

Pathfinder Society Scenario #4-03



# PATHFINDER SOCIETY



## THE GOLEMWORKS INCIDENT

By Larry Wilhelm



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*Pathfinder Society Scenario #4-03: The Golemworks Incident* is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

Paizo Publishing, LLC  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)

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# THE GOLEMWORKS INCIDENT

BY LARRY WILHELM



Nicknamed the City of Monuments, Magnimar is perhaps most renowned for the titanic ruined causeway known as the Irespan stretching out into its harbor. The stones from which this ancient, shattered bridge was constructed radiate a peculiar magic that proves particularly useful in crafting constructs. It is no coincidence, then, that one of the most prominent businesses within Magnimar is the mysterious Golemworks. Though it's only a few decades old, the Golemworks has become a cornerstone of Magnimar's economy. Its specialized services, not to mention its staff of powerful artificers, have made this series of crow-haunted warehouses a permanent fixture north of the Irespan.

One of the Golemworks' most eccentric artificers is the brilliant yet unstable Chrysalis Black. While he appears sane enough in public, the same cannot be said when he carries out demented experiments beneath his toy shop, the Doll House, forging flesh golems from kidnapped Magnimarians. However, even the joint income of his work at both the Golemworks and the Doll House couldn't fund his strange fetish for creating "life." Bankrupt and frantic for resources, Black sought aid from an unsavory source: the Aspis Consortium.

For some time, the Aspis Consortium had wanted an agent within the Golemworks, as the more influential and varied the organization's moles, the better the Consortium could plot its rise to power. By buying off Black, the trade syndicate swiftly gained access to the Golemworks's arcane resources. The Aspis Consortium gold agent in charge of all operations in Magnimar, Maiveer Sloan, also took to using the Doll House as a front for illicit Aspis activity; meanwhile, the muffled sounds of sawing and screaming that arose from Black's laboratory made even Consortium business seem innocent by contrast.

In recent months, one of the Aspis Consortium's greatest adversaries, the Pathfinder Society, has dedicated significant resources into bolstering its fledgling lodge in Magnimar. Sloan resented the Society's new focus on what had until recently been his city, and wanted to see the Pathfinders' efforts wasted. Rather than launch an open confrontation with the Society and risk tarnishing his own reputation among Magnimar's elite and influential,

## WHERE ON GOLARION?

*The Golemworks Incident* takes place in the metropolis of Magnimar, and visits many locations within its walls. Magnimar is one of the largest cities in the frontier region of Varisia, an ancient land built upon the ruins of one of Golarion's greatest fallen empires—evil, sin-tainted Thassilon. For more information on Magnimar, its many districts, and greater Varisia, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Campaign Setting: Magnimar, City of Monuments*, and *Pathfinder Player Companion: Varisia, Birthplace of Legends*, available at bookstores and hobby stores everywhere, or online at [paizo.com](http://paizo.com).



Sloan tasked the demented artificer Black to use his position in the Golemworks to make things difficult for the Pathfinders stationed at Heidmarch Manor.

Black intercepted a recent order placed by Venture-Captain Sheila Heidmarch for a handful of angelic guardians to serve as additional security for the manor, and saw his opportunity. The mad golem crafter ensured he was the one working on the iconic Magnimarian constructs, and programmed them to randomly attack those they were supposed to protect. The guardians were delivered to Heidmarch Manor at the same time as a large collection of relics from across Varisia—the first harvest of the Decemvirate's labors in the region—and now lie in wait in the manor's greenhouse along with the rest

### GM RESOURCES

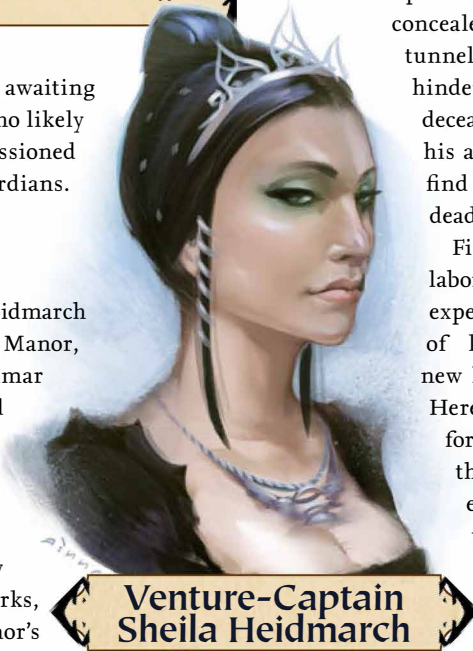
The *Golemworks Incident* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Ultimate Magic*. The adventure assumes the GM has access to these sourcebooks and specific rules referenced are not reprinted herein. In addition to these books being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd).

of the lodge's recent acquisitions, awaiting cataloguing by a team of agents who likely don't suspect the newly commissioned constructs to be anything but guardians.

### SUMMARY

The adventure begins as Sheila Heidmarch greets the PCs at Heidmarch Manor, which also functions as the Magnimar Pathfinder Lodge. Overwhelmed with the increased activity in her fledgling Pathfinder Lodge, Heidmarch asks the PCs to help her unload a shipment of guardian constructs recently delivered from the Golemworks, which are being stored in the manor's greenhouse among several shipments of relics gathered from across Varisia. Heidmarch doesn't realize that the constructs have been sabotaged by Chrysalis Black at the Aspis Consortium's behest, and when the PCs release them from their crates, the constructs' secret programming triggers, causing them to attack and threatening to set the entire manor aflame with their fiery breath.

After the PCs defeat the angelic guardians, Heidmarch sends them to the Golemworks to determine what went wrong with her commissioned constructs. There, the Pathfinders encounter a man they believe to be Chrysalis Black, the artificer responsible for programming the murderous constructs. The man isn't really Black, however, and is actually the man's simulacrum acting in his stead. While the PCs wait for Black to arrive in his office, the true artificer attempts to scry on the Pathfinders. Finally showing his hand, the simulacrum directs an assault on the PCs with an array of construct guardians—and, in the higher subtier, an earth elemental loyal to the artificer for saving its life joins the fray to defend Black.



Once the Pathfinders defeat the simulacrum, a squad of Golemworks guards bursts into the office demanding answers. If the PCs can convince the guards of their innocence, the guards apologize for Black's actions and direct the PCs to Black's private address: a toy shop in the Naos district called the Doll House.

The PCs soon realize there's more to the Doll House than the simple crafting of overpriced porcelain trinkets when they encounter several Aspis Consortium agents using the store as a front for smuggling relics. Exploring deeper into the Doll House, the PCs discover a concealed set of stairs leading to a subterranean tunnel. Here, a group of soulbound dolls hinders the PCs' progress, replicas of Black's deceased sisters, who all perished thanks to his actions. Among the dolls, the PCs also find a flesh golem made to resemble Black's dead mother.

Finally, the PCs enter Black's bizarre laboratory, in which he carries out horrific experiments, using the still-warm organs of kidnapped Magnimarians to make new life to replace the loved ones he lost. Here, the PCs face the man responsible for building the constructs that attacked the Pathfinder Lodge and can locate evidence linking the deranged artificer to the Aspis Consortium, which is ultimately responsible for the attack on Heidmarch Manor.

### GETTING STARTED

Read the following to get the adventure underway:

Sheila Heidmarch, the normally composed aristocratic venture-captain of the Magnimar Lodge, strides into the dining room of Heidmarch Manor, distracted and overwhelmed by the influx of activity in her home. Seeing the team assembled around the table, she nods in welcome, draws her thoughts to the task at hand, and in a deep voice lays out the Pathfinders' mission.

"Greetings, Pathfinders! I hope the coming and going of so many fellow agents through the manor has not been too much trouble. It has certainly been trying for me, especially with several expected agents never reporting in, leaving me to pick up the slack. If you could assist me with a small task that I wouldn't normally impose upon agents of your rank and experience, it would doubtlessly save me much stress and increase the lodge's efficiency and security.

"I ordered a small contingent of protective constructs from the Golemworks for the lodge's use—a type of construct unique to Magnimar and the Golemworks called angelic

guardians. The artificers there were unexpectedly efficient in processing my request; the guardians arrived more quickly than I anticipated and now wait to be unpacked from their crates and positioned about the grounds to serve as sleepless sentinels. I trust your tactical acumen is sufficient to place them strategically, and taking care of this for me would lift a great weight from my shoulders and allow me to focus on other matters, not the least of which is tracking down these missing agents.

“You’ll find the crated angelic guardians stored in the greenhouse, where they’ve been placed out of the way along with some of the first shipments of Varisian relics brought back by our field agents, which must be analyzed, catalogued, and then sent on to the Grand Lodge. The guardians should be programmed to obey the commands of anyone displaying my personal *wayfinder*. I trust you’ll return it to me when you’re done arraying the angelic guardians about the grounds.” Sheila draws her platinum *wayfinder* from her pocket and sets it on the table, unclasping the chain that fastens the compass to her belt. “I can’t imagine such a simple task would provoke many questions, but if you have any, now’s the time to ask.”

Before Sheila leaves, the PCs may wish to ask questions to clarify the mission. Sheila can provide information on the following subjects:

**Where did all these relics come from?** “Most were acquisitions of previous missions, although some were heirlooms bequeathed to the Society, and others were purchased at auction. They are, as I said, a miscellany. Some are likely junk, while others might be priceless treasures. We won’t know until they’re fully catalogued, but that’s a task for neophyte agents. Just worry about the angelic guardians.”

**How long do we have to do this?** “Until the job is done. I can’t imagine it will take you too long, though, as the angelic guardians are fully mobile and will go wherever you tell them to so long as you’re displaying my *wayfinder*.”

**What did you say about missing Pathfinders?** “It’s too early to assume that foul play is involved, but if I learn more, you’ll be the first to know. In the meantime, I’d prefer to have you close at hand; with us down these extra hands, I’d like to have trusted agents on call for any urgent matters that might pop up.”

**Faction Notes:** Silver Crusade faction PCs should make attempts throughout the scenario to protect the other PCs from harm. Examples of such behavior include providing healing, taking the lead position, casting defensive or protective spells on allies, and putting themselves in harm’s way to shield weaker allies. If Silver Crusade faction PCs display this behavior throughout the scenario and all the PCs survive the adventure, Silver Crusade faction PCs earn 1 Prestige Point.

### MISDIRECTION

The Pathfinders begin the adventure in the greenhouse of Heidmarch Manor, and when the angelic guardians prove to be less than obedient, will find adventure elsewhere in Magnimar investigating the sabotaged constructs. But they don’t know that yet, so present them the map of the grounds on page 25 and let them begin strategizing where they’d like to place the guardians around the lodge as instructed by Sheila. The surprise attack by the corrupted constructs will be even more effective if the players don’t see it coming, so consider waiting until after the angelic guardians’ betrayal to reveal the tactical map of the greenhouse.

## A. HEIDMARCH MANOR

The sprawling manor grounds of the eccentric couple Sir Canayven and Sheila Heidmarch have been converted into Varisia’s first and only official Pathfinder Lodge, offering Pathfinders a gateway into the frontier lands that inherited the priceless secrets of ancient Thassilon. The grounds consist of the main manor house, several small cottages, a topiary maze, and a well-tended pond near the main gate, all snuggled within Magnimar’s elite Alabaster district.

### A1. Terror in the Greenhouse (CR 8 or CR 11)

This roughly circular glass greenhouse is home to all manner of flora from Varisia and beyond. Any space not occupied by plant life has been stuffed with crates, sacks, and barrels from the field, as well as decorative sculptures hewn from ancient ruins. Mixed among the miscellany are several large crates bearing the iconic emblem of the Magnimar Golemworks—an imposing stone fist.

Many wooden barrels, crates, and relics in the room are susceptible to catching fire in the higher subtier (see the Hazard section below). Furthermore, the greenhouse’s humidity adds an additional danger, but not to the PCs. A DC 19 Knowledge (nature) check identifies that the extreme climate in the enclosed greenhouse could potentially damage some of the relics being stored there. Allow the PCs to take action and clear the greenhouse if they so choose, thus saving these wooden items from damage but also removing combustible materials from the room, unknowingly lessening the risk of spreading fire when the angelic guardians attack.

