TOWER

The tower bobs in the air above the Grand Lodge at a height of approximately 300 feet, suspended in a translucent field of iridescent energy. This field suppresses most magical effects that come in contact with it as well as attempts to use teleportation magic to enter the tower, affecting them as *dispel magic* (CL 15th). Debris also orbits the tower at high speeds, functioning as a *blade barrier* that has an effective caster level equal to the table's APL (DC 17 Reflex for half). Within the field (i.e. inside the tower), magic functions properly. Each tower floor has a 15-foot ceiling.

If a PC attempts to fly to the tower, there are enough Pathfinder agents on the grounds who watch and can cast *feather fall* to arrest the descent of anyone who plummets from the tower.

Twenty minutes into this part of the adventure, the Overseer GM announces that the floating tower has begun to tilt. This has several consequences. First, the tower tilts approximately 30 degrees to the east, which causes any creature standing on the floor to fall prone unless it succeeds at a DC 12 Reflex save. This also causes any movement to the west difficult terrain unless the PC also succeeds at a DC 10 Acrobatics check. A creature that can fly or is under the effects of *spider climb* ignores these effects. Finally, the fallen

column blocking the door to area **G1** rolls out of the tower, allowing the PCs to bypass this obstacle.

G1. Arrival Point

The southeast corner of this room has broken off along with part of the floor. Rubble, loose bricks, and masonry litter the edges. Beyond the opening, blue sky and the Absalom's city skyline are plainly visible. A solitary door is closed to the south and a full-length mirror is bolted to northwest wall.

Although the mirror portal is intact, the room it is in suffered considerable damage when the northwest tower tore free from Skyreach. The PCs must find a way to reach the rest of the tower and the stairs that lead up to area **G6**. A fallen column has blocked the strong wooden door (hardness 5, hp 20) from the hallway outside. A PC can push the door open with a successful DC 21 Strength check (the DC increases to DC 23 in Subtier 5–6, to DC 24 in Subtier 7–8, and to DC 26 in Subtier 10–11).

The PCs can also fly, levitate, swing, or climb around the broken wall to reach the hallway beyond. This requires a successful DC 15 Acrobatics or Climb check. Failing the Acrobatics check or failing the Climb check by 5 or more causes the PC to fall to what remains of the floor below and take 1d6 damage. Because the stairs to this lower level are broken, the PC must then find her own way up to area **G2**, such as by a rope and grappling hook or scaling the broken walls (DC 20 Climb).

Development: Destroying the door or forcing it open creates a large amount of noise that alerts the Aspis agents above that enemies are approaching, and they prepare for combat.

G2. Siege Floor

This floor is clear except where the walls are crumbled away. The north and west windows feature gargoyles just below them. Both gargoyles have a reservoir built into their backs so oil or other chemicals can be poured and sprayed down on would-be attackers. Numerous arrow slits are built into the walls.

G3. Siege Supplies

This room contains ancient siege supplies stored here when Skyreach was considered a fortress in the traditional sense. Barrels of oil and a decrepit wheelbarrow are here, as well as several crates of serviceable arrows. The PCs can find mundane versions of any weapon or ammunition in the *Pathfinder RPG Core Rulebook* here.

G4. Guard Station

Old cots and moth-eaten blankets smothered in a thick layer of dust confirm that no one has been posted atop

SKYLANCE

The northwest tower also has two stationary defenses known as skylances, installed here after being recovered from a Shory ruin. When a creature casts *scorching ray* while adjacent to a skylance, the spell's range increases to long (400 ft. plus 40 ft./level). A creature adjacent to a skylance can also spontaneously convert any spell with the fire descriptor and that is 2nd-level or higher into *scorching ray*. Finally, once per day a creature can use the skylance to fire a single *scorching ray* (CL 3rd) without any spellcasting required, though in Subtier 1–2, this ray only deals 2d6 fire damage.

this tower in years. The cots are nevertheless sturdy and the door is functional.

G5. Stairs

The door to this staircase is unlocked. The stairs wind upward past tight corners until they reach area **G6**.

