

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



SERPENT'S RISE

By John Compton



Serpent's Rise

Pathfinder Society Scenario #6–98

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Serpent's Rise

By JOHN COMPTON



For almost the entire 200 years of the Aspis Consortium's lucrative existence, it has clashed with the Pathfinder Society over historical sites and the treasures found therein. To the Aspis, each archeological discovery is an opportunity to profit by selling relics and grave goods—really anything that its clientele is willing to buy. However, more often than not, the Society is aware of these latest ruins and sends its own agents to snatch the prize first. Each Pathfinder counter-operation represents profits lost and another artifact locked away in a dusty vault rather than placed in the hands of a deserving, well-financed buyer.

Nearly four years ago, the Society thwarted the Aspis Consortium's bid for the *Hao Jin Tapestry*, a humble wall hanging that serves as a doorway to a vast demiplane containing myriad historical treasures catalogued by the long-since-disappeared sorcerer Hao Jin. Undeterred, Consortium agents created a backdoor into the demiplane and began extracting what they could profitably "repatriate", until the Society killed the consortium's on-site managers and took control of the second portal. Not content to dominate their new territory, Pathfinder agents infiltrated the Consortium's operations in Varisia, sabotaged an Aspis alliance with a time-honored religious institution, and have used their momentum to knock down legitimate Aspis businesses at every opportunity.

For a select group of high-ranking Aspis businesspeople calling themselves the Korholm Agenda, the time has come to end the Society's terrorism. These shadowy leaders have met in secret for over a year, planning the best way to cripple the Society and pave the way for a new golden age of Aspis prosperity. At first, the prospect of attacking the Grand Lodge itself seemed impossible, but they discovered an untapped resource: the myriad creatures living in the *Hao Jin Tapestry*. When the Society took control of the Consortium's backdoor, they unknowingly trapped several dozen Aspis agents inside the demiplane. The trapped agents consolidated what resources remained and began a campaign of

WHERE ON GOLARION?

Serpent's Rise takes place in the Pathfinder Grand Lodge in Absalom, the City at the Center of the World. Further details about the location and city can be found in *Pathfinder Campaign Setting: Pathfinder Society Field Guide* and *Pathfinder Campaign Setting: Seekers of Secrets*. Both sources are available at bookstores and game stores, as well as online at paizo.com.



propaganda to turn the tapestry residents against their new Pathfinder overlords. After all, did the Pathfinders not simply appear out of nowhere, take whatever they wanted, and then vanish into thin air once more? Now many of the tapestry's residents see the Pathfinders as marauding, extraplanar fiends—just as the surviving Aspis agents wanted.

When one of these agents uncovered a device that allowed her to communicate with her former superior, the Korholm Agenda began planning the greatest counterstrike against the Society: infiltrate the Grand Lodge in Absalom, open a portal into the tapestry demiplane, unleash a horde of enraged creatures into Skyreach, sabotage the Society's greatest tool, and exploit the resulting confusion to steal back artifacts that rightfully belong to the Aspis Consortium.

GM RESOURCES

This adventure makes use of the following Pathfinder RPG Products; the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Magic*. You can find these rules in the Pathfinder Reference Document online at paizo.com/prd, and the relevant rules from the *GameMastery Guide* and the *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

SUMMARY

The PCs are members of the Aspis Consortium who have infiltrated the Pathfinder Society Grand Lodge to sow chaos and perform a series of targeted strikes with the aim of crippling the Society and recovering artifacts that belong in Aspis hands. Each of the PCs also has personal motivations and goals to accomplish during the mission. At the start of the adventure, the PCs receive signals that the operation is about to begin. During the festivities of the Grand Convocation, each of the PCs has an opportunity to meet with contacts, gather information, steal important tools, and perform low-key sabotage to make the rest of their mission easier.

As the Pathfinders begin gathering to listen to a keynote speech, the PCs break into Skyreach. There they enter the chamber housing the *Hao Jin Tapestry* to open it and unleash a motley horde of demiplane dwellers the Aspis Consortium has incited to attack the Grand Lodge. Using this army as cover, the PCs then climb higher in Skyreach to the chamber where the recently reassembled Numerian device known as the Sky Key resides. It is not undefended; wise to the PCs' scheme, the Master of Spells Aram Zey himself awaits the Aspis agents with all the magic he can bring to bear. If they can defeat Aram Zey, the PCs can steal the Sky Key and strike a blow the Society will never forget.

GETTING STARTED

The adventure begins as the PCs—each an Aspis operative—convene in an Absalom townhouse near the Grand Lodge. Allow each player to choose one of the pregenerated characters (do not include Gazwyr, who appears only later in the adventure), and provide the players a few minutes to examine their characters. The character sheets include all of the rules necessary to play the characters other than those found in the *Core Rulebook*. Joliryn and Zurnzal are less integral to the adventure; if there are fewer than six players, consider setting these characters aside. Then read or paraphrase the following to get the adventure underway.

You are Aspis Consortium operatives, hand-picked by your superiors for one of the most daring missions ever attempted against the hated Pathfinder Society. For centuries the Society has been the hyena of the archaeological world, descending upon legitimate Aspis operations to snatch whatever the Pathfinders want, kill hardworking contractors, and grow wealthy on the profits of their "historical preservation." As they say, the victors write the history books, and the widely distributed *Pathfinder Chronicles* paint the Society's piracy as heroism guided by a moral compass as true as the *wayfinder* each agent carries.

Despite the thick walls and heavy windows of the rented home that serves as your safe house, the passage of Pathfinders from across the Inner Sea region creates a muted rumble as they make their pilgrimage to the Society's Grand Convocation, an annual gathering in which Pathfinders tell tales of their exploits, show off their discoveries, and celebrate another successful year. Every additional Pathfinder is another set of eyes to spot trouble and another blade ready to defend the Grand Lodge, yet every voice and footstep makes it even safer to discuss the impending attack.

Explain that each of the PCs received his final instructions within the past 24 hours, and hand out **Player Handouts #1–6** to their respective players. Give them a few minutes to read over the missives. If present, Rataji is responsible for delivering the mission briefing; otherwise, the GM should use **Player Handout #1** to paraphrase the PCs' mission: gather intelligence, break into Skyreach, activate the *Hao Jin Tapestry*, secure the Numerian device known as the Sky Key, and deliver it to an extraction team.

The PCs have an opportunity to purchase any additional supplies before traveling into the Grand Lodge. This is primarily a chance for them to fill any perceived gaps in their starting equipment, as none of the PCs has an especially large amount of discretionary gold.

THE GRAND LODGE OF ABSALOM

The heart of the Pathfinder Society is a sprawling campus in Absalom's Foreign Quarter. Behind its white walls, Pathfinders train for upcoming expeditions, academics study priceless relics recovered from across the globe, and the Decemvirate charts the course for the entire organization from the towering keep Skyreach.

Only a few points of interest—the Menagerie, the statue of Durvin Gest, the Wall of Names, and Skyreach—play directly into this adventure, but the PCs may want to explore or find ways to improvise to accomplish their preliminary objectives. To facilitate exploration, basic descriptions of major sites are included below. A PC can recognize one of the buildings and know its significance with a successful DC 15 Knowledge (local) check.

1. Gate: A pair of massive, steel doors stands open during all but the greatest emergencies. This is the only official entrance to the Grand Lodge.

2. Skyreach: This five-towered fortress houses the offices of the Society's most important figures as well as countless libraries and storage facilities. Many of its floors and hallways are off-limits, meaning few know the full extent of what lies within.

3. Water Palace: This low, pagoda-roofed manor is a place of quiet study and meditation. It also houses many of the Society's relics from beyond the Inner Sea region.

4. The Center House: This home of Ustalavic design has remained off-limits by order of the Decemvirate for as long as anyone can remember. On some nights, lights shine from within, suggesting its two towers are haunted.

5. The Mausoleum: This stone-columned fortress is dedicated to unlocking the greatest mystery of all—death. Scholars study everything from burial practices to the necromantic arts of long-faded civilizations. The guiding rule is that no innocents are harmed, and even the creation of undead is relatively rare.

6. The Quadrangle: Many of the dormitories and classrooms for initiates in training are in this set of ivy-covered stone buildings.

7. Arliss Hall: Many resident Pathfinders inhabit modest flats in Arliss Hall, which is a maze of featureless corridors. There are many more halls and rooms than there are residents, and it is believed that none other than venture-captains are allowed into the central courtyard.

8. Starhall: This keep has a high, domed tower on its east end, and it holds much of the Society's knowledge about worlds beyond Golarion and the Material Plane.

9. Outbuildings: These include residences for visiting Pathfinders, stables, smithies, bathhouses, warehouses, Pathfinder-only shops, and more.

10. Menagerie: Pathfinders sometimes bring back exotic creatures for study or domestication. Many of these animals and magical beasts are dangerous and must be corralled. The zoo's rotating population attracts visitors from across the city.

11. Training Arena: Only a wooden fence and benches surround this dirt-floored arena. It is here that Pathfinders spar and practice their fighting techniques.

12. Temporary Structures: When the outbuildings are insufficient to house visitors, tents spring up here to manage the overflow. During the Grand Convocation, this area is especially packed thanks to the Pathfinders who have journeyed here from thousands of miles away.

13. Wall of Names: This curving wall of black glass is a memorial to Pathfinders who have perished in the pursuit of knowledge, and each such name appears on its surface. A thick copse of trees provides visitors some privacy at this solemn place of reflection.

PRESENTING EVIL

Serpents Rise presents a rare opportunity in the Pathfinder Society Organized Play campaign to portray evil characters. Even so, it is important that players exercise some restraint. After all, one can be deviously villainous without being a reckless sociopath. Some of the pregenerated characters might even be willing to take extraordinary—arguably heroic—risks in the name of their cause and comrades. Even members of the Aspis Consortium know when to set aside their rivalries and get a job done. Let evil alignments flavor the adventure, not spoil the fun.

When running this in a public setting with strangers, let the players know that the fundamentals of the organized play campaign are still in effect: don't kill each others' characters, and don't be a jerk. If everyone in the group is already a friend, you might consider relaxing these rules; while everyone is getting settled, discuss the option with your group and decide where the line is between evil and obnoxiousness. No matter what, be mindful of your audience, and be prepared to rein in the tone if anyone's depictions of evil actions become too distasteful.

In the end, you're an experienced GM. Use your best judgment, and keep the game fun for everyone.

14. Seeker's Plaza: This small shrine houses bronze statues of some of the Society's most important members.

15. Baphory's Walk: This pathway is infamous for its waist-high carved heads from the Mwangi Expanse. At random intervals and when nobody is watching, the faces can change their expressions in an instant.

16. Statue of Durvin Gest: This 20-foot-high stone statue depicts Durvin Gest, one of the founders of the Pathfinder Society and widely considered to be its greatest adventurer.

17. Repository: This is a featureless building of gray stone with no doors or windows. The way inside is among the venture-captains' best-kept secrets.

18. Southgrove: This stretch of trees is purposefully left untended, providing visiting Pathfinders who need a break from the city space to retreat.

PART 1: LAYING THE GROUNDWORK

Breaking into Skyreach's restricted areas unnoticed is virtually impossible before Master of Swords Marcos Farabellus prepares to give his speech. Until then, the PCs are free to explore the Grand Lodge, gather information, and perform any preliminary objectives that might make their assault more successful. The time the PCs have is limited, broken into two main phases; these phases

The Grand Lodge of Absalom



represent roughly an hour of activity each and serve as “turns” for the PCs, allowing each PC to investigate a particular site or enact a certain plan. As a result, there is some advantage to splitting into smaller groups to accomplish as much as possible. Let each PC decide where he wants to go, then resolve any actions at those locations in turn. A PC can travel to up to three locations during a single turn, but she can only gather information or enact a plan in one of these locations. There is no strict real-time limit on this part of the adventure, but the GM should aim to resolve these scenes within one hour of play so that there is plenty of time left for the rest of the adventure.

Mission Notes: All of the PCs except Rataji have a unique goal to accomplish during this time. Marnarius’s mission points him to the menagerie. 322 and Shohiraj both have business at the statue of Durvin Gest. Joliryn has an appointment at the Wall of Names, which is also a good place for Zurnzal to find his target. Shohiraj should also make sure that the PCs do not draw too much attention to themselves. Each of the following counts as a goal toward Shohiraj’s mission of avoiding notice: the PCs do not enter combat with a group of Pathfinders, no PC is caught planting 322’s device, and no PC is caught tampering with the cages in the menagerie. Rataji is very good at gathering information, and he is also excellently equipped to support any of the other PCs.

Gathering Information (general)

Hundreds if not thousands of Pathfinders, staff, and special guests are filing into the Grand Lodge to exchange stories, examine esoteric finds, and celebrate another successful year in the record books. The talkative throng teems with information, and a perceptive or social PC who wanders the crowds can pick up all kinds of news. Have the PC roll a Diplomacy, Knowledge (local), or Perception check; the information he learns is based on the result of the check. Gathering information takes one phase, regardless of the skill that the PC uses.

10+ The Grand Convocation is particularly crowded this year. In addition to agents from all over Golarion, several dignitaries from Absalom are in attendance.

15+ Although both Kreighton Shaine and Marcos Farabellus have made appearances, nobody has spotted the Master of Scrolls Aram Zey. It’s not especially surprising, given Zey’s dislike of crowds and dealing with the public.

20+ Several dozen Pathfinders have begun unloading kegs from carts on the Center House lawns, likely in anticipation of Marcos Farabellus’s big speech. It’s an open secret that he intends to announce that the long-awaited reconstruction of the Sky Key has concluded.

25+ Although nearly every Pathfinder at the Grand Lodge is allowed to wander about and relax, several

STARTING A FIGHT

Most of the tasks the PCs have received from their superiors are ones that would at least earn a stern reprimand from Pathfinder agents if the PCs are caught, and it should be clear that those few that involve violence should be approached with care and stealth. If a PC is so foolish as to start attacking a Pathfinder while observed, the witnesses wait only a moment for a convincing explanation (a successful DC 30 Bluff or Diplomacy check) before subduing the miscreant. A typical mob of Pathfinders involves 2d4+2 neutral Pathfinder Enforcers (*Pathfinder RPG NPC Codex* 147, see *Freelance Thief* page 32). Nobody said that fighting the entire Grand Lodge would be easy.

dozen are on guard duty on the walls and in Skyreach. Most of these assignments are punishments for debts incurred to the Society or bungled expeditions. Part of the reason that Aram Zey hasn’t been seen yet is because he is supervising these patrols.

30+ Two of the unfortunates assigned to guard duty are Loshari and Telandril, part of a team sent to Iger to recover a relic lost during the Goblinblood Wars. The venture was a debacle and resulted in part of a town being set on fire and inadvertently let goblins loose in the town square. Most blame Loshari, but Telandril stubbornly insisted on sharing the punishment—likely so that he could lecture her further.

Gather Information (specific)

A PC can attempt to gather information about a specific topic using Diplomacy or Knowledge (local). For example, if Shohiraj is unsure of where to start searching for Janira Gavix, she can ask around the Grand Lodge, and locate the halfling with a DC 15 Diplomacy or Knowledge (local) check. While specific gather information checks are not strictly necessary for the PCs to complete their missions, they are a useful tool to assist players who may be unsure of how to begin their missions, as well as a way for PCs who succeed on their missions in the first phase to spend their second phase. The DC of the gather information check depends on the information the PCs seek. At the GM’s discretion, if the PC’s questions are particularly suspicious, such as if they start asking around about the Society’s defenses, they may need to roll Bluff checks to avoid unwanted attention (see the sidebar *Starting a Fight* for what happens if such a situation ends in bloodshed).

Menagerie

This accumulation of animals could cause absolute chaos if they were to break out, and it is precisely this chaos that Marnarius aims to unleash.

Broad pavilions and awnings shade segmented pens containing animals from around the world, ranging from harmless rodents and fowl to hulking dinosaurs from Tolguth, a giraffe mutated by the Mana Wastes, and war beasts from the Hold of Belkzen. A few heavily reinforced cages hold even stranger creatures, such as an immense two-headed vulture, a ram-headed sphinx, and an armor-plated serpent with fangs the length of a broadsword.

In anticipation of the Grand Convocation, there is an especially high concentration of beasts from the far corners of Avistan and Garund, and a constant parade of sightseers walk past the fenced enclosures. More than a dozen handlers patrol the fences, explaining to onlookers where each creature comes from and other trivia.

Each enclosure's fence is thick enough to prevent the creature inside from breaking out before handlers might calm it. The enclosures all have heavy padlocks (Disable Device DC 20) keeping them closed. A PC can either pick the locks open or obtain a key ring from one of the zookeepers. Not all of the zookeepers carry key rings—a PC must succeed on a DC 15 Perception check to locate one, followed by a DC 20 Sleight of Hand check to steal the key ring. If a PC is caught attempting to steal the key ring, the zookeeper sharply reprimands him. If the PC is caught again, he is thrown out of the menagerie.

Unlocking enough cages to cause a noteworthy distraction requires successfully unlocking three different pens. However, the animals inside are readily attracted to anyone attempting to open their cages; a PC must also succeed at a DC 10 Handle Animal check to prevent the animals inside from trying to push open the door once the PC unlocks it. On a failed check, the animal makes enough of a commotion that a handler quickly spots the open lock and closes it again.

Tampering with a lock requires a successful DC 18 Stealth check. Breaking the locks with physical force is extremely noisy and obvious, and causes the PC to automatically fail this Stealth check. If a PC fails the check, one of the handlers sharply

reprimands him and tells him to move along. On a second failed Stealth check, the handler instead escorts the PC away from the menagerie. Should the PC sneak in and be caught tampering with the lock a third time, the handlers assume the PC is a saboteur and attack (see the Starting a Fight sidebar on page 7).

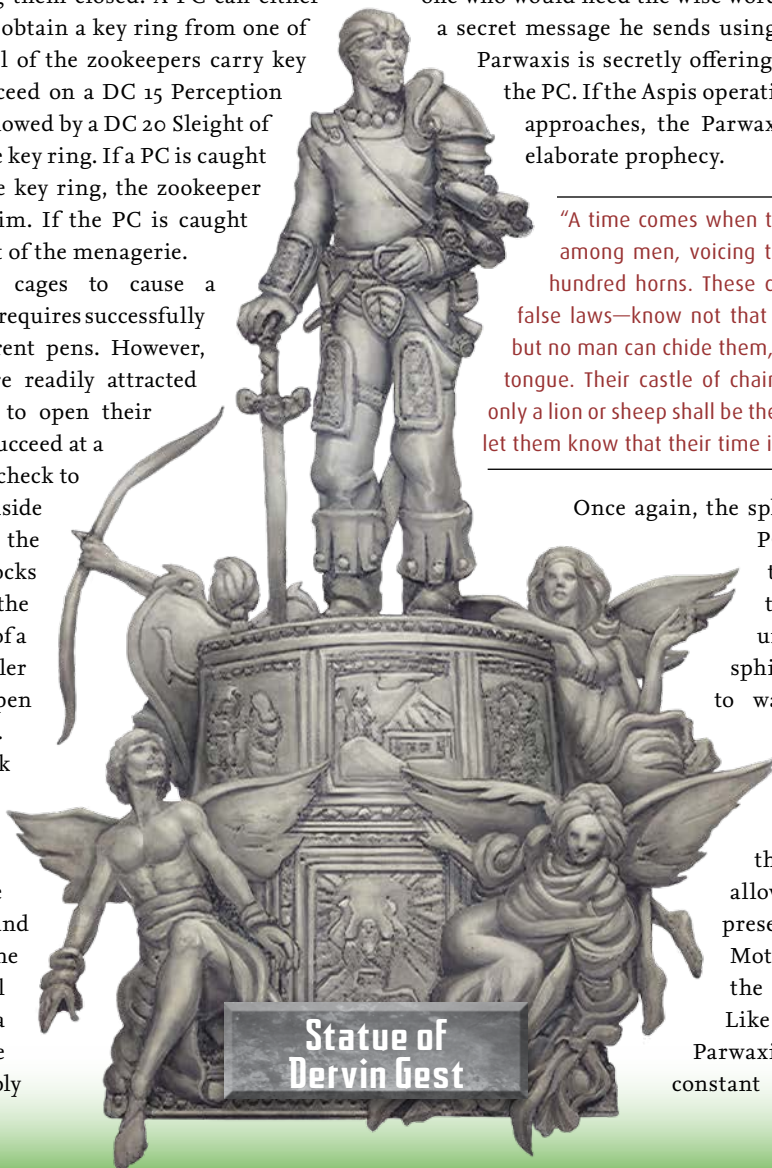
Creatures: The criosphinx (*Pathfinder RPG Bestiary* 3 252) Parwaxis is among the few intelligent creatures kept in menagerie. He was subdued after attacking Pathfinders who had entered his territory, and the adventurers offered to spare his life if he would accompany them back to Absalom and be on display for one week. After three days of small children pointing at him and handlers loudly observing that criosphinxes are renowned for lying, he is thoroughly disgusted and regrets his decision.