A quick perusal of the room reveals an adamantite crowbar resting against an otherwise unremarkable crate



**SCALING ENCOUNTER A1**

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 5–6:** Remove one angelic guardian.

**Subtier 8–9:** Remove the falling burning branches from the hazards section.

full of bolts of colorful Varisian silks. This tool functions as a crowbar in every way, but bypasses damage reduction when used as an improvised weapon and grants a +4 circumstance bonus on Strength checks to open doors or chests instead of the normal +2 bonus. The words “Trusty Buddy” are engraved into the crowbar’s handle.

**Creatures:** Sheila’s commissioned angelic guardians are all crated in the room, and are currently inactive. The brass statues resemble angels with sharp metal wings and halos that resembling burning crowns. Each crate contains one angelic guardian and can be opened with a DC 13 Strength check. The constructs take no action until a PC reveals Sheila’s *wayfinder*, to which they have been attuned at creation. Unfortunately, the constructs’

programming specifies not that they obey the bearer of the iconic Pathfinder’s tool, but rather that they attack that person and any who fight to protect the guardians’ target. Once one of the guardians becomes active, all of the others join the fray, even if they can’t see the *wayfinder*. If any of the constructs are still crated, they attempt to break free of their confinement to carry out their programming.

**Subtier 5–6 (CR 8)**

**ANGELIC GUARDIANS (3) CR 5**

*Pathfinder Campaign Setting: Magnimar, City of Monuments 52*  
N Medium construct

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

**DEFENSE**

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 53 each (6d10+20)

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

**Defensive Abilities** deflective wings; **DR** 5/adamantine;

**Immune** construct traits, fire

**OFFENSE**

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

**Melee** 2 slams +10 (1d6+4), 2 wings +5 (1d4+2)

**Special Attacks** breath weapon (60-ft. line, 6d6 fire damage, Reflex DC 13 half, usable every 1d4 rounds)

**TACTICS**

**During Combat** The angelic guardians use their breath weapons as often as possible in between their melee attacks, focusing their attention on whoever currently displays or whoever last held Sheila Heidmarch’s *wayfinder*. If attacked by another target, however, the guardians defend themselves.

**Morale** Programmed to destroy the Pathfinders of Heidmarch Manor, the angelic guardians fight until destroyed.

**STATISTICS**

**Str** 18, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +6; **CMB** +10; **CMD** 22

**Languages** Common (cannot speak)

**SQ** metallic feathers

**SPECIAL ABILITIES**

**Deflective Wings (Ex)** As a standard action, an angelic guardian can spread its wings and protect a single adjacent creature from the next ranged attack. The next time the protected creature would normally be hit by a ranged attack, the attack is instead deflected and the protected creature takes no damage. An angelic guardian can only deflect one ranged attack per turn in this way. This effect lasts until the angelic guardian’s next turn or until the protected creature leaves its square, whichever comes first.

**Metallic Feathers (Ex)** An angelic guardian’s wings are honed to razor-sharp edges, and attacks with them deal slashing damage instead of bludgeoning damage.



**Angelic Guardians**



## Heidmarch Manor Greenhouse

1 square = 5 feet

### Subtier 8–9 (CR 11)

ANGELIC GUARDIANS (4)

CR 5

hp 53 each (use the stats from Subtier 5–6)

#### TACTICS

Use the tactics from Subtier 5–6.

**Hazard:** In Subtier 8–9, when either an angelic guardian uses its breath weapon or a PC uses a fire-based attack, there is a 50% chance that one of the squares of the greenhouse catches fire. The new blaze begins at the midpoint of any fire effect and fills one 5-foot square.

If the PCs removed the relics from the greenhouse, reduce the chance of a fire starting from 50% to 30%.

Every round that a fire burns, regardless of whether PCs are attempting to control it, there's a 50% chance it spreads to an adjacent square. The GM chooses where a fire spreads if multiple possibilities exist. Fire cannot spread into squares where it has already been extinguished, and it can't spread to more than 1 square per round (though this doesn't prevent new fires from starting because of breath weapons or spells).

At any time when more than 4 squares are burning simultaneously, all PCs in the greenhouse are subject

to smoke inhalation, as per the rules for smoke effects found on page 444 of the *Pathfinder RPG Core Rulebook*.

If there are five or more PCs in the party, flaming foliage falls in 1 burning square each round. At the end of each initiative pass, target all creatures standing adjacent to a single burning square, chosen at random, with a falling branch. A falling branch deals 4d6 points of fire damage (Reflex DC 15 for half). A target that fails this save catches on fire (*Core Rulebook* 444). PCs moving through burning squares also need to save or catch fire, though they take no damage from falling debris.

**Development:** After the PCs defeat the constructs (or when the fire spreads to the manor proper), Sheila directs several servants to help combat the blaze (this prevents the fire from burning down Heidmarch Manor).

Sheila then shares with the PCs her suspicion that enemies of the Society sabotaged the constructs, and assigns the PCs the task of investigating the circumstances of the angelic guardians' crafting. If the PCs inspect the constructs (before or after the fight) and succeed at a DC 15 Perception check, they uncover a small placard on nape of each angel's neck in the shape of the Golemworks's insignia. Each bears the angels' creation year (the current year) and has a space for a maker's mark.

### DOUSING THE FLAMES

A PC can spend a move action to douse 1 square or relic with a non-flammable material. GMs should reward creative solutions for extinguishing the blaze. Furthermore, certain spells can potentially reduce the seriousness of a fire, including the following.

**Control Weather:** In general, weather conjured with this spell has a 40% chance of extinguishing 1 square every round (though it might damage the wooden relics or harm the greenhouse).

**Create Water:** Water conjured with this spell extinguishes 1 square per casting.

**Gust of Wind:** This powerful wind has a 60% chance of extinguishing fires in each square in its path.

**Ice Storm** or **Quench:** These spells extinguish and prevent the spread of fire in the areas they affect.

**Pyrotechnics:** Upon affecting a fire, a pyrotechnics spell extinguishes 1 square. However, the hindering light and smoke effects might hamper those nearby.

**Summon Monster:** Certain summoned creatures might possess qualities that allow them to aid in putting out fires; the most obvious example is a water elemental.

In all three cases, no maker's mark was left to identify the creatures' creator.

Sheila directs the heroes to go to the Golemworks and meet her contact there, a man named Reemis, with whom she placed her original order for the angelic guardians. Sheila stresses that the Decemvirate wants to stay on good terms with the Golemworks, and that discretion is needed. She instructs the PCs to find out who made the angelic guardians and what the artificer's true motivations were in sabotaging them.

**Treasure:** If the PCs ask to keep Trusty Buddy, the adamantine crowbar found here, Sheila tells them they can keep it. It is a tool she and her husband Canayven used in their adventuring days, and she indicates that the PCs will likely get more use out of it than she will now.

**Rewards:** If the PCs keep Trusty Buddy, give each PC 250 gp.

## B. THE GOLEMWORKS

North of the Irespan, a cluster of warehouses harbors one of Magnimar's best-known industries—the Golemworks. The shouts of laborers who dredge fallen segments of the Irespan compete with the clamor of artisans: the sculptors, jewelers, woodcarvers, and arcane artificers whose secret skills breathe life into their constructs.

The Pathfinders have little trouble locating the Golemworks' sprawling complex, and Sheila's contact, Reemis, therein. A pudgy, balding Chelish man in his

mid-fifties, **Reemis** (N male human expert 7) greets the Pathfinders, and inquires about how Sheila likes her latest delivery. When hearing of the alleged sabotage, his eyes widen in shock, and drops of sweat appear on his brow, as if conjured by magic. Reemis apologizes profusely on behalf of the Golemworks, and assures the PCs that the entire debacle will be looked into thoroughly and the Heidmarchs will get their money back should any evidence of foul play turn up. The PCs likely won't settle for Reemis's assurances, and will want to investigate for themselves. In this case, Reemis, hearing that the angelic guardians possessed no maker's mark, leaves the PCs momentarily to search his records for the artificer who was assigned the Heidmarchs' order.

He returns scratching his chin, holding a piece of paper in a leather folder—Sheila's original order. The document clearly states the quantity purchased, delivery instructions, and orders to be programmed into each guardian. At the bottom of the receipt is a scrawled signature from the artificer who marked the job as complete: Chrysalis Black.

Reemis seems confused by this, as he says Black isn't the sort to leave his maker's mark off one of his pieces. He says the artificer is among the most promising members of the Golemworks' faculty, and that he holds his reputation in the highest importance. Reemis leads the PCs through the maze of workshops, warehouses, and foundries that make up the Golemworks to a small wooden building he identifies as Black's workshop. The Golemworks employee, now quite nervous, tells the PCs that Black is out getting some spell components and will likely be back soon, and lets the Pathfinders into Black's office to wait for the artificer to return. The door's lock is augmented with an alarm spell set to alert Black if anyone unlocks it without uttering a secret password ("Entrichtica," his mother's name). Unless the PCs detect the spell and bypass it, Reemis sets the alarm off when he opens the door with his master key, alerting the artificer to the PCs' presence.

**Faction Notes:** Andoran faction PCs should be interested in gaining Reemis's support for the Andoran embassy during this portion of the adventure. If a PC who succeeds at a DC 20 Diplomacy check convinces Reemis to pledge his support and earns Andoran faction PCs 1 Prestige Point.

Chelixa faction PCs should be interested in convincing Reemis to keep the portraits he painted of Paracountess Zarta Dralneen secret. A PC who succeeds at a DC 20 Intimidate check convinces Reemis to keep the portraits safe and out of the public eye, and the man seems almost glad the PCs don't demand to take the paintings from him (he rather enjoys them). Getting the painter to agree not to show the portraits to anyone earns Chelixa faction PCs 1 Prestige Point.



## B1. Chrysalis Black's Office

Two exotic rugs cover the oak floor of this well-furnished "L"-shaped office. Several tables and chairs offer spots to relax after a day's work, and a sturdy bar of cherrywood displays all manner of exotic drinks. A golem crafted from mahogany and other fine woods stands in the corner.

Some of the chairs in this room were scavenged from an old asylum, and have their thick leather restraints intact, a possible hint at Chrysalis Black's own madness. Under the eastern rug, loose floorboards cover fresh dirt. Anyone stepping on this rug or sitting on the couch who succeeds at a DC 25 Perception check detects the slight change in firmness. Black exposed the 15-foot-by-15-foot earthen patch to allow his "pet" earth elemental Earthmaw into the office.

**Creatures:** Black's simulacrum arrives after the PCs have waited almost 90 minutes, enough time for the real Black to cast scrying magic on the PCs in his office and to warn his simulacrum of the Pathfinders' presence. If Reemis or the Pathfinders set off Black's alarm when entering the room, the simulacrum is aware of the PCs prior to entering, but feigns surprise at their presence in his workspace. If he hasn't been alerted to their presence, his surprise is genuine.

The simulacrum attempts to keep the bar on the room's western end between himself and the PCs (this tactic also places him near Black's wood golem, which rests in the corner) before starting a conversation. The conversation begins cordially, but soon the simulacrum grows obsessed with one PC's physical appearance, either the Pathfinder with the highest Charisma score or a PC who has a specific or eccentric physical quality like a tattoo, a birthmark, or strangely colored skin or hair. The simulacrum makes inappropriate comments to the object of his obsession, focusing on the particular quality that attracted his attention.

A successful opposed Sense Motive versus the simulacrum's Bluff skill reveals that the simulacrum's growing fixation is reminiscent of a collector who wants to add that PC (or more specifically that PC's body parts) to his collection. He deflects any questions about the angelic guardians, claiming that the PCs have no proof he made them, especially since there were no maker's marks on them (a fact he offers on his own, even if the PCs don't cite it as evidence). Eventually, he orders his golem and the animated chairs around the tables to attack the heroes so he can harvest his prize and cover up his master's sabotage of the Pathfinder Society's constructs.