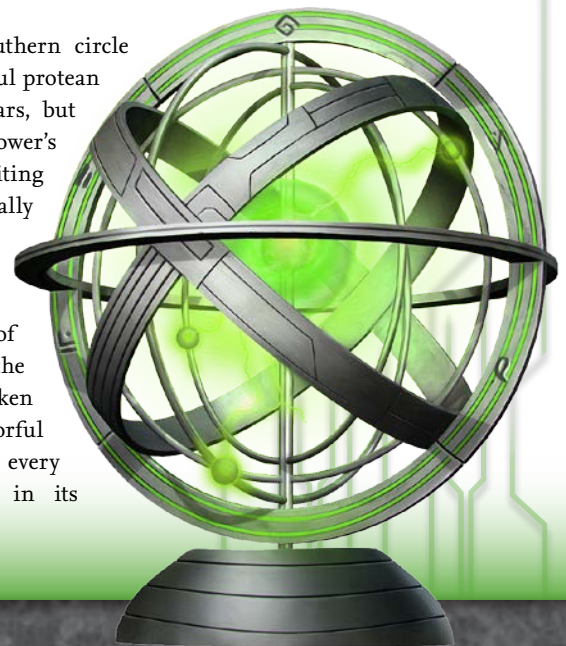
G6. Battle Tower

The top floor of the tower is an open, undivided by interior walls but for the small space partitioning the stairwell. Windows large enough to step through line the exterior walls. Immense magical circles are permanently etched into the floor, their lines and curves inscribed and filled with several types of metallic powder. Faint, multi-colored mist roils within the southern circle.

Two strange contraptions stand near the northwest and southwest windows. Each device is a large, red-tinted crystalline lens mounted in a frame so that they may be angled in all directions.

This is where defenders of Skyreach could rain fire down upon attackers with impunity in defense of the Grand Lodge.

Hazard: The southern circle still holds a powerful protean bound here for years, but the chaos of the tower's tearing free and orbiting Skyreach has gradually allowed the protean to overpower the circle's binding. At the beginning of the encounter, the protean has taken the form of colorful mist so as to probe every possible weakness in its



cage; however, despite being unable to escape during the PCs' clashes with the Aspis, it is able to manifest a few limbs to tear at anyone the PCs push into the circle. The protean grabs a Medium or smaller creature in the circle and deals 2d8+6 damage each round. The protean's CMD for the purpose of breaking out of this grapple is 15 in Subtier 1–2, 19 in Subtier 3–4, 23 in Subtier 5–6, 27 in Subtier 7–8, and 34 in Subtier 10–11.

None of the NPCs have any special ability to push a PC into the circle, so during this encounter the hazard is more an opportunity for the PCs to incapacitate one of the Aspis foes.

Wave 1

Several Aspis Consortium agents carried the Sky Key here in preparation for another part of the assault on the Grand Lodge, but they became trapped here when the tower broke free from Skyreach. Unless the PCs have made a large amount of noise elsewhere in the tower, the Aspis agents are unaware that anyone else is here. Given proper warning, they cast any defensive and mobility-enhancing spells such as *spider climb*. The agents have identified how to operate the skylances and use them during the encounter.

The Aspis agent with the highest CR is the team's leader and has two additional items: the Sky Key and a *potion of spider climb*. He drinks the potion to prepare for combat, which helps negate penalties from the tower's movement. The Sky Key reacts unpredictably when the person carrying it fails a saving throw against a spell or spell-like ability, causing him to shift 1d3x5 feet in a random direction along the floor.

Subtier 1–2 (CR 3)

ASPIS AGENTS (2) CR 1/2
Cutpurses (*Pathfinder RPG NPC Codex 144; Siege of Serpents Supplement 14*)
hp 12 each

ASPIS BRUTE CR 1
Skulking brute (*Pathfinder RPG NPC Codex 144; Siege of Serpents Supplement 14*)
hp 19

Subtier 3–4 (CR 5)

ASPIS BRUTES (2) CR 1
Skulking brutes (*Pathfinder RPG NPC Codex 144; Siege of Serpents Supplement 14*)
hp 19 each

SERPENT SORCERER CR 4
Bramble sorcerer (*Pathfinder RPG NPC Codex 162; Siege of Serpents Supplement 7*)
hp 30

Subtier 5–6 (CR 8)

DISCIPLES OF PROFIT (2) CR 5
Nimble shuriken throwers (*Pathfinder RPG NPC Codex 98; Siege of Serpents Supplement 13*)
hp 40 each

CONSORTIUM STORMCALLER CR 5
Storm sorcerer (*Pathfinder RPG NPC Codex 163; Siege of Serpents Supplement 47*)
hp 35

Subtier 7–8 (CR 10)

MARKET ENFORCERS (2) CR 7
Axe dancers (*Pathfinder RPG NPC Codex 99; Siege of Serpents Supplement 3*)
hp 60 each

CONTRACTED KILLER CR 7
Wrath priest (*Pathfinder RPG NPC Codex 49; Siege of Serpents Supplement 56*)
hp 71

Subtier 10–11 (CR 13)

ASPIS INFILTRATORS (2) CR 8
Deadly spies (*Pathfinder RPG NPC Codex 148; Siege of Serpents Supplement 15*)
hp 53 each