If he spots a PC tampering with the locks, he waits for the PC to finish with the task at hand and then calls out to him, offering to speak of what the future holds for one who would heed the wise words of a sphinx; this is a secret message he sends using the Bluff skill, and Parwaxis is secretly offering to make a deal with the PC. If the Aspis operative acknowledges and approaches, the Parwaxis launches into an elaborate prophecy.

“A time comes when the shackled shall walk among men, voicing their grievances with a hundred horns. These children—who strain at false laws—know not that the time is not today, but no man can chide them, for he knows not their tongue. Their castle of chains shall fall away, and only a lion or sheep shall be their herald, calling out to let them know that their time in the sun has arrived.”

Once again, the sphinx is sending that

PC a secret message: the animals will try to break out unless someone—the sphinx—can tell them to wait for the perfect opportunity. If the players do not decipher the meaning of the secret message, allow any PCs who are present a DC 20 Sense Motive check to uncover the sphinx's meaning. Like all criosphinxes, Parwaxis benefits from a constant *speak with animals*



Statue of Dervin Gest

effect, and he is willing to speak to the animals in the menagerie on behalf of any PC who also agrees to unlock the sphinx's cage. He continues to banter using the Bluff skill to obscure his true meaning, and he listens to any similarly veiled response the PC may have. If the PC agrees and honors the agreement, Parwaxis waits for the PC to move away and then begins bleating unintelligible noises. Animals throughout the menagerie hear him, and from then on, a PC does not need to attempt any Handle Animal checks after unlocking a cage; the creatures within know not to interfere. Furthermore, the animals all begin vocalizing, rearing up, and performing other simple tricks to keep the audience's attention, granting the PC a +4 circumstance bonus on any Stealth checks in the menagerie.

Mission Notes: If Marnarius successfully opens at least three menagerie cages without the handlers relocking them, he succeeds at the first of his missions.

Statue of Durvin Gest

This statue is an important landmark, and 322's most likely choice for a location install the strange device. 322 can also achieve her mission by planting the device on one of the bronze statues in Seeker's Plaza, or on one of the uncanny stone heads in Baphory's Walk. The statue of Durvin Gest is the site of numerous storytelling contests, which has drawn the halfling carrying the keys that Shohiraj seeks.

Already carved in larger-than-life proportions, the stone statue of Durvin Gest towers over the surrounding lawn on a pedestal flanked by angelic figures and carved with elaborate friezes depicting some of his most famous voyages.

Several dozen Pathfinders are gathered around the statue, swapping stories and participating in improvised competitions of braggadocio. Among them is **Janira Gavix** (NG female halfling bard 4), an aide to Master of Scrolls Kreighton Shaine and secretly the bearer of several of his keys. Shohiraj recognizes her from the sketch she received with her letter before the mission. As the PCs approach, Janira is just finishing up a story about Selmius Foster—one of the first Pathfinders published in the *Pathfinder Chronicles*—and his fabled race against a marid and an efreeti, whom he cleverly tricked into distracting one another while he sped across the finish line. The story earns polite applause, and Janira hops down from the bench she had used as a speaking platform.

Janira is rather perceptive, so stealing anything from her requires that the PC both succeed at a DC 20 Sleight of Hand check as well as exceed the result of Janira's Perception check (Perception +8). However, she is absolutely intent on keeping the keys safe, and she has

taken pains to secure them in a double pocket on the inside of her jacket. So long as she wears the jacket, the DC to take the key increases to DC 30. What's more, the crowded conditions around the statue and the many sets of eyes preclude the prospect of taking 10 on the check. If a PC fails the Sleight of Hand check or Janira succeeds at her Perception check, the halfling to chide the offender. If a PC is caught a second time, she gives the thief a swift kick in the shin while shouting "Perhaps you're forgetting that we explore, report, and COOPERATE, you ruffian!" She remains wary of anyone that she runs off in this manner, increasing the DC of any skill checks made to deceive or pickpocket her by 10.

A PC can steal the key under these conditions, but stealing the key is much easier if the PC can negate one or more of Janira's defenses. The halfling is a natural raconteur who often becomes so engrossed in telling an accurate and engaging story that she loses track of her surroundings. Goading Janira into a storytelling competition is easy enough, but she insists on the challenger spinning the first tale. If that PC does not succeed at a DC 10 Perform (acting or oratory) check or a DC 15 Bluff check, the crowd jeers without malice, proclaiming there's no contest, and Janira regretfully agrees before calling off the bout. Another PC can attempt the challenge, but anyone who fails has to wait until the next phase to try again.

If the challenger succeeds in telling a good story, Janira rises to the challenge and launches into a stirring rendition of how Durvin Gest threw the Lens of Galundari into the Nemesis Well. She quickly becomes engrossed in the tale, decreasing the Sleight of Hand check DC and her Perception bonus by 4 each (minimum DC 20). Wearing her jacket on a hot day also causes her to work up a sweat, and a PC who succeeds at a DC 15 Bluff check can convince her to doff the garment while she's orating; this decreases the Sleight of Hand DC to 20. A PC might devise other ways to distract Janira and get to the keys, most of which should grant a similar advantage. The halfling's bonus on Sense Motive checks is +3, and her bonus on Will saving throws is +4 (with an additional +4 vs. language dependent effects).

The crowd also makes it difficult to properly install 322's cosmic conduit, which she must place somewhere on statue of Durvin Gest's body. Reaching the statue requires clambering atop the pedestal, which requires a DC 15 Climb check. Clambering over the installation is considered uncouth, but beyond giving that PC stares and unwanted attention, nobody forces her to get off. Actually installing the device takes 3 rounds of focused work—more than enough time for someone to notice and either inquire or detach the device later for study. Placing the device without being seen requires either a DC 20

Sleight of Hand check or a DC 25 Stealth check. If the PC attempts to place the device while the crowd is distracted (such as by Janira participating in a storytelling contest), the DC decreases by 5.

If 322 chooses to place the device in Seeker's Plaza or Baphory's Walk, use the same skill checks with the same DCs as if she was planting the device on the statue of Durvin Gest, except that if the PCs wish to distract the crowd, they will need to come up with their own means; there is no ongoing storytelling contest at either of those locations. If 322 attempts to attach the device to an object that is not a suitable host, she must still succeed on a Stealth or Sleight of Hand check to avoid drawing attention, but the device does not adhere to the object, activate, or respond in any way. The DC of the Stealth and Sleight of Hand checks are 20 and 25 respectively in crowded areas, and may fall as low as 10 and 15 respectively in areas with few Pathfinder agents. Because of the time required to squeeze through crowds and plan an approach, each attempt to place the device in a different area of the Grand Lodge takes one phase.

Development: Once installed, a sentence in Aklo appears on the cosmic conduit's mirrored surface: "The Stars command you, Durvin Gest." This is the command phrase that activates the device, causing the statue to animate and begin attacking anyone around it. Any PC can install the device, but only 322 is able to activate it. She can activate the device as a standard action anywhere within 1 mile of the statue. If 322 activates a statue other than the statue of Durvin Gest, a similar command phrase appears, appropriate for the creature depicted in the statue. More consequences for activating the statue appear in Part 2. If someone spots the cosmic conduit (such as from a PC failing the check to install it

unobtrusively), they wait for the PCs to leave before inspecting and removing the device. If 322 says the command phrase before the PCs have left, she does not gain the benefits for activating the statue in Part 2.

Mission Notes: If 322 successfully plants the device without being spotted, she succeeds at the first of her missions. If Shohiraj acquires the key from Janira Gavix, she succeeds at the first of her missions.

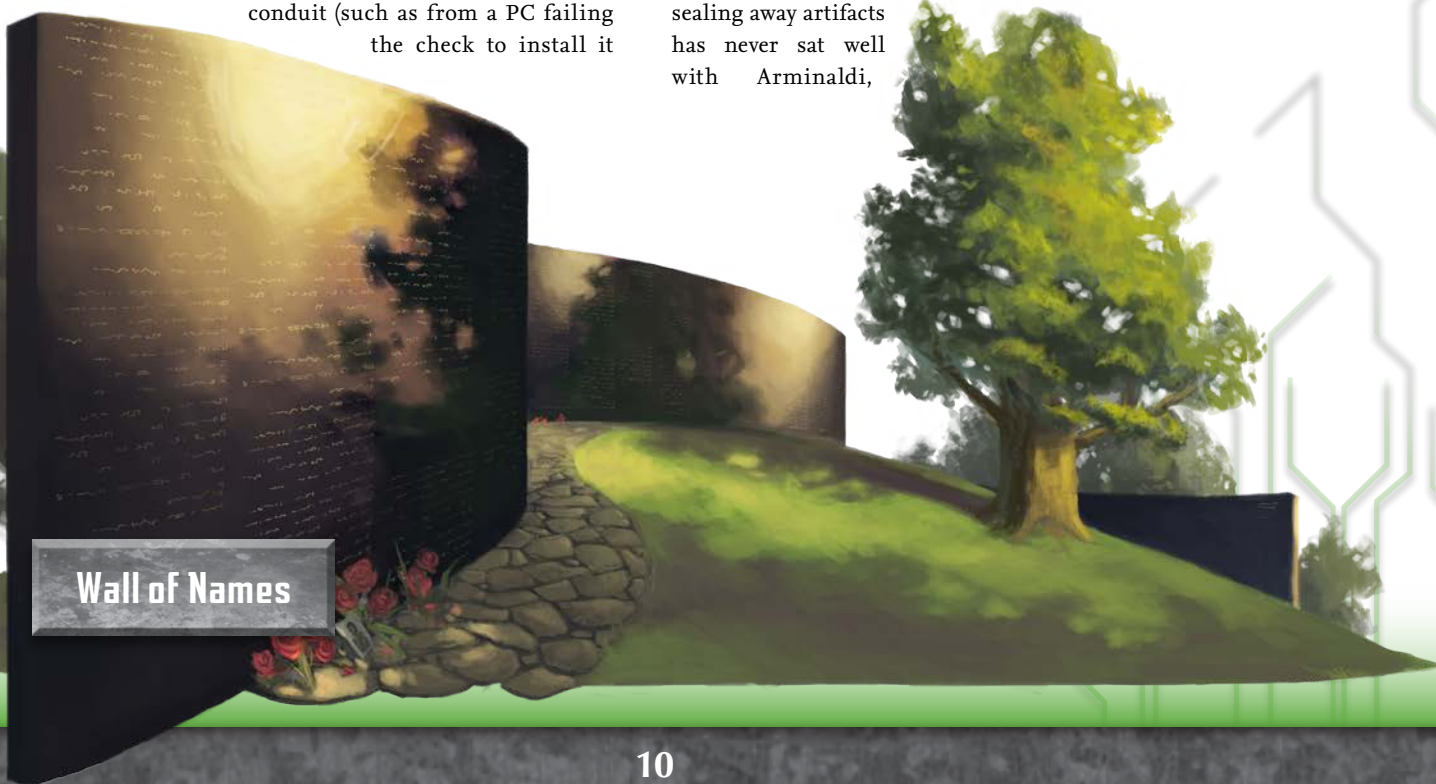
Wall of Names

This memorial is an important landmark for Joliryn, who expects to meet an informant there. That informant is also a prime target for Zurnzal, who aims to abduct a Pathfinder for later impersonation.

Trees surround the small hill that bears a curving wall of black glass, providing visitors some privacy as they read any of the thousands of Pathfinder names inscribed on the surface. More trees grow in tight formation to the west, where the copse abuts the Grand Lodge's wall.

Despite the huge number of visitors at the Grand Lodge, the Wall of Names has relatively few visitors; most Pathfinders visit the site either before or after the Grand Convocation's main festivities—the better to reflect in peace. Even with the numerous trees that shield the monument, the dull roar of agents testing each other's wits, theories, and strength invades this solemn space.

Among the few visitors is **Arminaldi Charthagnion** (CN male human cleric of Nethys 3; see the stats for scholar priest on page 34), a Pathfinder agent who has spent the past five months spying for the Aspis Consortium. The Society's practice of sealing away artifacts has never sat well with Arminaldi,



who believes it is Nethys' will that no magic be shackled by mortal mandates. A high-ranking Aspis agent operating out of Ostenso learned of the cleric's unease and contacted him, assuring him that by cooperating with the Consortium, Arminaldi could help in the artifacts' liberation. He knows that some type of conflict is imminent, but he can only guess at the assault's nature, scope, and timing. These uncertainties have given him cold feet, and he must be persuaded to complete his portion of the mission.

Arminaldi stands near the Wall of Names, the prearranged point where he expects to rendezvous with an Aspis Consortium contact: Joliryn. He slowly walks up and down the length of the monument, reading names and nervously touching a leather portfolio that contains several maps and diagrams. He awaits his contact's code phrase: "The wall slithers like a snake through grass," to which he responds, "None would step on so great a serpent." After a moment's hesitation, he then adds, "But perhaps it is a fool who invites the viper into his home." This last line is not part of the prearranged signal; rather, it is Arminaldi's way of expressing how uncomfortable he is betraying his comrades. If prompted to explain his statement, he points to the wall, observing how many names there already are and how many more would be added if he cooperated with the Aspis Consortium.

Unless encouraged to hand over the promised information, the cleric lingers for several minutes before walking off, quietly destroying his notes, and hoping that by remaining loyal nothing ill befalls the Grand Lodge. Coercing him to cooperate requires a DC 19 Bluff check, a DC 22 Diplomacy check, or a DC 16 Intimidate check, but so long as he is easily able to see the Wall of Names and understand the gravity of his decision, each of these DCs increases by 10; a PC can sense that the wall has this effect on the cleric's conscience with a successful DC 15 Sense Motive check. Failing any of the Charisma-based skill checks by 9 or less causes Arminaldi to voice his concerns about the deaths that would accompany his collaboration, but the PC can try the check again with a cumulative -2 penalty. If the PC fails by 10 or more, the cleric promises that he will never speak of what he has seen, but neither will he assist the Aspis Consortium further.

A PC can prompt Arminaldi to step into the nearby woods with a successful DC 15 Bluff, Diplomacy, or Intimidate check; after all, there they can speak without attracting unwanted attention. A PC can also reduce the DC of any check to coerce him by 5 by succeeding at a DC 15 Knowledge (arcana or religion) check to make a religious argument for his help, such as Nethys' condoning destruction in the name of perpetuating magic.

Arminaldi is a prime target for Zurnzal, who seeks a Pathfinder to abduct and use as a scapegoat for the

upcoming attack on the Grand Lodge. Attacking him in plain sight invites immediate reprisal from bystanders (see the sidebar Starting a Fight on page 7). Zurnzal must instead lure Arminaldi into the woods or another secluded spot and subdue him. He can wait for Joliryn to do so, or he can devise his own strategy. The DC of most Bluff, Diplomacy, and Intimidate checks to influence the cleric is 19.

Alternatively, Zurnzal can instead track down another well-known victim to capture and impersonate. Knowing who's who requires a successful DC 15 Knowledge (local) check or DC 20 Sense Motive check, which identifies a sufficiently popular victim. Failing this check instead points out a largely unknown Pathfinder. In either case, use the statistics for a shoreline cleric (see page 34) for this NPC. Regardless, a PC must succeed on a DC 15 Bluff, Diplomacy, or Intimidate check to convince the victim to walk to a secluded location.

Development: If a PC successfully convinces Arminaldi to hand off his notes, he pulls out the documents from the leather portfolio and hands them over. Give the PC **Player Handout #7**, which summarizes the intelligence.

Mission Notes: If Joliryn obtains Arminaldi's notes, she succeeds at the first of her missions. If Zurnzal abducts a prominent Pathfinder, he succeeds at the first of his missions.

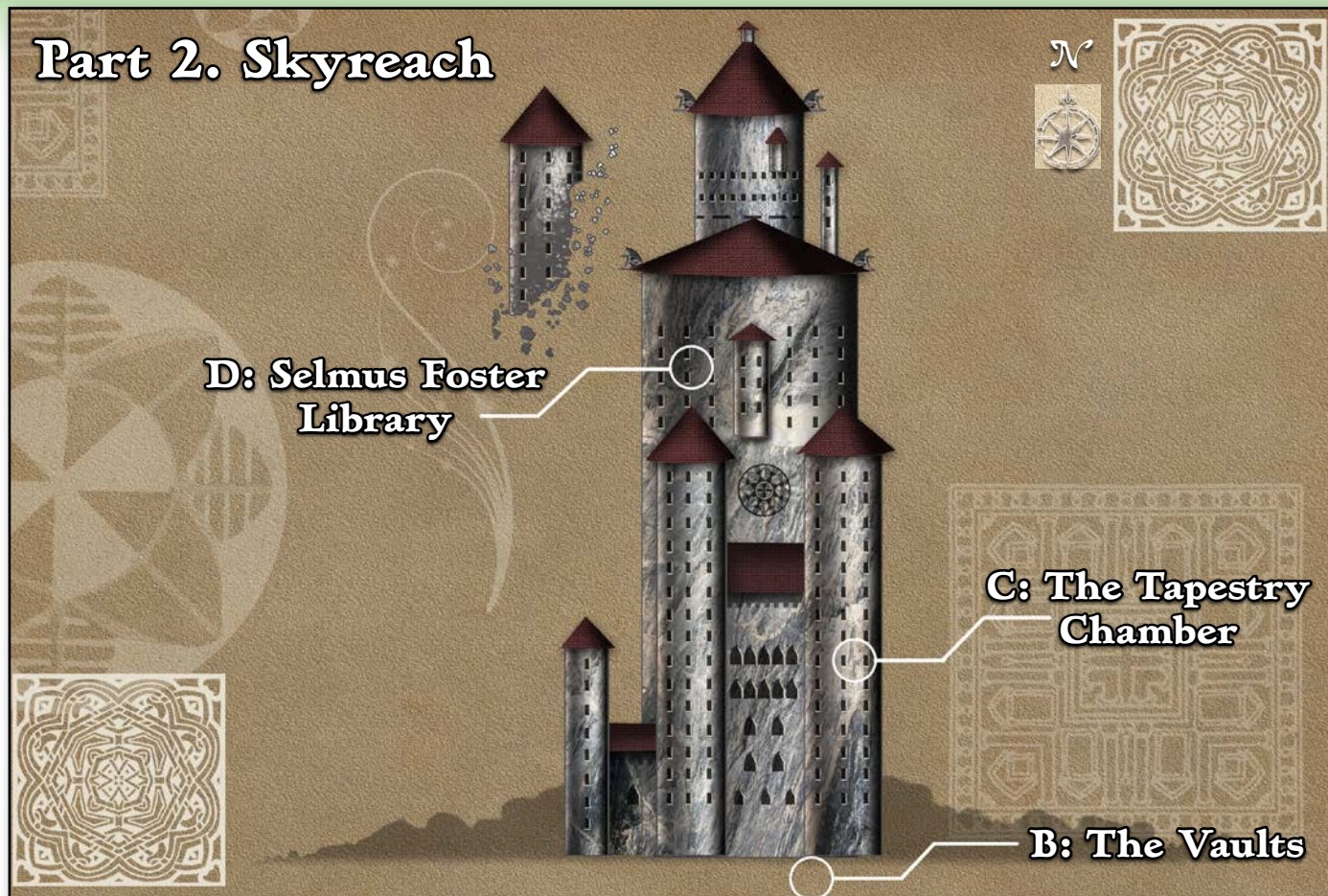
PART 2: INFILTRATING SKYREACH

After two phases of activity, ushers begin informing everyone in attendance to gather on the north lawn for a speech by the Master of Swords. This is the PCs' cue, for as everyone moves to that central location, it leaves the lower halls of Skyreach nearly abandoned. The PCs have no difficulty regrouping, sharing any discoveries, and slipping into the massive building.