### SCALING ENCOUNTER B1

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 5–6:** Remove two restraining chairs from the encounter.

**Subtier 8–9:** Change Earthmaw from a greater earth elemental to a Huge earth elemental.

In Subtier 8–9, the earth elemental known as Earthmaw joins the fray. The real Chrysalis Black saved the elemental from destruction when it was set to be used to power a golem, and since then the creature has shown staunch loyalty to the artificer. Though only Black's simulacrum is present now, Earthmaw comes to its aid when battle breaks out. In Subtier 5–6 the elemental is elsewhere and is completely unaware that there are even people in its master's lair.

### Subtier 5–6 (CR 8)

#### BLACK'S LESSER SIMULACRUM CR 2

Male human wizard 4

CN Medium humanoid (human)

**Init** +0; **Senses** Perception +1

#### DEFENSE

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

armor)

**hp** 32 (4d6+16)

**Fort** +3, **Ref** +1, **Will** +5

#### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +3 (1d6+1)

#### TACTICS

**Before Combat** If the simulacrum is aware of the PCs' presence at the Golemworks, he drinks his *potion of mage armor* before entering the office.

**During Combat** Since a lesser simulacrum can't use magical abilities, he orders his allies to attack the PCs while the replica Black tries to kill or capture the object of his affection, promising to take good care of that PC's "best parts."

**Morale** The simulacrum fights until destroyed.

**Base Statistics** Without *mage armor*, the simulacrum's statistics are AC 10, touch 10, flat-footed 10.

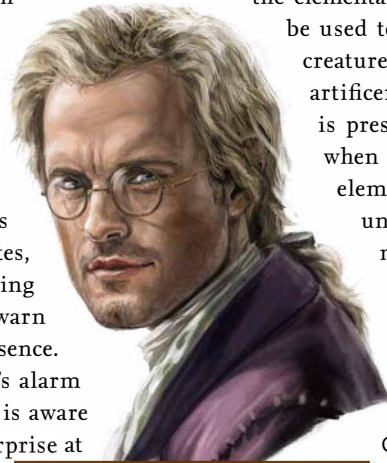
#### STATISTICS

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

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

**Feats** Deceitful, Scribe Scroll, Skill Focus (Bluff), Toughness

**Skills** Bluff +8, Craft (sculpture) +11, Disguise +1, Heal +5, Knowledge (arcana) +11, Knowledge (engineering) +11, Sense Motive +5, Spellcraft +11



Chrysalis Black

## THE TRAGIC CHILDHOOD OF CHRYSALIS BLACK

Chrysalis Black was the oldest child of many and his parents' only son, yet his widowed mother ignored him in favor of his young sisters, dressing them like perfectly made-up dolls. Jealous, Chrysalis broke into his late father's alchemy lab and stole a compound that, when mixed with the girls' rouge, would make them break out in a rash. But he misjudged its potency, and watched in horror as his sisters' screaming faces melted to the bone. Their deaths cost both Chrysalis and his mother their sanity. First, his mother grew obsessed with porcelain dolls, believing them to be her dead children. This led Black to try creating better and better dolls to replace the sisters he killed. Each new batch would please the unhinged woman only briefly; then, howling with grief and rage, she would destroy the dolls and beat her son savagely for hours. The torment continued for years until Black finally snapped; when he regained his composure, he found his mother laying on the floor, her frail neck snapped. The room was deathly silent—and that's when the dolls began to speak. To cope with his latest crime, Black developed a second persona—that of his own abusive mother. Now, his fractured mind enacts its own tragic cycle: Black forges animated dolls of porcelain and flesh, only to have his "mother" smash them to pieces at his feet.

**Languages** Common, Jistka, Terran, Thassilonian, Varisian

**Combat Gear** *potion of mage armor*; **Other Gear** quarterstaff, bronze badge of the Aspis Consortium

### WOOD GOLEM

CR 6

**hp** 64 (*Pathfinder RPG Bestiary* 164)

#### TACTICS

**During Combat** The golem uses its splintering ability only after the simulacrum has been killed.

**Morale** Black programmed the golem to follow his orders or those of his simulacrum, but to keep functioning on the last orders given if the simulacrum dies.

### RESTRAINING CHAIRS (3)

CR 3

Animated object (*Pathfinder RPG Bestiary* 14)

N Small construct

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

#### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

**hp** 21 each (2d10+10)

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

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

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +3 (1d3 plus grab)

**Special Attacks** constrict (1d3), grab (Medium)

#### TACTICS

**During Combat** A restraining chair attacks its closest enemy, attempting to grapple and constrict its target.

**Morale** Black programmed the chairs to attack when he or his simulacrum is threatened, and to keep fighting until destroyed or until no threats remained in the office.

#### STATISTICS

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

**Base Atk** +2; **CMB** +1 (+5 grapple); **CMD** 12

**SQ** construction points (additional attack, constrict, grab)

## Subtier 8–9 (CR 11)

### CHRYSALIS BLACK'S SIMULACRUM

CR 5

Male human wizard 6

CN Medium humanoid (human)

**Init** +0; **Senses** Perception +1

#### DEFENSE

**AC** 20, touch 10, flat-footed 20 (+4 armor, +2 natural, +4 shield)

**hp** 47 (6d6+24)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +4 (1d6+1)

**Special Attacks** hand of the apprentice (7/day)

**Wizard Spells Prepared** (CL 6th; concentration +10)

3rd—*displacement*, *lightning bolt* (DC 17), *slow* (DC 17)

2nd—*mirror image*, *scorching ray* (2), *whispering wind*

1st—*mage armor*, *magic missile* (2), *ray of enfeeblement* (DC 15)

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

#### TACTICS

**Before Combat** If the simulacrum is aware of the PCs' presence at the Golemworks, he drinks his *potion of barkskin*, casts *mage armor*, and uses a *scroll of shield* before entering.

**During Combat** The simulacrum casts *mirror image* on the opening round of combat. On subsequent rounds, if a restraining chair successfully grapples a PC, the simulacrum targets that PC with a *ray of enfeeblement*. Otherwise, the simulacrum casts his deadliest spells at the object of his affection, promising to take good care of the PC's "best parts."

**Morale** The simulacrum fights until destroyed.

**Base Statistics** Without *barkskin*, *mage armor*, and *shield*, the simulacrum's statistics are **AC** 10, touch 10, flat-footed 10.

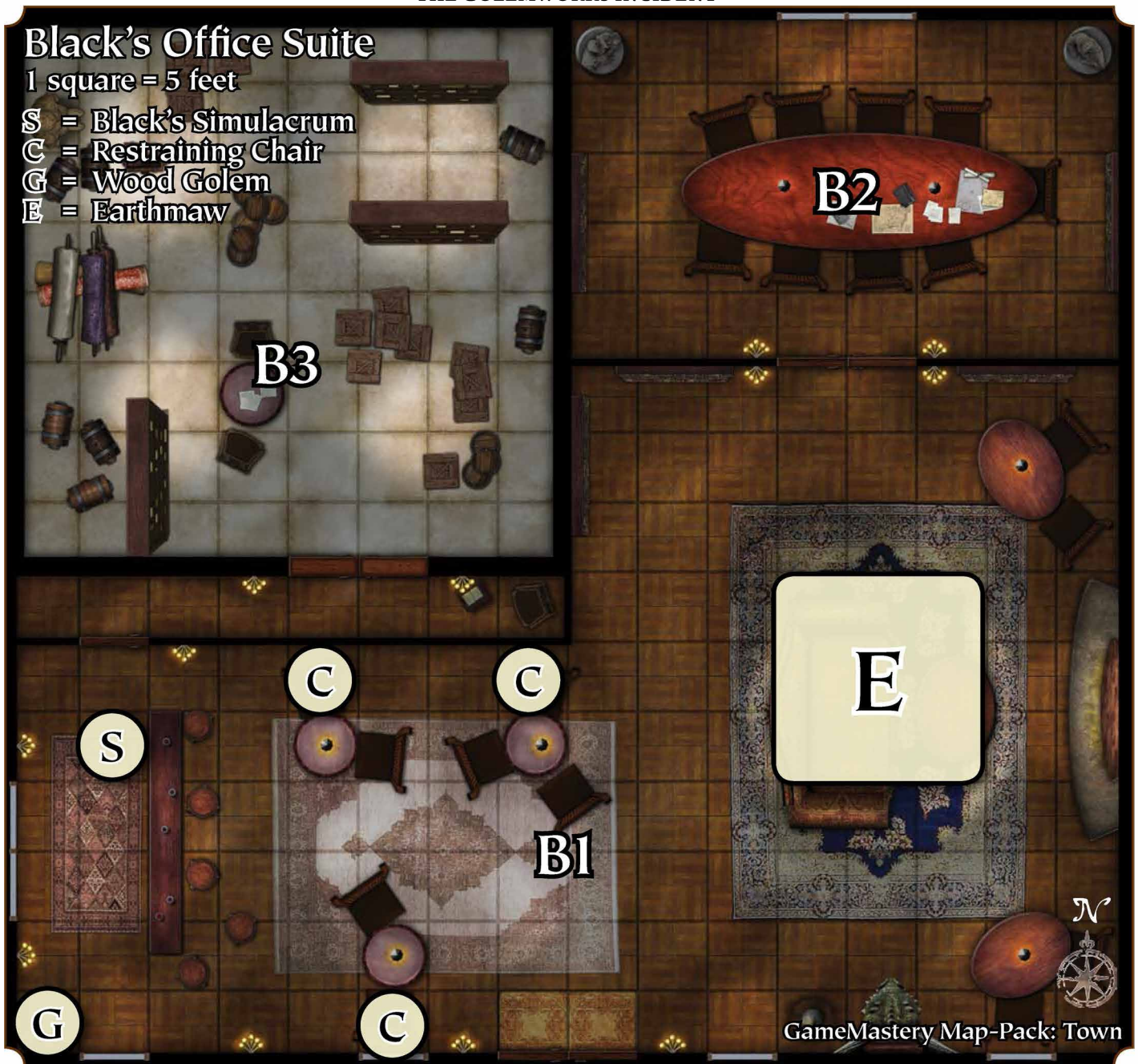
#### STATISTICS

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

**Base Atk** +3; **CMB** +4; **CMD** 14

**Feats** Deceitful, Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Still Spell, Toughness

**Skills** Bluff +10, Craft (sculpture) +13, Disguise +1, Heal +7, Knowledge (arcana) +13, Knowledge (engineering) +13, Sense Motive +7, Spellcraft +13



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**Languages** Common, Jistka, Terran, Thassilonian, Varisian  
**SQ** arcane bond (amulet)

**Combat Gear** *potion of barkskin, scroll of shield*; **Other Gear** quarterstaff, bronze badge of the Aspis Consortium, spell component pouch

**WOOD GOLEM** CR 6

hp 64 (*Pathfinder RPG Bestiary* 164)

**TACTICS**

Use the tactics from Subtier 5–6.

**RESTRAINING CHAIRS (3)** CR 3

hp 21 each (use the statistics from Subtier 5–6)

**TACTICS**

Use the tactics from Subtier 5–6.

**EARTHMAW** CR 9

Greater earth elemental (*Pathfinder RPG Bestiary* 123)

hp 136

**TACTICS**

**Before Combat** Earthmaw hides within his dirt patch and enters combat in the second round by bursting from the floor.

**During Combat** Earthmaw attacks the closest target, pummeling it into unconsciousness.

**Morale** Earthmaw is fanatically loyal to Chrysalis. If Black's simulacrum is destroyed while Earthmaw lives, the

elemental roars in anger, and ferociously attacks the PC who delivered the simulacrum's killing blow. The elemental fights until destroyed.

**Development:** Once the simulacrum dies, it quickly melts into a pile of snow, leaving its gear and clothing in a pile of slush. A successful DC 25 Knowledge (arcana) check reveals it to have been a simulacrum. A PC who succeeds at a DC 15 Perception check uncovers a hidden bronze badge of the Aspis Consortium pinned to the underside of its lapel.