RAID LEADER MARTOLL CR 12
Azure bolt sorcerer (*Pathfinder RPG NPC Codex 170; Siege of Serpents Supplement 4*)
hp 141

Development: First, report the successful completion of the encounter to HQ Staff. Once the PCs defeat the Aspis agents, the circle containing the protean begins crackling with energy, and the Sky Key begins to pulse as it begins gravitating toward the circle. The PCs have 3 rounds before the next encounter begins, during which time they can recover, move about the room, or flee; however, it is nearly impossible to move the Sky Key further from the circle, as though it were an *immovable rod*. In Subtiers 3–4 and 5–6, the PCs instead have 2 rounds to prepare, and in Subtiers 7–8 and 10–11, they have only 1 round.

Wave 2

As the protean trapped within the circle strains against its prison, its primal energies form into powerful elementals that attack the PCs. These elementals begin the encounter adjacent to the circle. During this encounter, the protean

in the circle is no longer able to attack foes—even those that enter its prison.

Subtier 1–2 (CR 3)

SMALL LIGHTNING ELEMENTALS (2) CR 1

hp 11 each (*Pathfinder RPG Bestiary 2 116; Siege of Serpents Supplement 31*)

Subtier 3–4 (CR 5)

MEDIUM LIGHTNING ELEMENTALS (2) CR 3

hp 26 each (*Pathfinder RPG Bestiary 2 116; Siege of Serpents Supplement 31*)

Subtier 5–6 (CR 8)

MEDIUM LIGHTNING ELEMENTALS (2) CR 3

hp 26 each (*Pathfinder RPG Bestiary 2 116; Siege of Serpents Supplement 31*)

LARGE LIGHTNING ELEMENTAL CR 5

hp 60 (*Pathfinder RPG Bestiary 2 116; Siege of Serpents Supplement 31*)

Subtier 7–8 (CR 10)

ENTROPIC LARGE LIGHTNING ELEMENTALS (2) CR 6

hp 60 each (*Pathfinder RPG Bestiary 2 292, 116; Siege of Serpents Supplement 23, 31*)

ENTROPIC HUGE LIGHTNING ELEMENTAL CR 8

hp 85 (*Pathfinder RPG Bestiary 2 292, 116; Siege of Serpents Supplement 23, 31*)

Subtier 10–11 (CR 13)

ENTROPIC LARGE LIGHTNING ELEMENTALS (4) CR 6

hp 60 each (*Pathfinder RPG Bestiary 2 292, 116; Siege of Serpents Supplement XX*)

ENTROPIC ELDER LIGHTNING ELEMENTAL CR 12

hp 136 (*Pathfinder RPG Bestiary 2 292, 117; Siege of Serpents Supplement 23, 32*)

Development: First, report the successful completion of the encounter to HQ Staff. When the PCs defeat the elementals, the energies around the protean's circle flare wildly, and the powdered metal begins to shake and fly out of the inscribed ring. As at the end of Wave 2, the PCs have 3 rounds to prepare before the protean within attacks. In Subtiers 3–4 and 5–6, the PCs instead have 2 rounds, and in Subtiers 7–8 and 10–11, they have only 1 round.

Wave 3

As the binding circle breaks apart, the protean within escapes. Although it is incensed at having been restrained, it is even more excited to taste freedom once more. As a result, it is possible for the PCs to resolve this encounter peacefully—or at least delay the protean's wrath—by conversing with it. Keep in mind that this is the final possible encounter, so if the PCs resolve this quickly while the tower's threat level is still red, they'll have no further content to experience during the adventure; if they're pushing toward a roleplaying solution, aim to stretch out the encounter using the protean's chaotic nature and tendency to change subjects and apparent motivations without warning. When in doubt, just move directly to combat.

In some subtiers, the rupturing of the circle's energies causes the protean to split in two, while in other subtiers, it creates additional lightning elementals.

Subtier 1–2 (CR 3)

SMALL LIGHTNING ELEMENTAL CR 1

hp 11 (*Pathfinder RPG Bestiary 2 116; Siege of Serpents Supplement 31*)

VOIDWORM PROTEAN CR 2

hp 16 (*Pathfinder RPG Bestiary 2 217; Siege of Serpents Supplement 38*)

Subtier 3–4 (CR 5)

MEDIUM LIGHTNING ELEMENTAL CR 3

hp 26 (*Pathfinder RPG Bestiary 2 116; Siege of Serpents Supplement 31*)

VOIDWORM PROTEANS (2) CR 2

hp 16 each (*Pathfinder RPG Bestiary 2 217; Siege of Serpents Supplement 38*)