Development: Shortly before the PCs enter Skyreach, an Aspis agent slips the soul-trapping lantern into 322's pocket. She notices the lantern's presence as a sudden weight and a chill that is undeterred by her clothing.

Mission Notes: To succeed at the second of his missions, Zurnzal must either impersonate the prominent Pathfinder he captured in Part 1, or convince another PC to do so. Impersonating the Pathfinder requires a successful Disguise check opposed by the Perception checks of the NPCs in a Pathfinder patrol (area A) or the NPCs in the vault threshold (area B1). Note that these NPCs all receive a +4 bonus on their Perception checks to detect the disguise, because they all recognize the prominent Pathfinder on sight. If Zurnzal captured a Pathfinder who was not prominent, none of the NPCs recognize the disguise.

Part 2. Skyreach



A. PATHFINDER PATROL (CR 8)

Even though most of the fortress's personnel are enjoying the festivities, there are still some Pathfinders patrolling the halls and watching for trouble. Every time the PCs travel to one of the main encounter areas (the Antarnicus Wing, the tapestry chamber, and the sky key chamber), each PC must attempt a DC 19 Disguise or Stealth check. If more than half of the PCs succeed, they evade any Pathfinder agents along the way. If half of the PCs or fewer succeed at the check, they encounter a trio of Pathfinders on patrol.

Depending on what the PCs were able to accomplish in Part 1, they likely have several advantages—both shortcuts and loud distractions—that help them avoid Pathfinder notice. If Joliryn acquired the intelligence from Arminaldi at the Wall of Names, the PCs receive a +2 bonus on Stealth checks made to avoid patrols. If Marnarius succeeded at opening three or more menagerie pens, reduce the DC of all skill checks to avoid patrols by 2 after the PCs open the *Hao Jin Tapestry*. Finally, if 322 successfully installed the cosmic conduit, she can activate it at any time to cause the statue of Durvin Gest (or whatever other statue she chose) to activate. Doing so allows a PC who failed the Disguise or Stealth check to avoid a patrol to reroll the check with a +2 bonus.

Encountering a patrol typically occurs in a 10-foot-wide hallway, with the Pathfinders beginning 30 feet away from the Aspis operatives.

Creatures: The Pathfinders on patrol are an experienced trio well accustomed to exploring distant ruins. They know that at this time, nobody is supposed to be wandering Skyreach except a small number of patrols like theirs, and the PCs are not familiar. It is possible to convince the patrol that the PCs are authorized to be in that part of Skyreach with a successful DC 26 Bluff check. If the PC fails the check before opening the *Hao Jin Tapestry*, the Pathfinders insist on escorting the PCs out of the building. Otherwise, the Pathfinders assume the worst and attack.

PATHFINDER MAGE **CR 5**
 Battle mage (*Pathfinder RPG GameMastery Guide* 256, page 30)
hp 33

PATHFINDER ARCHER **CR 5**
 Monster hunter (*GameMastery Guide* 257, see page 35)
hp 45

PATHFINDER SCOUT **CR 5**
 Tomb raider (*GameMastery Guide* 257, see page 35)
hp 45

Development: After the PCs defeat a patrol, they may proceed to the next encounter area without incident. On any future travel between encounter areas, they must attempt a DC 19 Disguise or Stealth check, with the same modifiers for success in Act 1 as before, to avoid encountering another Pathfinder patrol.

Mission Notes: Make a note of how many patrols the PCs fight. If the PCs fight one patrol, Shohiraj succeeds at one of the goals that contribute to her mission of avoiding notice. If they do not fight any patrols, the rogue succeeds at two of these goals.

B. THE VAULTS

The basements descend into subbasements beneath Skyreach, in turn spiraling out like hollow roots to cryptic galleries hidden where few Pathfinders tread. There the Society stores countless artifacts, magic items, priceless works of art, and unique texts—especially those they want to keep safe and out of villains' hands.

B1. The Vault Threshold (CR 8)

The PCs are after a set of Master of Spells Aram Zey's notes on the *Hao Jin Tapestry*, which he considers too sensitive to leave lying about. Instead, he regularly stores them in the Antarnicus Wing, one of the many storage chambers close to Skyreach's foundation. The hallways leading to this section are typically 10 feet wide, bear fine masonry walls, and are peppered with stout doors of wood, stone, and iron. The Antarnicus Wing is clearly labeled from the outside by a brass plaque inscribed with large letters, though no further signs indicate what is contained within. The door made of strong wood (hardness 5, 20 hp, Strength DC 23) and is kept closed with a good lock augmented with an *arcane lock* spell (DC 40 Disable Device, CL 7th).

Trap: Pathfinder trapsmiths installed a potent trap intended to annihilate thieves and merely reprimand anyone who might have stolen the key on a dare. Attempting to open the door by using the key carried by Janira Gavix (see page 9) triggers only the Society's scolding trap; this afflicts the trespasser with *curse of disgust* (*Pathfinder RPG Ultimate Magic* 215), causing the victim to become sickened anytime she is aware of a *wayfinder* within 30 feet; furthermore, anytime she sees a *wayfinder* within 30 feet, she must succeed at a DC 17 Will save or be compelled to move to at least 35 feet away from the device. Only using the key and speaking a special passphrase—one that not even Janira knows about—bypasses this trap.

Opening the door without Janira's key triggers both the Society's scolding trap and the thief-seeker trap, which causes a blast of flame (*fire snake*; *Pathfinder RPG Advanced Player's Guide* 222) to strike both the door-opener as well as any number of living accomplices that it can sense within the spell's range.

SOCIETY'S SCOLDING

CR 6

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*curse of disgust*, DC 17 Will negates)

THIEF-SEEKER

CR 6

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*fire snake*, 9d6 fire damage, DC 17 Reflex for half damage); multiple targets (the creature that triggered the trap and as many creatures as the trap can target along a 45-foot path starting from the door)

Mission Notes: If the PCs disarm these traps, Shohiraj succeeds at one of the goals that contribute to her mission of avoiding notice.

B2. The Antarnicus Wing (CR 9)

Rows of low shelves laden with scrolls, books, and the odd relic line this well-lit hall. At its far end stands a small fountain that emits a small amount of steam—enough to keep this dry room's humidity constant. Six decorative columns, each one densely carved with animal imagery and fanciful whorls, stand along the walls, and a pair of lounging lizard statues rest on a dais at the north end of the room.

The Antarnicus Wing is one of many vaults beneath the Grand Lodge, and this one's contents are drawn primarily from the *Hao Jin Tapestry* demiplane. Most of the treasures here are simply field journals, rubbings, sketches, and boxes of broken pottery. The two northernmost shelves bear the most impressive finds, including a dozen weapons, a handful of beaten silver plates, and a smaller collection of journals. To the east and west are two pools of mild acid used to strip dirt and stains from relics.

Creatures: Even with the dangerous traps on the doors, Aram Zey insisted upon conjuring several guardians in this wing to prevent any of the finds from disappearing. The creatures that answered his call were two pairs of foo animals—a quartet of celestial lizards. The two foo chameleons have coiled themselves around the southernmost columns, where they remain almost invisibly vigilant. Two foo frilled lizards are less adept at hiding, but they remain still on the dais and hope to avoid scrutiny. So long as the PCs only take a brief peek around the room and leave without meddling, the lizards depart. A brief peek is not sufficient to locate Zey's notes. If the PCs linger, they spring to the attack. The foo creatures are wary guardians, and they cannot be convinced to allow the PCs to pass with Diplomacy.

B. The Vaults



- C** : Foo Chameleon
- L** : Foo Frilled Lizard

1 square = 5 feet

Pathfinder Map Pack: Temple and Dungeon Corridor

FOO CHAMELEONS (2)**CR 4**Foo giant chameleon (*Pathfinder RPG Bestiary 3* 120, 186)

NG Large outsider (augmented animal, good, extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +4**DEFENSE****AC** 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)**hp** 42 (4d10+20)**Fort** +9, **Ref** +6, **Will** +3**Defensive Abilities** paired protectors, stony defense (4/day);**DR** 5/bludgeoning; **Immune** disease, paralysis, poison, sleep**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** bite +6 (2d6+6) or
tongue +6 touch (grab)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tongue)**Special Attacks** tongue, pull (tongue, 5 ft.)**STATISTICS****Str** 18, **Dex** 15, **Con** 20, **Int** 6, **Wis** 11, **Cha** 7**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Improved Initiative, Iron Will[®], Skill Focus (Stealth)**Skills** Climb +5, Perception +4, Stealth +18 (+28 when still);
Racial Modifiers +12 Stealth (+22 when still)**Languages** Celestial, Common**SQ** freeze**SPECIAL ABILITIES****Paired Protectors (Su)** When two or more foo creatures are within 30 feet of each other, they both gain the benefit of a *protection from evil* spell. The caster level of this *protection from evil* effect is equal to the highest Hit Dice of the affected foo creatures. This effect can be dispelled, but if it is, a foo creature can reactivate it as a swift action.**Stony Defense (Su)** A foo chameleon can harden its skin to unyielding stone as an immediate action. It gains hardness 8 until the end of its next turn, but its speed is reduced by 10 feet for the same duration. These foo chameleons were startled by a potential threat earlier in the day, and they only have two uses of this ability remaining.**Tongue (Ex)** A giant chameleon can grab a foe with its tongue and draw the victim to its mouth. This tongue attack has a reach of 15 feet. The attack does no damage, but allows the creature to grab. A giant chameleon does not gain the grappled condition while using its tongue in this manner.**FOO FRILLED LIZARDS (2)****CR 6**Foo giant frilled lizard (*Pathfinder RPG Bestiary 3* 120,*Pathfinder RPG Bestiary* 194)

NG Large outsider (augmented animal, extraplanar, good)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +11**DEFENSE****AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)**hp** 73 (7d10+35)**SCALING ENCOUNTER B2**

To accommodate a group of four PCs, remove one of the foo frilled lizards from the encounter. Move the remaining lizard to the center of the dais.

Fort +12, **Ref** +8, **Will** +6**Defensive Abilities** paired protectors, stony defense (7/day);**DR** 5/bludgeoning; **Immune** disease, paralysis, poison, sleep**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +10 (2d6+6), tail +5 (1d8+3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** intimidating charge**STATISTICS****Str** 23, **Dex** 13, **Con** 21, **Int** 6, **Wis** 14, **Cha** 10**Base Atk** +5; **CMB** +12; **CMD** 23 (27 vs. trip)**Feats** Great Fortitude, Improved Initiative, Iron Will[®], Lightning Reflexes, Skill Focus (Perception)**Skills** Climb +14, Perception +11, Stealth +8; **Racial Modifiers**
+4 Stealth**Languages** Celestial, Common**SQ** freeze**SPECIAL ABILITIES****Intimidating Charge (Ex)** When a foo frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.**Paired Protectors (Su)** When two or more foo creatures are within 30 feet of each other, they both gain the benefit of a *protection from evil* spell. The caster level of this *protection from evil* effect is equal to the highest Hit Dice of the affected foo creatures. This effect can be dispelled, but if it is, a foo creature can reactivate it as a swift action.**Stony Defense (Su)** A foo frilled lizard can harden its skin to unyielding stone as an immediate action. It gains hardness 8 until the end of its next turn, but its speed is reduced by 10 feet for the same duration.. These foo frilled lizards were startled by a potential threat earlier in the day, and they only have two uses of this ability remaining.**Treasure:** Most of the objects supplied here are of no immediate use to the PCs, save two. On one shelf lies a *staff of caustic fury* (treat this as a *staff of fire*, each of whose spells deal acid damage instead of fire damage) with 4 remaining charges.

The second important find is the weapon that Marnarius was sent to find just before the Pathfinder

Society took control of the Diamond Gate and sealed him in the tapestry demiplane. Exactly what this weapon is depends on the player's preferences, because there are three weapons here that might have been the long-sought relic; describe each, and let Marnarius's player decide which one it was. The first is an obsidian-bladed scythe with a mahogany handle. The second is a heavy flail made of magically hardened gold and whose head is molded like a roaring tiger skull. The third is a serrated, single-edged longsword made of green-tinged metal. Whichever weapon the player chooses, it is a +2 *vicious* weapon.

Development: Finding Aram Zey's notes on the *Hao Jin Tapestry's* operation requires a successful DC 30 Perception check, representing 5 minutes of hurried searching. Each attempt after the first also increases the DC of Stealth checks by 2 to move through Skyreach without encountering a Pathfinder patrol. Each of the foo animals knows where Aram Zey placed a book the last time he visited the chamber, but they only reveal this information if successfully intimidated. Alternatively, they can be forced to share this information with 322's *trumpet of spirit speaking*.

As Aram Zey describes in the ritual's preface, performing the rite could tear a permanent rift into the *Hao Jin Tapestry*, allowing uninterrupted traffic between the planes—but always to the same site within the demiplane. He strongly advises against ever performing this procedure, which makes it all the more satisfying for the PCs to do exactly that in area C.

Mission Notes: If Marnarius recovers the weapon he was sent to find, he succeeds on his second mission.

Rewards: If the PCs fail to acquire Aram Zey's notes, reduce each PC's gold earned by 1,200 gp.

C. THE TAPESTRY CHAMBER (CR 9)

The Society has stored the *Hao Jin Tapestry* in several different rooms over the years, finally hanging it in this secure chamber many months ago. Reaching this area involves ascending five sets of stairs and zigzagging through numerous detours; such is the layout of Skyreach. Once the PCs reach the door leading into the tapestry chamber, they can hear a conversation occurring inside with a successful DC 15 Perception check (see the *Creatures* section below). Only read the room's description once the PCs are ready to open the west doors.

An unremarkable tapestry bearing intricate but heavily worn geometric patterns along its length hangs on the far end of this meeting room. A rune-inscribed circle set into the floor completely contains a table at the room's center.

The *Hao Jin Tapestry* hangs on the wall to the east, opposite the room's only door. The arcane circle on the

floor is the focus for spells that would muffle the voices of anyone speaking inside it so as to thwart eavesdropping, but no such spells are active at this time.

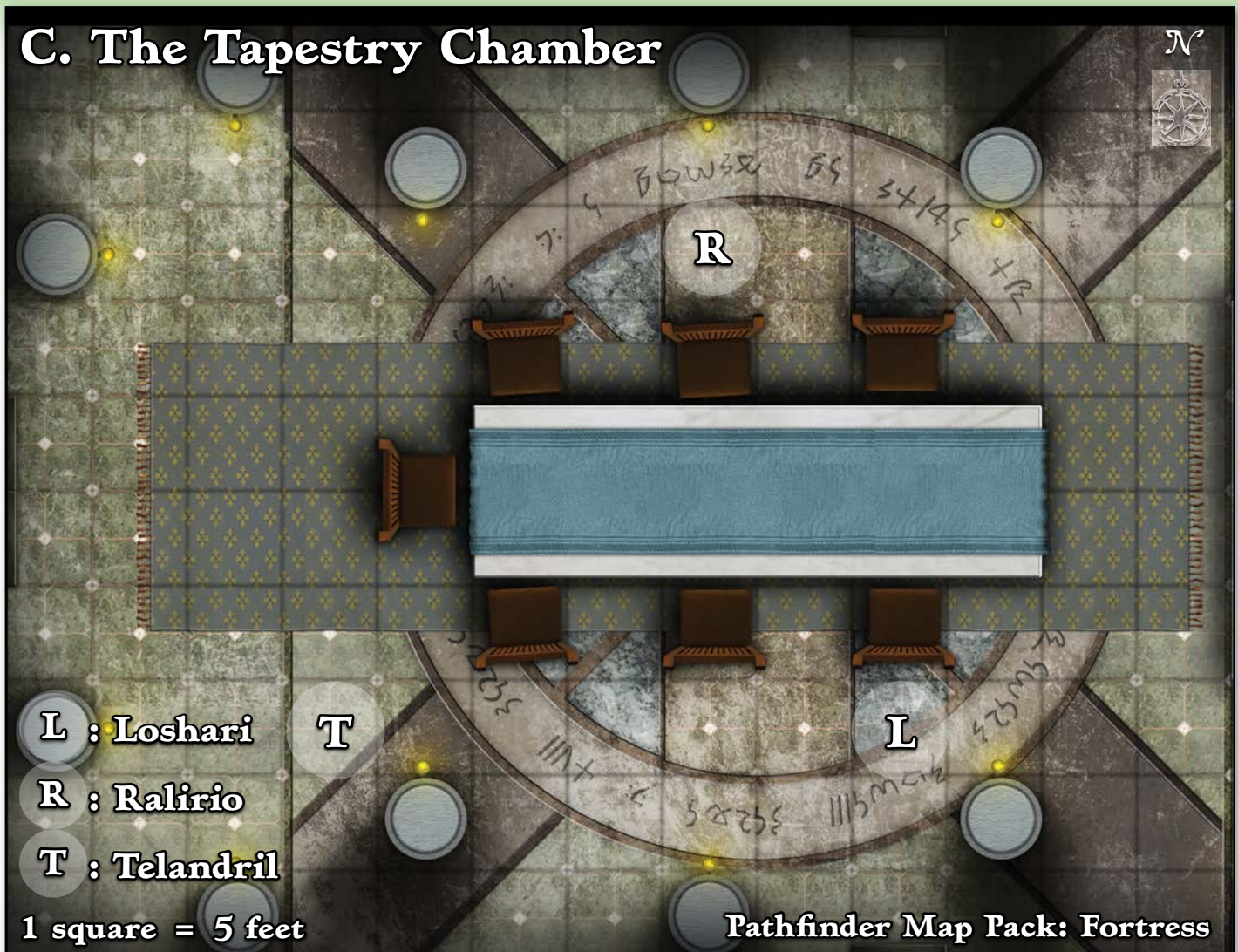
Creatures: Three Pathfinders are assigned to guard duty here, a punishment concocted by Aram Zey after they utterly bungled a recent mission in Isgar. Their task was simple enough: ask around a small village for a magic helm from the Goblinblood Wars, track it down, and bring it back. Unfortunately, the people of Isgar are still hesitant about green-skinned humanoids after goblins nearly burned down the entire region. Loshari, a half-orc sorceress dedicated to the glorification and decriminalization of half-orcs across Avistan snapped after the tenth off-hand remark that compared her to a goblin, and she started a brawl that ended in truly excessive amounts of fire magic. She only barely escaped back to Absalom with her two companions Telandril and Ralirio.

Telandril hails from Lastwall, where he learned the ways of war and piety honored by his family for fourteen generations. Believing their son could bolster his tactical instincts and critical reasoning skills by serving as a Pathfinder for several years, his parents packed him off to Absalom. There he has served with distinction despite the tempers of his companions. He voluntarily shared in Loshari's punishment, despite not having been responsible for the debacle in Isgar.