Four rounds after combat ends, Reemis rushes in with 10 Golemworks guards, having heard the disturbance of the battle. Already feeling guilty about the botched job for the Heidmarchs, Reemis further apologizes that the PCs were attacked by one of the Golemworks' own. If the PCs show Reemis the bronze badge of the Aspis Consortium, he clucks his tongue and shakes his head, saying that Black seems to have fooled a lot of people. If the PCs don't succeed at the Knowledge skill check needed to identify the simulacrum, Reemis informs them of the false Black's true nature.

Reemis promises to do a full investigation into Black's allegiances and wrongdoings, and urges the PCs to try to find the real artificer to keep him from skipping town now that his cover is blown. He directs them to the wizard's second business, a toy shop called the Doll House located in the city's Naos district that sells hauntingly lifelike porcelain dolls, where Reemis believes the artificer to live as well as work.

**Treasure:** A PC who succeeds at a DC 18 Appraise check identifies three particularly esoteric and valuable books on the bookshelf along the room's north wall: *Dark Nights at Schloss Caromarc* by Count Alpon Caromarc; *The Artificers of Rachikan* by Benton Grone; and *Secrets of the Pactmasters Revealed: Theories on the Aluum* (anonymous). Each of the books is worth 75 gp. All other books in the room are common treatises on crafting, constructs, and magic in general, and are worth little.

**Rewards:** If the PCs defeat the simulacrum and discover the three valuable books, reward each subtier thus.

**Subtier 5–6:**

Give each PC 41 gp.

**Subtier 8–9:**

Give each PC 64 gp.

## B2. Drafting Room

A large table dominates this room. Hundreds of papers containing strange diagrams and scrawled mathematical symbols litter its surface. Resting near the diagrams is a half eaten lunch and a perfectly folded note detailing a "to do" list and signed "Your Loving Mother". The list details ordinary tasks such as picking up groceries

and taking a pair of shoes to the cobbler to be resoled; however, if the PCs compare the note from Black's "mother" to the writing on the diagrams, they may detect certain similarities in the script with a successful DC 12 Linguistics check, suggesting that the same author penned the two documents. This is, of course the case, as both Chrysalis Black and his mother are the same person, though the PCs have no way to know this until later in the scenario.

**Treasure:** Black left a *wand of protection from energy* (CL 5th, 10 charges) here. He usually takes it to the Golemworks' laboratory when crafting to protect himself from flames or caustic chemicals, but he left it here under a stack of papers. A successful DC 12 Perception check is sufficient for a PC to locate the wand.

**Faction Notes:** Taldor faction PCs should be interested in the diagrams located here. With a successful DC 14 Knowledge (engineering) check, a PC identifies one of the diagrams as the schematics for constructing angelic guardians. A character who spends 15 minutes going through the diagrams can make this check untrained as he pores over the diagrams and gains a sense of what the symbols and equations mean. Taldor faction PCs who discover and obtain the angelic guardian schematics earn 1 Prestige Point.

**Rewards:** If the PCs locate the wand here, give each PC 188 gp.

## B3. Storeroom

Chrysalis keeps his tools here, along with many treatises, essays, and books on the crafting of constructs that wouldn't fit on the limited shelf space in his office's main room. The collection is impressive, but none of the books are particularly valuable.

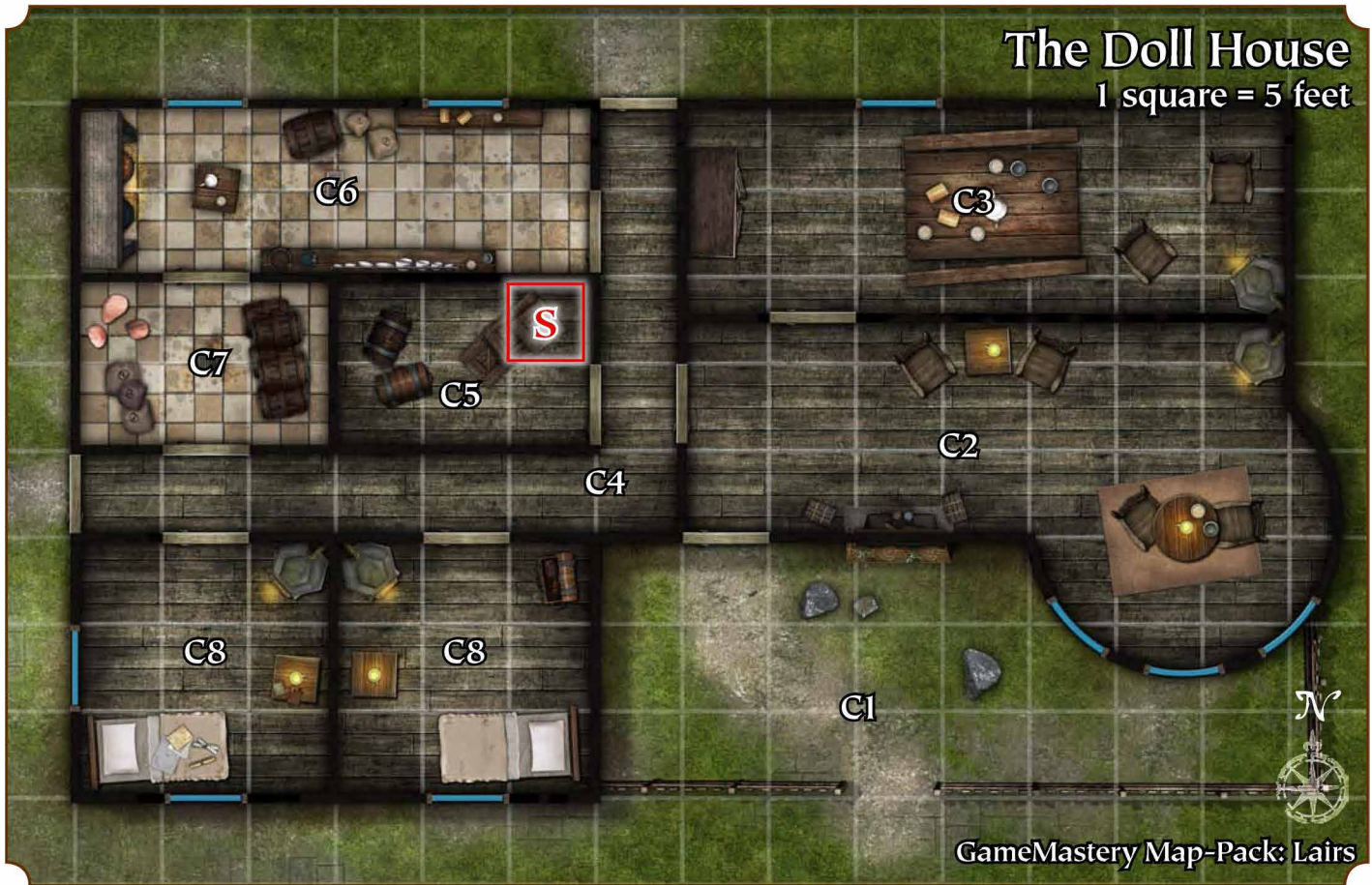
## C. THE DOLL HOUSE

Located in the affluent Naos district, this toy shop caters to rich families who wish to spoil their children with overpriced dolls. However, because of his severe debts, the shop's owner, Chrysalis Black, allows the nefarious Aspis Consortium to smuggle Thassilonian relics by hiding them in the dolls' stuffing. This illicit act pales in comparison to Black's own penchant for piecing together the body parts of kidnapped victims to create his own living dolls, a practice he carries out in the secret basement beneath the creepy but otherwise unassuming store.

Reinforced masonry secures the Doll House's outer walls, while within, wooden walls predominate. Three strong wooden doors (hardness 5, 20 hp, Break DC 23) grant access into the shop from the street. The door leading into area C2 is unlocked, but the two wooden doors entering area C4 are secured with good quality locks (Disable

# The Doll House

1 square = 5 feet



Device DC 30). All of the interior doors are of simple wooden construction and are unlocked unless otherwise noted (hardness 5, 10 hp, Break DC 13). The Doll House has many light sources (including several windows) that maintain a normal level of light unless stated otherwise.

## C1. Yard

A wrought iron fence encloses a small yard, where a well-maintained path leads to a garishly bright building. The front facade is meticulously painted to resemble a child's doll house. An exquisitely carved placard reads, "The Doll House," with dolls smiling and cavorting all around the lettering. Three window displays exhibit festive scenes, in which dozens of dolls play leap-frog, hide-and-seek, and peek-a-boo.

If the PCs peer into the showcase windows, they spy a plump, elderly woman arranging the dolls (make sure to allow Jaelle a chance to notice the PCs in return). From the window, the PCs can see two additional doors exiting the storefront to the building's back rooms.

**Faction Notes:** If any Grand Lodge faction members are present, inform them that the dolls in the shop window closely resemble the doll provided by Ambrus Valsin. (This does not satisfy their faction mission; see area C7 or D3 for more information.)

## C2. Storefront (CR 7 or CR 10)

A nauseating riot of color splashes every surface of this room. The shelves are stocked with hundreds of porcelain dolls with looks of vapid joy upon their faces. While each doll differs in hair color, skin tone, and dress, there is something eerily similar about their enraptured faces, almost as if they all bore a family resemblance. A bronze plaque boasts that "All our dolls are made from Mwangi mahogany and Tian porcelain, and are clothed in Vudrani silk and lace."

A bell above the door rings to announce the PCs' entrance into the shop. At this, a woman named Jaelle greets them with a warm smile. If the PCs have not taken measures to disguise the fact that they are well armed and armored, Jaelle assumes they are smugglers here to pick up dolls containing contraband. In this case, Jaelle keeps her composure and waits for the PCs to initiate the transaction before she ends her charade. If the PCs disguise themselves as ordinary citizens, she assumes they are customers. In any event, the last people she expects to see in the store are Pathfinders.

If the PCs fail to initiate a smuggling transaction, do not purchase a doll (all of which are grossly overpriced), or loiter at the Doll House for too long, Jaelle grows

### SCALING ENCOUNTER C2

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 5–6:** Remove one Aspis thug from the encounter.

**Subtier 8–9:** Remove one Aspis thug from the encounter and give Jaelle the sickened condition, a result of her exposure to some noxious fumes from Black's workshop beneath the toy shop.

impatient and rude, suggesting they leave. If asked directly about Chrysalis Black, she states that she bought the Doll House from him over a year ago and has the paperwork to prove it. Her documents are forgeries, and can be detected as such with a successful DC 18 Linguistics check, or the PCs can make a Sense Motive checks opposed by Jaelle's Bluff check to reveal her lies.

**Creatures:** Jaelle is actually Ophetta, an Aspis Consortium agent planted here to oversee the smuggling operation. Furthermore, she is not elderly, plump, or frail, but rather a young, emerald-eyed Sczarni girl (and the missing niece of Guaril Karela; see the Faction Notes section below). If the PCs suspect something is amiss, they can make a Perception check opposed by her Disguise check. Since Ophetta is feigning her age, she receives a –4 penalty on her skill check (two age categories). Sczarni faction PCs gain a +5 circumstance bonus on their Perception checks to pierce Ophetta's disguise, as her eyes give her away.

At the first sign of trouble, Jaelle signals the thugs in area C3 to come to her aid (their stats are presented in this area since they are most likely to be encountered here).

### Subtier 5–6 (CR 7)

#### JAELE

CR 4

Female human rogue 5  
NE Medium humanoid (human)

**Init** +8; **Senses** Perception +10

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

**hp** 41 (5d8+15)

**Fort** +3, **Ref** +8, **Will** +1

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk kukri +6 (1d4+1 plus poison/15–20), mwk kukri +6 (1d4 plus poison/15–20)

**Special Attacks** sneak attack +3d6

#### TACTICS

**Before Combat** Jaelle attempts to apply her *oils of keen edge* and *sassone leaf residue* to both of her kukris using Sleight of Hand before she initiates combat.