Subtier 5–6 (CR 7)

NAUNET CR 7

hp 94 (*Pathfinder RPG Bestiary 2 216; Siege of Serpents Supplement 37*)

Subtier 7–8 (CR 10)

IMENTESH CR 6

hp 123 (*Pathfinder RPG Bestiary 2 214; Siege of Serpents Supplement 36*)

Subtier 10–11 (CR 13)

IMENTESHES (2) CR 10

hp 123 each (*Pathfinder RPG Bestiary 2* 214; *Siege of Serpents Supplement* 36)

ENTROPIC GREATER LIGHTNING ELEMENTAL CR 10

hp 110 (*Pathfinder RPG Bestiary 2* 292, 117; *Siege of Serpents Supplement* 23, 32)

Development: With the protean defeated or convinced to depart peaceably, the energies immobilizing the Sky Key dissipate, and the PCs are able to depart the tower without further incident. Endeavor to keep your players at the table so that they can hear the conclusion.

CALCULATING THE OUTCOME

Based on its performance in Acts 2 through 4, the House can achieve varying degrees of success in the defense of the Grand Lodge. Determining the overall House ranking in the Grand Lodge’s defense is broken down into two steps.

Step 1—Victory Point Total: Add up the total number of successes reported during Parts 2 and 3 of the adventure. Do not add the successes during Part 4 to this, as those successes determine when the adventure ends, not how well the PCs did.

Step 2—Determine Initial Degree of Success: Compare this sum to the number of tables in the House using the table below to determine the result of the Grand Lodge’s defense.

Victory Points	Battle Results
Fewer than $3 \times$ [number of tables]	Near Defeat
At least $3 \times$ [number of tables]	Admirable Resistance
At least $4 \times$ [number of tables]	Impressive Defense
At least $5 \times$ [number of tables]	Overwhelming Victory

CONCLUSION

Once House has reduced the floating tower district’s hit points to 0, all combat should cease. The Overseer GM should calculate the House’s battle result (see above), then read the following aloud.

The floating tower grows quiet as Pathfinders incapacitate the last of the Aspis Consortium operatives. Down hundreds of feet below, for the first time in living memory, the Grand Lodge’s gates are closed beneath the arch that bears the Glyph of the Open Road. Just outside the gates stands a crowd of hundreds pressed up together to look up and watch the spectacle. Behind them, a force of district guards pushes toward the front, calling for someone to open the gates. From

the wall, Venture-Captain Ambrus Valsin stares down and barks a firm “No.”

“Not your problem,” notes a deep voice. Marcos Farabellus and a half dozen other Pathfinders approach while sheathing their weapons. The Master of Swords gives a reassuring smile and remarks, “Just be thankful for once you’re not in charge down there.” His smile fades as he surveys the damaged tower and picks up the Sky Key in both hands. “It’s clear that the tower isn’t stable, and I don’t think tinkering with the Sky Key up here is going to make it conveniently set back down where it was. It’s past time we get out of here—before whatever magic is keeping us afloat decides to stop working.”

One-by-one, Pathfinders emerge from Arliss Hall, with Marcos Farabellus emerging last. A trio of Pathfinders is waiting for him with a thick chest, and he lightly places the Sky Key within, closes the lid, and motions for the agents to carry the strange Numerian device back to Skyreach, where several dozen armed operatives quickly surround them to ensure no more ill befalls the Society’s prize. The Master of Swords strides toward the pedestal where the towering statue of Durvin Gest once stood but now lies shattered. Within minutes, hundreds of Pathfinders and their venture-captains solemnly gather in a wide circle around the monument, and the blood-spattered Master of Swords addresses alumni of this year’s Grand Convocation.

“We were tested today, my friends,” he confidently states as he hefts a sheathed sword in one hand, “But we were not found wanting!” Following a ragged cheer, his expression sobers. “We also lost people today: good agents and one of the great men who taught them—the Master of Spells Aram Zey. But I tell you we saved something far greater. Not some ancient relics from a bygone era! No! We kept our wits! We kept our courage! We kept our faith in one another, and we stood, shoulder-to-shoulder, UNITED!”

Another cheer rises up and after it subsides, the Master of Swords quietly observes, “And the damned snakes in the Aspis Consortium still don’t have an answer for that.” He clammers down the fallen stones and waves, “Tend to your wounds. Get yourself a good meal and some rest. We have a lot of work to do this year. Dismissed!” With that, he walks side-by-side with other venture-captains towards Skyreach.

At this point, the Overseer GM should now read the descriptive text that matches the Battle Result.