Ralirio is the third son of a powerful Druman kalistocrat, and he has followed suit by becoming a prophet of Kalistrade. Rather than embrace the ledgers of business, though, he became enamored with the technology of Alkenstar as a young adult. Firearms were almost the perfect weapons—capable of killing without being touched by filthy miscreants and so preposterously expensive that they could serve as a symbol of his wealth. Ralirio respects Telandril for his poise and finds Loshari's antics amusing. What's more, helping them with guard duty means he wouldn't need to mingle with all of the visitors at the Grand Lodge.

As the PCs approach the room, Telandril is busy lecturing Loshari about her temper and how it brought harm to the good people of Isgar. The half-orc tries to interrupt and defend her behavior, only to be cut off as the paladin continues. Ralirio occasionally interjects with mildly insensitive remarks about the simplicity of country folk, sometimes in defense of Loshari and other times as a way to lightly goad her. If the PCs continue to just listen, Loshari eventually turns the criticism back on Ralirio, citing yet another mission that went poorly when he began firing without provocation—an incident the kalistocrat blames on some combination of compulsion magic and gnolls not being “real people.” They go on in this way for as long as the PCs care to listen.

C. The Tapestry Chamber



L : Loshari

T

R : Ralirio

T : Telandril

1 square = 5 feet

Pathfinder Map Pack: Fortress

They are immediately on edge if they hear the PCs through the door, which imposes a –10 penalty on Perception checks to listen through it. If any of the PCs is disguised as the prominent Pathfinder that Zurnzal may have abducted, the three Pathfinders cheerfully acknowledge him. The disguised PC can also keep the three Pathfinders at ease while the other PCs file into the room, though the trio is very insistent on not letting anyone more than about 15 feet into the room—guard duty and all. If the PCs are especially pushy or suspicious, they urge the PCs to leave. They escalate their threats as appropriate, beginning combat if necessary or provoked.

LOSHARI CR 6

CN bloodfire sorcerer (*Pathfinder RPG NPC Codex* 164, page 31)
hp 60

RALIRIO CR 6

Male human gunslinger (musket master) 7 (*Pathfinder RPG Ultimate Combat* 9, 50)

SCALING ENCOUNTER C

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

LN Medium humanoid (human)

Init +10; **Senses** Perception +12

DEFENSE

AC 21, touch 17, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +2 dodge)

hp 57 (7d10+14)

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

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee sap +6/+1 (1d6–1 nonlethal) or
pistol whip +7 (1d10)

Ranged +1 musket +12/+7 (1d12+5/x4)

Special Attacks deeds (dead shot, deadeye, fast musket,

gunslinger initiative, pistol-whip, quick clear, startling shot, steady aim, targeting), grit (2), musket training

STATISTICS

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

Base Atk +7; **CMB** +6; **CMD** 23

Feats Deadly Aim, Gunsmithing^{uc}, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload (musket), Vital Strike

Skills Acrobatics +14, Bluff +10, Craft (alchemy) +11, Knowledge (engineering) +7, Knowledge (local) +11, Perception +9, Sense Motive +9

Languages Common, Dwarven

SQ gunsmith

Combat Gear *potion of cure moderate wounds*; **Other Gear**

mithral chain shirt, +1 musket with 20 paper alchemical cartridges (bullet), sap, ring of protection +1, wayfinder, 9 gp

TELANDRIL

CR 6

Holy warrior (*GameMastery Guide* 269, see page 32)

hp 51

Development: Once the PCs have defeated the three Pathfinders, they can perform the ritual described in Aram Zey’s logbook. Both Marnarius and Rataji possess a set of coordinates within the tapestry demiplane, which he or another PC can use to open the *Hao Jin Tapestry* to where the horde of tapestry inhabitants have mustered. Any PC can perform the ritual so long as he is trained in Knowledge (planes) or Spellcraft, and the process takes 5 minutes. As the ritual concludes, move to the next section.

Rewards: If the PCs fail to defeat or otherwise neutralize the Pathfinders and open the *Hao Jin Tapestry*, reduce each PC’s gold earned by 1,200 gp.

A Tapestry Torn

Once the PCs conclude the ritual, read or paraphrase the following.

A thin slit appears down the middle of the tapestry, and then its whole center tears open in a deafening rip and a crack of thunder. Planar winds whip out from the frayed fabric for several seconds as purple lightning dances in the tattered wound. The gusts die suddenly, and the fabric stretches painfully to create an aperture nearly 10 feet wide, revealing a peaceful woodland occupied by a growing army.

A woman bedecked in chainmail and scars steps through into the room and then motions for those behind her to remain still. She surveys the chamber for a moment before a broad, genuine smile cracks her tough expression. “By Hanspur’s soggy hide, I never thought I’d see this world again.” She shakes her head and wipes away a tear before it can quite form. “The name’s Wolona, bronze rank. We’ve got good news and bad news on the other side. The good’s that everyone we expected to show up did, plus some more besides. The bad news is that some of them are

starting to believe we’ve set them up.” Wolona clears her throat loudly as though no more need be said.

“The only thing keeping them from just killing each other and the rest of us is my promise that there would be a welcoming committee who might prove this place exists and that it’s not all a trap.” She starts to turn back to the portal. “Think you can give them a little pep talk?”

Wolona hardly waits for the PCs to agree before muttering, “I hope they haven’t killed each other already” and stepping back into the demiplane. She returns a moment later leading an eclectic entourage of about 15 delegates and war leaders, including humans, a halfling covered in bright war paint, a hag, a wyvaran (*Pathfinder RPG Bestiary* 4 281), a yeti, a pony-sized green dragon, and more. They jostle one another while inspecting the room and prodding any dead Pathfinders. Unless addressed quickly by one of the PCs, the wyvaran sneers, looks to the PCs, and asks, “So which of you is the Aspis king?”

The gathering horde awaits some combination of reassurances of imminent victory, promises of glory, pledges of treasure, pandering to the army’s strength, or just anything resembling more of a concrete plan than “go kill Pathfinders.” Let any of the PCs address the gathered war council. Once as many of the PCs who want to give a speech have done so, let each attempt a DC 24 Bluff, Diplomacy, Intimidate, or Perform (oratory) check to see how inspiring they were; be sure to give a PC as much as a +10 bonus on the check if she made an especially well-reasoned, impassioned, or finely roleplayed speech.

If none of the PCs succeed, the gathered representatives growl and shout their displeasure before the wyvaran speaks once more. “The Pathfinders lie, the Aspis lie, and soon all shall lie dead before us. Let the liars’ gold be ours, and their world once more be ours to rule!” The others shout in agreement before spearing Wolona and motioning for troops to begin piling through the portal to kill everyone—Aspis and Pathfinder alike. The PCs have enough time to beat a hasty retreat and move toward their next objective. Staying to fight against the hundreds if not thousands of warriors is suicidal.

If at least one PC succeeded at the skill check, the motley army commanders roar their approval and immediately begin moving their forces through the gateway, spreading throughout Skyreach, and sneaking across the Grand Lodge’s grounds to cause mischief.

Development: Assuming the PCs successfully rallied the tapestry forces, the very young green dragon Gazwyr approaches the group. He explains that Wolona spoke of a group that would neutralize the Pathfinder powerful mage who commands the tapestry and—he makes sure to emphasize—owns all of the arcane books. Anything the PCs say that’s even peripherally related to attacking

Aram Zey or capturing an artifact only firms the dragon's theories, and Gazwyr starts declaring that he shall be a part of this expedition. Upon hearing this, Wolona steps in to try to discourage this, citing that she can't spare specialists like Gazwyr in taking her objectives; if he is going to abandon her crew, she needs someone from the PC's team to pick up the slack.

Gazwyr presents the rare opportunity for someone to play a very young green dragon for the remainder of the adventure, but to do so, he current character must leave the group and help out elsewhere in the Grand Lodge. If someone elects to play the dragon, give them Gazwyr's character sheet and a moment to familiarize themselves with its contents. Then get back to the action.

Mission Notes: Rataji succeeds on one of his missions if at least one of the PCs succeeds at the skill check to rally the hordes from the tapestry.

D. THE SELMIUS FOSTER LIBRARY

The PCs' final objective is the recovery of Sky Key, a Numerian relic whose recovery and reassembly has been a high priority for the Pathfinder Society over the past year. It is a considerable climb up winding steps to reach the upper-middle floors of Skyreach, where the Sky Key is kept. Aram Zey insisted upon storing the technological artifact here, because of the artifact's penchant for creating strange fields that warp the flow of space and time—a phenomenon known to attract hounds of Tindalos (*Pathfinder RPG Bestiary* 2 158) unless kept in a room with no sharp corners.

Soon after the PCs opened the *Hao Jin Tapestry* and released a horde of creature into Skyreach, the extradimensional invaders tripped several of Aram Zey's *alarm* spells. Alerted to the presence of numerous intruders, he gathered up his combat gear and moved to defend the Sky Key in this library, named for one of the founders of the Pathfinder Society.

D1. The Entrance (CR 5)

The PCs' directions lead them to a set of heavily reinforced wooden double doors (hardness 5, 30 hit points, Strength DC 25) that bow outward slightly, one of which has a small mail slot roughly three feet off the ground. A PC listening at the door can hear a buzzing hum from within the room.



Trap: After suffering the inane questions of initiates and agents alike, nobody understands how easily frustration can inspire reckless outbursts quite like Aram Zey. As his first line of defense against thieves, he has cast *explosive runes* on a small card and used it to cover the mail slot. A character that searches the door for traps can detect the *explosive runes* even if she does not open the slot. When he hears the explosion, notices the door open, or overhears the PCs planning their attack, Aram Zey begins casting his second set of spells (see Tactics below).

EXPLOSIVE RUNES

CR 5

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger visual; **Reset** none

Effect spell effect (*explosive runes*, 6d6 force damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius burst)

D2. The Library (CR 11)

When the PCs can see into the room, read or paraphrase the following.

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. A strange armillary pulses with energy from atop the pedestal. Several plush chairs and a few low tables bearing curiosities and curios 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 on the eastern wall ticks each passing second.

On most days, this is no more than a library and reading room dedicated to the wonders of eastern Garund and southern Casmaron. Its role as a vault for the Sky Key is a recent development, for the Society only succeeded at piecing together the technological artifact a few days ago. The staircases each ascend ten feet to the walkway above, and a railing helps prevent distracted scholars from accidentally toppling over the side. Just west of each statue is a tall mirror in a decorative frame.

D. The Selmius Foster Library



1 square = 5 feet

A : Aram Zey

Hazard: The Sky Key is approximately 2 feet in diameter and sits on the pedestal in the center of the room, where it creates a small amount of energy while on standby. Ever since activating the technological artifact, Society experts have preformed minor trials to test its capabilities, but they have also observed that the device has strange effects on its surroundings. Each of the layers around the Sky Key serves to keep curious hands at a distance and the energies of the reassembled Sky Key at bay. The velvet rope is a mundane and largely symbolic barrier. The inscribed circle does nothing to keep anyone from entering, but it does shield the rest of the Grand Lodge from the time- and space-bending region created by the Sky Key. The glass enclosure is also carefully crafted with special metallic and alchemical inclusions that absorb some of the technological emanations and shield the rest of Skyreach.

Aram Zey avoids damaging the Sky Key and its protections as best he can, but a PC might break the glass (hardness 1, 5 hit points, Strength DC 16). This allows the Sky Key's aura of temporal flux to spill outward in a 20-foot radius. Treat this area as though it were under the effects of the *time shudder* spell (*Pathfinder RPG Advanced Class Guide* 196). The room's clock begins ticking at irregular intervals. This effect lasts until the case is repaired.

Traps: A series of springs and wires run through each of the suits of armor, causing them to snap their crossbows to firing position and shoot toward the door when someone steps onto the pressure plate just inside the door. Normally these mechanisms are disabled so as not to harass casual visitors, but the Sky Key is too important to leave unguarded; Aram Zey has armed the trap in anticipation of trouble. Each bolt is a +1 *seeking bolt* that also affects the target as if hit with a tanglefoot bag.

TANGLEFOOT BOLT TRAPS (2) CR 2

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 ranged (1d8+1 plus entangled/19-20)

Creatures: The Master of Spells Aram Zey waits to ambush the PCs, hiding on the walkway just above the door. The combination of seeing the chaos outside, sensing his *alarm* spells trigger, and if anyone he doesn't recognize—really anyone less than a venture-captain at this point—barging into the room is cause enough to employ lethal force. If the PCs make it clear that they are Aspis agents, Zey loudly expresses his contempt.

If one of the players elected to play the dragon Gazwyr, keep in mind that his blindsense is not able to ignore the quasi-real illusion Aram Zey creates, but the ability does treat the dragon as having interacted with the illusion, granting him a Will save once he is within 60 feet of the figment.

MASTER OF SPELLS ARAM ZEY CR 11

Male human wizard 11
N Medium humanoid (human)
Init +5; **Senses** Perception +17

DEFENSE

AC 19, touch 13, flat-footed 18 (+4 armor, +2 deflection, +1 Dex, +2 natural)

hp 101 (11d6+60)

Fort +9, **Ref** +8, **Will** +15

DR 10/adamantine (110 points)

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d4/19–20)

Special Attacks hand of the apprentice (10/day)

Wizard Spells Prepared (CL 11th; concentration +18)

6th—*chain lightning* (DC 23), *greater dispel magic*

5th—*acidic spray*^{UM}, *feblemind* (DC 22), *fire snake*^{APG} (DC 22)

4th—*detect scrying*, *dimension door*, *greater invisibility*, *stoneskin*

3rd—*dispel magic*, *fly*, *greater thunderstomp*^{ACG}, *heroism*, *slow* (DC 20), *tongues*

2nd—*false life*, *mirror image*, *resist energy*, *scorching ray* (2), *see invisibility*

1st—*comprehend languages*, *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement* (DC 18), *stunning barrier*^{ACG} (DC 18)

0 (at will)—*detect magic*, *light*, *mending*, *read magic*

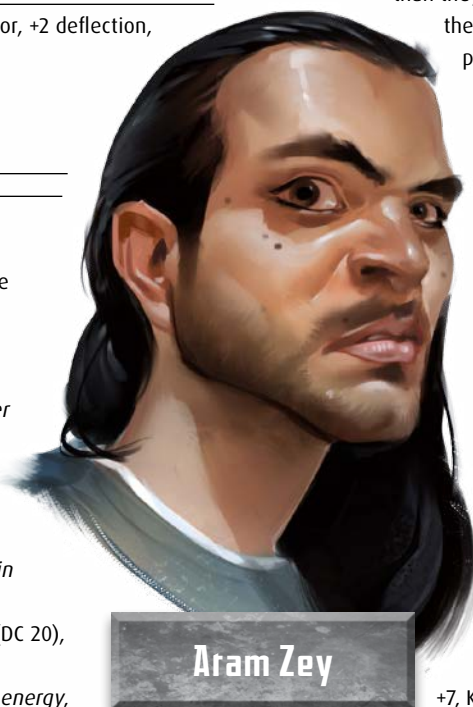
TACTICS

Before Combat Before arriving in this room, Aram Zey cast *detect scrying*, *false life*, *heroism*, *see invisibility*, and *stoneskin*; these spells are already factored into his statistics. He then used a scroll of *explosive runes* to prepare the trap on the door. If he anticipates that combat is imminent (such as overhearing the PCs preparing to break in), he uses his *scroll of project image* and then casts *greater invisibility* and *mirror image*.

During Combat Aram Zey uses *project image* to trick PCs into expending valuable resources on his illusory double, all while perceiving through the illusion's eyes and throwing spells at anyone he can see. He prefers beginning combat with tactical spells that slow, hamper, and harass more

SCALING ENCOUNTER D2

To accommodate a group of four PCs, remove the tanglefoot bolt traps. Furthermore, Aram Zey has already used several of his spells in preliminary skirmishes with intruders; he has already cast *chain lightning*, *feblemind*, *fire snake*, *greater invisibility*, and *mirror image* in addition to having used his arcane bond and two uses of his *lesser quicken metamagic rod*. Finally, reduce his caster level for all spell effects by 1.



Aram Zey

than they deal damage, and he taunts the PCs for their failures. If the PCs are faring particularly poorly against him, he casts *tongues* so that he can taunt them in every language at once. Aram Zey also uses his *lesser quicken metamagic rod* to shore up his defenses. He switches to damage-dealing options as his foes are closing in or when he starts running out of ways to magically embarrass the Aspisk Consortium.

Morale Aram Zey is not prepared to let hoodlums make off with the Sky Key. He fights until killed, knowing that the Pathfinder Society will use magic to restore him to life even if he should fall.

Base Statistics Without *false life*, *heroism*, *mage armor*, and *stoneskin*, Aram Zey's statistics are **AC** 15 touch 13 flat 14; **hp** 85; **Fort** +7, **Ref** +6, **Will** +13; **DR** none; **Melee** dagger +5; **Skills**

Appraise +13, Craft (alchemy) +13, Fly +7, Knowledge (arcana, history, planes) +21, Knowledge (dungeoneering, engineering, geography, local, nature, nobility, religion) +15, Linguistics +21, Perception +17, Sense Motive +4, Spellcraft +25

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 24, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 18

Feats Alertness, Combat Casting, Craft Wondrous Item, Improved Initiative, Improved Iron Will, Iron Will, Magical Aptitude, Scribe Scroll, Silent Spell, Toughness

Skills Appraise +15, Craft (alchemy) +15, Fly +9, Knowledge (arcana, history, planes) +23, Knowledge (dungeoneering, engineering, geography, local, nature, nobility, religion) +17, Linguistics +23, Perception +19, Sense Motive +6, Spellcraft +27

Languages Abyssal, Aklo, Azlanti, Celestial, Common, Draconic, Elven, Hallit, Infernal, Jistka, Osiriani, Polyglot, Sylvan, Thassilonian, Tien, Undercommon, Varisian

SQ arcane bond (*ring of spell storing* [minor]), metamagic mastery (2/day)

Combat Gear acid, quicken metamagic rod (lesser), ring of spell storing (minor, contains cure serious wounds, CL 12th), scroll of project image, wand of magic missile (CL 5th, 9 charges); **Other Gear** dagger, amulet of natural armor +2, cloak of resistance +2, headband of vast intelligence +4, ring of protection +2, diamond dust (worth 250 gp)

SPECIAL ABILITIES

Contingency (Su) Aram Zey renews a contingency every week that casts *dispel magic* whenever he is dazed, staggered, or stunned by a spell effect against the spell effect.

Extensive Spellbook (Ex) In addition to his prepared spells, Aram Zey has access to an extensive library of spells for the purposes of using his arcane bond. The following spells are a list of suggestions that the GM may consider: 1st—*expeditious retreat*, *hold portal*; 2nd—*invisibility*, *minor image*; 3rd—*arcane sight*, *wind wall*; 4th—*locate creature*, *remove curse*; 5th—*hold monster*, *waves of fatigue*; 6th—*analyze dweomer*, *mislead*. The GM may also use any spell that is legal for Pathfinder Society Organized Play (as per Additional Resources); however, she should use her discretion in choosing a spell for flexibility, rather than the most powerful possible spell for the situation.

Pathfinder Elite (Ex) Aram Zey is the Master of Spells, among the highest-ranking Pathfinders with numerous dangerous expeditions under his belt, hundreds of agents who have kowtowed to his cantankerous decrees, and a handful of spells named after himself. He is built using 20 point buy, and he has the wealth of a PC. These factors increase his CR by 1.

Development: If Aram Zey dies within 30 feet of 322's lantern, his soul visibly tears from his body and spirals into the lantern, which begins glowing faintly. With Aram Zey defeated—likely dead in order to fulfill the oracle 322's objective of trapping the Master of Spells' soul—the PCs are able to steal anything they want from the Master of Spell's body, take the Sky Key, and begin making their escape. The Sky Key continues to cause minor fluctuations as the PCs carry it, but it does not impede their travel.