**During Combat** Jaelle calls out for help, then attempts to flank her opponents, targeting casters over fighters. She uses her Two-Weapon Fighting feat unless she cannot hit her target, in which case she attacks with one kukri only.

**Morale** Jaelle fights until reduced below 5 hit points, at which point she pleads for her life. If a Sczarni faction PC identifies her and mentions that her father wants her back home, she surrenders when brought below 15 hit points.

**Base Statistics** Without *keen edge*, Jaelle's statistics are **Melee** mwk kukri +6 (1d4+1 plus poison/18–20), mwk kukri +6 (1d4 plus poison/18–20).

#### STATISTICS

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

**Base Atk** +3; **CMB** +4; **CMD** 18

**Feats** Alertness, Improved Initiative, Skill Focus (Sense Motive), Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +10, Bluff +9, Disguise +9, Intimidate +9, Perception +10, Sense Motive +13, Sleight of Hand +12, Stealth +10

**SQ** rogue talents (finesse rogue, surprise attack), trapfinding +2

**Combat Gear** *oils of keen edge* (2), *sassone leaf residue* (2);

**Other Gear** chain shirt, masterwork kukris (2)

#### ASPIS THUGS (2)

CR 4

Human fighter 4/rogue 1

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +9

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

**hp** 40 each (5 HD; 4d10+1d8+14)

**Fort** +5, **Ref** +5, **Will** +4; +1 vs. fear

**Defensive Abilities** bravery +1

#### OFFENSE

**Speed** 30 ft.

**Melee** greataxe +9 (1d12+8/x3)

**Special Attacks** sneak attack +1d6

#### TACTICS

**Before Combat** The thugs ready their actions in anticipation of being called into the storefront.

**During Combat** The thugs attempt to flank their targets and use sneak attack. They employ their Power Attack feat unless they cannot hit their targets.

**Morale** While Jaelle lives, the thugs fight to the death. If Jaelle dies or surrenders, the thugs yield once brought below 5 hit points or if one of them is reduced from conscious to dead in a single blow.

#### STATISTICS

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

**Base Atk** +4; **CMB** +8; **CMD** 21

**Feats** Dodge, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe)

## THE GOLEMWORKS INCIDENT

**Skills** Acrobatics +9, Bluff +7, Knowledge (local) +4, Perception +9, Stealth +9

**Languages** Common

**SQ** armor training 1, trapfinding +1

**Gear** chain shirt, greataxe

### Subtier 8–9 (CR 10)

#### JAELE

CR 8

Female human rogue 9

NE Medium humanoid (human)

**Init** +8; **Senses** Perception +14

#### DEFENSE

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

**hp** 71 (9d8+27)

**Fort** +5, **Ref** +10, **Will** +3

**Defensive Abilities** evasion, trap sense +3, improved uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *keen kukri* +10/+5 (1d4+3 plus poison/15–20), mwk kukri +10 (1d4+1 plus poison/15–20)

**Special Attacks** sneak attack +5d6

**Rogue Spell-Like Abilities** (CL 9th, concentration +8)

3/day—*resistance*

2/day—*disguise self*

#### TACTICS

Use the tactics from Subtier 5–6.

**Base Statistics** Without *keen edge*, Jaelle's statistics are **Melee**

+1 *keen kukri* +10/+5 (1d4+3 plus poison/15–20), mwk kukri

+10 (1d4+1 plus poison/18–20).

#### STATISTICS

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

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

**Feats** Alertness, Dodge, Improved Initiative, Skill Focus (Sense Motive), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

**Skills** Acrobatics +14, Bluff +13, Disguise +13, Intimidate +13, Perception +14, Sense Motive +17, Sleight of Hand +16, Stealth +14

**SQ** rogue talents (finesse rogue, major magic, minor magic, surprise attack), trapfinding +4

**Combat Gear** *oil of keen edge*, sassone leaf residue (2); **Other**

**Gear** chain shirt, +1 *keen kukri*, masterwork kukri

#### ASPIS THUGS (4)

CR 4

**hp** 40 each (use the statistics from Subtier 5–6)

#### TACTICS

Use the tactics from Subtier 5–6.

**Development:** If Jaelle surrenders, she admits that Chrysalis Black has a laboratory below the building. She even reveals the secret switch leading to the basement,

but doesn't warn the PCs about the *alarm* spell warding the door (see area C5). If the PCs press her for more information, she admits that the Aspis Consortium pays Black a generous salary, in return for which he provides them with secrets from the Golemworks and allows the Consortium to use the Doll House as a front for smuggling relics out of Magnimar and into other cities where dolls wouldn't be searched as thoroughly by customs officers and city watchmen. If asked what Black is up to downstairs, Jaelle honestly says she doesn't know, but she nervously describes hearing the muffled sounds of saw blades and screaming, and the sometimes acrid smells that fill the shop and make her sick if she doesn't leave for fresh air. She also tells the PCs that Black's mother stays in area C8. She does not know that this is really Black masquerading as his mother. In fact, she stays as far away from Black as possible.

**Faction Notes:** Sczarni faction PCs should be interested in Jaelle once they recognize her as Ophetta. With a successful DC 17 Diplomacy or Intimidate check, a PC can convince Ophetta to return to Riddleport and tell her father that Guaril Karela convinced her to return home. Getting the runaway Sczarni youth to return to her father earns Sczarni faction PCs 1 Prestige Point.

Shadow Lodge faction PCs should be interested in planting Grandmaster Torch's package anywhere within area C. A successful DC 17 Sleight of Hand or Stealth check enables a PC to accomplish this task discreetly, or the PC may hide the package without a check if he can sneak away from any possible witnesses.

**Rewards:** If the PCs defeat the Aspis Consortium agents located here (including the thugs in area C3), reward each subtier thus.

**Subtier 5–6:**

Give each PC 254 gp.

**Subtier 8–9:**

Give each PC 878 gp.

## C3. Relic Smuggling Room

Here, Aspis Consortium agents hide valuable Thassilonian relics in secret folds within marked dolls. Two crates full of cotton batting sit near a table, and a large locker of empty dolls rests against the western wall. Thick drapes cover the windows, preventing anyone from spying on the thugs' work.

**Creatures:** The Aspis thugs are busily stuffing relics into dolls. If they hear the bell on the shop's door, they stop their work and ready themselves to burst into area C2 should Jaelle call them. If the PCs take the thugs by surprise, the Aspis agents immediately attack the intruders and call out to Jaelle. Because the thugs and Jaelle are most likely encountered together, their statblocks are located in area C2. However, if clever PCs

can separate the two groups, feel free to treat them as two independent encounters.

**Treasure:** On the table are 10 strange relics that stand out for their oddness. These objects are 1 miniature pewter whip and quill, 6 gilded wings, 1 seven pointed star encircled within a marble ring, and 1 silver-scaled snake torso. With a successful DC 17 Appraise or Knowledge (history) check, a PC recognizes the items as dating back to ancient Thassilon, and with a successful DC 17 Knowledge (engineering) or Craft (sculpture) check, a PC recognizes that these relics can be pieced together to form a single statuette. If assembled, the statue depicts the ancient Thassilonian goddess Lissala, identifiable with a successful DC 20 Knowledge (religion) check unless a PC has encountered the cult of Lissala previously.

**Mission Notes:** Osirion faction PCs should be interested in the relics that form the Lissala statuette. Assembling the relics into the statuette completes their mission from Amenopheus and earns Osirion faction PCs 1 Prestige Point.

Qadira faction PCs should be interested in the Aspis smuggling ring's operations here. A successful DC 25 Perception check or DC 18 Craft (clothing), Profession (tailor), or similar skill check reveals the hidden pockets within the dolls. Noting how the Aspis Consortium smuggled relics in and out of Varisia in the dolls earns Qadira faction PCs 1 Prestige Point.

## C4. Hall

This narrow "L"-shaped hallway separates the shop proper (areas C2 and C3) from the building's living quarters (areas C4–C8). At each end of the hallway, a strong wooden door secured with a good quality lock (Disable Device DC 30) exits to the allies that run along the building's north and west walls, respectively. Six additional doors provide further access into the building.

## C5. Storeroom

The door to this area is warded with the *alarm* spell (using the mental alarm option keyed to Chrysalis Black). Two chests and a stack of three crates fill this room. Sewing supplies and doll parts fill the chests, but the crates are hollow fakes. A DC 20 Perception check uncovers a hidden switch that, when pulled, rotates the hollow stack of crates, revealing a set of stairs descending to area D1.

**Development:** If the PCs enter the storeroom without dispelling the *alarm* spell, Black is alerted to the intrusion and prepares for combat.

## C6. Kitchen

A well-stocked kitchen provides Black and the Aspis Consortium agents with nourishment. Black, in his "Mother" persona, keeps the kitchen impeccably clean.

## C7. Pantry

Flanks of meat, kegs of wine, and other perishables fill this cold pantry. Beside the mundane items stored here, a successful DC 18 Perception check reveals a loose tile that, when uncovered, reveals a shallow 5-foot-by-5-foot pit. A horrific assembly of humanoid body parts rests preserved in the 3-foot-deep hollow, and any PCs who initially discover the grisly sight must succeed at a DC 20 Will save or be shaken for the next 24 hours. A successful DC 15 Heal check reveals the body parts are surgically prepared and preserved so as not to decompose as quickly or obviously as otherwise. A PC who succeeds at a DC 15 Spellcraft check identifies the body parts as possible components of a flesh golem. One of the fresher pieces is a right humanoid arm tattooed with the Glyph of the Open Road.

**Mission Notes:** Grand Lodge faction PCs who locate the severed arm here and recognize that it is identical to the right arm of the doll Ambrus Valsin sent them with their faction missive can deduce that Black had something to do with the Pathfinder's murder and now have enough evidence for Valsin to link the murders to the Aspis Consortium agent. Obtaining such evidence earns Grand Lodge faction PCs 1 Prestige Point.

## C8. Living Quarters

These twin rooms are modestly furnished and provide a comfortable respite from the rest of the building. The west room is stocked with clothing befitting an elderly woman, while the east room contains the fine clothing of a well-groomed male merchant. On even days Black sleeps in the east room, but on odd days he dresses up as his mother and rests in her chambers. A PC searching the rooms finds a pair of twin journals with two successful DC 14 Perception checks. The journals are written in the same hand, which a PC who succeeds at a DC 12 Linguistics check recognizes, and this writing is identical to the script in both the notes and "to do list" in area B2. Both journals report mundane goings on around the Doll House, sometimes referring to the same events from different perspectives. Neither is particularly remarkable aside from providing a glimpse into Chrysalis Black's fractured mind.

## D. UNDER THE DOLL HOUSE

Even in his madness, Chrysalis Black knows that his strange hobby of killing innocents and using their bodies to make flesh golems isn't something he can openly discuss or perform in public. Thus, he has built a secret and secluded sanctuary beneath the Doll House where he carries out the vile experiments. Here he also keeps what remains of his mother, a secret reminder of



the woman who so scarred his mind that he now assumes her personality half his waking hours.

## D1. Mother's Hall (CR 6 or CR 9)

A wide tunnel stretches underneath the Doll House, with uneven wooden planks serving as floor, walls and ceiling. Stacks of crates, chests, sacks, bolts of fabric, and even a discarded love seat clutter this yawning corridor. On the western edge, a narrow set of stairs leads up to the Doll House. Light spills into the dim chamber from an open doorway at the hall's eastern end. The air is musty and putrescent.

Everything that reminds Chrysalis Black of his abusive mother is piled haphazardly within this hall. The crates, chests, and sacks are filled with outlandish hats, gaudy baubles, and dusty wigs. A false bottom in one of the chests (Perception DC 20) hides a handful of healing potions (see Treasure below). Several portraits of a stern-looking woman—the late Entrichtica Black—glare into the room. One painting portrays the whole family, including a young Chrysalis Black and several younger sisters—a number equal to the number of soulbound dolls at the PCs' subtier. The girls' faces in the portrait have been melted away as if by acid. This room is cast in dim light.