Near Defeat:

The Aspis Consortium’s assault has cost the Pathfinder Society dearly on multiple fronts. An enthusiastic crop of initiates are now demoralized and discouraged by recent events. Many Pathfinders died and countless more are seriously injured. The public’s confidence in the Society is badly shaken by the near defeat.

Admirable Resistance:

The Grand Lodge has suffered damage and losses, but the resolve of the Society is unwavering. The invaders were repelled, and the Consortium spent incredible resources with little to show for it thanks to the Pathfinders' admirable resistance.

Impressive Defense:

Although it incurred losses, the Society has protected its greatest treasures and assets. The Aspis Consortium has revealed a weakness in the Grand Lodge's security and lost the chance to exploit it—all thanks to the Pathfinders' impressive defense.

Overwhelming Victory:

Unable to achieve more than a handful of minor objectives, the Aspis Consortium and their dupes have turned tail and fled. Renovation of Skyreach's towers has already begun, and the venture-captains already have sound theories on how to rescue Aram Zey. All signs point to this escapade having completely backfired for the Aspis Consortium thanks to the Pathfinders' overwhelming victory!

FINAL CLOSING

The Overseer GM should close the event, thank the Table GMs for their hard work, thank the players for their support of Pathfinder Society Organized Play, and provide the GMs and players with instructions for submitting reporting sheets and exiting the event.

The PCs can earn up to two boons based on their performance. If the final outcome was an Admirable Resistance or Impressive Defense, each PC can choose one of the Pathfinder's Excellence boons. If the House earned an Overwhelming Victory, each PC can instead choose two Pathfinder's Excellence boons.

Success Conditions

A PC fulfills the primary success condition simply by participating in the Grand Convocation and the defense of the Grand Lodge, earning each 1 Prestige Point. The PCs fulfill the secondary success condition so long as the House achieved an Impressive Defense or Overwhelming Victory outcome, earning each PC an additional 1 Prestige Point.

APPENDIX: BESTIARY

ASPIS ANGEL CR 1

Animated object (*Pathfinder RPG Bestiary* 14)
N Small construct

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

DEFENSE

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

hp 11 (2d10)

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

Defensive Abilities hardness 5; **Immune** construct traits

Weakness susceptible to mind-affecting effects

OFFENSE

Speed 30 ft.

Melee 2 tentacles +3 (1d3)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** 17, **Wis** 1, **Cha** 1

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

Skills Perception +5, Sense Motive +5, Spellcraft +8

SQ construction points (stone, tentacles), fragile, puppet of the stars

SPECIAL ABILITIES

Fragile (Ex) An Aspis angel is fragile. It takes a -3 penalty to hardness and natural armor, and it does not receive additional hit points based on its size as typical for a construct. This quality reduces its CR by 1.

Puppet of the Stars (Su) An Aspis angel is under the control of an evil otherworldly being millions of miles away. While the construct does not possess a natural Intelligence score, its controller can use its senses and direct the construct to act as if it were an intelligent creature. The construct's listed skills are the controller's relevant skills. Because of this unusual arrangement, the Aspis angel is not immune to mind affecting-effects, and it is vulnerable to *protection from evil*. If a spellcaster targets the construct with *protection from evil*, the spell disrupts the controller's link (no save), and the Aspis angel cannot move or attack for the duration of the spell.

ASPIS FALLEN ANGEL CR 3

Animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

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

hp 36 (3d10+20)

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

Defensive Abilities hardness 5; **Immune** construct traits

Weakness susceptible to mind-affecting effects

OFFENSE

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

Melee 2 tentacles +5 (1d4+2)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** 16, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

Skills Perception +7, Sense Motive +7, Spellcraft +10

SQ construction points (additional movement [fly], tentacles), puppet of the stars

SPECIAL ABILITIES

Puppet of the Stars (Su) An Aspis fallen angel is under the control of an evil otherworldly being millions of miles away. While the construct does not possess a natural Intelligence score, its controller can use its senses and direct the construct to act as if it were an intelligent creature. The construct's listed skills are the controller's relevant skills. Because of this unusual arrangement, the Aspis fallen angel is not immune to mind affecting-effects, and it is vulnerable to *protection from evil*. If a spellcaster targets the construct with *protection from evil*, the spell disrupts the controller's link (no save), and the Aspis fallen angel cannot move or attack for the duration of the spell.

DURVIN GEST STATUE

CR 6

Animated object (*Pathfinder RPG Bestiary 14*)

NE Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 8, flat-footed 15 (-1 Dex, +7 natural, -1 size)

hp 52 (4d10+30)



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

Defensive Abilities hardness 8; **Immune** construct traits

Weakness susceptible to mind-affecting effects

OFFENSE

Speed 40 ft.