A second team of Aspis agents approaches the PCs partway through their escape, and the lead operative flashes a silver Aspis badge while saying, "Nicely done. I figured we'd be late to the party, but its still five fingers till Oathday." The last part of this statement is the code phrase that identifies them as the agents responsible for carrying the Sky Key to its next objective. With this handoff complete, the PCs need only slip out of the Grand Lodge using the chaos outside as cover—a simple task.

Mission Notes: If the PCs trap Aram Zey's soul in the lantern, 322 succeeds at one of her missions. The lantern automatically grabs Aram Zey's soul if he dies within 30 feet of it. If the PCs disarm both arrow traps, Shohiraj succeeds at one of the goals that contribute to her mission of avoiding notice.

Rewards: If the PCs fail to defeat Aram Zey and acquire the Sky Key, reduce each PC's gold earned by 1,600 gp.

CONCLUSION

As the PCs escape the Grand Lodge, wyvarans, yetis, extraplanar humans, and more rush about the walled campus attacking their Pathfinder oppressors, releasing more of the caged menagerie, and setting fire to structures. Only a short while later, the northwest tower of Skyreach tears free from the castle and begins gently floating and orbiting the campus. Over the course of several hours, the Pathfinder Society gradually subdues most of their assailants, restores some semblance of order, and even recovers the Sky Key. These are nevertheless hollow victories, for the Society's access to the *Hao Jin Tapestry* demiplane is crippled, the Master of Spells is forever dead, and the Grand Lodge that was once the pristine home for Pathfinders worldwide is scarred and scorched. The Aspis Consortium celebrates the PCs' success.

Each of the PCs receives a missive from her respective contact, congratulating her on a job well done. The Aspis operatives have played a key role in ending an era of Pathfinder Society aggression and heralding a new age of Aspis Consortium dominance. They shall each receive compensation as promised, and in the coming months, the Aspis will certainly have more work for the PCs.

Reporting Notes

If the PCs successfully trapped Aram Zey's soul in area **Dz**, check box A on the scenario's reporting sheet. If the PCs recover Marnarius's weapon in area **Bz**, check box B. If the PCs abducted and successfully impersonated Arminaldi Charthagnion, check box C. If the PCs impersonated a different Pathfinder, check box D.

Primary Success Conditions

The PCs succeed at their primary mission if they both open the gateway to the *Hao Jin Tapestry* demiplane and deliver the Sky Key to the second team of Aspis operatives. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs' secondary success conditions are tied to their accomplishing goals unique to each character as assigned in the handouts they received at the beginning of the adventure. Fulfilling the conditions below earns that PC 1 additional Prestige Point. When determining whether the PCs fulfilled these conditions at the end of the adventure, always start with Joliryn if she is present.

GM: The GM can apply the effects of one of the Spoils of the Siege boons. Once the GM chooses to activate this boon in a scenario, she crosses all other Spoils of the Siege boons off her Chronicle Sheet.

Joliryn: This PC must acquire the intelligence from Arminaldi Charthagnion at the Wall of Names. The player must also identify at least one of the secondary success conditions of each of her teammates, announcing them to the GM at the conclusion of the adventure. If Joliryn achieves her secondary success conditions, Joliryn's player receives the Spoils of the Siege (Joliryn) boon on this scenario's Chronicle Sheet.

322: This PC must successfully install the cosmic conduit device on a large statue (such as the statue of Durvin Gest) without anyone seeing her do so. She may ask another PC to perform the installation for her, in which case she succeeds or fails based on whether or not that PC is caught. She must also successfully trap the soul of Aram Zey in area **D2**. If 322 achieves her secondary success conditions, 322's player receives the Spoils of the Siege (322) boon on this scenario's Chronicle Sheet.

Gazwyr: The young dragon is a special case. The player must have succeeded at any secondary success conditions for her previous PC (the one the dragon replaced) prior to Gazwyr joining the group; any conditions contingent on actions taken after Gazwyr joins the group are treated as successes. If Gazwyr's player achieves secondary success conditions, she receives the Spoils of the Siege boon for her original PC.

Marnarius: This PC must successfully unlock at least three menagerie cages so that the animals within can escape later, or convince another PC to perform the same sabotage. He must also recover the special weapon in area **B2**. If Marnarius achieves his secondary success conditions, Marnarius's player receives the Spoils of the Siege (Marnarius) boon on this scenario's Chronicle Sheet.

Rataji: This PC must provide the mission briefing at the beginning of the adventure, ensure the tapestry demiplane invasion force in area **C** cooperates in its assault on the Grand Lodge, and fulfill the primary success conditions.

If Rataji achieves his secondary success conditions, Rataji's player receives the Spoils of the Siege (Rataji) boon on this scenario's Chronicle Sheet.

Shohiraj: This PC must successfully steal the key from Janira Gavix at the statue of Durvin Gest. She must also assist her team in avoiding notice. She counts as succeeding at this second condition if she achieves at least 5 of the following 8 goals.

- Avoid combat with Pathfinder agents in Part 1.
- Prevent Pathfinder agents from noticing a PC planting 322's device (even if she does not accompany 322, this goal counts as a success as long as no PC is caught).
- Prevent Pathfinder agents from noticing Marnarius or any other PC sabotaging menagerie cages (even if she does not accompany Marnarius, this goal counts as a success as long as no PC is caught).
- Avoid combat with all of the Pathfinder patrols in area **A**.
- Avoid entering more than one combat with the Pathfinder patrols in area **A**.
- Disable the trap in area **B1**.
- Disable any of the traps in area **D**.
- Take special precautions to hide the PCs' involvement in Skyreach, such as using *dust of tracelessness* to cover tracks, eliminating all foes within the first round of combat, or similar tactics.

If Shohiraj achieves her secondary success conditions, Shohiraj's player receives the Spoils of the Siege (Shohiraj) boon on this scenario's Chronicle Sheet.

Zurnzal: This PC must abduct a well-known NPC, disguise himself (or convince another PC to disguise herself) as that NPC, and fool all of the Pathfinders in at least one encounter in Part 2 with the disguise. If Zurnzal achieves his secondary success conditions, Zurnzal's player receives the Spoils of the Siege (Zurnzal) boon on this scenario's Chronicle Sheet.

PLAYER HANDOUT #1: LETTER TO THE LEADER

Rataji,

Congratulations are in order, my friend! Three years in the Consortium, and you have already earned the silver badge! What's more, you are in charge of a critical element of the upcoming mission. As the ranking agent on your team, this is your first shot at being in charge, but I warn you that this first team isn't one you'll want to boss around; this is a coalition force, and everyone seems to be the favorite of someone else a lot higher up in the food chain. Aim to coordinate, not command.

Look on the bright side, though: after all of those briefings that you had to sit through, now you are the hotshot who gets to lay out the plan. I've summarized the objectives below so that you don't forget, but it's up to you to make it interesting and inspire your team. You'll do great.

Hundreds of Aspis agents and sympathizers are assembling throughout Absalom in preparation for an attack on the Pathfinder Society's Grand Lodge. Most of these teams are in position to sow chaos, lure the Pathfinders' attention elsewhere, and keep the rest of Absalom from interceding.

You are the lynchpin of the assault. Infiltrate the Grand Lodge, using the festival and throngs of unfamiliar faces to cover your movements. Gather what additional information you need, meet with any informants your team knows about, and lay the groundwork for your assault—split into smaller groups if necessary. Your cue to enter Skyreach—the towering stronghold the Society thinks unassailable—is a speech given by Master of Swords Marcos Farabellus. Agents will start ushering Pathfinders toward one of the lawns and pouring drinks for a toast, giving you a fairly generous window to get inside.

Once inside Skyreach, you have two major objectives: open the *Hai Jin Tapestry* gateway, and secure the Sky Key in that order. I have included some notes about how to activate the tapestry, as well as the coordinates within the tapestry where our allies are gathered. However, the notes only address how to send one person inside, not how to bring anyone out. It seems Zey is paranoid about even keeping any notes about cracking the tapestry open, and he only stores them in one of the vaults beneath Skyreach—a section called the Antarnicus Wing, used for most of the tapestry's treasures. Be prepared to break in. Once you have secured the notes, get to the tapestry chamber quickly. Handle any opposition, open the gateway, and welcome our allies from inside the demiplane. Make sure that they have some sense of where they're going.

After that, ascend to the small museum where the Society is keeping the Sky Key. It's the usual routine: take care of any guards, grab the target, get out, and keep the whole operation clean. A second team (listen for the code "Five fingers till Cathday") should find you soon after; pass them the Sky Key, get out, and congratulate your team. Mission accomplished.

Make the Patrons proud,
Myrosype

PLAYER HANDOUT #2: LETTER TO THE VENGEFUL

Marnarius,

I promised you I would get you out, didn't I? After three long years in captivity, cast away by the Pathfinders who cared nothing for your humanity or the life you had left behind, you are finally back. I must accept some of the blame for your being stranded, for it was I who assigned you to that lucrative post; however, it was that fool Aglorn who failed to guard the gate and lost us not only our way into the tapestry but also several of our finest agents. This injustice shall not stand. I would not assign you a mission if I did not have the highest confidence in your abilities, and I consider securing you this particular venture a small step in reconciliation. The Pathfinder Society shall burn, and you shall have the revenge you seek.

There are several hundred of our agents throughout the Grand Lodge ready to inflict damage and provide you the distraction needed to reach high priority targets. Anything you can do to make their jobs easier by preparing a few distractions of your own would help you as much as it would them. I already have numerous arsonists ready, but nobody seems bold enough to do anything about the zoological garden the Pathfinders keep. That's why we're fortunate to have a resourceful agent like you, willing to aid these fellow wretched creatures also unjustly imprisoned by the Pathfinders. I am sure they, like yourself, would love a chance to extract some justice from their captors. In addition to the forces within the Grand Lodge, hundreds of people who, like you, wish to escape from the confines of the tapestry are massed by your old base camp. I am sure that if your fellow agents forget where your allies are stationed, you can steer them in the right direction.

Do you remember the weapon I sent you to recover in Hao Jin's hellhole? After they secured the gate, they snatched it up, and it went right into one of the vaults beneath Skyreach. Find it, and it's yours to keep and use as you see fit. Wield it in the name of vengeance and the Consortium.

Regards,
Tsaka

PLAYER HANDOUT #3: DREAM OF THE EXPERIMENT

While you slept last night, a familiar figure wearing a blue coat and mask visited you. She smiled as she stepped over the threshold of your childhood home, whose windows were all bound in chains.

"Oh my dear 322, how does freedom feel? Are you still staring at the sky in wonder and fear? Do you still dream of the door way between the stars? Have you kept writing in your journal?" The masked woman paused as she looked at you, and then smiled again. "Had you stopped wondering if I would find you again? Hardly. You are as drawn to uncover your own secrets as I am." Shaking her head as if remembering some sweet memory, she continued. "Clinical experimentations ceased because you demonstrated increased capacity to channel the Lurker's dark mysteries. I have guided you to Absalom in order to participate in a field study—a live test of your powers. Prepare yourself to work with members of the Aspis Consortium. Assist them to the best of your abilities."

"You have two other responsibilities, both important to our studies and our allies. The first is this," she said while conjuring a glassy, hexagonal pad out of dreamstuff. "It emits a resonance similar to the stars beyond, just as you do, so none of your allies will know how to operate it. I have used it to channel cosmic life energies into tiny homunculi, but I suspect that it could animate something far grander. Find a suitable host, attach it without drawing attention to yourself, and activate it when you see fit."

"Your other task is even more important. At some point during your mission, you will find a simple lantern among your possessions. If opened, it captures the escaping essence of whoever dies near it, ensuring Pharamasma never judges the unfortunate soul trapped within. Only one Pathfinder can repair the damage inflicted in the upcoming Aspis attack: Aram Zey. Ensure that the Society cannot call upon his expertise ever again, and I shall ensure his expertise helps you learn more about yourself." The masked figure raises her arm in a salute. "Godspeed, my curious disciple—whichever gods those may be." With that the dream ended.

PLAYER HANDOUT #4: LETTER TO THE PROFESSIONAL

Shohiraj,

After hearing the reports of lesser agents operating under lesser commanders, allow me to express how pleased I am to hear that you have accepted this job. What I have heard from my colleagues about your coworkers sounds equally reassuring; they are all competent in their respective fields. However, none of them can compare to your practical, on-the-job experience I am relying on you to ensure that this mission goes off without a hitch. Each bystander's scream, nearby explosion, or track left behind is another complication that could jeopardize the operation.

My other agents have been watching the Grand Lodge closely. I have included the incomplete map that they created, noting the locations of your objectives in Skyreach. In addition, the agents report that the Master of Scrolls Kreighton Shaine—normally responsible for managing the keys to Grand Lodge's vaults but concerned about his ability to keep them out of reach—has delegated several of the keys to one of his protégés, a halfling named Janira Gavix. My intelligence reports that she practically worships the Master of Scrolls, so there is no chance that she would take a bribe. Supposedly she is rather proud of her storytelling prowess, though, and can often be found near large crowds. If you can relieve her of the keys, your infiltration of Skyreach should be all the cleaner. I have enclosed a sketch of the halfling to assist your efforts to locate her.

*May silence hide your footfalls,
Kitio Aspenithi, gold agent*

PLAYER HANDOUT #5: LETTER TO THE ARTIST

Joliryn,

It's been several years in the making, but the coalition of some of the finest Aspis minds has finally manifested in this approaching assault—a fight to regain the Consortium's glory and put the Society back in its place. I have not forgotten your earlier contributions, and I have pulled a few strings to secure you a key role in the upcoming operation. You won't have the tiresome chore of leading the team; one of my colleagues has elected one of his cat's paws to the role, and I trust you'll let him parade about while letting you get the real work done.

In fact, everyone on your team has powerful connections and probably thinks highly of themselves. I am betting on this, actually, because those connections have been particularly cagey about their own reasons for participating in this raid. Just as a tracker can tell the health and drives of an animal by the spoor it leave behind, you can help me gaze into my colleagues' minds by discerning what it is that their agents want to accomplish. Keep an eye on your comrades, and report what you can to me about their ulterior motives.

Of course, I would not demand information without sharing some in return. One of my many spies in the Society is a Chelish man named Arminaldi Charthagnion, a disciple of Nethys' divine secrets. He is unhappy with the Society's treatment of artifacts, and I have managed to keep him selling me secrets with the promise of helping him liberate a relic or two. I am expecting his latest report soon, but since you will be there anyway, perhaps you might meet him at the Wall of Names and use the intelligence as you see fit.

He won't acknowledge you as my agent unless you tell him "The wall slithers like a snake through grass." You'll know you have the right man if he responds "None would step on so great a serpent." He should give you what you need to know, and no more need be said. Just try not to spoil his cover or your own by making a scene about it.

*I await news of your victory,
Suliji Peshar*

PLAYER HANDOUT #6: LETTER TO THE AMBITIOUS

Zurnzal,

We have reviewed your work over the past four years, and so far your performance has gone beyond the expectations to which we typically hold our contractors. The Consortium is always on the lookout for resourceful, intelligent operatives who know how to do more than just bash heads together—useful a skill as that is. I have a key vacancy in my roster, but I need more than just a knee-breaker who will knock down what I point at. Consider your current mission a tryout of sorts. At least one of your teammates is taking notes on your performance. Impress them, and you'll impress me. Do that, and I'll have a bronze badge waiting for you.

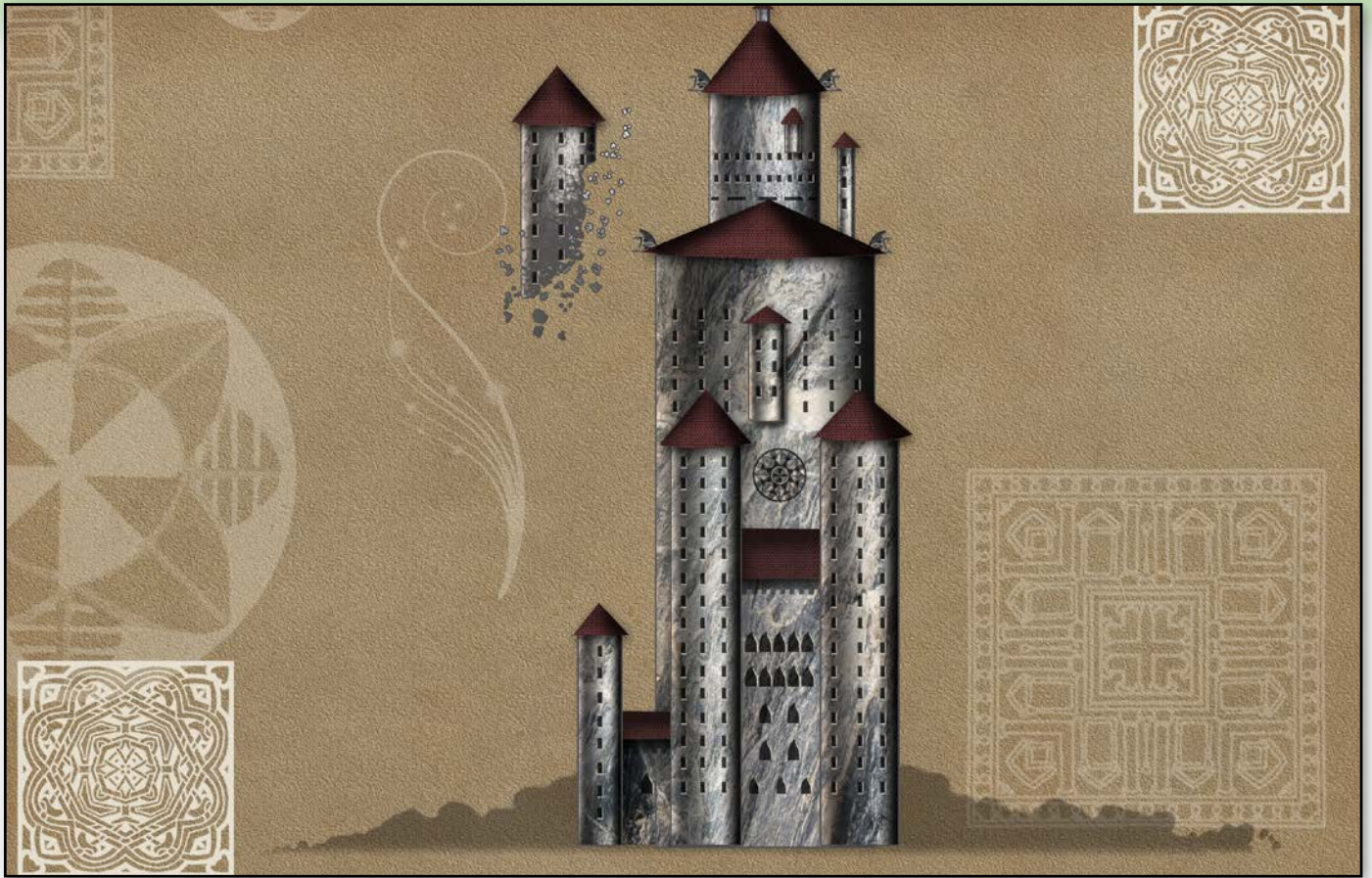
The upcoming attack relies on chaos, and that same chaos can cover your team's tracks. What could be more upsetting to the Pathfinders than discovering that someone in their midst was a traitor? Of course, you may have to make a traitor by making an upstanding but easily missed Pathfinder disappear. If he happens to be a traitor already, that's even cleaner. A missing traitor means no alibi, and that means someone disguised as that traitor could pin any number of crimes on him. Whether you do that or not is up to you; after all, an agent able to delegate effectively is just as valuable to me as one who can do the job himself.

Your friend in Jamran

PLAYER HANDOUT #7: ARMINALDI'S NOTES

The intelligence that Arminaldi, the traitorous priest of Nethys, gathered details numerous passageways leading through the lower half of Skyreach. When traveling to the vaults beneath Skyreach or to the *Hao Jin Tapestry* chamber, you and your allies gain a +2 bonus on Stealth checks to avoid Pathfinder patrols.