Piled near an open chest are several of Entrichtica Black's journals. The memoirs provide a clear insight into Chrysalis Black's psychotic origins, as presented in the sidebar on page 10. The journals blame young Chrysalis for his sisters' deaths, and further accuse him of creating abominations in their likenesses to torment his bereaved mother. With a successful DC 12 Linguistics check, a PC may note that the last two books in the memoir, while still written from his mother's viewpoint, exhibit different handwriting. If the PCs have a sample of Chrysalis's handwriting from the Golemworks or either journal in area C8, they can easily match the disparate samples.

**Creatures:** Several soulbound dolls hide amid this chamber's clutter, each crafted to resemble one of Chrysalis's dead sisters, and each containing the bound soul of a murdered sibling. Over time, the realization that their brother was in fact their killer and the resentment of being continually broken and reformed into new soulbound dolls drove the once innocent sisters to madness, and they are now as unhinged and unpredictable as their crazed brother. They attack the PCs gleefully as the Pathfinders make their way through the room, waiting either until a PC inspects one of the still dolls closely or until all PCs are in the middle of the room before springing their attack.

In the center of the room sits a gnarled and bloated corpse, stitched together with bits of other bodies where its own organs have rotted away. This flesh golem is mostly

### OPTIONAL ENCOUNTER

Elements of encounter D1 are optional. If less than 90 minutes remain, remove the creatures from area D1 and allow the PCs to discover the journals and treasure contained here without harassment. The dolls and flesh golem then become simply obscene mementos of Black's former life but otherwise inanimate objects.

made up of Chrysalis's murdered mother, Entrichtica Black, and sits unmoving in a moldering rocking chair, wearing one of the late widow's stained dresses and a pair of *slippers of spider climbing* with a floral pattern. The creature is inert, and doesn't respond even if prodded or attacked, but in Subtier 8–9 it can be commanded to attack by its porcelain daughters.

## Subtier 5–6 (CR 6)

### BLACK SISTERS (4)

CR 2

CN female soulbound dolls (*Pathfinder RPG Bestiary* 2 255)

hp 19 each

#### TACTICS

**Before Combat** The soulbound dolls use their spell-like abilities to knock things over, slam chests open and close, and cause other uncanny occurrences in the hope of tricking the PCs into thinking the area is haunted and leaving them undisturbed.

**During Combat** The sisters use their *rage* spell-like ability and furiously attack the PCs.

**Morale** The dolls have been formed and shattered so many times by their insane brother that they don't fear destruction. They fight until destroyed, believing their soul foci will simply be incorporated into future dolls their brother crafts.

## Subtier 8–9 (CR 9)

### BLACK SISTERS (6)

CR 2

CN female soulbound dolls (*Pathfinder RPG Bestiary* 2 255)

hp 19 each

#### TACTICS

Use the tactics from Subtier 5–6.

### FLESH GOLEM

CR 7

hp 79 (*Pathfinder RPG Bestiary* 160)

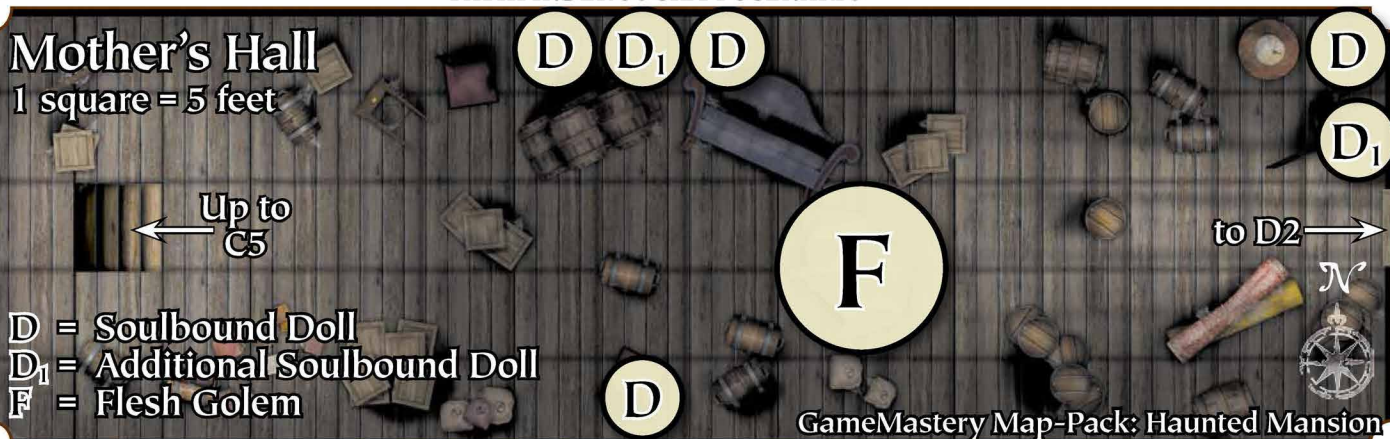
#### TACTICS

**Before Combat** The golem hides sprawls motionless in a rocking chair until its daughters order it to attack.

**During Combat** The golem mindlessly attacks until it is destroyed. It's wearing *slippers of spider climbing*, but the low ceiling and its mindlessness prevent it from taking advantage of their abilities.

## Mother's Hall

1 square = 5 feet



**D** = Soulbound Doll  
**D<sub>1</sub>** = Additional Soulbound Doll  
**F** = Flesh Golem

GameMastery Map-Pack: Haunted Mansion

**Treasure:** In Subtier 5–6 there are four *potions of cure serious wounds* and four *potions of cure moderate wounds* hidden in the false bottom of one of the chests. In Subtier 8–9, there are eight *potions of cure serious wounds* instead. The flesh golem wears *slippers of spider climbing* on its filthy, misshapen feet.

**Rewards:** If the PCs discover the slippers and potion cache, reward each subtier thus.

**Subtier 5–6:**

Give each PC 750 gp.

**Subtier 8–9:**

Give each PC 900 gp.

## D2. The Doll Door

This unique door resembles a giant doll's head with a disturbingly wide grin. It also bears an eerie resemblance to the woman in the portraits in **D1**. The doll door is made of magically treated porcelain (treat as an iron door with hardness 10, 60 hp, and Break DC 28) and secured with a good quality lock (Disable Device DC 30). The door has a permanent *magic mouth* cast on it that emits a vitriolic litany of curses at anyone who touches it. The shrill voice mimics Black's deceased mother, repeating its vulgarity until the door is opened. When the door first curses at the PCs, allow Black a DC 15 Perception check to hear his mother's shrieks. For every additional round the door curses at the PCs, grant Black a cumulative +2 bonus on his Perception check. If the PCs use force to break the door down, Black is automatically aware of their presence.

**Treasure:** In Subtier 8–9 the eyes on the door have two 2nd-level *pearls of power* inlaid into them to look like bright reflections. A PC who succeeds at a DC 10 Appraise check or a DC 15 Perception check locates them, and they are easily pried loose from their setting.

**Rewards:** If the PCs discover the *pearls of power*, reward each subtier thus.

**Subtier 5–6:**

There are no rewards in this subtier.

**Subtier 8–9:**

Give each PC 666 gp.

## D3. Black's Laboratory (CR 9 or CR 12)

Tangles of tubes, cords, and wires fill this bizarre room. Black, acrid smoke churns from dial-covered devices that buzz and bellow, and a thick green liquid bubbles within tall glass cylinders that feed a central device resembling a giant metallic coffin. The floor is densely carpeted with shattered porcelain faces and limbs, with glimpses of more organic gore amid the rubble.

The mass of shattered doll parts on the laboratory's floor creates difficult terrain, making movement through the laboratory treacherous. In the room stand six glass cylinders filled with green fluid, each containing a captured Pathfinder in a sort of suspended animation. Tubes leading off from them feed a central metallic birthing chamber, and two more tubes leading off from that connect to two giant syringe-like apparatuses mounted on the 15-foot-high ceiling, hanging down a full 5 feet each.

**Creature:** At the far end of the laboratory, Chrysalis Black maniacally pours elixirs into the syringes that feed his latest masterpiece within the birthing chamber. He does not resemble his simulacrum at first glance, because he wears an old woman's frock, a tattered grey wig, and grotesque makeup (although he fights in his "Mother" persona, he still retains his spells and knowledge of the PCs). While Black does not pull any punches, his spell selection is not optimized for combat. He has spent considerable resources scrying on the PCs and creating simulacrum and other constructs and isn't arrayed in magical gear designed to face a well-equipped party of Pathfinders. His previous scrying has allowed him to prepare somewhat, but the artificer is as crazed as he is brilliant, and he isn't fully aware of when he's outclassed. Chrysalis anticipated a Pathfinder response to his sabotage of the Heidmarch's angelic guardians, however, and set up a safe house at a nearby inn where his spellbooks await; whether he manages to escape the PCs' wrath remains up to the party.

## THE GOLEMWORKS INCIDENT

Trapped within the birthing chamber is an unstable, multi-headed golem forged of porcelain and flesh; after the last bolt becomes dislodged, the abomination fights to break free from its metal womb, sending securing bolts whizzing across the room like unpredictable missiles (see Hazard below). When the last bolt breaks free, the creature bursts from the birthing chamber, only to doom itself. Outside its metallic womb, the horror's immature lungs cannot function, and the creature dies in ugly, agonized death throes after 1 round of loud and desperate wheezing. Its death further enrages Black, and he focuses attacks on the PC who was nearest to his failed creation when it died.

**Hazard:** One round after the battle starts, on initiative count 0, the half-formed abomination inside the birthing chamber begins bashing into the side, making large dent, and letting out horrific screams that are only partially muffled by the thick metal. There are 10 bolts fastening the birthing chamber together; at the end of each round, the horror's thrashings dislodges one, launching it across the laboratory. Consult the following table to determine the bolt's effect.

d8	Result
1-4	The screaming projectile flies toward a randomly determined PC's head, narrowly missing her.
5-6	The dislodged bolt targets a randomly determined PC with a +15 ranged attack that deals 2d6+3 points of damage on a hit.
7-8	The bolt smashes into one of the six large glass cylinders, shattering it and sending the fluid within splashing into the laboratory. If any PCs are adjacent to the targeted container, they are affected as if hit with the splash damage described in Traps below. If all containers have been destroyed, treat this die result as a 1.

**Traps:** The two giant syringes shoot a sort of alchemical embalming fluid created by Chrysalis Black to help him control his more experimental creations. The caustic liquid gives him temporary control over creatures it hits, even those immune to mind-affecting effects or compulsions. The syringes' primitive sensory magic believes that any living creatures other than Black that don't move are dead, and the syringes fire streams of embalming fluid at them to keep them under Black's control.

On initiative count 10 every round, each syringe pivots and fires at one creature within line of sight and within 40 feet. It only fires at a creature that hasn't moved out of its square for a full round, and never targets Black. This attack acts like a splash weapon with a +7 ranged touch attack that deals 4d6 points of acid damage to a creature it hits and 5 points of acid splash damage to

### SCALING ENCOUNTER D1

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 5-6:** Remove one Black sister from the encounter.

**Subtier 8-9:** Remove three Black sisters from the encounter.

each creature within 5 feet of where the acid hits. Each creature hit by the primary attack must succeed at a DC 15 Will saving throw or follow one instruction from Black as though affected by the *command* spell. If Black is dead, the command is to halt. The liquid doesn't damage or require a save from a creature already affected by it, nor does a creature commanded to halt by Black trigger a syringe attack for remaining still. However, the fluid wears off on a living creature after 1 round, allowing the creature to be targeted again.

If a syringe or glass cylinder is broken (hardness 1, 4 hp), the fluid splashes on all creatures within 10 feet (dealing its normal splash damage). Each shattered cylinder also releases an imprisoned Pathfinder, who slumps to the ground in a strange suspended animation.