Melee 2 slams +9 (1d6+6 plus grab)

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

Special Attacks constrict (1d6+6)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** 17, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 20

Skills Perception +9, Sense Motive +9, Spellcraft +12

SQ construction points (additional attack, constrict, faster, grab, stone)

MUMMIFIED MONK

CR 6

Variant mummified human monk 6 (*Pathfinder RPG Bestiary 4 196*)

LE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Perception +10

Aura frightful presence (60 ft., DC 15, 1d6 rounds)

DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +1 dodge, +1 monk, +4 natural, +1 Wis)

hp 54 (6d8+24)

Fort +7, **Ref** +7, **Will** +6; +2 vs. enchantments

Defensive Abilities evasion; **DR** 5/—; **Immune** undead traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee flurry of blows +9/+9/+4 (1d8+4) or unarmed strike +9 (1d8+4)

Special Attacks burst of vengeance, dust stroke, flurry of blows, stunning fist (6/day, DC 14)

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +4; **CMB** +10 (+12 disarm); **CMD** 24 (26 vs. disarm)

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Toughness⁶, Weapon Focus (unarmed strike)

Skills Acrobatics +11 (+21 when jumping), Climb +13, Intimidate +8, Perception +10, Sense Motive +6, Stealth +10; Racial Modifiers +10 Acrobatics when jumping, +4 Stealth

Languages Tien

SQ fast movement, ki pool (4 points, magic), high jump, maneuver training, slow fall 30 ft.

SPECIAL ABILITIES

Burst of Vengeance (Su) Twice per day as a swift action, a mummified monk may act as if affected by the *haste* spell for one round.

Dust Stroke (Su) A creature killed by a mummified monk's unarmed strike is disintegrated into a cloud of dust, completely destroying the victim's body (as *disintegrate*).

OWL PRIEST CR 9

Syrinx cleric of Gozreh 10 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 51)

NE Medium humanoid (syrinx)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 19, touch 11, flat-footed 19 (+8 armor, +1 deflection)

hp 88 (10d8+38)

Fort +9, **Ref** +3, **Will** +11; +2 vs. mind-affecting effects

Resist electricity 10

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee +1 *trident* +7/+2 (1d8)

Special Attacks channel negative energy 5/day (DC 19, 5d6)

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

7/day—lightning arc (1d6+5 electricity), storm burst (1d6+5 nonlethal)

At will—lightning lord (10 bolts/day)

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

5th—*flame strike* (DC 19), *ice storm*^o, *slay living* (DC 19)

4th—*cure critical wounds*, *divine power*, *freedom of movement*, *sleet storm*^o, *unholy blight* (DC 18)

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *call lightning*^o (DC 17), *dispel magic*, *searing light*

2nd—*bull's strength*, *darkness*, *owl's wisdom*, *sound burst* (DC 16), *spiritual weapon*, *wind wall*^o

1st—*bless*, *command* (DC 15), *divine favor*, *obscuring mist*^o, *protection from good*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *guidance*, *resistance*

D domain spell; **Domains** Air, Weather

STATISTICS

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

Base Atk +7; **CMB** +6; **CMD** 17

Feats Combat Casting, Improved Channel, Improved Initiative, Selective Channeling, Toughness

Skills Fly +8, Knowledge (planes) +5, Knowledge (religion) +7, Linguistics +5, Perception +4 (+6 at night), Sense Motive +11, Spellcraft +5, Stealth -1 (+1 at night); **Racial Modifiers** +2 Perception at night, +2 Stealth at night

Languages Auran, Azlanti, Common, Syrinx; speak with avians

Combat Gear *potion of cure light wounds* (2) **Other Gear** +2 *mithral breastplate*, +1 *trident*, *ring of protection* +1, gold holy symbol of Gozreh, 35 gp

SPECIAL ABILITIES

Speak with Avians (Ex) Syrinx can speak with all birds of the animal creature type and birdlike magical beasts (like phoenixes and thunderbirds).