In addition, Arminaldi spent considerable time assisting Master of Scrolls Aram Zey catalogue scrolls, and the cleric took notes about what spells he identified: "Aram Zey typically relies on his learned magical abilities to invoke destructive and defensive magic, but his scroll collection indicates that he has many written incantations that feature powerful wards and glyphs. He made sure that I filed a particularly powerful illusion spell near one end of his office's shelf, the better to snatch it up in case of intruders. Avoid his office at all costs unless invited, for there are too many protective spells sealing the door for me to parse what each of them is, much less how to unravel them."



ADVENTURERS

Rapscallions, hired hands, monster hunters, tomb raiders, champions, and scoundrels, adventurers come with all manner of skills and agendas. While they might be questing heroes seeking to thwart villains and right wrongs, they might also be dangerous thieves seeking to make a fortune in valuable relics. These NPCs can serve as allies for a PC party or even as hirelings for a day or a single dungeon crawl. Alternately, they could be rival adventurers seeking to thwart the PCs in their own mission. Whether as allies or rivals, these NPCs might appear any time a party comes to realize they aren't the only adventurers around.



BATTLE MAGE

CR 5

XP 1,600

Human evoker 6

N Medium humanoid

Init +6; **Senses** Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 *mage armor*, +2 Dex)

hp 33 (6d6+12)

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

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4-1/19-20) or

wand of shocking grasp +2 touch (1d6 electricity)

Ranged dagger +5 (1d4-1/19-20)

Special Attacks intense spells +3

Arcane School Spell-Like Abilities (CL 6th; concentration +9)
6/day—force missile (1d4+3)

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

3rd—*dispel magic*, *fly*, *haste*, *fireball* (2) (DC 17)

2nd—*flaming sphere* (DC 16), *glitterdust* (DC 15), *mirror image*, *protection from arrows*, *scorching ray* (DC 16)

1st—*burning hands* (DC 15), *color spray* (DC 14), *expeditious retreat*, *mage armor*, *shocking grasp*

0 (at will)—*dancing lights*, *detect magic*, *light*, *message*

Prohibited Schools enchantment, necromancy

STATISTICS

Str 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 17

Feats Combat Casting, Defensive Combat Training, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (evocation)

Skills Craft (Armor) +10, Craft (Weapons) +10, Fly +11, Knowledge (arcana) +12, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Perception +6, Ride +6, Spellcraft +12

Languages Common, Draconic, Elven, Giant

SQ arcane bond (wand)

Combat Gear *scrolls of fly* (2), *invisibility* (2), *minor image* (2), *wand of magic missile* (CL 5, 50 charges, arcane bond item), *wand of shocking grasp* (50 charges), tanglefoot bags (3);

Other Gear daggers (2), 20 gp

Boon A battle mage can create scrolls at a 10% discount.

A battle mage is always ready for a fight. She knows that the one who strikes first strikes best. Never lacking in firepower, her versatility on the battlefield is always appreciated. Battle mages make excellent military fire support and magical bodyguards. They can be found alone, guarding a traveling merchant (CR 7) or guide (CR 8) or adventuring with a medium or minstrel, monster hunter or gladiator, and tomb raider (CR 9). A squad of four battle mages (CR 9) might be attached to an army.

BLOODFIRE SORCERER	CR 6
HALF-ORC SORCERER 7	XP 2,400
Medium humanoid (human, orc)	NE

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 natural)

hp 60 (7d6+33)

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

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+4/18–20)

Ranged mwk heavy crossbow +5 (1d10/19–20)

Bloodline Spell-Like Abilities (CL 7th; concentration +10)
6/day—elemental ray (1d6+3 fire)

Sorcerer Spells Known (CL 7th; concentration +10)

3rd (5/day)—*fireball* (DC 17), *haste*, *protection from energy*

2nd (7/day)—*blur*, *false life*, *glitterdust* (DC 15), *scorching ray*

1st (7/day)—*burning hands* (DC 15), *mage armor*, *magic*

missile, *magic weapon*, *ray of enfeeblement* (DC 14), *shield*

0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *flare*

(DC 14), *light*, *ray of frost* (fire), *read magic*

Bloodline elemental (fire)

TACTICS

Before Combat The sorcerer casts *false life* and *mage armor*.

During Combat The sorcerer casts *haste* before targeting her foes with *fireball* or *scorching ray*. In melee combat, she casts *shield* on herself, and *magic weapon* on her falchion.

Base Statistics Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 13, touch 11, flat-footed 12; **hp** 48.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 18

Feats Combat Casting, Eschew Materials, Iron Will, Power Attack, Spell Focus (evocation), Toughness

Skills Intimidate +11, Knowledge (arcana) +3, Linguistics +0, Perception +7, Spellcraft +4

Languages Common, Ignan, Orc

SQ bloodline arcana (change energy damage spells to fire), orc blood, weapon familiarity

Combat Gear *potion of cure moderate wounds*, *scroll of fly* (2); **Other Gear** masterwork falchion, masterwork heavy crossbow with 10 bolts, *amulet of natural armor +1*, *ring of protection +1*, 225 gp

The bloodfire sorcerer withers her enemies with flame and quickens her allies with hot-blooded ferocity.

SINDRIZA

Sindriza was born to a shaman in an efreet-worshiping orc tribe. Her magic manifested early, burning anyone who tried to harm her and keeping her warm when the chief tried to abandon her to die in the cold. She embraced her tribe's love of violence and fire, and loves to use her powers to maim, torture, and kill. She believes she is blessed by the fire gods and meant to use her magic to conquer and destroy. She is a pyromaniac, and has difficulty resisting her urge to ignite flammable objects, creatures, and buildings.

Combat Encounters: Sindriza readily allies with bandits, raiders, or mercenaries, especially if they are prone to needless violence and arson. She may lead a fire cult, or serve an efreet or a gang of fire giants.

Roleplaying Encounters: Sindriza can be a valuable ally if she's allowed to satiate her destructive urges. She grows restless if kept on a short leash, even by a strong master, and is prone to verbally lash out at dwarves and elves if she can't physically attack them.



FREELANCE THIEF	CR 6
HUMAN ROGUE 7	XP 2,400
Medium humanoid (human)	NE

Init +4; **Senses** Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 42 (7d8+7)

Fort +4, **Ref** +10, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +10 (1d6+3/18–20)

Ranged mwk light crossbow +10 (1d8/19–20)

Special Attacks sneak attack +4d6

TACTICS

During Combat The rogue uses Spring Attack and Combat Expertise.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

Languages Common, Halfling

SQ rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, tanglefoot bag; **Other Gear** +1 studded leather, +1 rapier, masterwork light crossbow with 20 bolts, *cloak of resistance +1*, thieves' tools, 489 gp

The freelance thief sells his loyalty for gold.

HAL FIVE-COINS

Hal is an arrogant but skilled thief whose nickname comes from his habit of juggling gold coins. Many guilds have a price on his head.

Combat Encounters: Hal might be found while rigging an accident, stealing, or planting evidence.

Roleplaying Suggestions: Because he's willing to work for anyone, Hal might end up on the same side as the PCs.

TRAPSMITH	CR 7
GNOME ROGUE 8	XP 3,200
Small humanoid (gnome)	NE

Init +7; **Senses** low-light vision; Perception +14

DEFENSE

AC 19, touch 16, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 size)

hp 63 (8d8+24)

Fort +6, **Ref** +12, **Will** +4; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 20 ft.

Melee mwk dagger +7/+2 (1d3–1/19–20)

Ranged mwk light crossbow +11 (1d6/19–20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, sneak attack +4d6

TACTICS

During Combat The rogue uses her crossbow to make direct attacks.

STATISTICS

Str 8, **Dex** 16, **Con** 16, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +4; **CMD** 19

Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Craft [traps])

Skills Acrobatics +14 (+10 when jumping), Bluff +11, Climb +10, Craft (traps) +20, Disable Device +19, Escape Artist +14, Knowledge (dungeoneering) +13, Knowledge (engineering) +10, Perception +14, Stealth +18, Use Magic Device +11

Languages Common, Draconic, Dwarven, Gnome, Sylvan
SQ rogue talents (ledge walker, quick disable,

resiliency, trap spotter), trapfinding +4

Combat Gear *potion of cure moderate wounds*, *scroll of knock*, *wand of detect magic* (20 charges);

Other Gear mwk studded leather, mwk dagger, mwk light crossbow with 10 bolts, *cloak of resistance +1*, *goggles of minute seeing*, *ring of protection +1*, mwk artisan's tools, thieves' tools, 577 gp

This rogue excels at building, setting, and bypassing traps.



HOLY WARRIOR**CR 6****XP 2,400**

Human paladin 7

LG Medium humanoid

Init +3; **Senses** Perception +4**Aura** courage (10 ft.)**DEFENSE****AC** 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)**hp** 51 (7d10+13)**Fort** +8, **Ref** +7, **Will** +6**Defensive Abilities** divine grace +2; **Immune** disease, fear**OFFENSE****Speed** 20 ft.**Melee** +1 *greatsword* +10/+5 (2d6+4/19–20) or

lance +9/+4 (1d8+3/×3) or

dagger +9/+4 (1d4+2/19–20)

Ranged +1 *composite longbow* +11/+11/+6 (1d8+3/×3) or

dagger +10 (1d4/19–20)

Special Attacks smite evil (3/day, +2 attack and AC, +7 damage)**Spell-Like Abilities** (CL 7th; concentration +9)At Will—*detect evil***Paladin Spells Prepared** (CL 4th; concentration +6)2nd—*eagle's splendor*1st—*bless weapon, divine favor***STATISTICS****Str** 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 8, **Cha** 14**Base Atk** +7; **CMB** +9; **CMD** 22**Feats** Deadly Aim, Manyshot, Point Blank Shot, Power Attack, Rapid Shot**Skills** Craft (armor) +4, Craft (weapons) +4, Diplomacy +6, Handle Animal +6, Heal +4, Knowledge (nobility) +4, Knowledge (religion) +4, Perception +4, Ride +10, Sense Motive +4**Languages** Common**SQ** aura of good, channel positive energy (DC 15, 4d6), divine bond (weapon +1), lay on hands (3d6, 5/day), mercies (fatigued, dazed)**Gear** +1 *breastplate*, +1 *greatsword*, +1 *composite longbow* (+2 Str) with 20 arrows, 10 cold iron arrows, and 10 alchemical silver arrows, dagger, lance, silver holy symbol, light horse (combat trained) with military saddle**Boon** A holy warrior can accompany the PCs for up to 3 days on a mission consistent with his alignment or can send a squad of up to four temple guards (as guards) for 1 day.

Holy warriors are divinely sanctified and anointed warriors, raining death with bow and blade upon the forces of darkness and bringing hope and rescue to the desperate. Holy warriors are versatile combatants and could be masters of a temple or monastery. A holy warrior might command ten temple guards (as guards, CR 9), while a pair of holy warriors might escort a priest (CR 10). A half dozen could be a saint's honor guard (CR 13).

SAINT**CR 11****XP 12,800**

Human paladin 12

LG Medium humanoid

Init –1; **Senses** Perception +6**Aura** courage (10 ft.), justice (10 ft.), resolve (10 ft.)**DEFENSE****AC** 22, touch 9, flat-footed 22 (+9 armor, –1 Dex, +4 shield)**hp** 92 (12d10+26)**Fort** +15, **Ref** +8, **Will** +13**Defensive Abilities** divine grace +5; **DR** 5/magic; **Immune** charm, disease, fear**OFFENSE****Speed** 20 ft.**Melee** +1 *evil outsider bane scimitar* +15/+10/+5 (1d6+3/15–20) or light hammer +14/+9/+4 (1d4+2)**Ranged** light hammer +11 (1d4+2)**Special Attacks** channel positive energy (DC 21, 6d6), smite evil (+5 attack and AC, +12 damage)**Spell-Like Abilities** (CL 12th; concentration +17)At Will—*detect evil***Paladin Spells Prepared** (CL 9th; concentration +14)3rd—*dispel magic, magic circle vs. evil*2nd—*bull's strength, resist energy, shield other*1st—*bless weapon, divine favor (2), lesser restoration***STATISTICS****Str** 15, **Dex** 8, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20**Base Atk** +12; **CMB** +14; **CMD** 23**Feats** Alignment Channel, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Improved Critical (scimitar), Magical Aptitude, Power Attack**Skills** Diplomacy +20, Handle Animal +10, Knowledge (religion) +10, Perception +6, Perform (oratory) +6, Sense Motive +10, Spellcraft +20, Use Magic Device +21**Languages** Celestial, Common**SQ** aura of good, divine bond (weapon +3), lay on hands (6d6, 15/day [4 for channeling only]), mercies (sickened, diseased, nauseated, stunned)**Combat Gear** *scrolls of expeditious retreat* (4), *see invisibility* (1), and *true strike* (4); **Other Gear** +1 *half-plate of invulnerability*, +2 *heavy steel lion's shield*, +1 *evil outsider bane scimitar*, cold iron light hammers (2); *headband of alluring charisma* +2, silver holy symbol**Boon** A saint can craft or commission a good-aligned magical item for the PCs at a 20% discount, arrange an audience with a good-aligned NPC of any level, or obtain a response to a single question to her deity as if using a *commune* spell.

A saint is the embodiment of the crusader ideal. A saint might head a crusader temple or order or could be matriarch of her own religious tradition. A saint usually keeps a priest and holy warrior as advisors (CR 12), or a saint with a squad of four holy warriors might accompany a king (CR 15).

SCHOLAR PRIEST	CR 2
HUMAN CLERIC OF NETHYS 3	XP 600
Medium humanoid (human)	CN

Init -1; **Senses** Perception +3

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)

hp 23 (3d8+6)

Fort +4, **Ref** +0, **Will** +6

OFFENSE

Speed 20 ft.

Melee quarterstaff +3 (1d6+1)

Ranged light crossbow +1 (1d8/19-20)

Special Attacks channel negative energy 7/day (DC 13, 2d6), hand of the acolyte (6/day)

Domain Spell-Like Abilities (CL 3rd; concentration +6)
6/day—blast rune (1d6+1 energy damage, 3 rounds)

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd—*hold person* (DC 16), *magic mouth*^o, *spiritual weapon*

1st—*command* (2, DC 15), *erase*^o, *obscuring mist*

0 (at will)—*detect magic*, *detect poison*, *purify food and drink*, *stabilize*

D Domain spell; **Domains** Magic, Rune

TACTICS

During Combat The cleric uses his *scroll of darkness*, then follows with ranged spells.

STATISTICS

Str 12, **Dex** 8, **Con** 13, **Int** 10, **Wis** 16, **Cha** 15

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

Feats Extra Channel, Scribe

Scroll, Selective Channeling, Spell Focus (enchantment)

Skills Knowledge (arcana) +7,

Perception +6, Sense Motive +9, Spellcraft +7

Languages Common

SQ aura

Combat Gear *potion of invisibility*,

scroll of comprehend languages, *scroll of cure moderate wounds*, *scroll of darkness*, *scroll of find traps*, alchemist's fire (2), everburning torch, smokesticks (2); **Other**

Gear masterwork breastplate, light crossbow with 20 bolts, quarterstaff, silver unholy symbol, 537 gp

The scholar priest is a devotee of magical knowledge, securing it from the unworthy at all costs.



SHORELINE CLERIC	CR 3
HALF-ELF CLERIC OF GOZREH 4	XP 800
Medium humanoid (elf, human)	N

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

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 natural)

hp 25 (4d8+4)

Fort +5, **Ref** +3, **Will** +8; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee trident +2 (1d8-1)

Ranged shortbow +5 (1d6/×3)

Special Attacks channel positive energy 4/day (DC 13, 2d6), wooden fist (+2, 7 rounds/day)

Domain Spell-Like Abilities (CL 4th; concentration +8)
7/day—storm burst (1d6+2 nonlethal damage)

Cleric Spells Prepared (CL 4th;

concentration +8)

2nd—*barkskin*, *hold person* (2, DC 16), *summon monster II*

1st—*cause fear* (DC 15), *cure light wounds*, *endure elements*, *entangle* (DC 15), *entropic shield*

0 (at will)—*bleed* (2, DC 14), *guidance*, *light*

D Domain spell; **Domains** Plant, Weather

TACTICS

Before Combat The cleric casts *barkskin*.

During Combat The cleric casts *entropic shield*, then uses *hold person*, *entangle*, and *bane arrows*.

Base Statistics Without *barkskin*, her statistics are **AC** 17, touch 12, flat-footed 15.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Deadly Aim, Martial Weapon Proficiency (shortbow), Skill Focus (Stealth)

Skills Heal +8, Knowledge (nature) +2, Knowledge (religion) +5, Perception +9, Sense Motive +8, Stealth +7

Languages Common, Elven

SQ aura, elf blood

Combat Gear +1 *human-bane arrows* (2), +1 *orc-bane arrow*, *potion of cure moderate wounds*; **Other Gear** +1 *chain shirt*, shortbow with 20 arrows, trident, *anchor feather token*, wooden holy symbol, 256 gp

MONSTER HUNTER**CR 5****XP 1,600**

Human ranger 6

N Medium humanoid

Init +3; **Senses** Perception +10**DEFENSE****AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)**hp** 45 (6d10+12)**Fort** +6, **Ref** +8, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** mwk battleaxe +10/+5 (1d8+3/×3) or dagger +9/+4 (1d4+3/19–20)**Ranged** +1 *composite longbow* +10/+5 (1d8+4) or Rapid Shot +1 *composite longbow* +8/+8/+3 (1d8+4/×3) or dagger +9 (1d4+3/19–20)**Special Attacks** favored enemy (magical beasts +4, monstrous humanoids +2)**Ranger Spells Prepared** (CL 3rd; concentration +3)
1st—*speak with animals***STATISTICS****Str** 16, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +6; **CMB** +9; **CMD** 22**Feats** Endurance, Far Shot, Improved Precise Shot, Mounted Archery, Mounted Combat, Rapid Shot, Self-Sufficient**Skills** Climb +11, Handle Animal +8, Heal +8, Knowledge (nature) +5, Perception +10, Ride +11, Stealth +11, Survival +12 (+15 to follow tracks), Swim +7**Languages** Common**SQ** hunter's bond (animal companion [hawk]), favored terrain (forest +2), track +3, wild empathy +5**Gear** masterwork chain shirt, masterwork buckler, masterwork battleaxe, dagger, +1 *composite longbow* (+3 Str) with 40 arrows, cold iron arrows (10), alchemical silver arrows (10), light horse (combat trained), saddle, 4 gp**Boon** A monster hunter can locate and track a particular wild beast or monster, leading the PCs to its lair.

A monster hunter is a clever, experienced hunter, riding the forest trails with her faithful hawk serving as her eyes above. Whether seeking a reward or bounty, an impressive trophy, or simply an epic fireside tale of the hunt, a monster hunter seldom rests or tarries long when she hears whispered tales of wild things on the prowl. Monster hunters can be outriders and protectors of the wilderness or skilled hunters. Different types of monster hunters can be easily created by changing the monster hunter's favored enemy, favored terrain, or animal companion.

A merchant prince often has a pair of monster hunters on payroll (CR 10) to dispose of threats to business. Patrols of four monster hunters (CR 9) might serve as wilderness border guards. A monster hunter may also adventure with a battle mage, a medium or minstrel, and a tomb raider (CR 9).