### Subtier 5-6 (CR 9)

#### CHRYSLIS BLACK

CR 9

Male human wizard 10

CN Medium humanoid (human)

**Init** +0; **Senses** Perception +1

#### DEFENSE

**AC** 21, touch 11, flat-footed 21 (+4 armor, +1 insight, +2 natural, +4 shield)

**hp** 77 (10d6+40)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +6 (1d6+1)

**Special Attacks** hand of the apprentice (7/day), metamagic mastery (2/day)

**Wizard Spells Prepared** (CL 10th; concentration +14)

5th—*feeblemind* (DC 20), *teleport*

4th—*black tentacles*, *lesser simulacrum*<sup>UM</sup>, *screaming* (DC 18), *stoneskin*

3rd—*displacement*, *lightning bolt* (2, DC 17), *protection from energy*

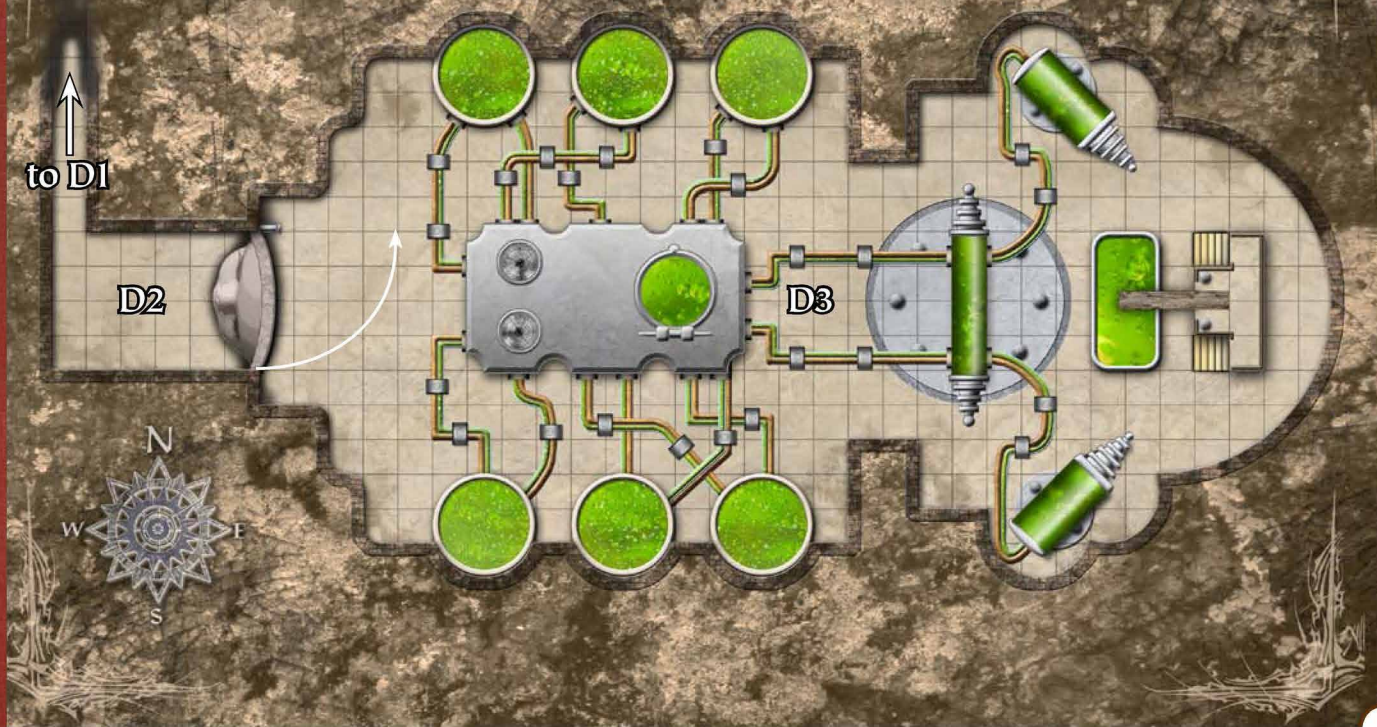
2nd—*false life*, *mirror image*, *scorching ray* (2), *unnatural lust*<sup>UM</sup> (DC 17)

1st—*alarm*, *mage armor*, *magic missile* (2), *ray of enfeeblement* (DC 15)

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

# Black's Laboratory

1 square = 5 feet



## TACTICS

**Before Combat** If the *alarm* spell in area C<sub>5</sub> is triggered, Chrysalis casts his defensive spells that have a duration of at least 1 hour per level. Once Chrysalis hears the PCs at the doll door, he casts his defensive spells (including those on scrolls) that have durations measured in minutes and rounds, using his metamagic rod to extend three of their durations (GM's choice). Once he has finished his preparations (including using potions and scrolls), if the PCs have not bypassed the doll door, Chrysalis opens it from a distance with a remote unlocking mechanism. He then prepares himself using the information he gathered from his earlier scrying.

**During Combat** Chrysalis casts *black tentacles*, followed by spells such as *lightning bolt* and *magic missile* before resorting to *unnatural lust*, *feblemind*, and *ray of enfeeblement*.

**Morale** Chrysalis fights until reduced below 20 hit points, at which time he attempts to escape via *teleport*.

**Base Statistics** Without *barkskin*, *mage armor*, and *shield*, Black's statistics are AC 11, touch 11, flat-footed 11.

## STATISTICS

**Str** 12, **Dex** 10, **Con** 14, **Int** 19, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +6; **CMD** 17

**Feats** Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Deceitful, Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Still Spell, Toughness

**Skills** Bluff +19, Craft (sculpture) +17, Disguise +1, Heal +11, Knowledge (arcana) +17, Knowledge (engineering) +17, Sense Motive +11, Spellcraft +17

**Languages** Common, Jistka, Terran, Thassilonian, Varisian  
**SQ** arcane bond (amulet)

**Combat Gear** *potion of barkskin*, *scroll of shield*; **Other Gear** quarterstaff, *dusty rose prism ioun stone*, *lesser extend metamagic rod*, *ring of counterspells*, spell component pouch, spellbook (contains all prepared spells as well as o—all cantrips; 1st—*floating disk*, *identify*, *magic aura*, *magic aura*, *shield*, *sleep*, *unseen servant*; 2nd—*locate object*, *whispering wind*; 3rd—*dispel magic*, *nondetection*, *slow*; 4th—*confusion*, *dimension door*; 5th—*cone of cold*, *dominate person*)

<sup>UM</sup> See *Pathfinder RPG Ultimate Magic*.

## Subtier 8–9 (CR 12)

### CHRYSLIS BLACK

CR 12

Male human wizard 13

CN Medium humanoid (human)

**Init** +0; **Senses** Perception +14

### DEFENSE

**AC** 21, touch 11, flat-footed 21 (+4 armor, +1 insight, +2 natural, +4 shield)

**hp** 100 (13d6+52)

## THE GOLEMWORKS INCIDENT

**Fort** +8, **Ref** +6, **Will** +11

### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +7/+2 (1d6+1)

**Special Attacks** hand of the apprentice (8/day), metamagic mastery (3/day)

**Wizard Spells Prepared** (CL 13th; concentration +18)

7th—*greater scrying* (DC 22)

6th—*chain lightning* (DC 21), *contingency*

5th—*cone of cold* (DC 20), *dominate person* (2, DC 22), *feeblemind* (DC 22)

4th—*black tentacles*, *confusion* (DC 21), *dimension door*, *stoneskin*

3rd—*dispel magic*, *displacement*, *lightning bolt* (2, DC 18), *protection from energy* (DC 18)

2nd—*false life*, *mirror image*, *scorching ray* (2), *unnatural lust*<sup>UM</sup> (DC 19)

1st—*alarm*, *mage armor*, *magic missile* (3), *ray of enfeeblement* (DC 16)

o (at will)—*acid splash*, *detect magic*, *light*, *read magic*

### TACTICS

**Before Combat** Use the tactics from Subtier 5–6.

**During Combat** Use the tactics from Subtier 5–6.

**Morale** Black fights until reduced below 15 hit points, at which time his *contingency* spell goes off, triggering *dimension door* to whisk him away to safety.

### STATISTICS

**Str** 12, **Dex** 10, **Con** 14, **Int** 20, **Wis** 13, **Cha** 8

**Base Atk** +6; **CMB** +7; **CMD** 18

**Feats** Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Deceitful, Greater Spell Focus (enchantment), Scribe Scroll, Skill Focus (Bluff), Spell Focus (enchantment), Still Spell, Toughness

**Skills** Bluff +22, Craft (sculpture) +21, Disguise +1, Heal +14, Knowledge (arcana) +21, Knowledge (engineering) +21, Perception +14, Sense Motive +14, Spellcraft +21

**Languages** Aklo, Common, Jistka, Terran, Thassilonian, Varisian  
**SQ** arcane bond (amulet)

**Combat Gear** *potion of barkskin*, *scroll of shield*, *wand of wall of fire* (6 charges); **Other Gear** quarterstaff, *cloak of resistance* +2, *dusty rose prism ioun stone*, *extend metamagic rod*, *ring of counterspells*, spell component pouch, spellbook (contains all prepared spells as well as o—all cantrips; 1st—*floating disk*, *identify*, *magic aura*, *shield*, *sleep*, *unseen servant*; 2nd—*locate object*, *whispering wind*; 3rd—*dispel magic*, *nondetection*, *slow*; 4th—*lesser simulacrum*<sup>UM</sup>, *scrying*; 5th—*major creation*, *permanency*, *teleport*; 6th—*disintegrate*, *greater dispel magic*, *mass suggestion*; 7th—*simulacrum*)

<sup>UM</sup> See *Pathfinder RPG Ultimate Magic*.

### SCALING ENCOUNTER D3

To accommodate parties of only four PCs, give Chrysalis Black the sickened condition in both subtiers and remove the flying bolt hazard from the encounter entirely.

**Development:** After the PCs defeat Chrysalis Black, a DC 10 Perception check reveals a dossier revealing ties between the mad artificer and the Aspis Consortium. These documents reveal details of the sabotage Black was instructed to perform on the Heidmarchs' angelic guardians, records of months of payments for the use of the Doll House as a smuggling front and the acquisition of information from the Golemworks, and finally a mysterious reference to the approval of an unnamed "Qadiran friend." All of the documents are signed by gold agent "Maiveer Sloan of Bronze House," the Aspis Consortium's head of operations here in Magnimar.

**Treasure:** A pouch of newly minted Qadiran coins sits next to the dossier of Black's dealings with the Aspis Consortium, his payment for services rendered. In Subtier 5–6, the bag contains 100 gp; in Subtier 8–9, the bag contains 150 pp.

If the PCs are denied Black's gear because of his escape, they locate several crates filled with exotic materials for making dolls behind the dais at the east end of the room. The materials include bolts of Vudrani silk, timbers of Mwangi mahogany, and fine clay for the making of Tian porcelain. These materials provide the same value as if the PCs claimed Black's gear. Only one of these rewards can be gained.

**Faction Notes:** Lantern Lodge faction PCs should be interested in the unconscious Pathfinders located here. A PC can revive them from their strange suspended animation with a successful DC 18 Heal check, earning Lantern Lodge faction PCs 1 Prestige Point.

Grand Lodge faction PCs who inspect Black's abomination find a tattoo on its left arm—a Glyph of the Open Road matching the arm of the doll provided by Ambrus Valsin and the right arm in area C7. A PC who doesn't directly inspect the body might notice the tattoo with a successful DC 12 Perception check. Discovering the arm provides enough evidence for Valsin to link the murders to an Aspis Consortium agent and earns Grand Lodge faction PCs 1 Prestige Point.

**Rewards:** If the PCs gain either Black's gear or the trade goods, reward each subtier thus.



Chrysalis Black

**Subtier 5–6:**

Give each PC 1,045 gp.

**Subtier 8–9:**

Give each PC 2,488 gp.

## CONCLUSION

With their enemies vanquished, the PCs can rescue the missing Pathfinders and bring the evidence damning the Aspis Consortium to Heidmarch Manor. Sheila presents the evidence linking the Pathfinder's murders, the attack on her property, and the relic smuggling ring to the Magnimarian government in an effort to bring punishment down on the rival organization, but Lord-Mayor Haldmeer Grobaras and his ineffectual bureaucracy are unconvinced of the Aspis Consortium's role in the murders. Although the evidence is substantial that they were at least involved in spying on the Golemworks, smuggling, and ordering the sabotage of angelic guardians, those in power are hardly motivated to get involved in a crime that seems to have already been solved, though the Pathfinders are paid lip service and promised that the Aspis Consortium will be watched carefully going forward. If Chrysalis Black escaped, the lord-mayor does issue a warrant for his arrest, but nothing comes of it.