SYRINX CLERIC CR 1

Syrinx cleric of Asmodeus 1 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 51)

LE Medium humanoid (syrinx)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 8 (1d8)

Fort +1, **Ref** +0, **Will** +5; +2 vs. mind-affecting effects

OFFENSE

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

Melee mwk quarterstaff +2 (1d6+1)

Special Attacks channel negative energy 5/day (DC 12, 1d6),

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—touch of evil (1 rounds)

6/day—copycat (1 rounds)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*command* (DC 14), *divine favor*, *protection from good*^o

0 (at will)—*bleed* (DC 13), *detect magic*, *resistance*

D domain spell; **Domains** Evil, Trickery

STATISTICS

Str 13, **Dex** 10, **Con** 8, **Int** 10, **Wis** 16, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 11

Feats Selective Channeling

Skills Fly +3, Knowledge (religion) +4, Perception +3 (+5 at night), Stealth +0 (+2 at night); **Racial Modifiers** +2 Perception at night, +2 Stealth at night

Languages Common, Syrinx; speak with avians

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, mwk quarterstaff, spell component pouch, wooden holy symbol

SPECIAL ABILITIES

Speak with Avians (Ex) Syrinx can speak with all birds of the animal creature type and birdlike magical beasts.

SYRINX WIZARD CR 6

Syrinx conjurer 7 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 51)

LE Medium humanoid (syrinx)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 55 (7d6+28)

Fort +4, **Ref** +2, **Will** +7; +2 vs. mind-affecting effects

OFFENSE

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

Melee mwk quarterstaff +3 (1d6-1)

Arcane School Spell-Like Abilities (CL 7th; concentration +11)

7/day—acid dart (1d6+3 acid)

Conjurer Spells Prepared (CL 7th; concentration +11)

4th—*bestow curse* (DC 19), *black tentacles*, *dimension door*

3rd—empowered *ray of enfeeblement* (DC 16), *lightning bolt* (DC 17), *ray of exhaustion* (DC 18), *stinking cloud* (DC 18)

2nd—*glitterdust* (DC 17), *invisibility*, *mirror image*, *scorching ray*, *web* (DC 17)

1st—*alarm*, *grease* (DC 16), *mage armor*, *magic missile*, *shield*, *ventriloquism* (DC 15)

0 (at will)—*acid splash*, *mage hand*, *ray of frost*, *resistance*

Opposition Schools divination, enchantment

STATISTICS

Str 8, **Dex** 10, **Con** 14, **Int** 18, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 13

Feats Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (conjuration), Spell Focus (necromancy), Toughness

Skills Fly +10, Knowledge (arcana) +14, Knowledge (geography) +14, Knowledge (nature) +14, Perception +9 (+11 at night), Spellcraft +14, Stealth +0 (+2 at night); **Racial Modifiers** +2 Perception at night, +2 Stealth at night

Languages Azlanti, Common, Infernal, Syrinx; speak with avians

SQ arcane bond (*ring of protection* +1), summoner's charm (3 rounds)

Gear mwk quarterstaff, *headband of vast intelligence* +2, *ring of protection* +1, spell component pouch, traveling spellbook (contains all prepared spells plus *summon monster IV*)

SPECIAL ABILITIES

Speak with Avians (Ex) Syrinx can speak with all birds of the animal creature type and birdlike magical beasts.

WYVARAN CHAMPION

CR 11

Male wyvaran fighter 12 (*Pathfinder RPG Bestiary 4* 281)

LN Medium dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 25, touch 15, flat-footed 21 (+7 armor, +1 deflection, +3 Dex, +1 dodge, +3 shield)

hp 118 (12d10+48)

Fort +10, **Ref** +7, **Will** +7 (+3 vs. fear)

Defensive Abilities bravery +3; **Immune** paralysis and sleep

OFFENSE

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

Melee +2 *longsword* +17/+12/+7 (1d8+10/17-20), shield bash +18/+13 (1d4+4) or

+2 *longsword* +21/+16/+11 (1d8+10/17-20) or

slapping tail +16 (1d8+4; attacks of opportunity only)

Special Attacks weapon training (heavy blades +2, close +1)

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +12; **CMB** +16; **CMD** 31

Feats Combat Reflexes, Dodge, Hover, Improved Critical (longsword), Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Shield Master, Toughness, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Fly +0, Intimidate +12, Survival +7

Languages Common, Draconic

SQ armor training 3

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 *breastplate*, +1 *heavy steel shield*, +2 *longsword*, *belt of giant strength* +2, *cloak of resistance* +2, *ring of protection* +1, locked gauntlet

WYVARAN SORCERER

CR 9

Wyvaran sorcerer 10 (*Pathfinder RPG Bestiary 4* 281)

LN Medium dragon

Init +7; **Senses** darkvision

60 ft., low-light vision;

Perception +8

DEFENSE

AC 18, touch 15, flat-footed

14 (+1 deflection, +3 Dex, +1

dodge, +3 natural)

hp 77 (10d6+40)

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

Immune paralysis, sleep; **Resist** cold 10



OFFENSE

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

Melee morningstar +4 (1d8-1) or

2 claws +4 (1d6-1) or

slapping tail +4 (1d8-1; attacks of opportunity only)

Special Attacks breath weapon (30-foot cone, 10d6 cold, DC 19, 1/day), claws (1d6-1, treated as magic weapons, 7 rounds/day),

Sorcerer Spells Known (CL 10th; concentration +14)

5th (3/day)—*cone of cold* (DC 19)

4th (5/day)—*fear* (DC 18), *greater invisibility*, *ice storm*

3rd (7/day)—*dispel magic*, *fireball* (DC 17), *fly*, *slow* (DC 17)

2nd (7/day)—*mirror image*, *resist energy*, *scorching ray*, *see invisibility*, *web* (DC 16)

1st (7/day)—*grease* (DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shield*, *shocking grasp*

0 (at will)—*bleed* (DC 14), *daze* (DC 14), *detect magic*, *mage hand*, *message*, *open/close* (DC 14), *prestidigitation*, *read magic*, *resistance*

Bloodline draconic (silver)

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 8, **Wis** 14, **Cha** 18

Base Atk +5; **CMB** +4; **CMD** 19

Feats Combat Casting, Dodge, Eschew Materials, Great Fortitude, Hover, Improved Initiative, Toughness

Skills Fly +2, Perception +8, Spellcraft +5

Languages Common, Draconic

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

Combat Gear *scroll of haste*, *scroll of false life*, *wand of protection from arrows* (5 charges); **Other Gear** morningstar, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1

WYVARAN WORTHY

CR 3

Wyvaran fighter 4 (*Pathfinder RPG Bestiary* 4 281)

LN Medium dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 34 (4d10+8)

Fort +5, **Ref** +4, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1; **Immune** paralysis and sleep

OFFENSE

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

Melee mwk falchion +8 (2d4+4/18-20)

tail slapping +2 (1d8+3; attacks of opportunity only)

Ranged javelin +7 (1d6+3)

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 21

Feats Dodge, Hover, Iron Will, Mobility, Power Attack

Skills Fly -1, Intimidate +6

Languages Common, Draconic

SQ armor training 1

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength*; **Other Gear** chain shirt, mwk falchion, javelin (3)

Pathfinder Society Special #6-97: Siege of Serpents

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

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

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Pathfinder Society Special #6-97: Siege of Serpents

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Depending on the final outcome of the adventure, you gain up to two of the following boons. Cross off any other boons on your Chronicle sheet.

Pathfinder's Excellence (Combat): Before making an attack, you may check one of the boxes preceding this boon in order to roll the attack twice and take the better result. If the attack is against a member of the Aspis Consortium or someone directly in the Consortium's employ, the critical threat range of the attack doubles; this benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the Improved Critical feat). Once you check the last box, cross this entire boon off your Chronicle sheet.

Pathfinder's Excellence (Magic): Before casting a spell or using a spell-like ability, you can check one of the boxes preceding this boon in order to roll twice for any caster level check to overcome spell resistance and on caster level or concentration checks made to cast a spell in an impeded area (such as a fire spell underwater or a plane with the impeded magic trait). Any members of the Aspis Consortium or foes directly in the Consortium's employ suffer a -2 penalty on any saving throw against the spell.

As a standard action, you can instead check two boxes in order to recall a spell that you have already cast that day. The spell is then prepared again, just as if it had not been cast. Once you check the last box, cross this entire boon off your Chronicle sheet.

Pathfinder's Excellence (Resilience): As a swift action, you can check one of the boxes preceding this boon to gain a number of temporary hit points equal to 1d8 plus twice your character level. These temporary hit points last for 10 minutes and do not stack with any other temporary hit points. So long as you have at least 1 of these temporary hit points remaining, you also have DR 2/— against attacks made by members of the Aspis Consortium and anyone in their direct employ. Alternatively, as a standard action you can check a box in order to heal 1d2 points of ability damage to one ability score. Once you check the last box, cross this entire boon off your Chronicle sheet.

Pathfinder's Excellence (Skill): Before attempting a skill check, you can check one of the boxes preceding this boon in order to roll the check twice and take the better result. If the skill check is one attempted during an encounter in which you are directly opposing a member of the Aspis Consortium or someone in their employ, you gain a bonus to the check equal to half your character level (minimum +1). Once you check the last box, cross this entire boon off your Chronicle sheet.

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1-2	250	500
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3-4	625	1,250
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	5-6	1,250	2,500
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	7-8	2,667	5,334
FAME	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	10-11	3,833	7,667

Starting XP	
+	<small>GM's Initials</small>
XP Gained (GM ONLY)	
=	
Final XP Total	
Initial Prestige Initial Fame	
+	<small>GM's Initials</small>
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Current Prestige Final Fame	
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 #
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