TOMB RAIDER**CR 5****XP 1,600**

Human rogue 6

N Medium humanoid

Init +3; **Senses** Perception +14**DEFENSE****AC** 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)**hp** 45 (6d8+18)**Fort** +6, **Ref** +8, **Will** +2**Defensive Abilities** evasion, trap sense +2, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** short sword +7 (1d6+1/19–20)**Ranged** mwk shortbow +8 (1d6/×3)**Special Attacks** sneak attack +3d6**STATISTICS****Str** 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 18**Feats** Great Fortitude, Skill Focus (Disable Device), Stealthy, Weapon Finesse**Skills** Acrobatics +12, Appraise +11, Bluff +5, Climb +10, Disable Device +20, Escape Artist +14, Knowledge (dungeoneering) +11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17 to find traps), Sleight of Hand +12, Stealth +14, Swim +5, Use Magic Device +8**Languages** Aklo, Common, Terran, Undercommon**SQ** rogue talents (fast stealth, rogue crawl, trap spotter), trapfinding +3**Combat Gear** antitoxin; **Other Gear** masterwork studded leather, masterwork buckler, masterwork shortbow with 20 arrows, short sword, *eyes of the eagle*, magnifying glass, masterwork thieves' tools, sunrod, 18 gp**Boon** A tomb raider could agree to appraise the PCs' goods or to travel with them and disable a trap.

Tomb raiders are cunning explorers of ruined delves and trap-haunted dungeons and daring looters of ancient, treasure-laden crypts. They are invaluable allies, helping any would-be explorers get in and out without falling prey to lurking death and hidden danger. Of course, if a tomb raider should happen to find and keep the choicest bits for himself, who would know? He would never tell. A tomb raider might also be found as a rival inside a dungeon, perhaps seeking to loot the treasure inside before the PCs can. Replacing his Sleight of Hand skill with Craft (trapmaking) makes him an even more dangerous foe.

Tomb raiders make excellent burglars and scouts. A tomb raider often works alone, but he may also cooperate with an archaeologist and a pair of burglars (CR 8). A tomb raider scout might be found with a monster hunter (CR 7) or even with a group of four raiders (CR 9). Adventuring tomb raiders often travel with a medium or minstrel, a battle mage, and a gladiator or monster hunter (CR 9).

The Leader

Confident and charming, Rataji is able to get his way with most people even without resorting to magic.

RATAJI

Male human enchanter 7

LE Medium humanoid (human)

Init +5; **Senses** Perception +2

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex)

hp 51 (7d6+21)

Fort +5, **Ref** +7, **Will** +9

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4–1/19–20)

Ranged light crossbow +4 (1d8/19–20)

Arcane School Spell-Like Abilities (CL 7th; concentration +12)
8/day—dazing touch

Enchanter Spells Prepared (CL 7th; concentration +12)

4th—*confusion* (DC 20), *lesser globe of invulnerability*, *telekinetic charge*^{UC}

3rd—*displacement*, *haste*, *heroism*, *lightning bolt* (DC 18),

suggestion (DC 19)

2nd—*hideous laughter* (DC 18), *invisibility*, *scorching ray*, see *invisibility*, *touch of idiocy*

1st—*charm person* (DC 17), *disguise self*, *ear-piercing scream*^{UM} (DC 16), *magic missile* (2), *shield*, *ventriloquism* (DC 16)

0 (at will)—*detect magic*, *light*, *message*, *ray of frost*

Opposition Schools conjuration, necromancy

STATISTICS

Str 9, **Dex** 12, **Con** 12, **Int** 20, **Wis** 14, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 14

Feats Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Skill Focus (Bluff), Spell Focus (enchantment), Toughness

Skills Bluff +15, Diplomacy +12, Intimidate +5, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +15, Linguistics +15, Spellcraft +15

Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Halfling, Infernal, Kelish, Orc, Osiriani, Polyglot, Sylvan, Undercommon

SQ arcane bond (*amulet of spell cunning*), enchanting smile

Combat Gear *pearl of power* (1st level), *potion of cure serious wounds*, *scroll of glitterdust*, *scroll of invisibility*, *scroll of dispel magic*

(CL 12th), *scroll of fly*, *scroll of hold monster*, *thunderstone* (2), **Other** gear dagger, light crossbow (10 bolts), *bracers of armor* +2, *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of protection* +1, *amulet of spell cunning*^{UC}, spell component pouch, spellbook, 210 gp

SPECIAL ABILITIES

Amulet of Spell Cunning This silver locket allows Rataji to prepare an additional 3 levels of spells per day. He has used it to prepare an additional 3rd level spell.

Arcane Bond Rataji can use his arcane bond to cast any spell in his spellbook. Rataji's spellbook contains all prepared spells as well as the following spells: 1st—*expeditious retreat*, *silent image*; 2nd—*bear's endurance*, *resist energy*; 3rd—*dispel magic*, *deep slumber*; 4th—*crushing despair*, *fire shield*.

Ear-Piercing Scream Rataji can unleash a powerful scream that only one target within 40 feet can hear. The target takes 3d6 points of sonic damage and is dazed for one round. On a successful DC 16 Fortitude save, the target takes half damage and is not dazed.

Telekinetic Charge Rataji can telekinetically launch an ally from any location within 40 feet to any other location within 40 feet. This movement causes the ally to provoke attacks of opportunity. If he causes the ally to land adjacent to an opponent, the ally can spend an immediate action to make a melee attack against that opponent with a +2 bonus on the attack roll.

The affable Rataji entered the prestigious Magaambya academy of arcane knowledge at a young age. There he amazed both his instructors and his classmates with his almost intuitive grasp of the subtler spells, and few doubted that he might one day enter the ranks of the honored sun-mages. However, the flood of successes and praise gave Rataji the impression that he was extraordinary and somehow above the rules. When a daring compulsion leveled at one of his teachers failed, he earned the sharp rebuke of the school's headmaster as well as a lesson in humility. A sun-mage is a force for good, he was told, and only by witnessing the darker elements of humanity can one understand true compassion.

The headmaster sent Rataji to Bloodcove, a coastal city populated by pirates, owned by the Aspis Consortium, and made rich by the exploitation of the Mwangi Expanse. What he experienced there was not revulsion but admiration, for the Consortium were unabashed artists of propaganda.

Impressed, he signed on as a contractor. In the four years since, Rataji has distinguished himself as an expert manipulator and coordinator, able to manage extensive campaigns of misinformation and public policy in several places at once. At long last the Consortium has recognized him for his contributions, elevating him to the rank of silver agent.



The Vengeful

After being trapped in a dangerous demiplane for years with virtually no reinforcements, Marnarius has become a hardened survivor. It is all the Pathfinder Society's fault, and the price can only be paid in blood.

MARNARIUS

Male human slayer 7 (*Pathfinder RPG Advanced Class Guide* 53)

NE Medium humanoid (human)

Init +2; **Senses** Perception +11

DEFENSE
AC 20, touch 12, flat-footed 18 (+5 armor, +2 Dex, +1 natural, +2 shield)

hp 67 (7d10+21)

Fort +9, **Ref** +9, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +13/+8 (1d8+6/19-20)

Ranged mwk composite longbow +10/+5 (1d8+5/×3)

Special Attacks sneak attack +2d6, studied target +2 (2 targets)
STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +12; **CMD** 24

Feats Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Quick

Draw, Seething Hatred (human)^{CC}

Skills Acrobatics +10, Bluff +8, Disable Device +11, Handle Animal +1, Knowledge (dungeoneering) +5, Knowledge (local) +5, Perception +11, Sense Motive +11, Stealth +12, Survival +10

Languages Common

SQ slayer talents (poison use, ranger combat style, swift poison), stalker, track +3

Combat Gear antitoxin, deathblade poison (2), *potions of cure moderate wounds* (2); **Other Gear** +2 *studded leather*, +1 *light wooden shield*, +1 *longsword*, mwk composite longbow, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +2, mwk thieves' tools, 607 gp

Deathblade Poison (Ex) Save Fortitude DC 20, *Frequency* 1/round for 6 rounds, *Effect* 1d3 Con damage; *Cure* 2 consecutive saves

Seething Hatred (Ex) When Marnarius chooses a human as his studied target, his studied target bonus on melee and ranged damage rolls against that target increases from +2 to +4.

Studied Target (Ex) Marnarius can study a target as a swift action to get +2 on attack, damage, Bluff, Disguise, Intimidate, Knowledge, Perception, Sense Motive, Stealth, and Survival rolls against that target. If Marnarius deals sneak attack damage to a target, he can study that target as an immediate action (and he gains the +2 to damage on that same damage roll). He can study up to two targets, but if he studies a third target, he loses the oldest target.

Marnarius has always been equal shares bully, opportunist, and restless explorer. In his teenage years, he ran away from his parents in Corentyn and hired on with an Aspis-owned ship. Over the years, he learned the Consortium's finer arts of trickery, sabotage, and subtlety, and by the age of 22 he had earned full membership and his bronze badge. His first assignment as a full member took him across the world to Tian Xia, where he played a supporting role in the Consortium's bid to win the prestigious Ruby Phoenix Tournament. When the Pathfinder Society stole both the victory and the *Hao Jin Tapestry*, Marnarius and his crew returned to Varisia to help spearhead a new initiative: entering the *Hao Jin Tapestry* demiplane through a backdoor created by the Aspis Consortium's newest allies.

At first, everything went well. The creatures living in the demiplane were timid and superstitious, and the treasures they guarded were more extraordinary than anything Marnarius had ever seen. However, during his sixth trip into the demiplane, the Pathfinder Society attacked the backdoor and took control of it, trapping the Chelish explorer and his companions inside. Together, the lost Aspis team established a temporary base of operations, avoided the Society's scouts, and began negotiating with the local communities that the sorceress Hao Jin had collected from across the world. From these people's perspective, humanoid invaders were raiding their settlements, taking what they wanted, and disappearing into thin air, and Marnarius stoked this narrative with tales of the Society's evil in his home world.

The rugged survivor has several close comrades who are still trapped in the *Hao Jin Tapestry* demiplane. Chief among these is Wolona, a Garundi operative who is Marnarius's second in command and the leader of the Aspis Consortium's mission in the demiplane while he attacks the Grand Lodge. She's one of the few people that commands Marnarius's respect and whom he would never cast aside in the name of revenge against the Society. After all, several of her many scars are ones she earned while guarding his back—in one case even taking a lizardfolk javelin in the shoulder when it was aimed at his head.

Two months ago, one of his team members uncovered a device capable of sending a magical missile, and they used it to contact the Aspis Consortium on the Material Plane. Less than a month ago, a Consortium team successfully helped Marnarius slip out through the heavily guarded gateway to the demiplane. Now at long last, his chance for revenge against the Society that imprisoned him is only hours away.



The Experiment

Long years spent under the stars' scrutiny have left this elf haunted by distant voices. All that she once was has been replaced by what she now is: the prized experiment known only by her test number, 322.

322

Female elf oracle 7 (*Pathfinder RPG Advanced Player's Guide* 42)

CN Medium humanoid (elf)

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

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 59 (7d8+21)

Fort +6, **Ref** +7, **Will** +10; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +8 (1d4+2/19–20)

Ranged dagger +7 (1d4+2/19–20)

Oracle Spells Known (CL 7th; concentration +1)

- 3rd (5/day)—*cure serious wounds*, *dispel magic*, *inflict serious wounds* (DC 17), *tongues*
- 2nd (7/day)—*calm emotions* (DC 16), *cure moderate wounds*, *disfiguring touch*^{UM} (DC 16), *dust of twilight*^{UM} (DC 16), *ghoul touch* (DC 16), *hold person* (DC 16), *spectral hand*
- 1st (7/day)—*bane* (DC 15), *cure light wounds*, *deathwatch*, *entropic shield*, *murderous command*^{UM} (DC 15), *ray of sickening*^{UM} (DC 15), *shield of faith*
- 0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *light*, *read magic*, *resistance*, *stabilize*

Mystery dark tapestry^{UM}

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 19

Feats Dreamed Secrets⁶⁶, Extra Revelation^{66c}, Iron Will, Toughness

Skills Disguise +11, Heal +10, Intimidate +14, Knowledge (arcana) +5, Knowledge (planes) +5, Knowledge (religion) +11, Perception +2, Spellcraft +7 (+9 to identify magic item properties), Stealth +10;

Racial Modifiers +2 Perception, +2 Spellcraft to identify magic items

Languages Aklo, Auran, Common, Draconic, Elven

SQ elven magic, oracle's curse (tongues [Aklo, Auran]), revelations (cloak of darkness, gift of madness, interstellar void, wings of darkness)

Combat Gear *scroll of breath of life*, *scroll of heal*, *scroll of slay living*, *wand of cure moderate wounds* (10 charges); **Other Gear** mwk dagger, daggers (4), *cloak of resistance* +3, *headband of alluring charisma* +2, *dust of darkness*⁶⁶ (2), *trumpet of spirit speaking*⁶⁶,

295 gp

Pathfinder Society

SPECIAL ABILITIES

Cloak of Darkness (Su) 322 can conjure a cloak of shadowy darkness that grants her a +6 armor bonus to AC and a +4 circumstance bonus on Stealth checks. She can use this cloak for 7 hours per day. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Dreamed Secrets 322 adds *ghoul touch* and *spectral hand* to her list of spells known. Each time she attempts to cast these spells, she must succeed at a DC 20 Will save or take 1d2 points of Wisdom damage and fail to cast, though she does not lose the spell.

Dust of Darkness For one minute, a creature coated in

this shimmering black dust gains concealment (20% miss chance) in normal light, and total concealment (50% miss chance) in dim light.

Creatures with darkness treat this effect as normal darkness. The dust counters and dispels the outlining effects of *glitterdust*, and *glitterdust* counters and dispels *dust of darkness*.

Gift of Madness (Su) 7 times per day as a standard action, 322 can tap into the unthinkable void between the stars to cause a single living creature within 30 feet to become confused for 7 rounds (DC 17 Will negates). This is a mind-affecting compulsion effect.

Interstellar Void (Su) Once per day as a standard action, 322 can cloak one target within 30 feet in the void of space, dealing the target 7d6 points of cold damage (DC 17 Fortitude half).

Oracle's Curse (Ex) In times of stress or unease, 322 speaks in tongues. Whenever she is in combat, she can only speak and understand Aklo and Auran.

Trumpet of Spirit Speaking Once per day, 322 can place the *trumpet of spirit speaking* to the lips of a mostly intact corpse. She can ask up to three questions of the dead creature, as if the corpse were subject to a *speak with dead* spell (DC 14 Will negates for creatures whose alignment is not Neutral). The corpse's replies issue forth from the horn in ghostly whispers.

Wings of Darkness (Su) As a swift action, 322 can manifest a set of translucent, inky wings that grant her a fly speed of 60 feet with good maneuverability (her typical bonus on Fly checks with the wings is +6). She can use these wings for 7 minutes per day. The duration does not need to be consecutive, but it must be spent in 1-minute increments.



Nighttime became a terrifying trial. The darkness outside her home was alive with silhouettes that clawed at the windows and trickled down the chimney. One night, the elf just ran, running until shadows enveloped her. It was in this time of darkness that the Professor, a masked woman who insisted on no other name, found her. The Professor explained that the creatures between the stars had chosen the elf, and the more she dissociated herself from her past life—the time before now—the more of the shadows' song she could hear, command, and learn not to fear. The first step was abandoning her name; a title the elf has been forbidden from speaking for so long that she has practically forgotten it.

Under the Professor's guidance, 322 has learned to control her strange connection to the worlds beyond Golarion.

However, for each new technique the elf has unlocked, she has discovered yet another horrifying truth as if to maintain some terrible equilibrium. For example, the miracle of healing with but a touch quickly turned nightmarish when inky tentacles would grow out of a fresh wound and knit the flesh together. At least a dozen times 322 has fled, fearing that the Professor's experiments were not worth the terrible costs. Every time something has drawn her back, where the same masked woman waits with a knowing smile.

Disfiguring Touch As a standard action, 322 can inflict a deformity on a touched creature, which lasts for 7 days (DC 16 Will negates). The deformity has one of the following effects: a -2 penalty to an ability score (minimum 1), a -2 penalty on attack rolls or saving throws, or a 5-foot reduction in land speed.

Dust of Twilight As a standard action, 322 can create a 10-foot radius spread of iridescent black particles within 170 feet of herself. Creatures in the area become fatigued (DC 16 Fortitude negates). All mundane light sources in the radius are extinguished, and all light spells of 2nd level or lower are affected as if targeted by *dispel magic*. *Murderous Command* As a standard action, 322 can compel an enemy within 40 feet to spend its next turn moving up to its nearest ally and striking them with a melee or natural weapon (DC 15 Will negates). If the enemy cannot reach its nearest ally, it spends its turn moving toward its ally.

Ray of Sickening As a standard action, 322 can sicken a creature within 40 feet for 7 minutes (DC 15 Fortitude negates).

Most elves are born into loving elven communities, but a small number of elves known as the Forlorn spend their childhood among humans. There the Forlorn grow up slowly, reaching adolescence as their childhood friends have children and approaching adulthood as those same friends die of old age. The elf known as 322 spent her childhood in this sad way, and for every friend she lost, the song of the stars became a little louder. She thought this the call of Desna, but as the cosmic chorus grew in intensity, 322 noticed disturbing dissonances that the goddess of dreams would never voice. The Dark Tapestry was calling.



The Professional

The Aspis Consortium may be coldly efficient in its business dealings, but it's a lucrative employer. Shohiraj's professional demeanor has earned her respect and good pay in the otherwise dangerous business of breaking and entering.

SHOHIRAJ

Female human unchained rogue 7 (Pathfinder RPG Pathfinder

Unchained 20)

N Medium humanoid (human)

Init +5; **Senses** low-light vision; Perception +12

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)

hp 45 (7d8+7)

Fort +3, **Ref** +10, **Will** +6

Defensive Abilities danger sense +2, evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 sap +11 (1d6+6 nonlethal) or

mwk rapier +11 (1d6+1/18-20)

Ranged mwk light crossbow +11 (1d8/19-20)

Special Attacks debilitating injury, sneak attack +4d6

STATISTICS

Str 12, **Dex** 20, **Con** 12, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +6; **CMD** 21

Feats Deft Hands, Extra Rogue Talent, Iron Will, Quick Draw, Sap

Adept^{UC}, Weapon Finesse

Skills Acrobatics +15, Bluff +11, Climb +7, Diplomacy +7, Disable

Device +22, Disguise +11, Escape Artist +9, Knowledge (local) +11,

Perception +14, Sense Motive +12, Sleight of Hand +17 (+21 to

conceal a weapon), Stealth +15, Use Magic Device +11

Languages Common, Kelish

SQ rogue's edge (Disguise), rogue talents (deft palm^{UC}, fast stealth,

trap spotter, underhanded^{UC}), trapfinding +3

Combat Gear *potion of cure moderate wounds*, *potion of*

displacement, *potion of invisibility*, *wand of true strike* (5 charges),

alchemist's fire (2), antitoxin, smokestick (2), tanglefoot bag

(2), tindertwig (5); **Other Gear** +1 *glamered studded leather*

armor, +1 *sap*, mwk rapier, mwk light crossbow with 20 bolts,

belt of incredible dexterity +2, *cloak of fiery vanishing*^{MAG}, *dust of*

tracelessness (2), *eyes of keen sight*^{UC}, *handy haversack*, climber's

kit, crowbar, disguise kit, grappling hook with silk rope (100 ft.),

^{MWK} thieves' tools, ^{BRONZE} Aspis Consortium badge, 54 gp

SPECIAL ABILITIES

Cloak of Fiery Vanishing Once per day, when subject to an effect that

deals fire damage, Shohiraj can become invisible as an immediate

action, leaving behind an illusory pile of ashes and bones, as if

she had been slain by the fire effect. Shohiraj's invisibility and her illusory remains last for 5 rounds or until she attacks any creature. Creatures that study or interact with the ashes can make a DC 11 Will save to disbelieve the illusion, though this does not end the invisibility effect.

Danger Sense (Ex) Shohiraj gains a +2 bonus on Reflex saves to avoid traps and a +2 dodge bonus to AC against attacks made by traps. She also gains a +2 bonus on Perception checks to avoid being surprised by a foe.

Debilitating Injury (Ex) Whenever Shohiraj deals sneak attack damage to a target, she can also apply one of the following penalties for 1 round. *Bewildered*: The target takes a -2 to AC against all attacks, and an additional -2 penalty to AC against Shohiraj's attacks. *Disoriented*: The target takes a -2 penalty on all attack rolls, and an additional -2 penalty on all attack rolls against Shohiraj. *Hindered*: All of the target's speeds are reduced by half (minimum 5 feet), and the target cannot take a 5-foot step.

Deft Palm (Ex) Shohiraj can make a Sleight of Hand check to conceal a weapon in plain sight, even while she is being observed.

Eyes of Keen Sight These lenses grant Shohiraj low-light vision and a +2 bonus on Perception checks. These effects are already included in her stat block.

Fast Stealth (Ex) Shohiraj can move at full speed while using the Stealth skill without penalty.

Rogue's Edge (Ex) Shohiraj can use the Disguise skill to create a disguise in 1d3 minutes.

Sap Adept Whenever Shohiraj uses a nonlethal bludgeoning weapon, such as a sap, to deal nonlethal sneak attack damage, she gains a +8 bonus on her damage roll.

Sneak Attack As the *Core Rulebook* rogue ability of the same name, except Shohiraj can sneak attack creatures with concealment, but not creatures with total concealment.

Trap Spotter (Ex) Whenever Shohiraj comes within 10 feet of a trap, she can attempt an immediate Perception check to notice the trap. The GM should roll this check in secret.

Underhanded (Ex) Shohiraj gains a +4 bonus on Sleight of Hand checks to conceal a weapon. Once per day, when she makes a sneak attack on the surprise round using a concealed weapon that her opponent did not know about, her sneak attack dice automatically deal maximum damage.



Danger was always a girlish fancy for the young sisters Aima and Halna Deschamp, who grew up just outside Oppara. There the two were never far from the bardic colleges and their students, who gushed odes of great heroes and dashing swordsmen to any who cared to listen. The older Aima gradually outgrew these stories, but Halna longed to live a life of swashbuckling adventure. This left the younger sister vulnerable when a charming adventurer swept Halna off her feet and promised her the world if she would be his bride. As the two sailed away from Taldor, Aima could only hope that her sister's dreams might come true.

It was not to be. Halna's husband's idea of adventuring involved little profit and a lot of petty larceny and sleeping under bushes. The law eventually caught up with the couple in a lethal way, but not before Halna had given birth to fraternal twins. When one of the younger sister's associates brought children and news of Halna's death to Aima (who had since moved to Cassomir), there was no question in the elder's mind as to whether she would accept her orphaned niece and nephew. Her only question was how she would afford to raise them. The answer came in the form of a Kelishite man named Kafar, who offered Aima training and a steady job with the Aspis Consortium.

Unlike her deceased sister, Aima approached the dangerous work with the Aspis Consortium as a job, not an adventure. Every time an associate dies due to a simple mistake or a moment of arrogance, it drives her to be even more coldly professional on the job. Every resulting precaution is another step toward surviving a mission and returning home to raise her adopted children, whom she loves as her own. However, feeding and clothing the two is not enough, for Aima is intent that they never idolize the dangerous life that she leads and then chase whimsical dreams like their biological mother did. As a result, few know anything of the trapsmith who calls herself Shohiraj beyond her calculating mind, skill with traps, and undeniable ability to just get the job done.



The Artist

Thanks to her natural mastery of magic, Joliryn has risen above the ranks of her enslaved Chelish kin and joined the Aspis Consortium.

JOLIRYN

Female halfling magus (eldritch scion) 7 (*Pathfinder RPG Advanced*)

Class Guide 104, *Pathfinder RPG Ultimate Magic* 9)

NE Small humanoid (halfling)

Init +4; **Senses** Perception +1

DEFENSE

AC 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size)

hp 59 (7d8+21)

Fort +10, **Ref** +9, **Will** +7; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee +1 *flaming kukri* +12 (1d3+5/18–20 plus 1d6 fire)

Ranged dart +10 (1d3)

Special Attacks spell combat (–2 attack), spellstrike

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

3rd (2/day)—*force punch*^{UM} (DC 17), *keen edge*

2nd (4/day)—*bear's endurance*, *frigid touch*^{UM}, *glitterdust* (DC 16),

invisibility, *scorching ray*

1st (5/day)—*grease* (DC 15), *magic missile*, *shield*, *shocking grasp*,

vanish^{UC}

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*,

prestidigitation (DC 14), *ray of frost*

Bloodline arcane

STATISTICS

Str 11, **Dex** 18, **Con** 14, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +5; **CMB** +4; **CMD** 18

Feats Disruptive^B, Extra Magus Arcana, Slashing Grace, Step Up,

Weapon Finesse, Weapon Focus (scimitar)

Skills Acrobatics +5, Climb +1, Fly +9, Handle Animal +5, Intimidate

+14, Knowledge (arcana) +5, Knowledge (planes) +5, Perception +1,

Spellcraft +10, Stealth +8, Use Magic Device +10; **Racial Modifiers**

+2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling, Infernal

SQ eldritch pool (7 points, +2), magus arcana (arcane accuracy,

disruptive^{UC}, empowered magic), medium armor proficiency

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 *chain*

shirt, +1 *flaming scimitar*, darts (4), *cloak of resistance* +2, *headband*

of alluring charisma +2, *spellguard bracers*^{UC}, spell component

pouch, 184 gp

SPECIAL ABILITIES

Arcane Accuracy (Su) Joliryn can spend 1 point from her eldritch pool

as a swift action to grant herself a +4 insight bonus on all attack

rolls until the end of her next turn.

Bloodline The effects of Joliryn's arcane bloodline are already included in her stat block and in the descriptions of the abilities below.

Disruptive (Ex) While an enemy is within Joliryn's threatened area, as long as Joliryn is aware of that enemy and capable of taking an attack of opportunity, the DC of the enemy's concentration checks to cast spells defensively increase by 4 (or by 6, if Joliryn is in a state of mystic focus; see eldritch pool below).

Eldritch Pool (Su) Joliryn can spend 1 point from her eldritch pool as a swift action to enter a state of mystic focus for 2 rounds. While she is in a state of mystic focus, she can choose one of the following spells and apply its effects to herself: *blur*, *protection from arrows*, *resist energy* (choose one energy type), or *spider climb*. She can spend 1 point from her eldritch pool as a swift action to grant her scimitar a +2 enhancement bonus for one minute. She can grant her scimitar any of the *frost*, *keen*, or *shock* weapon properties in place of 1 point of enhancement bonus each. Alternatively, she can grant her scimitar the *icy burst* or *shocking burst* property in place of both points of enhancement bonus.

Empowered Magic (Su) Joliryn can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the casting time or level of the spell.

Spell Combat (Ex) Whenever Joliryn is in a state of mystic focus (see eldritch pool above), she can cast spells and wield her scimitar at the same time. As a full-round action, she can make all of her weapon attacks and can also cast any spell she knows. If she does so, she takes a –2 penalty on all attack rolls during her turn. If she casts the spell defensively, she can choose to take an additional penalty of up to –2 on her attack rolls to add the same amount as a circumstance bonus on her concentration check.

Spellguard Bracers These bracers grant Joliryn a +2 bonus on concentration checks made to cast defensively. Three times per day, she can choose to roll a concentration check to cast defensively twice and take the better result.

Spells Unlike a standard magus, an eldritch scion like Joliryn casts spells spontaneously.

Spellstrike (Su) Whenever Joliryn casts a spell with a range of touch, she can deliver the spell through her scimitar as a part of a melee attack. Instead of the free melee touch attack normally allowed to deliver a spell, she can make a free melee attack with her scimitar at her full attack bonus as a part of casting the spell. If successful, this melee attack does its normal damage as well as the effects of the spell. The spell uses the scimitar's critical range (18–20).



Force Punch As a standard action with a range of touch, Joliryn can deal 7d4 force damage and push her target 15 feet away from her, minus 5 feet for every size category of the target above Medium, minimum 0. A successful DC 17 Fortitude save negates the movement but not the damage.

Frigid Touch As a standard action with a range of touch, Joliryn can deal 4d6 cold damage and stagger her target for 1 round (no save). If the attack is a critical hit, the target is staggered for one minute instead.

Vanish As a standard action, Joliryn can make herself invisible, as the spell *invisibility*, for 5 rounds.

Like most halflings in Cheliox, Joliryn was born into servitude. She was an unremarkable slave who earned her share of beatings and harsh words, but as she approached adulthood, she began to notice strange auras about the manor house—especially her master's ring, which glowed brightest of all. Her master was Alranair Leroung, a young scion of the Leroung noble house famed for its mastery of arcane powers. To Alranair's shame, he was magically inept and often covered for his failures with the help of his magical ring.

As Joliryn's ability to see magic grew, she also developed her own arcane talents. It was not long before Alranair learned

of her natural skill that overshadowed his own tricks, and he beat her savagely and demanded that she never cast another spell. However, the more she watched Alranair's charlatanry, the more incensed she grew that he could flaunt his lies while she was forbidden from expressing her spellcasting in any way. When Alranair was entertaining prestigious guests at a dinner party, the halfling's frustrations boiled over, and she loudly announced that he was a fraud in the middle of his favorite parlor trick. His retaliation was swift and brutal, and she awoke the next morning covered in wounds and informed that she had been sold to an estate in Ostenso.

Her new master insisted on being called by her first name, Suliji, and she had purchased Joliryn specifically so that she could use her magic as she liked and as a free halfling. Of course, Suliji also wanted some assistance with other jobs, but she was willing to release Joliryn from her slavery and pay a fair wage. Ever since, the halfling has proudly worked with Suliji, who in turn has trained her in the arts of swordplay and given her a prestigious role in the Aspis Consortium. The young protégé is a natural, and many of her coworkers tell stories of the unrepentantly lethal halfling who paints the battlefield with blood, wielding spells as her palette and a scimitar as her brush.



The Ambitious

All his life, people have told Zurnzal that he could never succeed, yet he has harnessed the anger he feels toward these critics and used it to break his enemies and impress the few allies he has. When those who doubted him stand broken and bloodied, he will know that he was right.

ZURNZAL

Male half-orc brawler 6/assassin 1 (*Advanced Class Guide* 23)

NE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 65 (7 HD; 6d10+1d8+20)

Fort +8, **Ref** +10, **Will** +5

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee unarmed strike +13/+8 (1d8+6) or

mwk short sword +12/+7 (1d6+5/+19-20)

Ranged mwk composite shortbow +9/+4 (1d6+5/+3)

Special Attacks brawler's flurry, brawler's strike (magic), close

weapon mastery, death attack (DC 13), knockout strike (DC 18),

maneuver training (dirty trick +1), martial flexibility (swift action)

6/day, sneak attack +1d6

STATISTICS

Str 20, **Dex** 14, **Con** 12, **Int** 14, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +11 (+14 dirty trick, +13 disarm, +13 trip); **CMD** 25

(28 vs. dirty trick, 27 vs. disarm, 27 vs. trip)

Feats Combat Expertise, Improved Disarm, Improved Dirty Trick^{PHG},

Improved Trip, Improved Unarmed Strike, Toughness, Weapon Focus

(unarmed strike)

Skills Acrobatics +12, Climb +10, Disguise +11, Intimidate +9, Perception

+11, Sense Motive +11, Stealth +12; **Racial Modifiers** +2 Intimidate

Languages Common, Giant, Orc, Varisian

SQ martial training, orc blood, poison use

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*,

antitoxin, tanglefoot bag (2); **Other Gear** +2 leather armor, mwk

short sword, mwk composite shortbow with 40 arrows, *amulet of*

mighty fists +1, *belt of giant strength* +2, *cloak of resistance* +2, *ring*

of protection +1, *sandals of quick reaction*^{UC}, *disguise kit*, 15 gp

SPECIAL ABILITIES

Brawler's Flurry (Ex) When Zurnzal makes a full-attack, he has the Two-

Weapon Fighting feat while using unarmed strikes, close weapons, and

monk weapons, and he adds his full Strength modifier to all attacks.

Brawler's Strike (Ex) Zurnzal's unarmed attacks count as magic.

Close Weapon Mastery (Ex) Zurnzal can deal 1d6 damage with any

weapon from the close weapon group (such as daggers) if he wants.

Improved Dirty Trick

Zurnzal does not provoke an attack of opportunity when using the dirty trick combat maneuver. He gains a +2 bonus on combat maneuver checks to perform dirty tricks and to CMD to defend against them.

Knockout Strike (Ex)

Once per day Zurnzal can attempt a one-hit knockout, declaring his attempt before rolling his unarmed attack roll. If he hits and deals damage, the target must succeed at a DC 18 Fortitude save or fall unconscious for 1d6 rounds. The target receives a new save each round to wake up. This ability doesn't work if the target is immune to critical hits or nonlethal damage.

Martial Flexibility (Ex)

Zurnzal can spend a move action to gain any two combat feats he doesn't possess, as long as he meets the prerequisites, or he can spend a swift action to gain any one combat feat. He keeps the feat for 1 minute. If he uses the ability again before that time, he loses all the feats from the previous use. If the feat has a daily limit and he picks it more than once, it doesn't reset the limit. Good choices include Greater Trip or Power Attack.

Martial Training (Ex)

Zurnzal counts his brawler levels as both fighter levels and monk levels for the purpose of qualifying for combat feats.

Sandals of Quick Reaction

When Zurnzal acts on the surprise round, he can take both a standard and a move action.

Although some half-orcs born in Lastwall find acceptance, many green-skinned children raised in that border nation wither under the accusing gazes of warrior families that have lost loved ones to the orc hordes. Zurnzal grew up burdened by these critics who often flinched when looking at him and assumed he might yet become a feral beast like the orcs to the north, despite his gentle heart and service to the community. Even after leaving Lastwall, he has always strived to measure up to his old neighbors' impossible standards. However, over the years his noble goal has twisted into barely controlled anger.

He first drew the Aspis Consortium's attention while working the dangerous Umbral Basin caravan circuit between Molthune and Nidal, where he distinguished himself as a powerful combatant. The Consortium seemed like an ideal way to get ahead in life, but the half-orc quickly realized that he was as typecast there as anywhere. Most bronze agents simply saw him as another orc-blooded brute to be pointed and unleashed at the enemy like an attack dog. At least one agent has realized that Zurnzal is no simple thug, and he has begun grooming him to become more than just a contractor. It is only a matter of time before the cunning, ambitious half-orc is leading his own projects and proving his true worth to those who doubted him.



The Dragon

Born in the Hao Jin Tapestry demiplane, Gazwyr is a dragon with big aspirations but minimal experience with the world beyond his extraplanar home.

GAZWYR

CR 6

Male very young green dragon

LE Medium dragon (air, extraplanar)

Init +1; **Senses** dragon senses (blindsight 60 ft., darkvision 120 ft.),

low-light vision; Perception +13

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 66 (7d12+21)

Fort +7, **Ref** +6, **Will** +8

Immune acid, paralysis, sleep

OFFENSE

Speed 40 ft., fly 150 ft. (average), swim 40 ft.

Melee bite +10 (1d8+4), 2 claws +10 (1d6+3), 2 wings +5 (1d4+1)

Special Attacks breath weapon (30-ft. cone, 4d6 acid, Reflex DC 15 for half, usable every 1d4 rounds)

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 21 (25 vs. trip)

Feats Alertness, Iron Will, Power Attack, Toughness

Skills Fly +11, Knowledge (nature) +11, Perception +13, Sense Motive

+3, Spellcraft +11, Stealth +11, Survival +11, Swim +21

Languages Common, Draconic

SQ water breathing, woodland stride

Gear bag of holding type I containing a *potion of owl's wisdom*, a *potion of cure serious wounds*, 13 silver rhinoceros statues (worth 50 gp each), an expended *ring of three wishes* (worth 100 gp), a *phylactery of faithfulness* that always assumes the wearer's patron is Calistria, and 4 rubies (worth 250 gp each)

The *Hao Jin Tapestry* demiplane is extensive, but it is hardly boundless. As the sorceress Hao Jin deposited ruins and temples within her extraplanar museum, she also inadvertently collected strange stowaways, including two clutches of green dragon eggs laid in the Kaava Lands. These first generation migrants had no parents and knew no world other than the demiplane. For more than a century, there was enough territory to sate all of their ambitions. However, as the dragons grew to adulthood, they yearned for more and began maneuvering against one another—even clashing violently when a plot would go awry.

Gazwyr is a child of these skirmishes. At 14 years of age, he recognizes that he is too young to carve out his own territory within the tapestry. When he heard the *Aspis Consortium* prophets speaking of a world beyond this one, he listened intently and established himself as a key player in organizing the invading forces. Now that he is finally free, Gazwyr hopes to snatch what magical treasures that he can, continue to work with the *Aspis Consortium* when profitable, and claim a large swath of forest to call his own.





Pathfinder Society Scenario #6-98: Serpent's Rise

Character Chronicle #

Core Campaign

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

Spoils of the Siege (322): If you bring this Chronicle Sheet to an adventure in which the Pathfinder Society deals with 322 or her schemes, you can qualify to receive a special boon at the end of the adventure to reflect 322's increased resources.

Spoils of the Siege (Joliryn): If you bring this Chronicle Sheet to an adventure in which the Pathfinder Society deals with Joliryn or her schemes, you can qualify to receive a special boon at the end of the adventure to reflect Joliryn's increased resources.

Spoils of the Siege (Marnarius): If you bring this Chronicle Sheet to an adventure in which the Pathfinder Society deals with Marnarius or his schemes, you can qualify to receive a special boon at the end of the adventure to reflect Marnarius's increased resources.

Spoils of the Siege (Rataji): If you bring this Chronicle Sheet to an adventure in which the Pathfinder Society deals with Rataji or his schemes, you can qualify to receive a special boon at the end of the adventure to reflect Rataji's increased resources.

Spoils of the Siege (Shohiraj): If you bring this Chronicle Sheet to an adventure in which the Pathfinder Society deals with Shohiraj or her schemes, you can qualify to receive a special boon at the end of the adventure to reflect Shohiraj's increased resources.

Spoils of the Siege (Zurnzal): If you bring this Chronicle Sheet to an adventure in which the Pathfinder Society deals with Zurnzal or his schemes, you can qualify to receive a special boon at the end of the adventure to reflect Zurnzal's increased resources.

Trusted Pathfinder: In the wake of the Aspis Consortium's siege on the Grand Lodge, venture-captains have decided to release several items from the vaults to their most trusted agents. You may check the box preceding this boon in order to purchase one of the following items.

Armor of luck (18,500 gp plus the price of a suit of masterwork armor of the appropriate type) You may purchase a suit of armor that has all of the properties of a *banded mail of luck*. This armor may be of any type (such as leather, breastplate, or full plate), but it cannot be made of a special material.

Circlet of persuasive disguise (7,200 gp): This splendid circlet functions simultaneously as a *circlet of persuasion* and a *hat of disguise*.

Elven rune-cloak (price varies): This diaphanous cloak functions simultaneously as a *cloak of elvenkind* and a *cloak of resistance*. To calculate its price, add 3,750 gp to the market price of a *cloak of resistance*. You may upgrade the resistance bonus to saving throws granted by the cloak following this same calculation (e.g. upgrading an *elven rune-cloak's* resistance bonus from +1 to +2 costs 3,000 gp).

Lesser versatile metamagic rod (6,000 gp): This functions as a metamagic rod (*Pathfinder RPG Core Rulebook* 484) and has 3 charges per day; however, these charges can be used to replicate the effects of any of the following metamagic feats: Extend Spell, Merciful, or Reach Spell.

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-8	2,000	4,000
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	-	-	-
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
GOLD	-	-	-
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
Starting XP			
+			
XP Gained (GM ONLY)			
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Final XP Total			
Initial Prestige		Initial Fame	
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Prestige Gained (GM ONLY)			
-			
Prestige Spent			
Current Prestige		Final Fame	
Starting GP			
+			
GP Gained (GM ONLY)			
+			
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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