## Success Conditions

The PCs' primary goal in the scenario is to track the sabotaged angelic guardians back to Chrysalis Black and ultimately to the Aspis Consortium. If the PCs locate Black's dossier, they find sufficient evidence to convince Sheila Heidmarch that the Aspis Consortium was ultimately behind the attack on the lodge, and all the PCs earn 1 Prestige Point.

## Faction Missions

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

**Andoran Faction:** Andoran faction PCs who convince Reemis to back the Andoran Embassy in area **B** earn 1 Prestige Point.

**Cheliox Faction:** Cheliox faction PCs who convince Reemis to keep Zarta's portraits from falling into her rival's hands in area **B** earn 1 Prestige Point.

**Grand Lodge Faction:** Grand Lodge faction PCs who discover one of the severed arms with the identifying tattoo in area **C7** or **D3** earn 1 Prestige Point.

**Lantern Lodge Faction:** Lantern Lodge faction PCs who revive the suspended Pathfinders in area **D3** earn 1 Prestige Point.

**Osirion Faction:** Osirion faction PCs who assemble the Thassilonian relics in area **C3** earn 1 Prestige Point.

**Qadira Faction:** Qadira faction PCs who discover the smuggling ring and the dolls' secret pockets in area **C3** earn 1 Prestige Point.

**Sczarni Faction:** Sczarni faction PCs who convince Ophetta to return home and give Guaril the credit for doing so in area **C2** earn 1 Prestige Point.

**Shadow Lodge Faction:** Shadow Lodge faction PCs who discreetly plant Grandmaster Torch's package anywhere within the Doll House (area **C**) earn 1 Prestige Point.

**Silver Crusade Faction:** Silver Crusade faction PCs who actively aid their Pathfinder allies and complete the mission without any PC deaths earn 1 Prestige Point.

**Taldor Faction:** Taldor faction PCs who identify the diagrams in area **B2** as angelic guardian schematics and take them earn 1 Prestige Point.

## THE GOLEMWORKS INCIDENT

### Andoran



Freedom Fighter,

We seek to establish a permanent hold within Magnimar and need the backing of several prominent figures or establishments within the city. While you perform your Pathfinder duties, hunt for allies within the prestigious Golemworks. If you find yourself in the presence of such figures, convince them of our cause and get support for the newly established Andoren embassy.



For liberty,

Major Colson Maldris

### Chelax



Darling,

I have let my desires get me into trouble on more than one occasion, and I can't afford such indiscretions to come to light right now. There is a man named Reemis who works at the Golemworks, and I let him paint me in several risqué portraits some years ago. Our tryst ended before he would have liked it to and he has threatened to turn these portraits over to one of my political rivals unless I rekindle the dead embers of our romance. I need you to convince him not to do this. Offer him a tryst of your own, threaten him, or do anything you must to keep my portraits from ever seeing the light of day.



Your loyalty will be rewarded,

Paracountess Zarta Dralneen

### Grand Lodge



Take Heed,

As we struggle to gain a foothold in Magnimar, several Pathfinder agents have been discovered brutally murdered. Adding to the horror, a doll eerily resembling victim is placed near each corpse. The local venture-captains, Sheila and Canayven Heidmarch, are not yet aware of this, and we would like to keep it that way for now. Investigate these murders quietly. The most recent victim was completely dismembered, but the doll I've sent with this message may help you to identify the rest of him if you should find him. Note the tattoos of the Glyph of the Open Road on its arms. Discover hard evidence of the killer's identity so we can seek justice, but keep your investigations a secret, as the Decemvirate don't know who they can trust.



For the will of the Ten,

Venture-Captain Ambrus Valsin

### Lantern Lodge



Trusted companion,

The intrusion of the Aspis Consortium into the *Hao Jin Tapestry* has led the Decemvirate to question our motives and effectiveness within the organization. We need to show our cousins that our intentions are true and that we are valuable assets to the Society. My spies tell me that several Pathfinder agents have recently gone missing in Magnimar; to show the Decemvirate our loyalty, make every attempt to locate these missing agents and return them to Heidmarch Manor alive and in good health.



For honor,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



With Trepidation,

The Ruby Prince does not fare well. It seems the mysterious affliction ravaging his body is getting worse. We know the curse began after he studied ancient Thassilonian relics, so we hope a cure can be found by studying more. You present our greatest hope, so while you travel the lands of Varisia, look for artifacts of the ancient runelords and their subjects, especially any involving the goddess Lissala, whose statue we believe to be the cause of our liege's ailment.

The Ruby Prince needs you,  
*Amenopheus*  
Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

It seems someone is beating us at our own game. Recently, one of our buyers of illegal Thassilonian relics told us she would not need our services any longer as she had found a cheaper and less risky alternative. We cannot afford to lose her contract, and if word gets out that someone can undercut us, our ventures in Varisia are doomed. Discover who these dealers of ancient relics are, and how they smuggle their wares in and out of Varisia. With this information, we can crush our opponents while forcing our wayward customers back to us.

With vigilance comes profit,  
*Aaqir al'Hakam*  
Trade Prince Aaqir al'Hakam

SCZARNI



My Friend,

The road winds home and it is good to breathe the sweet air of Varisia. While my business keeps me here in Riddleport, I can find use for you in Magnimar. My niece has run away, and her father would owe me a great deal if she returned to him. My investigations reveal she has joined the Aspis Consortium based out of Magnimar. If your mission crosses paths with the Consortium, find out where she is and if possible persuade her to return to Riddleport. I do not care how you do this; just do not to scar her pretty face. Her name is Ophetta and her eyes sparkle like flawless emeralds. One final thing—make sure she tells her father that I, Guaril Karela, am responsible for her homecoming.

May the road never leave you weary,  
*Guaril Karela*  
Guaril Karela

SHADOW LODGE



Trusted Friend,

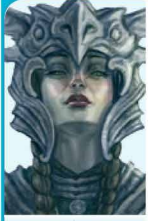
I have a double agent working undercover as an Aspis Consortium errand-boy within Magnimar. If you should find in your daily affairs a location frequented by members of our rivals, I need you to discreetly plant this package where it can be found with little effort. I do not need to remind you that discretion is of utmost importance. Let no one see you plant the package, not even your closest friends. Once this is done, my agent will know what to look for.

Ever watch your back,  
*Torch*  
Grandmaster Torch



## THE GOLEMWORKS INCIDENT

### Silver Crusade



Humble Champion,

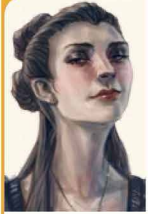
We often talk of being a shining beacon or a protector of the people, but now is the time to set aside mere words and act. While you travel with your companions, strive to see that no harm finds them and espouse the virtues we hold dear. Whether you put yourself in harm's way to shield your allies, bolster their defenses through magic, or heal grave wounds, let no one perish on your next mission and do so in the name of the Light.



Goodness begins with you,

Ollysta Zadrian

### TALDOR



Proud Servant,

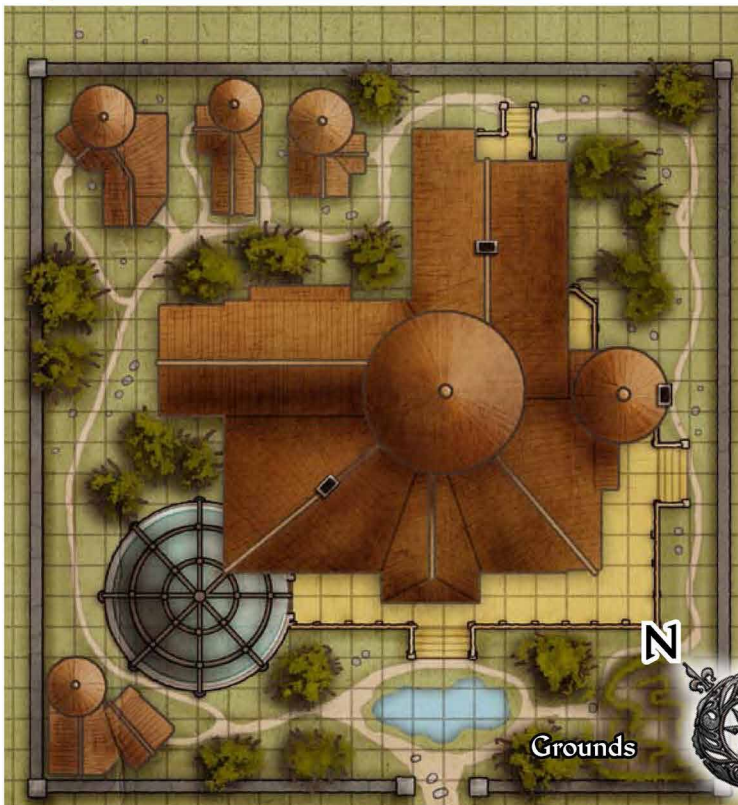
The walls of a stronghold can always be breached if you know the weak spot, and the same is true for barriers of bureaucracy and politics. We have struggled long to learn the secrets of the Golemworks and use their mastery of construct crafting to bolster our own renown, but to no avail, for their greatest discoveries are all protected within the arcane institution. While you visit Magnimar, I need you to visit the Golemworks and acquire a schematic of one of their most popular constructs—the angelic guardian. Bring this to me so our artisans in Oppara can begin to produce such creatures. I must warn you that the artisans at the Golemworks guard their secrets, so asking for such a diagram will get you thrown out.



For Taldor,

Lady Gloriana Morilla

### PLAYER HANDOUT



## PATHFINDER SOCIETY SCENARIO

### Pathfinder Society Scenario #4-03: The Golemworks Incident

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

Character #	<input type="text"/>
Prestige Points	
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

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**Pathfinder Society Scenario #4-03: The Golemworks Incident** © 2012, Paizo Publishing, LLC; Author: Larry Wilhelm.



# Pathfinder Society Scenario #4-03: The Golemworks Incident

Scenario Chronicle #

Slow  Normal

SUBTIER			
5-6	1,264	2,528	MAX GOLD
SUBTIER			
8-9	2,717	5,434	

This Chronicle Certifies That

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

Has Completed This Scenario.

### Items Found During This Scenario

SUBTIER  
5-6

- dusty rose prism ioun stone (5,000 gp)
- lesser extend metamagic rod (3,000 gp)
- oil of keen edge (750 gp)
- potion of barkskin (300 gp)
- potion of cure moderate wounds (300 gp)
- potion of cure serious wounds (750 gp)
- ring of counterspells (4,000 gp)
- slippers of spider climbing (4,800 gp)
- wand of protection from energy (CL 5th, 10 charges; 2,250 gp, limit 1)
- sassone leaf residue (300 gp, limit 2 doses)
- “Trusty Buddy” (adamantine crowbar; 3,002 gp, limit 1; +4 circumstance bonus on Strength checks to open doors and chests, bypasses DR when used as improvised weapon)

SUBTIER  
8-9

- +1 keen kukri (8,308 gp)
- cloak of resistance +2 (4,000 gp)
- extend metamagic rod (11,000 gp)
- pearl of power (2nd level) (4,000 gp)
- wand of wall of fire (6 charges; 2,520 gp, limit 1)

### EXPERIENCE

Starting XP

+		GM's Initial
---	--	--------------

XP Gained (GM ONLY)

Final XP Total

### FAME

Initial Fame	Initial Prestige

+		GM's Initial
---	--	--------------

Prestige Gained (GM ONLY)

Prestige Spent

--	--

Final Fame Current Prestige

### GOLD

Start GP

+		GM's Initial
---	--	--------------

GP Gained (GM ONLY)

+		GM's Initial
---	--	--------------

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

### Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

### Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #