


PATHFINDER SOCIETY



THE FABRIC OF REALITY

By Tom Phillips



THE FABRIC OF REALITY

PATHFINDER SOCIETY SCENARIO #4-16

Author • Tom Phillips

Contributing Artists • Yong Yi Lee and Fernanda Suarez

Cartographers • Corey MacCourek and Sean Macdonald

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Senior Editor • James L. Sutter

Development Lead • Mark Moreland

Development Team • John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie

Editorial Team • Judy Bauer, Logan Bonner, Christopher Carey, and Ryan Macklin

Lead Designer • Jason Bulmahn

Design Team • Stephen Radney-MacFarland and Sean K Reynolds

Senior Art Director • Sarah E. Robinson

Art Director • Andrew Vallas

Graphic Designer • Sonja Morris

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Finance Manager • Christopher Self

Staff Accountant • Kun'ji Sedo

Chief Technical Officer • Vic Wertz

Senior Software Developer • Gary Teter

Pathfinder Society Campaign Coordinator • Mike Brock

Project Manager • Jessica Price

Website Team • Ross Byers, Liz Courts, Lissa Guillet, and Chris Lambertz

Warehouse Team • Will Chase, Michael Kenway, Heather Payne, Jeff Strand, and Kevin Underwood

Customer Service Team • Erik Keith and Sara Marie Teter

Pathfinder Society Scenario #4-16: The Fabric of Reality 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*, the *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Ultimate Combat*, 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.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

Pathfinder Society Scenario #4-16: The Fabric of Reality © 2013, Paizo Publishing, LLC. All Rights Reserved. Paizo, Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Publishing, LLC.

THE FABRIC OF REALITY

By TOM PHILLIPS



Before the legendary sorcerer Hao Jin created her magical tapestry, she spend her life exploring all throughout Golarion. As a devotee of the god Abadar, she was drawn to explore the living and long-dead cities of many lands. She walked thriving city streets and explored crumbling ruins, and with each new adventure she added to her ever-growing catalogue of locations, wonders, and treasures that she would one day collect and store within the *Hao Jin Tapestry* as her own version of Abadar's First Vault.

Varisia's wild frontier inexplicably fascinated Hao Jin. During her time, it was even more of a wilderness than it is today. Ancient Thassilon, though long destroyed, still significantly influenced the region, with its colossal monuments and suspicious, dark-eyed descendants. Hao Jin was particularly drawn to Varisia's numerous ruins and dungeons. Perhaps her greatest discovery—and certainly the one that played a significant role in the creation of the *Hao Jin Tapestry*—was unearthing a dungeon deep below the Curchain Hills. Decimated by a series of ancient earthquakes, all that remained were a few half-buried chambers and burial vaults dating back centuries before Earthfall. While Hao Jin collected a few relics and curiosities from the dungeon, the true prize laid in a vast vaulted cavern in the dungeon's deepest level. Inside this vast cave, stood an enormous block of solid abysium, an incredibly rare skymetal known for its mystical properties.

Knowledge of this extraordinary discovery was useful many years later when she began work on the *Hao Jin Tapestry*. Knowing she needed an inexhaustible source of energy to fuel the tapestry's reality-twisting magic, Hao Jin used powerful magic and extraplanar aid to transport the massive block of abysium from Varisia to her workshop in Tian Xia. True to her faith, the first location Hao Jin created inside the tapestry's demiplane was the Sacred Vault, inside which she placed the block of abysium and fashioned it into an arcane engine designed to regulate the very fabric of reality within the demiplane. She dubbed this device the *Abysium Heart*.

Now, having won the Ruby Phoenix Tournament and claimed the *Hao Jin Tapestry*, the Pathfinder Society has spent many months exploring the demiplane and its

WHERE ON GOLARION?

Much of *The Fabric of Reality* take place in the city of Goka on the western coast of Tian Xia. The city is nearly as large as Absalom, and serves as a center of both culture and trade in the Dragon Empires. The remainder of the adventure takes place in a private demiplane contained within an artifact called the *Hao Jin Tapestry*. The sorcerer Hao Jin was once used the tapestry to hold the largest, rarest, and most dangerous specimens of her massive collection of wonders, but it now serves as the Pathfinder Society's (mostly) exclusive adventuring realm. For more information on Goka and Hao Jin, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available in bookstores and game stores worldwide, and online at paizo.com.



wondrous contents. Though normally accessible only through the tapestry itself, Aspis Consortium breached the demiplane with the help of the secret cult of Lissala in Varisia. This problem was recently resolved when a Pathfinder team entered the demiplane and seized control of the Varisian backdoor. With this backdoor under Pathfinder Society control, the Decemvirate has been using the tapestry to transport people and materials instantly from Absalom to distant Varisia. Unfortunately, due to the workings of the *Hao Jin Tapestry*, the passage from Absalom to Varisia is a one-way trip. It is in the Pathfinder Society's interest to remedy this problem.

GM RESOURCES

The Fabric of Reality makes use of the following Pathfinder Roleplaying Game sources: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, the *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Ultimate Magic*. The contents of these books can be found for free online on the Pathfinder Reference Document at paizo.com/prd.

Master of Spells Aram Zey, the Society's primary expert on the *Hao Jin Tapestry*, believes a ritual—a variation of the original ritual Hao Jin used to create the demiplane—must be performed at the Sacred Shrine of Abadar to alter how the artifact functions. To do this, the Society needs the *Abysium Codex*, a heavy tome of skymetal plates that contains Hao Jin's account of how she created the tapestry. Unfortunately, reports from the Grand Bank of Abadar in Goka (where the rest of Hao Jin's collection is located) indicate that the *Abysium Codex* was stolen centuries ago, after an assassination that cost her one of her many lives. Thus, the Pathfinder Society must seek out the *Abysium Codex* to uncover the ritual before heading to the Sacred Shrine of Abadar within the *Hao Jin Tapestry* to perform it.

SUMMARY

Master of Spells Aram Zey and Venture-Captain Amara Li of the Pathfinder Society give the PCs the mission in Goka, which involves infiltrating a bookshop owned by a former Golden League assassin to retrieve the *Abysium Codex*. The bookshop is owned by an elf Xun assassin named Shadow Orchid who, in a previous incarnation some five centuries ago, assassinated Hao Jin and stole the *Abysium Codex*. When the PCs arrive at the bookshop, they encounter the venerable but still dangerous Shadow Orchid and her bodyguards. The PCs retrieve the *Abysium Codex*, as well as a letter from an Aspis Consortium agent named Ascalar Vruul that describes the consortium's need of the book so they can access the demiplane, which the Consortium's been unable to do on their own.

The PCs return with the *Abysium Codex* to the Lantern Lodge, where they work to decipher its puzzling contents and obtain the ritual necessary to reattune the *Hao Jin Tapestry*. During their research, the PCs have the opportunity to discover the existence of four items hidden inside the Sacred Vault that can help increase their chance to successfully complete the ritual. Armed with this information, Aram Zey uses the tapestry—

which he brought with him to Goka—to transport the PCs into the demiplane where they arrive at the Sacred Shrine of Abadar. Inside the shrine, the PCs encounter a group of Aspis Consortium agents who are desperate to escape the prison the tapestry has become for them. The leader of these agents is Ascalar Vruul, the same agent who wrote the letter the PCs found in Shadow Orchid's bookshop.

After the PCs deal with Ascalar Vruul, they're free to explore the shrine, and perhaps locate the four items that may help increase their chances to complete the reattunement ritual. The scenario concludes with the PCs facing the deadly guardian of the shrine's inner sanctum, then conducting the ritual itself.

GETTING STARTED

Venture-Captain Amara Li summons the party to the Lantern Lodge in Goka, where they're ushered into a meeting room adjacent to the lodge's well-stocked library. As the PCs enter the room, read the following to them.

A table of polished teakwood dominates the middle of this room. Around it sits a number of padded chairs. A handsome Tian woman, dressed in a simple silk dress, sits at the head of the table.

"I am Amara Li," she says softly after gesturing for the newcomers to sit. "Thank you for coming, Pathfinders."

"As I'm sure you know, the society came into possession of the now infamous *Hao Jin Tapestry* after winning the Ruby Phoenix Tournament last year. This magical tapestry contains a demiplane, one in which the ancient sorcerer Hao Jin placed a vast collection of treasures and magical wonders. The Society has been sending Pathfinder teams into the demiplane for months, mapping its locations and cataloging a staggering number of incredible finds.

"During the course of these expeditions, we uncovered a secret entrance—backdoor, if you will—that links the tapestry with a site in distant Varisia. Aspis Consortium agents bent on plundering the demiplane secretly exploited this entry point. However, thanks to a daring band of Pathfinders, the Society took control of the Varisian entrance.

"We hoped to use the tapestry as an instantaneous method of traveling between Absalom and Varisia, but the route to Varisia is currently only one-way. The Decemvirate wants to change this."

Amara pauses as the Temple of Abadar's bells mark the midday hour. As the twelfth bell sounds, a thin, middle-aged Keleshite man appears out of nowhere standing next to her, carrying what appears to be a rolled-up rug over one shoulder.



Venture-Captain
Amara Li

“Greetings,” he says sharply. “I am Aram Zey, and this—,” he says as he unrolls the rug and attaches it to the wall, “—is the *Hao Jin Tapestry*.”

“As the venture-captain was saying, the Society needs the link between Absalom and Varisia to work in both directions. I believe it’s possible to reattune the tapestry by accessing a site called the Sacred Shrine of Abadar at the very heart of the demiplane. After much research, I believe that the instructions are documented in a tome called the *Abysium Codex*. With it, you should be able to reattune the tapestry and allow us to travel to and from Absalom and Varisia at will. After we’ve achieved that, we can establish our own permanent portals in points all over Golarion where we need quick access to. Just imagine having rapid, two-way travel from wherever the tapestry is held to points all over the world.

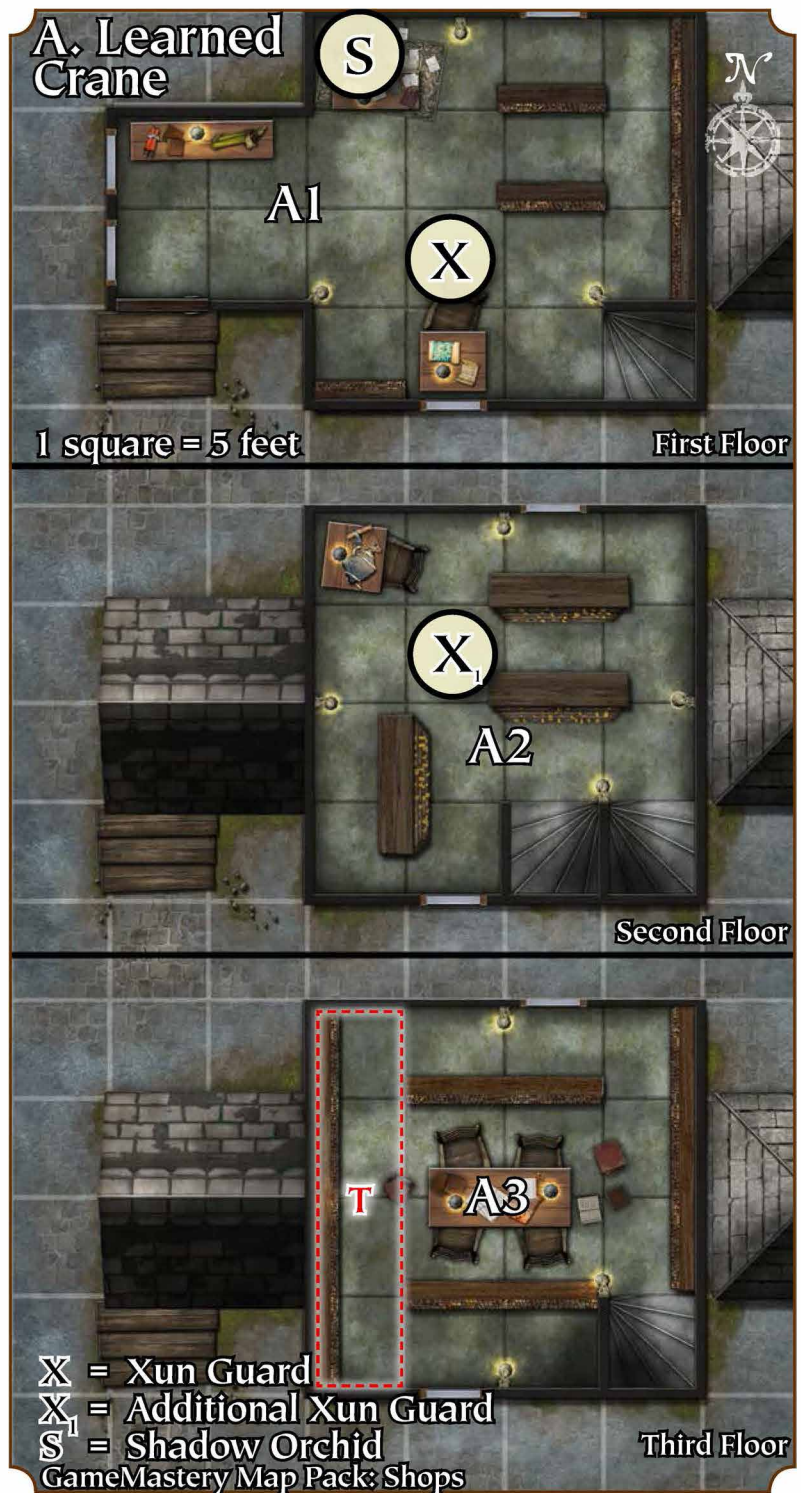
“First thing’s first: we need you to retrieve the *Abysium Codex*,” interjects Amara Li. “You’ll find it in the possession of a woman named Shadow Orchid, who operates a bookshop called the Learned Crane here in Goka. But be wary, Pathfinders. Though Shadow Orchid is very old and feeble, she is a former Xun assassin—a master of the art of murder.”

Though they are eager for the PCs to begin their mission, Zey and Li do their best to answer the Pathfinders’ questions. Below are a few of the questions they might ask, along with possible responses.

What does the *Abysium Codex* look like? “It’s a heavy tome with pages made from sheets of hammered abysium, a blue-green skymetal known for its mystical properties. Be cautious, and try to limit direct contact with the book, for abysium has been known to sicken those who have prolonged exposure with the substance.”

Who is Shadow Orchid? “Shadow Orchid is a female elf and a Xun assassin. She once was a notorious assassin of the Golden League, though she’s been retired for over a century. We believe she assassinated Hao Jin—leading to one of the Ruby Phoenix’s many rebirths—several centuries before Hao Jin’s final disappearance, and then absconded with the *Abysium Codex*. As a Xun, Shadow Orchid may have lived several reincarnated lives prior to this one.”

Who are the Xun? “They are the tattooed assassins and soldiers of the Golden League—remorseless specialists in murder and intrigue. Their tattoos depict all manner of mythical monsters, and it’s said that when a Xun dies, she immediately reincarnates as the creature painted on her body.”



What is the Golden League? “Based here in Tian Xia, the Golden League is an ancient and far-reaching organization dedicated to manipulating markets—both legitimate and otherwise—in order to obtain wealth and power. During the Ruby Phoenix Tournament, the



Golden League allied itself with the Aspis Consortium in a failed attempt to defeat the Pathfinder Society's entrants. We have every reason to believe both organizations share the same hatred for the Society, and may still be working together."

Are we on a timetable? "Proceed with haste. If the Aspis Consortium reaches the shrine first and is able to reattune the tapestry before us, we could lose any hope of gaining control of the tapestry's inner workings, and find ourselves in a worse situation than we were in before we took control of the Consortium's portal."

A. THE LEARNED CRANE

Shadow Orchid's bookshop, the Learned Crane, is a three-story stone building located at the end of a long, twisting alleyway in the heart of Goka. A simple wooden sign over the door reads "Rare Books" in Tien under a silhouette of a crane standing atop an open book. The shop's interior walls and floors are made of smooth wooden timbers, and the ceilings are 8 feet high.

A1. First Floor (CR 9 or CR 12)

Though adequately illuminated, this bookshop feels gloomy and somewhat claustrophobic. There are many tables holding piles of books and several bookshelves that stretch from floor to ceiling. The entire east wall is a single bookcase, completely filled with books.

The shop is full of old books, though few of them are of any real value except to those interested in their respective topics of esoterica. The first floor is cramped and crowded. Creatures of size Small or larger that share a square with any furniture or bookshelf are considered squeezing. The bookshelves in the middle of the room block line of sight and provide total cover to anyone standing behind them.

Creatures: When the PCs arrive, Shadow Orchid sits at the desk against the north wall. She is an aged but graceful elf with jet black hair worn up and piercing white eyes, wearing a simple black silk robe and sandals. Shadow Orchid is not only exceptionally old physically, she's also a very old soul who has been reincarnated five times. The tattoo of a flaming serpentine dragon across her back attests to her belief that upon her death she will be born again as an underworld dragon. Shadow Orchid is unarmed and severely underequipped for a character of her level. She also suffers from the *Abysium Codex's* curse, as noted in her stat block below. These hindrances effectively lower her challenge rating by 5.

Shadow Orchid has a clear view of the front door and likely notices the PCs if they enter through that door. She greets anyone who enters her shop formally. However,

after living many lives as a Xun assassin, her paranoia and suspiciousness know no bounds. While she engages the PCs in polite conversation and plays the part of the dutiful bookshop owner, she's actually trying to ascertain the PCs' motives and determine whether or not they're threats. If the PCs ask about the *Abysium Codex*, she responds that it's part of her private collection and not for sale or available for perusal. She sternly asks persistent PCs to leave her shop. If the PCs fail to comply or if they threaten her, Shadow Orchid calls for her bodyguards and attacks.

Several Xun bodyguards live at the shop, and one of them remains on the first floor at all times. When the PCs arrive, he sits at the desk against the south wall. The remaining bodyguards are located on the second floor and any combat here likely draws their attention.

In Subtier 8–9, Chemshek, a tengu Xun and Shadow Orchid's leads the bodyguards. His loyalty extends far beyond them both being Xun; he is her disciple and sometimes even lover. And he cherishes the wisdom and tomes that she's collected over the years.

Subtier 5–6 (CR 9)

SHADOW ORCHID	CR 7
Female venerable elf monk 7/assassin 6	
LE Medium humanoid (elf)	
Init +1; Senses low-light vision; Perception +18	
DEFENSE	
AC 16, touch 16, flat-footed 14 (+1 Dex, +1 dodge, +1 monk, +3 Wis)	
hp 75 (13 HD; 7d8+6d8+13)	
Fort +7, Ref +9, Will +10; +2 vs. enchantments, +3 vs. poison	
Defensive Abilities evasion; Immune sleep, disease	
OFFENSE	
Speed 50 ft.	
Melee unarmed strike +11/+6 (1d8–2/19–20) or flurry of blows +11/+11/+6/+1 (1d8–2)	
Special Attacks death attack (DC 18), flurry of blows, quiet death, sneak attack +3d6, stunning fist (8/day, DC 19), swift death 1/day, true death (DC 21)	
TACTICS	
Before Combat Shadow Orchid attempts to parlay with the PCs first to determine their motives and gauge whether or not they are threats. As she speaks, she attempts to use Bluff to make the PCs think she's a harmless and aged bookshop owner. She tries to extend this parlay period for 3 rounds so she can target one of the PCs with her death attack ability.	
During Combat When combat erupts, Shadow Orchid attempts to use her death attack if possible, though the PCs know she's an assassin and the death effects are ineffective. She knows she's weak in combat when not doing sneak attacks, and tries to flank with her bodyguards whenever she can.	

THE FABRIC OF REALITY

She moves about the shop using her ki points as needed to bolster her AC and speed, and relies on her Mobility and Spring Attack feats to get in sneak attacks when her movement allows her to hit a PC on the run. If cornered, she uses flurry of blows each round combined with stunning fist in the hopes of regaining free range of movement.

Morale Shadow Orchid believes she is destined to reincarnate as a dragon in her next life. Proud and fearless, she fights to the death.

STATISTICS

Str 7, **Dex** 13, **Con** 10, **Int** 15, **Wis** 16, **Cha** 11

Base Atk +9; **CMB** +9; **CMD** 23

Feats Deflect Arrows, Dodge, Extra Ki, Improved Critical (unarmed strike), Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist, Toughness, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +14 (+29 when jumping), Bluff +6, Climb +8, Diplomacy +6, Disguise -5, Escape Artist +14, Knowledge (arcana) +4, Knowledge (history) +12, Knowledge (religion) +6, Linguistics +9, Perception +18, Profession (bookshop owner) +7, Sense Motive +16, Sleight of Hand -1, Spellcraft +0 (+2 to identify magic item properties), Stealth +4;

Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

SQ advanced age, curse of the *Abysium Codex*, elven magic, fast movement, hidden weapons, high jump, improved uncanny dodge, ki pool (8 points, magic), maneuver training, poison use, purity of body, slow fall 30 ft., weapon familiarity, well-read, wholeness of body

Languages Common, Draconic, Elven, Infernal, Kelish, Tengu, Tien, Vudrani

SPECIAL ABILITIES

Advanced Age Because Shadow Orchid's age and lack of equipment hinders her more than her experience benefits her, her challenge rating is 5 lower than a normal character of her level.

Curse of the Abysium Codex Shadow Orchid was the last creature to possess the *Abysium Codex*, and thus suffers the ongoing effects of its curse. She suffers a -10 penalty on all Disguise, Sleight of Hand, and Stealth checks as a result.

Well-Read Shadow Orchid has studied extensively in her retirement, including reading several

magical books that left her permanently changed. These books granted her the following inherent bonuses: +1 Dex, +2 Con, +1 Wis.

XUN BODYGUARDS (4)

CR 3

Human fighter 2/rogue 2

NE Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 natural)

hp 34 each (4 HD; 2d10+2d8+10)

Fort +5, **Ref** +7, **Will** +2; +1 vs. fear, +1 vs. traps

Defensive Abilities bravery +1, evasion

OFFENSE

Speed 30 ft.

Melee mwk kukri +8 (1d4+3/18-20)

Ranged light crossbow +6 (1d8/19-20)

Special Attacks sneak attack +1d6

TACTICS

During Combat If the Xun bodyguards are aware that combat is imminent, they prepare to throw tanglefoot bags as their initial action during the fight. After throwing their tanglefoot bags (or as their first action if caught by surprise), the Xun bodyguards use their light crossbows to fire a single volley at the PCs before they engage in melee. In melee, they work to position themselves between the PCs and Shadow Orchid and fight in pairs to flank their opponents.

Morale The Xun bodyguards are fanatics and fight to the death. They neither give nor accept quarter.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 20

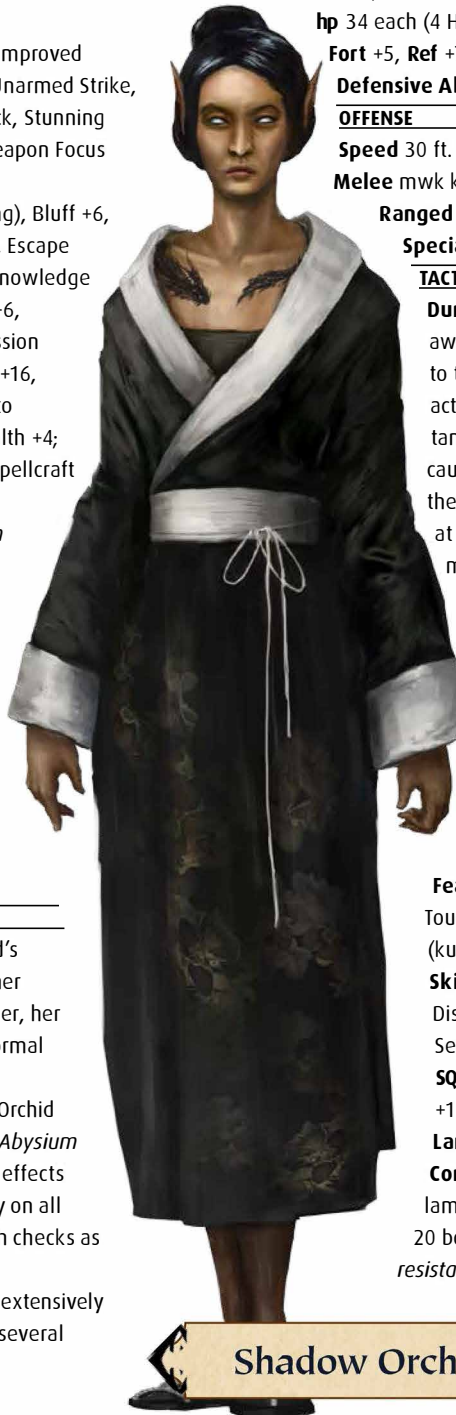
Feats Combat Reflexes, Dodge, Mobility, Toughness, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +10, Bluff +6, Climb +8, Disable Device +7, Intimidate +3, Perception +8, Sense Motive +8, Stealth +10

SQ rogue talents (finesse rogue), trapfinding +1

Languages Tien

Combat Gear tanglefoot bag; **Other Gear** lamellar cuirass, mwk kukri, light crossbow with 20 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, 41 gp



Shadow Orchid

Subtier 8–9 (CR 12)

SHADOW ORCHID

CR 10

Female venerable elf monk 7/assassin 9

LE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +23

DEFENSE

AC 21, touch 21, flat-footed 18 (+2 deflection, +2 Dex, +1 dodge, +1 monk, +5 Wis)

hp 91 (16 HD; 7d8+9d8+16)

Fort +7, **Ref** +11, **Will** +12; +2 vs. enchantments, +4 vs. poison

Defensive Abilities evasion; **Immune** sleep, disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +16/+11/+6 (1d8/19–20) or flurry of blows +15/+15/+10/+5 (1d8/19–20)

Special Attacks death attack (DC 21), flurry of blows, quiet death, sneak attack +5d6, stunning fist (9/day, DC 23), swift death 1/day, true death (DC 24)

TACTICS

Before Combat Shadow Orchid attempts to parlay with the PCs first to determine their motives and gauge whether or not they are threats. As she speaks, she attempts to use Bluff to make the PCs think she's a harmless and aged bookshop owner. She tries to extend this parlay period for 3 rounds so she can target one of the PCs with her death attack ability.

During Combat When combat erupts, Shadow Orchid attempts to use her death attack if possible, though the PCs know she's an assassin and the death effects are ineffective. She knows she's weak in combat when not doing sneak attacks, and tries to flank with her bodyguards whenever she can. She moves about the shop using her ki points as needed to bolster her AC and speed, and relies on her Mobility and Spring Attack feats to get in sneak attacks when her movement allows her to hit a PC on the run. If cornered, she uses flurry of blows each round combined with stunning fist in the hopes of regaining free range of movement.

Morale Shadow Orchid believes she's destined to reincarnate as a dragon in her next life. Proud and fearless, she fights to the death.

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 15, **Wis** 20, **Cha** 11

Base Atk +11; **CMB** +11; **CMD** 30

Feats Combat Expertise, Deflect Arrows, Dodge, Improved Critical (unarmed strike), Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist, Toughness, Weapon Finesse, Weapon Focus (unarmed strike), Whirlwind Attack

Skills Acrobatics +18 (+33 when jumping), Bluff +11, Climb +8, Diplomacy +8, Disguise –5, Escape Artist +18, Knowledge (arcana) +7, Knowledge (history) +10, Knowledge (religion) +6, Linguistics +9, Perception +23, Profession (bookshop

owner) +9, Sense Motive +16, Sleight of Hand +0, Spellcraft +0 (+2 identify magic item properties), Stealth +8; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

SQ advanced age, curse of the *Abysium Codex*, elven magic, ki pool (8 points, magic), fast movement, hidden weapons, hide in plain sight, high jump, improved uncanny dodge, maneuver training, poison use, purity of body, slow fall 30 ft., well-read, wholeness of body, weapon familiarity

Languages Common, Draconic, Elven, Infernal, Kelish, Tengu, Tien, Vudrani

Gear *cloak of resistance* +3, *ring of protection* +2, *amulet of mighty fists* +2

SPECIAL ABILITIES

Advanced Age Because Shadow Orchid's age hinders her more than her experience benefits her, her challenge rating is 5 lower than a normal character of her level.

Curse of the Abysium Codex Shadow Orchid was the last creature to possess the *Abysium Codex*, and thus suffers the ongoing effects of its curse. She suffers a –10 penalty on all Disguise, Sleight of Hand, and Stealth checks as a result.

Well-Read Shadow Orchid has studied extensively in her retirement, including reading several magical books that left her permanently changed. These books granted her the following inherent bonuses: +3 Dex, +2 Con, +2 Wis.

CHEMSHEK

CR 7

Male tengu rogue 6/warrior 2 (*Bestiary* 263)

NE Medium humanoid (tengu)

Init +5; **Senses** low-light vision; Perception +15

DEFENSE

AC 18, touch 16, flat-footed 13 (+2 armor, +1 deflection, +4 Dex, +1 dodge)

hp 55 (8 HD; 6d8+2d10+14)

Fort +7, **Ref** +11, **Will** +5; +2 vs. traps

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk wakizashi +13/+8 (1d6/18–20), bite +6 (1d3)

Ranged light crossbow +11 (1d8/19–20)

Special Attacks sneak attack +3d6

TACTICS

Before Combat If Chemshek knows that combat is imminent, he drinks his *potion of invisibility*, exits through a window on the bookshop's second floor, climbs down to the ground floor, and then tries to enter the bookshop through the front door to sneak up on the PCs from behind. It takes Chemshek 3 rounds to complete this movement.

During Combat Chemshek makes use of his Spring Attack feat to move into combat, make a single attack, and then retreat out of harm's way. He continues this tactic for as long as possible.

Morale Chemshek is reckless and fearless in combat, especially

if Shadow Orchid is in danger. If reduced to less than 20 hit points, he retreats and drinks his *potion of cure light wounds* before returning to combat. Chemshek fights to the death to protect Shadow Orchid.

STATISTICS

Str 10, **Dex** 20, **Con** 12, **Int** 14, **Wis** 14, **Cha** 8
Base Atk +6; **CMB** +6; **CMD** 23
Feats Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (wakizashi)
Skills Acrobatics +16, Bluff +10, Climb +11, Disable Device +11, Escape Artist +16, Intimidate +9, Linguistics +14, Perception +15, Sense Motive +10, Stealth +18; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth
SQ gifted linguist, rogue talents (bleeding attack +3, fast stealth, finesse rogue), swordtrained, trapfinding +3
Languages Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Ignan, Infernal, Sylvan, Tengu, Terran, Tien, Vudrani
Combat Gear *potion of cure light wounds*, *potion of invisibility*;
Other Gear lamellar cuirass, mwk wakizashi, light crossbow with 20 arrows, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, 64 gp

XUN BODYGUARDS (4)

CR 5

Human fighter 4/rogue 2
 NE Medium humanoid (human)
Init +7; **Senses** Perception +10
DEFENSE
AC 18, touch 15, flat-footed 14 (+2 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)
hp 51 each (6 HD; 4d10+2d8+16)
Fort +6, **Ref** +8, **Will** +3; +1 vs. fear, +1 vs. traps
Defensive Abilities bravery +1, evasion
OFFENSE
Speed 30 ft.
Melee +1 *kukri* +10 (1d4+4/18-20)
Ranged mwk light crossbow +9 (1d8/19-20)
Special Attacks sneak attack +1d6

TACTICS

During Combat If the Xun bodyguards are aware that combat is imminent, they prepare to throw tanglefoot bags as their initial action during the fight. After throwing their tanglefoot bags (or as their first action if caught by surprise), the Xun bodyguards use their light crossbows to fire a single volley at the PCs before they engage in melee. In melee, they work to position themselves between the PCs and Shadow Orchid and fight in pairs to flank their opponents. Whenever possible, they use their Spring Attack feat and readied actions to flank opponents while moving about the room.
Morale The Xun bodyguards are fanatics and fight to the death. They neither give nor accept quarter.

STATISTICS

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

SCALING ENCOUNTER A1

To accommodate parties of four PCs, remove two Xun bodyguards from the encounter in both subtiers.

Base Atk +5; **CMB** +8; **CMD** 23

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +12, Bluff +7, Climb +8, Disable Device +7, Intimidate +3, Perception +10, Sense Motive +7, Stealth +12

SQ armor training 1, rogue talents (finesse rogue), trapfinding +1

Languages Tien

Combat Gear tanglefoot bag; **Other Gear** lamellar cuirass, +1 *kukri*, mwk light crossbow with 20 arrows, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 91 gp

Faction Notes: Osirion faction PCs may wish to remove Shadow Orchid's distinctive dragon tattoo. Removing the body art while maintaining its integrity takes several minutes and requires a DC 20 Heal check or a DC 15 Craft (tattoo) check. Successfully removing the portions of the elf's skin containing the tattoo and returning it to Amenopheus for further study earn Osirion faction PCs 1 Prestige Point.

Qadira faction PCs are tasked with retrieving proof of Shadow Orchid's death in the form of her head. Members of the faction can complete their mission simply by removing her head from her corpse, or by returning her entire body to Trade-Prince Aaqir al-Hakam. Regardless of how they deliver her head to Absalom, providing it as proof of the assassin's death earns Qadira faction PCs 1 Prestige Point.

Rewards: If the PCs defeat Shadow Orchid and her bodyguards, reward as follows.

Subtier 5–6: Give each PC 1,174 gp.

Subtier 8–9: Give each PC 2,623 gp.

A2. Second Floor

This floor contains more shelves and tables of books, but it's also where Shadow Orchid's Xun bodyguards sleep when not on watch on the first floor. A number of rolled-up sleeping mats lie in the northeast corner of the room, all in a neatly stacked pile. A small table next to the mats had a lantern and a few books on it—perhaps books that personally belonged to Shadow Orchid's bodyguards, or possibly books that she had her bodyguards study.

Faction Notes: Taldor faction PCs who succeed on a DC 20 Perception check can identify General Amanandar's stained and tattered journal among the books stored here. Locating the journal and retrieving it earns Taldor faction PCs 1 Prestige Point.

THE CURSE OF THE ABYSIUM CODEX

In addition to the dangers of abysium exposure detailed in area **B**, the *Abysium Codex* also bears a curse. Immediately upon taking possession of the *Abysium Codex* without Hao Jin's permission, the thief must succeed on a DC 20 Will save each day or suffer a -10 penalty on all Disguise, Sleight of Hand, and Stealth checks for 24 hours. This curse remains in effect until the book is returned to Hao Jin or turned over to a temple of Abadar for safekeeping. The effect can be negated for 1 week with a successful *remove curse* or *break enchantment* spell (CL 25th), but cannot be removed by any means aside from returning the book to Hao Jin or a temple of Abadar, or a *wish* or *miracle* spell. If the book is left unattended anywhere other than a temple of Abadar, the last character to touch it is considered cursed.

A3. Third Floor (CR 6 or CR 9)

Bookshelves cover the east and west walls and a table piled with more books sits in the middle of the room between two more bookshelves. A large glass display case set in the center of the western bookshelf holds a great tome made of strange blue-green metal plates.

This is Shadow Orchid's private study and bedroom. She keeps a cot here, located behind the northern bookshelf, under which sits a small brass chest secured with a good lock (DC 30 Disable Device). A PC who succeeds on a DC 25 Perception check locates the key to the chest in a hollowed-out book on the eastern bookshelf.

The book inside the display case is the *Abysium Codex*. The case is not locked, but it is trapped. The book weighs 50 pounds and is always slightly warm to the touch.

Trap: If a PC opens the display case without first disarming the trap or bypassing its trigger, a Large heavy scythe blade swings down from a hidden space in the ceiling, arcing from north to south through the 4 squares along the room's western wall. The trap can be bypassed by removing a particular book from the adjacent bookshelf, which can be located by noticing that the top of its spine has been worn much more than its neighboring books due to the frequency it has been taken from its spot on the shelf to allow Shadow Orchid safe access to the *Abysium Codex*. (See the trap's Bypass entry for the Perception check's DC to notice the book.)



Subtier 5–6 (CR 6)

BOOKCASE GUILLOTINE

CR 6

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger touch; **Reset** manual; **Bypass** book on adjacent shelf (Perception DC 30)

Effect scythe blade (Atk +20 melee, 3d6/×4 damage); multiple targets (all creatures in the four squares immediately in front of the western bookshelf)

Subtier 8–9 (CR 9)

POISONED BOOKCASE GUILLOTINE CR 9

Type mechanical; Perception DC 25;

Disable Device DC 25

EFFECTS

Trigger touch; **Reset** manual; **Bypass** book on adjacent shelf (Perception DC 30)

Effect scythe blade (Atk +20 melee, 3d6/×4 damage plus Giant wasp poison [first target only]); multiple targets (all creatures in the four squares immediately in front of the western bookshelf)

Development: In addition to the treasure listed below, the brass chest contains a letter and a small black book.

The parchment letter, written in the elven tongue, is dated 2 months ago and appears to be from a man named Ascalar Vruul, a silver agent of the Aspis Consortium. The letter describes the consortium's need of the *Abysium Codex* so they can access the *Hao Jin Tapestry*, which they have not been able to do on their own since losing the Ruby Phoenix Tournament. The letter cites the two organizations' alliance during the tournament as the reason to cooperate, and threatens that not complying will result in the Consortium taking "other actions" and cutting the Golden League out of the resulting profits.

The small black calfskin ledger, also written in Elven, contains Shadow Orchid's meticulous and extensive catalog of criminal exploits dating back nearly three centuries. Many of the assassinations, thefts, and acts of extortion and bribery detailed in the ledger link Shadow Orchid and the Golden League with numerous governments and powerful organizations throughout Tian Xia and the Inner Sea. If this information were made public, it could be severely damaging to any of the groups linked to it. A PC that makes a successful DC 15 Knowledge (local) check identifies the book as Shadow Orchid's infamous Black Ledger.

Treasure: In Subtier 5–6, the brass chest also contains a *potion of cure moderate wounds*, a set of *bracers of armor +2*, and an *air elemental gem*. In Subtier 8–9, the chest

contains a *potion of cure moderate wounds*, an *air elemental gem*, and a *ki mat*^{APG}.

Faction Notes: A Chelaxian faction PC that spends 20 minutes reading Shadow Orchid's can attempt the Knowledge (local) check untrained to identify it as the Black Ledger. A PC trained in Knowledge (local) or with another ability allowing Knowledge (local) checks untrained may make such a check without expending 20 minutes reading the book. If the book is identified as Shadow Orchid's Black Ledger, Chelax faction PCs earn 1 Prestige Point.

Grand Lodge faction PCs should be interested in retrieving the letter from Ascalar Vruul located in the brass chest. Finding this letter and returning it to Venture-Captain Ambrus Valsin earns Grand Lodge faction PCs 1 Prestige Point.

Lantern Lodge faction PCs should be interested in retrieving the *Abysium Codex* from Shadow Orchid's display case to research and return to its rightful owners. While they may obtain the codex here, Lantern Lodge faction PCs must ensure it is returned to the Grand Bank of Abadar in Goka at the scenario's conclusion. Doing so earns Lantern Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs recover the contents of the chest, reward them as follows.

Subtier 5–6: Give each PC 545 gp.

Subtier 8–9: Give each PC 1,045 gp.

B. THE LANTERN LODGE

When the PCs return to the Lantern Lodge, Aram Zey and Amara Li put them to work deciphering the *Abysium Codex*. It takes some time to pore through the codex and cross-reference it's esoteric contents with various sources in the Lantern Lodge library. The amount of research time increases if the PCs are under-skilled, not fluent in Tien, or the entire party doesn't assist in the endeavor. The total process takes 48 hours minus the result of a Knowledge (arcana or religion) check made by a PC who speaks Tien or a non-fluent PC who succeeds at a DC 15 Linguistics check. If no PC speaks Tien or succeeds at the requisite Linguistics check, the process takes 48 hours. If a PC is eligible to make the Knowledge check to reduce research time, each PC in the party can use the aid another action to increase the result of the check by 2. These checks can be made untrained.

Though the PCs are expected to do most of the research, the Master of Spells and venture-captain are available to provide oversight and assistance as requested by the Pathfinders. Because of this, the PCs may receive a +4 bonus on one research-related skill check or two +2 bonus on two separate research-related skill checks. This assistance can't be applied to the check to determine how long the process takes. Given the

book's sickening effects, neither Aram Zey nor Amara Li are interested in performing the extensive research directly. PCs who push the issue are simply denied their betters' assistance altogether.

Hazards: The *Abysium Codex* is composed of hammered sheets of pure abysium, which makes working with it for a prolonged period of time debilitating to living creatures. All characters involved in the research process are sickened during the course of their research and for 1d4 hours afterwards. If a character spends more than 24 hours in the open book's presence, she must succeed on a DC 16 Fortitude save or be sickened for 1d4 days after contact with the book ends. Note that the sickened condition imparts a –2 penalty on skill checks, including those made to discover additional clues about the reattunement ritual (see below). If a PC removes the sickened condition, effects reemerge after 1 hour of further exposure.

Additional Clues

As a result of their research, the PCs learn that they must each touch the *Abysium Codex* and then utter Aram Zey's trigger word to gain access to the Sacred Vault—Hao Jin's personal shrine to Abadar, which serves as the heart of the tapestry. The research also reveals the reattunement ritual, though the PCs only have the ritual's basic outline without additional effort during the research process.

The *Abysium Codex* contains a great deal of what looks like superfluous content—hundreds of unsettling mathematical formulas, dozens of randomly placed arcane symbols, and a bewildering number of nonsensical poems, prayers, and riddles. While it might be possible to complete the reattunement ritual with just the basic outline, it's obvious to Aram Zey that additional clues must exist inside the Sacred Vault that are linked to the *Abysium Codex's* puzzling apocryphal content, and that locating these additional clues will increase the ritual's chance of success.

PCs with ranks in Knowledge (arcana), Knowledge (history), Knowledge (planes), or Knowledge (religion) can attempt to decipher an additional clue from the *Abysium Codex*, as noted below. The PCs must succeed on a DC 20 Knowledge check to discover each of the respective clues. Each clue identifies a physical item the PCs must locate inside the Sacred Vault that is either a material component or bears incantations useful when completing the ritual. This additional research doesn't add to the PCs' overall research time.

Arcana: Locate an ivory statuette of the lich Takaral, a divine servant of Nethys. Crush it and use the powder as a material component during the ritual.

History: Locate a child's wooden training katana, once owned by the Perfect Swordswoman Setsuna Kuga. A

magical incantation is inscribed on it, as a haiku that the PCs must recite during the ritual.

Planes: Locate a golden brick that was once part of the great golden wall that encircles the Eternal City of Axis. Inscribed upon the brick is a magical incantation in the form of a prayer from *The Order of Numbers*, the holy book of Abadar, that the PCs must recite during the ritual.

Religion: Locate an onyx merchant's scales, a symbol of Abadar. Use the scale as a divine focus during the ritual.

Into the Vault

After the PCs complete their research, Aram Zey suggests they enter the *Hao Jin Tapestry* immediately. The PCs might have additional questions regarding the next stage of the adventure before traveling into the demiplane. Below are a few of the questions they might ask.

What do you know about the Sacred Vault? "The shrine exists outside the demiplane's normal geography, and is inaccessible even to those inside the *Hao Jin Tapestry* unless they are in possession of the *Abysium Codex* or have some other magical means to access the shrine. We know little about the shrine, other than that it contains more treasures from Hao Jin's collection and is the home to some form of magical power source that acts as a regulating device for the entire demiplane."

What dangers might we face? "Be ready for anything. As our expeditions into the *Hao Jin Tapestry* have demonstrated, the demiplane contains a wide assortment of creatures and dangers."

What do we do once we complete the ritual? "Return here immediately. It is only a matter of time before the Aspis Consortium finds a way to access the shrine, so we need to act quickly and send reinforcements to secure the site once you've performed the ritual."

When the PCs are ready, Aram Zey gathers them in the meeting room where the *Hao Jin Tapestry* hangs. He explicitly warns them not to attempt to return to the Material Plane unless the entire group is prepared to leave the vault. If a PC leaves the demiplane, he explains, she can only return to her companions within the Sacred Vault if she is in possession of the *Abysium Codex*. Therefore, if one PC returns to Goka, at least one other PC must return with the codex so they can both return to the vault, or the lone PC must bring the codex back with her.

Aram Zey instructs one PC to hold the *Abysium Codex* and touch her finger to a point near the center of the tapestry, just to the right of a faded starburst design in the tapestry's weave. He then instructs the other PCs to touch the *Abysium Codex*. When the PC touching the tapestry utters a trigger word provided by the Master of Spells, all of the PCs are instantly whisked into the tapestry.

A 2-foot-diameter sphere of pulsing blue light floats behind each arriving creature. Each one is visible only to the creature whose journey to the tapestry created it. A creature stepping into its own extraplanar eddy is shifted back to the Material Plane, immediately appearing in the Lantern Lodge meeting room before the *Hao Jin Tapestry*. Should a PC return to the Lantern Lodge alone, Aram Zey is beside himself with anger. He gives the PC a stern reprimand and continuously berates her until a PC returns with the *Abysium Codex* so they can both return to the shrine.

C. THE SACRED VAULT

The Sacred Vault is a self-contained shrine to Abadar, god of law, cities, and trade. The vault exists within the demiplane of the *Hao Jin Tapestry* and thus has no true north, but otherwise functions as a normal environment on Golarion in terms of gravity, magic, and other planar qualities. There are no doors leading out of the vault (and no exterior walls accessible from elsewhere in the demiplane) and it can be reached only via the *Abysium Codex* or other magical means (such as *plane shift* or *greater teleport*). Unless otherwise noted, the shrine's floors, walls, and ceilings are composed of perfectly square blocks of white, gold-veined marble. Chambers have 30-foot ceilings and hallways have 15-foot ceilings. The entire shrine is chilly and dark.

C1. Arrival Chamber

The PCs arrive standing in the center of a large circular chamber.

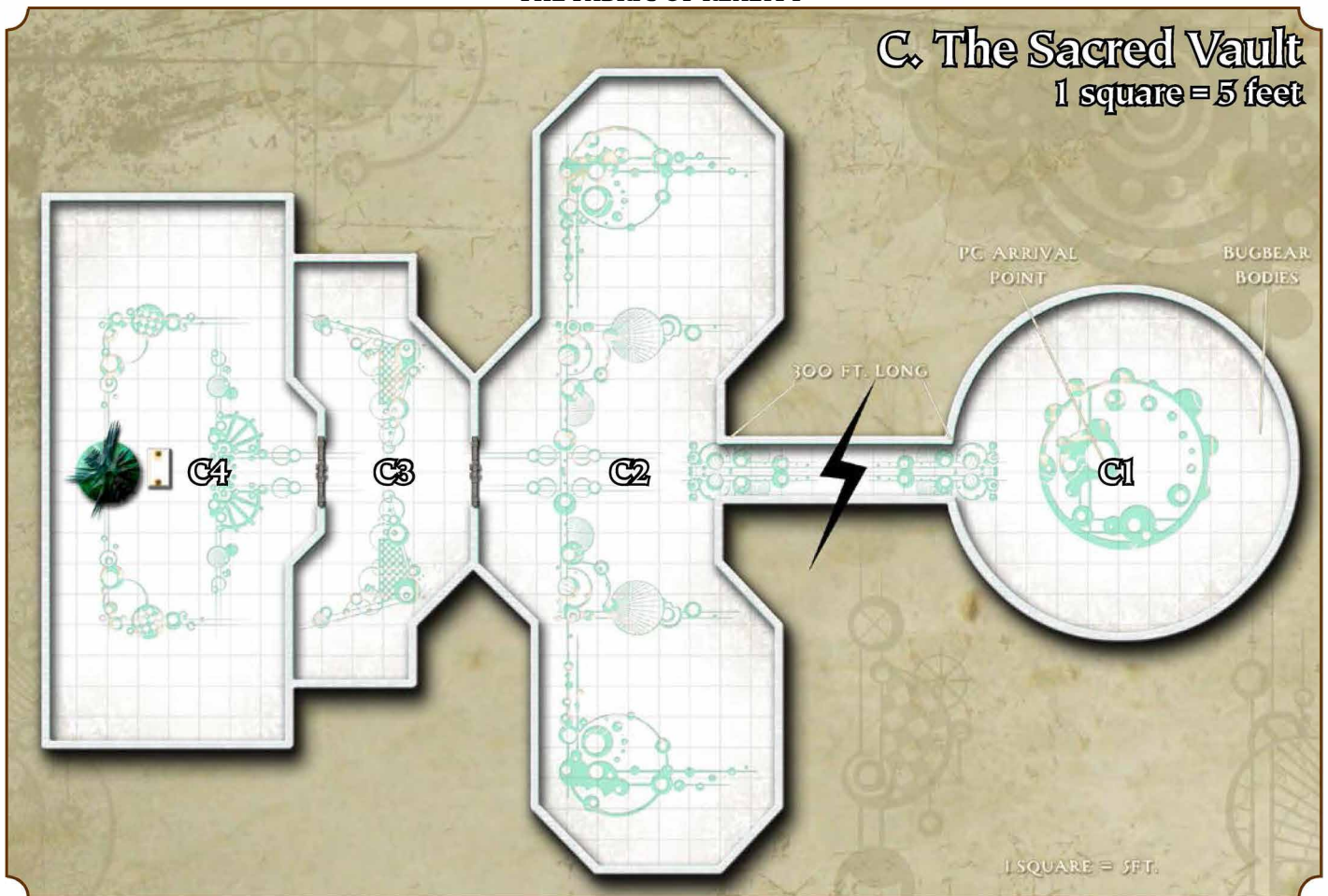
The air in this circular chamber is cold, stale, and smells of death. Seven large, dark-furred humanoids lie in a bloody heap near the wall behind you. The lone exit to the chamber is ahead.

The domed ceiling here bears a painted mural depicting a vast blue sky. A successful DC 12 Knowledge (local) check identifies the dead humanoids as bugbears, and a successful DC 12 Heal check determines they died about a week ago from a combination of crushing and asphyxiation.

When Ascalar Vruul's team of Aspis Consortium agents arrived here via a complex teleportation ritual, they found the chamber guarded by a fierce being of air and fury. Though the creature massacred most of Vruul's bugbear minions, Ascalar and his cleric companion Haelvora were narrowly able to defeat it. The guardian's body dissolved upon death. Ascalar stripped the corpses of their few valuables and stacked them in a pile, out of the way.

C. The Sacred Vault

1 square = 5 feet



C2. Antechamber (CR 8 or CR 11)

Virtually every inch of wall space in this chamber is covered with art or holds some work of art. Marble busts, bas relief carvings, and painted frescoes adorn the walls. Hundreds of stone shelves stretch from floor to ceiling, holding thousands of figurines, statuettes, decorative masks, and various other items. A massive pair of iron doors stand in the center of the far wall.

Though the antechamber seems packed with treasures, even a cursory look reveals that most of the items are of little true worth. Next to marble statuettes and gold-painted idols, proudly stand clay bowls, wooden children's toys, old shoes, and common tools made of bronze and tin. This room, more than any other in the Sacred Vault, resembles the holy First Vault of Abadar, where the god keeps a perfect copy of everything.

Creatures: Ascalar Vruul, a ruthless Chelaxian sorcerer and Aspis Consortium silver agent, has led a small band of plunderers into the vault. After failing to retrieve the *Abysium Codex* from Shadow Orchid, Vruul paid the retired Xun assassin for enough information from the tome to perform an ancient ritual that created

a temporary one-way portal into the tapestry and the heart of the Sacred Vault. Unfortunately, Ascalar was too ambitious and impulsive to consider that he didn't have a plan for what to do after gaining access to the vault.

To assist with the ritual and provide him insights into the faith of Abadar, Ascalar convinced the cold-hearted dwarf cleric Haelvora, who prefers the company of her bugbear mercenaries to her own people.

The group has been trapped here since they arrived a week ago, as the chamber has no apparent exit and they are unable to breach the iron doors that lead further into the shrine. When the PCs arrive, Ascalar and his cohorts are out of provisions and are desperate to escape the shrine. Believing (correctly) that the PCs possess a means to escape the vault, Ascalar orders his companions to attack them and secure at least one live prisoner.

Subtier 5–6 (CR 8)

ASCALAR VRUUL

CR 6

Male human sorcerer 7

NE Medium humanoid (human)

Init +5; **Senses** Perception +7

PATHFINDER SOCIETY SCENARIO

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +1 Dex, +1 dodge)

hp 56 (7d6+29)

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

Defensive Abilities +2 vs. poison; **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20), quarterstaff +2 (1d6–1)

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

7/day—corrupting touch (3 rounds)

Sorcerer Spells Known (CL 7th; concentration +11)

3rd (5/day)—*fireball* (DC 18), *spiked pit*^{APG} (DC 17), *suggestion* (DC 17)

2nd (7/day)—*acid arrow*, *hideous laughter* (DC 16), *mirror image*, *scorching ray*

1st (7/day)—*charm person* (DC 17), *ear-piercing scream*^{UM} (DC 16), *hypnotism* (DC 15), *illusion of calm*^{UM} (DC 15),

mage armor, *protection from good*

0 (at will)—*acid splash*, *detect magic*, *flare* (DC 15), *light*, *mage hand*, *read magic*, *resistance*

Bloodline infernal

TACTICS

Before Combat If Ascalar knows combat is imminent, he casts *mage armor* and *false life* from his wands, and then casts *illusion of calm* so he can continue to act and cast spells without looking like a threat to the PCs. (These effects are already calculated into his statistics.) If the PCs seek to parlay first, he tries to cast *suggestion* and *charm person* to gain an advantage.

During Combat When combat begins, Ascalar casts *mirror image* and then targets his foes with his offensive spells like *fireball*, *spiked pit*, *hideous laughter*, *ear-piercing scream*, *acid arrow*, and *scorching ray*. After he casts these spells, Ascalar targets foes with his *wand of spontaneous immolation*. He avoids melee at all costs.

Morale Ascalar is a coward at heart with no true loyalty to his companions. If reduced to 15 hit points or less, Ascalar tries to flee to area **C1** to drink his healing potions. If reduced to 5 hit points or less, Ascalar surrenders and promises to assist the PCs in any way possible if they spare his life and help him escape the vault. He will of course betray the PCs at the first opportunity.

Base Statistics Without the benefit of his preparatory spells, Ascalar has the following statistics: **AC** 17, flat-footed 11; **hp** 48.

STATISTICS

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

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

Feats Combat Casting, Dodge, Eschew Materials, Improved Initiative, Iron Will, Spell Focus (evocation), Toughness

Skills Bluff +14, Diplomacy +14, Knowledge (arcana) +9, Perception +7, Sense Motive +3, Spellcraft +12

SQ bloodline arcana (+2 DC for charm spells)

Languages Common, Elven, Infernal

Combat Gear *potions of cure light wounds* (2), *potion of cure serious wounds*, *wand of false life* (6 charges), *wand of mage armor* (30 charges), *wand of spontaneous immolation*^{UC} (15 charges); **Other Gear** mwk dagger, quarterstaff, *cloak of resistance +1*, *ring of protection +1*, 48 gp

^{APG} See the *Advanced Player's Guide*.

^{UC} See *Ultimate Combat*.

^{UM} See *Ultimate Magic*.

HAELVORA

CR 4

Female dwarf cleric of Abadar 5

LE Medium humanoid (dwarf)

Init –1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 9, flat-footed 20 (+9 armor, –1 Dex, +2 shield) (+4 dodge vs. giants)

hp 51 (5d8+25)



Haelvora

Fort +8, **Ref** +0, **Will** +7; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +6 (1d8+1)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks channel negative energy 3/day (DC 12, 3d6), +1 on attack rolls against goblinoid and orc humanoids

Domain Spell-Like Abilities (CL 5th; concentration +8)
6/day—acid dart (1d6+2 acid)

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*fly*^p, *summon monster III*, *vision of Hell*^{UM}

2nd—*dread bolt*^{UM} (DC 15, 2), *hold person* (DC 15), *soften earth and stone*^p

1st—*bane* (DC 14), *longstrider*^p, *murderous command*^{UM} (DC 14, 3)

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

D Domain spell; **Domains** Earth, Travel

TACTICS

During Combat When combat starts (or if she has advance warning), Haelvora casts *fly* and rises 30 feet up to keep out of melee range. She casts *summon monster III* to summon 1d3 hell hounds. She then casts *bane* before targeting foes with *vision of Hell*, *murderous command*, *dread bolt*, and *hold person*. She only channels negative energy if she can do so without harming her allies. Once out of spells and channel energy uses, she enters melee with her battleaxe.

Morale If reduced to 15 hit points or less, Haelvora casts *sanctuary* and then tries to flee to area **C1**, where she drinks her healing potions and makes her final stand. She fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 18, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 13 (17 vs. bull rush, 17 vs. trip)

Feats Cleave, Power Attack, Weapon Focus (battleaxe)

Skills Appraise +0 (+2 nonmagical metals or gemstones), Heal +7, Knowledge (history) +4, Knowledge (religion) +6, Linguistics +4, Perception +5 (+7 unusual stonework), Sense Motive +7, Survival +4; **Racial Modifiers** +2 Appraise nonmagical metals or gemstones, +2 Perception unusual stonework

SQ aura, +10 base speed from Travel domain, agile feet (6/day)

Combat Gear *potions of cure moderate wounds* (2), *potion of cure serious wounds*; **Other Gear** mwk full plate, heavy steel shield, mwk battleaxe, light crossbow with 20 bolts, silver holy symbol of Abadar, 12 gp

^{UM} See *Ultimate Magic*.

BUGBEARS (2)

CR 2

hp 16 each (*Pathfinder RPG Bestiary* 38)

TACTICS

During Combat One bugbear always remains at Ascalar's side and defends him from PCs who attempt to engage him in

SCALING ENCOUNTER C2

To accommodate parties of four PCs, remove the bugbears from the encounter in both subtiers.

melee. The bugbears first throw their javelins at the PCs before engaging them in melee with their morningstars.

Morale If Ascalar or Haelvora are alive, the bugbears fight to the death. If Ascalar and Haelvora are both killed, the bugbears growl in frustration and surrender. They offer to serve the PCs until they can escape the vault.

Subtier 8–9 (CR 11)

ASCALAR VRUUL

CR 9

Male human sorcerer 10

NE Medium humanoid (human)

Init +6; **Senses** Perception +10

DEFENSE

AC 22, touch 14, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +4 shield)

hp 102 (10d6+65)

Fort +8, **Ref** +7, **Will** +11; +4 vs. poison

Defensive Abilities +4 vs. poison; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4–1/19–20), quarterstaff +4 (1d6–1)

Bloodline Spell-Like Abilities (CL 10th; concentration +15)

8/day—corrupting touch (5 rounds)

1/day—hellfire (10d6 fire, DC 20)

Sorcerer Spells Known (CL 10th; concentration +15)

5th (4/day)—*icy prison*^{UM} (DC 22)

4th (6/day)—*charm monster* (DC 21), *lesser globe of invulnerability*, *shout* (DC 21)

3rd (7/day)—*fireball* (DC 20), *force punch*^{UM} (DC 20), *spiked pit*^{APG} (DC 18), *suggestion* (DC 18)

2nd (7/day)—*acid arrow*, *hideous laughter* (DC 17), *mirror image*, *protection from arrows*, *scorching ray*

1st (8/day)—*charm person* (DC 18), *ear-piercing scream*^{UM} (DC 18), *hypnotism* (DC 16), *illusion of calm*^{UC} (DC 16), *mage armor*, *protection from good*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *flare* (DC 17), *ghost sound* (DC 15), *light*, *mage hand*, *read magic*, *resistance*

Bloodline infernal

TACTICS

Before Combat If Ascalar knows combat is imminent, he casts *mage armor* and *false life* from his wands, drinks his *potion of bear's endurance*, and casts *illusion of calm* so he can continue to act and cast spells without looking like a threat to the PCs (these effects are already calculated into his statistics). He then tries to cast *lesser globe of invulnerability*, *protection from arrows*, and *mirror image*

OPTIONAL ENCOUNTER

Encounter **C3** is optional. If less than 90 minutes remain in which to complete the scenario, remove the creatures and allow the PCs to move through this area without harassment.

if he has time. If the PCs seek to parlay first, he tries to cast *suggestion* and *charm person* to gain an advantage.

During Combat Ascalar begins combat by targeting his foes with his hellfire infernal bloodline ability. He then targets the PC wearing the heaviest armor with *icy prison*. He follows that up with *shout*, *fireball*, *spiked pit*, *force punch*, *hideous laughter*, *ear-piercing scream*, *acid arrow*, and *scorching ray*. After he casts these spells, Ascalar targets foes with his *wand of spontaneous immolation*. He avoids melee at all costs.

Morale Ascalar is a coward at heart with no true loyalty to his companions. If reduced to 15 hit points or less, Ascalar tries to flee to area **C1** to drink his healing potion. If reduced to 5 hit points or less, Ascalar surrenders and promises to assist the PCs in any way possible if they spare his life and help him escape the vault. He will of course betray the PCs at the first opportunity.

Base Statistics Without the benefit of his preparatory spells, Ascalar has the following statistics: **AC** 14, flat-footed 11; **hp** 67; **Fort** +6; **Con** 12.

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 14, **Wis** 10, **Cha** 20

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

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Spell Focus (evocation), Spell Penetration, Toughness

Skills Bluff +18, Diplomacy +16, Knowledge (arcana) +15, Perception +10, Sense Motive +3, Spellcraft +14

SQ bloodline arcana (+2 DC for charm spells)

Languages Common, Elven, Infernal

Combat Gear *potion of bear's endurance* (CL 6th), *potion of cure serious wounds*, *wand of false life* (CL 10th, 8 charges), *wand of mage armor* (20 charges), *wand of shield* (CL 5th, 6 charges), *wand of spontaneous immolation*^{UC} (15 charges);

Other Gear mwk dagger, quarterstaff, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1, 48 gp

^{APG} See the *Advanced Player's Guide*.

^{UC} See *Ultimate Combat*.

^{UM} See *Ultimate Magic*.

HAELVORA CR 8

Female dwarf cleric of Abadar 7/fighter 2

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 9, flat-footed 21 (+9 armor, -1 Dex, +3 shield) (+4 dodge vs. giants)

hp 89 (9 HD; 7d8+2d10+43)

Fort +12, **Ref** +3, **Will** +9; +1 vs. fear, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +1; **Resist** acid 10

OFFENSE

Speed 30 ft.

Melee +1 *battleaxe* +11/+6 (1d8+3)

Ranged light crossbow +6 (1d8/19-20)

Special Attacks channel negative energy 5/day (DC 13, 4d6), +1 on attack rolls against goblinoid and orc humanoids

Domain Spell-Like Abilities (CL 7th; concentration +11) 7/day—acid dart (1d6+3 acid)

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

4th—*dismissal* (DC 18), *spike stones*^D (DC 18), *unholy blight* (DC 18)

3rd—*dispel magic*, *fly*^D, *summon monster III*, *vision of Hell*^{UM}

2nd—*death knell* (DC 16), *dread bolt*^{UM} (2, DC 16), *hold person* (DC 16), *soften earth and stone*^D

1st—*bane* (DC 15), *longstrider*^D, *murderous command*^{UM} (3, DC 15), *sanctuary* (DC 15)

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

D Domain spell; **Domains** Earth, Travel

TACTICS

During Combat When combat starts (or if she has advance warning), Haelvora casts *fly* and rises 30 feet up to keep out of melee range. She casts *summon monster III* to summon 1d3 hell hounds. Next, she casts *spike stones* on the floor between Ascalar and the PCs. She then casts *bane* before targeting foes with *dismissal*, *unholy blight*, *vision of Hell*, *murderous command*, *dread bolt*, and *hold person*. If a PC falls and she suspects the PC is dying, Haelvora does not hesitate to cast *death knell*. She only channels negative energy if she can do so without harming her allies. Once out of spells and channel energy uses, she enters melee with her battleaxe.

Morale If reduced to 15 hit points or less, Haelvora casts *sanctuary* and then tries to flee to area **C1**, where she drinks her healing potions and makes her final stand. She fights to the death.

STATISTICS

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

Base Atk +7; **CMB** +9; **CMD** 18 (22 vs. bull rush, 22 vs. trip)

Feats Cleave, Extra Channel, Great Cleave, Lightning Reflexes, Power Attack, Shield Focus, Weapon Focus (battleaxe)

Skills Appraise +0 (+2 on nonmagical metals or gemstones), Heal +8, Knowledge (history) +4, Knowledge (religion) +12, Linguistics +4, Perception +8 (+10 on unusual stonework), Sense Motive +8, Survival +8; **Racial Modifiers** +2 Appraise on nonmagical metals or gemstones, +2 Perception on unusual stonework

SQ aura, +10 base speed from Travel domain, agile feet (7/day) Languages Common, Dwarven, Goblin

Combat Gear *potion of cure moderate wounds*, *potions of cure serious wounds* (2); Other Gear heavy steel shield, mwk full plate, +1 *battleaxe*, light crossbow with 20 arrows, *headband of inspired wisdom* +2, silver holy symbol of Abadar, 162 gp

^{LM} See *Ultimate Magic*.

BUGBEARS (3) CR 2

hp 16 each (*Pathfinder RPG Bestiary* 38)

TACTICS

Use the tactics from Subtier 5–6.

Development: The items associated with the four additional clues from the *Abysium Codex* are hidden in plain sight here among the thousands of objects. If the PCs were able to decipher the respective clue, a 10-minute search and a successful DC 15 Perception check locates the related item. The items are:

- Ivory statuette of the lich Takaral
- Child’s wooden training katana
- Golden brick taken from the city of Axis
- Onyx merchant’s scales

A pair of 18-foot-tall solid iron double doors leads to area C3. The doors prove impossible to open without the proper key and are completely resistant to physical attacks and spells. However, the PC holding the *Abysium Codex* is innately aware that touching the book to the doors will open them. If the codex is touched to either door, they both open silently.

Faction Notes: Sczarni faction PCs who succeed on a DC 25 Perception check can locate the malachite figurines, Princess Meng’s Foo Dogs, from this room. Retrieving the figurines earns Sczarni faction PCs 1 Prestige Point.

PCs belonging to the Andoran faction, Shadow Lodge faction, and Silver Crusade faction should be interested in killing Ascalar, though the Silver Crusade faction PC can opt to capture him instead. Accomplishing this goal earns members of these three factions 1 Prestige Point.

Rewards: If the PCs defeat Ascalar and his companions, award as follows.

Subtier 5–6: Give each PC 793 gp

Subtier 8–9: Give each PC 1,919 gp

C3. Great Hall (CR 9 or CR 12)

Many statues—each depicting a soldier from a different culture and era—line the walls of this vaulted chamber.

Creatures: Hao Jin bound a dozen zelekhut inevitables here to defend the approach to the inner sanctum from intruders. Unfortunately, after her disappearance, the tapestry was forced to rely entirely on the *Abysium Heart* to self-regulate and sustain the tapestry’s reality-bending magic. At random intervals, the *Abysium Heart* whirls to life and tries to regulate the tapestry, and discharges a

SCALING ENCOUNTER C3

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

Subtier 5–6: Reduce the zelekhut’s hit points to 75 to reflect its withered state.

Subtier 8–9: Remove one of the zelekhts from the encounter.

wave of reality-warping energy that floods the entire vault. These energy bursts have proved ruinous to the zelekhts, and most of them have wasted away and perished over the long years since Hao Jin’s disappearance. In Subtier 5–6, the sole surviving zelekhut appears withered and shrunken and is clearly in a great deal of pain. To reflect this, the zelekhut has the young simple template.

Having observed the Aspis Consortium agents in area C2 for a week, the zelekhts have determined that Ascalar and his companions are here to loot the vault of its sacred relics and have marked them for termination if they ever breach the iron double doors. When the PCs arrive in area C2, the zelekhts cast *clairaudience/clairvoyance* and observe how the Pathfinders deal with Ascalar and his companions and whether or not they attempt to loot any of the treasures.

When the PCs enter area C3, the zelekhts do not immediately attack. Instead, they move to block the Pathfinders’ passage and ask a single question: “Why do you seek the *Abysium Heart*?” The zelekhts use the PCs’ response as well as their actions in area C2 to determine their fate, applying the following circumstance modifiers to the Diplomacy check to convince the inevitables to allow their passage. The zelekhts have an initial attitude of unfriendly.

Diplomacy Modifiers

Circumstance	Modifier
PCs looted treasure from area C2	–4
PCs allied with Ascalar, Haelvora, or the bugbears (even in the case of their surrender)	–4
PCs claim they are here to loot the vault or are here to secure the vault for the Pathfinder Society (either answer is the same to the zelekhts)	–4
A PC openly displays a holy symbol of a chaotic-aligned deity	–2
PCs killed all of the Aspis Consortium agents	+2
A PC openly displays the <i>Abysium Codex</i>	+4
A PC openly displays a holy symbol of Abadar	+4

If they remain unfriendly or are made hostile, the zelekhts decide that the PCs are threats and attack. If made indifferent, the zelekhts believe the PCs are either liars or are unworthy of entering the inner sanctum. Instead of attacking, they order the PCs to

SCALING ENCOUNTER C4

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

Subtier 5–6: Change the creature to a large lightning elemental.

Subtier 8–9: Change the creature to a huge lightning elemental.

retreat. If the PCs do not immediately retreat from area C3, the zelekhts attack. If made friendly or helpful, the zelekhts allow the PCs to pass unmolested.

Subtier 5–6 (CR 8)

WEAKENED PROTECTOR

CR 8

Young zelekhut (*Pathfinder RPG Bestiary 2* 167, 293)

hp 95

TACTICS

During Combat The zelekhut takes to the air and casts *fear*, hoping to scatter the PCs. It then targets armor-wearing PCs with *hold monster* before engaging in melee. In melee, it continues to fly in order to stay mobile and tries to use its Vital Strike feat when possible.

Morale The zelekhut fights until destroyed.

Subtier 8–9 (CR 11)

ZELEKHUTS (2)

CR 9

hp 115 each (*Pathfinder RPG Bestiary 2* 167)

TACTICS

During Combat Both zelekhts take to the air and cast *fear*, hoping to catch as many PCs as possible in the two overlapping cone effects. Continuing to fly, they next target the PCs with their *hold monster* spells before they resort to melee. In melee, they continue to fly in order to stay mobile and try to use their Vital Strike feats when possible.

Morale The zelekhts fight until destroyed.

C4. Inner Sanctum (CR 9 or CR 12)

Dominating this chamber is a vast statue—twenty-five feet tall, composed of a strange blue-green metal shaped in the likeness of a Tian woman wearing exotic robes. It's partially shrouded in a churning vortex of multi-colored energy that hisses and crackles with menace. Extending from the statue to the walls, floor, and ceiling is an immense web-like array of shimmering energy tendrils that seem to phase in and out of reality. A white marble altar, studded with dozens of multi-colored glass knobs and metal levers, lies a few feet in front of the statue.

The statue, a depiction of Hao Jin, is the *Abysium Heart*. The energy tendrils attached to the statue act as conduits to the Plane of Air, from which they siphon massive amounts of electrical energy the *Abysium Heart* requires. The *Abysium Heart* intensifies this energy to unimaginable levels and uses it to regulate and sustain the entire demiplane.

Creature: The guardian of the vault's inner sanctum is a lightning elemental, a native of the Plane of Air. The elemental has taken the form of a fearsome, spider-shaped storm cloud, with long sweeping limbs charged with electricity.

Hazard: Six rounds after the PCs enter area C4, they must succeed on a DC 15 Fortitude save each round or gain the sickened condition due to exposure to such a large quantity of pure abysium. The sickened condition lasts as long as an affected PC remains in area C4 plus an additional 1d6 rounds.

Trap: A PC who succeeds on a DC 10 Knowledge (religion) check recognizes the altar is dedicated to the god Abadar. The knobs and levers on the altar are linked to a lightning trap powered by the *Abysium Heart*. The link between the knobs and levers on the altar and the lightning trap is evident to any rogue with the trapfinding class ability that succeeds on the trap's Perception check. A rogue gains a +10 bonus on the Perception check if she witnesses the lightning trap harming a PC. A rogue that manipulates the knobs and levers in the proper sequence and succeeds on the trap's Disable Device check temporarily deactivates the trap, though the trap automatically resets in 1d4 rounds. The lightning trap is permanently deactivated if the lightning elemental is destroyed.

Subtier 5–6 (CR 9)

LIGHTNING TRAP

CR 7

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger proximity; **Reset** automatic (1d4 rounds)

Effect lightning surge (6d6 points of electricity damage, DC 20

Reflex save for half); random target in area C4 (including the lightning elemental). If the lightning elemental is targeted, it instead heals 3d6 hit points.

HUGE LIGHTNING ELEMENTAL

CR 7

hp 85 (*Pathfinder RPG Bestiary 2* 116)

TACTICS

During Combat The elemental remains inside the whirling vortex of the *Abysium Heart* until the PCs trigger the lightning trap for the first time. It then emerges from the *Abysium Heart* and attacks, focusing on PCs wearing metal armor first.

Morale The elemental fights until destroyed.

Subtier 8–9 (CR 12)

LIGHTNING TRAP CR 9

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger proximity; Reset automatic (1d4 rounds)

Effect two lightning surges (6d6 points of electricity damage, DC 23 Reflex save for half); two random targets in area

C4 (including the lightning elemental). If the lightning elemental is targeted, it instead heals 3d6 hit points.

ELDER LIGHTNING ELEMENTAL CR 11

hp 136 (*Pathfinder RPG Bestiary 2* 117)

TACTICS

Use the tactics from Subtier 5–6.

Development: Defeating the lightning elemental is actually the first step in the reattunement ritual. After the PCs defeat the elemental they can follow the ritual they retrieved from the *Abysium Codex*, which takes 20 minutes to complete. To simulate the ritual, the PCs roll 1d20, add any modifiers from the table below to the die roll, and then consult the Ritual Results table to determine the outcome.

Ritual Modifiers

Item	Modifier
Basic ritual outline from the <i>Abysium Codex</i>	+0
Each clue item retrieved from area C2	+3 (max +12)
Each spellcaster in the party	+1

Ritual Results

Modified d20 Roll	Result
1–10	Spectacular failure. A surge of energy erupts from the <i>Abysium Heart</i> , dealing 6d6 points of electricity damage to everyone inside the vault (a DC 20 Fortitude save halves this damage). The <i>Abysium Heart</i> summons another lightning elemental and reactivates the lightning trap. After the PCs defeat the elemental they can attempt the ritual again.
11–17	Failure. A surge of energy erupts from the <i>Abysium Heart</i> as above, but an elemental is not summoned nor is the lightning trap reactivated. The PCs can attempt the ritual again.
18–24	Partial success. A surge of energy erupts from the <i>Abysium Heart</i> as above, but the ritual is still successful. The Pathfinder Society can now use the <i>Hao Jin Tapestry</i> to freely travel between Absalom and Varisia and can create additional entry and exit points throughout the Material Plane.
25+	Resounding success. The Pathfinder Society

can now use the *Hao Jin Tapestry* to freely travel between Absalom and Varisia and can create additional entry and exit points throughout the Material Plane.

CONCLUSION

With the ritual completed, the PCs can return to the Lantern Lodge through their entrance portals. Before the PCs are even congratulated for a job well done, Aram Zey and Amara Li send a contingent of well-armed Pathfinders into the tapestry to secure the shrine and guard it from future Aspis Consortium harassment. The PCs are heralded as heroes for providing the Society with safe method of traveling between Absalom and Varisia, and for changing the tapestry’s very nature to the extent that Aram Zey and other members of the Spells branch of the Pathfinder Society can create new entry and exit points between the *Hao Jin Tapestry* and points throughout the Material Plane, allowing for near limitless potential for quickly traveling the world to conduct Pathfinder business.

Success Conditions

The PCs’ primary goal is to successfully complete the reattunement ritual. If they complete the ritual, all of the PCs earn 1 Prestige Point.

Faction Missions

In addition to their primary mission for the Pathfinder Society, members of each faction can earn prestige for completing tasks on behalf of their respective factions, as outlined below.

Andoran Faction: Andoran faction PCs who kill Ascalar Vruul in area C2 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who retrieve Shadow Orchid’s Black Ledger in area A3 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who retrieve Ascalar Vruul’s letter to Shadow Orchid in area A3 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who return the *Abysium Codex* to the Grand Bank of Abadar in Goka at the scenario’s conclusion earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who retrieve Shadow Orchid’s dragon tattoo in area A1 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who retrieve Shadow Orchid’s head in area A1 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who retrieve Princess Meng’s Foo Dogs from area C2 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who kill Ascalar Vruul in area C2 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who capture or kill Ascalar Vruul in area C2 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who retrieve General Amanandar’s journal in area A2 earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Andoran



Freedom Fighter,

While attending a ball in Magnimar, I had the ill fortune of meeting an Aspis Consortium agent named Ascalar Vruul. The devious sorcerer used magic to gain my trust, and extracted from me a rather sordid account of my liaison with a very young—and very married—lady of Magnimarian nobility. Vruul is now blackmailing me. Unless I leave Magnimar before the end of the month, he promises to send the lady's husband damning information regarding the indiscretion. This cannot happen, for it will undermine our efforts to establish an embassy in Magnimar.

My sources tell me that you may soon be in contact with Vruul. Though it disgusts me to resort to such tactics, for the sake of Andoran, I need him dead. An encounter with the Aspis Consortium will serve as a justification for such actions.



For Andoran and liberty,

Major Colson Maldris

Cheliax



Delightful pet,

I have an errand for you! My spies tell me you will soon visit the bookshop of the notorious scandalmonger Shadow Orchid. Her gift for secrets rivals my own, and though her home is in distant Goka, the old shrew has collected a long and rather damaging list of... unsavory deeds linking back to me.

She keeps this information in a journal she calls the Black Ledger. I want you to retrieve the journal for me before it falls into my rivals' hands.



Moist scarlet kisses,

Paracountess Zarta Dralneen

Grand Lodge



Pathfinder,

The Lantern Lodge in Goka has sent word that an Aspis Consortium agent named Ascalar Vruul has been in recent contact with a long-retired Golden League assassin named Shadow Orchid. I understand that your current mission for the Pathfinder Society involves infiltrating Shadow Orchid's bookshop. I need you to locate proof of the contact between Shadow Orchid and the Aspis Consortium's agent, preferably in the form of written correspondence, that I can use to persuade certain powerful individuals in the region to ally with us.



Good luck!

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Peer,

For many years I have tried to purchase the Alysium Codex from the book dealer Shadow Orchid so it may take its rightful place with the rest of the Hao Jin collection. Your current mission provides the perfect opportunity to accomplish this objective. Since Shadow Orchid won't sell the codex, I need you to steal it. After you're done with it—as I believe it will be needed to carry out your larger mission—be sure to return it to the Grand Bank of Abadar in Goka, where it may be reunited with the rest of the Ruby Phoenix's prized collection.



Providence guide you,

Venture-Captain Amara Li

THE FABRIC OF REALITY

Osirion



Unwavering Servant,

My sources tell me that your current Pathfinder mission will bring you into contact with Shadow Orchid, a Xun assassin of the Golden League. The Xun are legendary for their ability to undergo reincarnation when they die, allowing the most powerful of their order to live for centuries.

I have acquired several ancient scrolls recently unearthed near Tumen regarding reincarnation relating to curses. The Xun believe the key to their rebirths is through their tattoos. Thus, I need Shadow Orchid's tattoo to investigate how its power may benefit us. This is a grisly task, and not one I give you lightly, but the circumstances are dire. The potential cure for the Ruby Prince's curse lies with you.



Your benevolent master,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Child of Qadira,

I have recently obtained letters that implicate the Xun assassin Shadow Orchid in the assassination of the dwarf merchant-explorer Chundrek Pallgreves during his visit to Goka in 4516 ar. The evidence is as damning as it is complete.

I command you to bring me Shadow Orchid's head so I can offer the letters and the proof of her death as a gift to the ancient and noble Pallgreves clan of Janderhoff. By earning their gratitude and trust, we will strengthen our fledgling trade relations between Janderhoff and our great nation.



Fail me not!
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Listen up,

Word has it that you'll soon be entering the Hao Jin Tapestry to visit a place called the Sacred Vault. I don't care about the specifics of your mission for the Pathfinders. What I do care about is a pair of malachite figurines. And you're going to steal them for me.

Somewhere inside this shrine is a pair of malachite figurines shaped like fancy hounds, known as Princess Meng's Foo Dogs. Yeah, it's a silly name, but they're worth quite a bit of coin to a friend of a friend on whose good side I want to secure a position. So find them and bring them to me.



Thanks a bunch,
Guaril Karela
Guaril Karela

SHADOW LODGE



Shadow-walker,

I have it on good authority that a man named Ascalar Vruul will soon lead an Aspis Consortium mission to the Sacred Vault inside the Hao Jin Tapestry. I am also aware of your mission for the Society, which will take to you the same site.

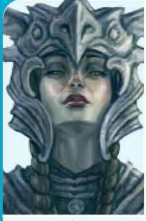
Vruul was, until very recently, a double agent who provided valuable intelligence to me. But a little over a month ago, Vruul went rogue and killed five of our agents in Magnimar. I want you to locate and kill Ascalar Vruul in retaliation for this attack.



Avenge our slain brothers!
Torch
Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



Comrade-in-arms,

Recent intelligence tells me that a man named Ascalar Vruul is leading an Aspis Consortium mission to the Sacred Vault inside the Hao Jin Tapestry. I am also aware of your current mission for the Pathfinders, and that you shall soon visit this site.

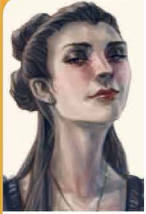
Vruul is responsible for the recent deaths of four Silver Crusade agents in Riddleport. I want you to capture Vruul so he can answer for his crimes. If it is not possible to capture him alive, the laws of our order dictate that you must end his life.



May the light guide you,

Ollysta Zadrian

TALDOR



Stalwart Defender of Taldor,

I have heard of your current Pathfinder mission and that you will soon visit a bookshop owned by a woman named Shadow Orchid. Shadow Orchid owns one of General Orphyrea Amanandar's private journals, which is said to detail her voyage from Taldor to Tian Xi, her military campaign in Shenmen, and the taking of Kamikobu.

The journal also contains detailed information regarding the deeds and fates of many of General Amanandar's heroic soldiers, including—I dare hope!—an account of how my great-great-grandfather Vendrithian Morilla, a dashing cavalry officer, perished during the siege of Kamikobu. I want you to retrieve the journal and deliver it as a service to my family and me.



In gratitude,

Lady Gloriana Morilla

THE FABRIC OF REALITY

**Pathfinder Society Scenario #4-16:
The Fabric of Reality**

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points _____

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points _____

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points _____

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points _____

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points _____

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points _____

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Scenario #4-16: The Fabric of Reality © 2013, Paizo Publishing, LLC; Author: Tom Phillips.



Pathfinder Society Scenario #4-16: The Fabric of Reality

Scenario Chronicle #

Slow Normal

SUBTIER 5-6	1,256	2,512
SUBTIER 8-9	2,793	5,587

MAX GOLD

This Chronicle Certifies That _____

A.K.A. _____

Player Name	Character Name	Pathfinder Society #	Faction
-------------	----------------	----------------------	---------

Has Completed This Scenario. _____

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 Found During This Scenario

SUBTIER ALL **Tapestry Fast Travel** Because you were part of the team responsible for changing the nature of the *Hao Jin Tapestry*, you are granted special use of it on a limited basis. Select one location on Golarion other than Absalom. You may travel freely from this location to the City at the Center of the World and vice versa. When adventuring in either Absalom or the chosen location, you are treated as being in both locations for the purposes of boons and vanities that are location-dependent. If you did not successfully complete the reattunement ritual, cross this boon off the Chronicle sheet.

- SUBTIER 5-6**
- amulet of natural armor* +1 (2,000 gp)
 - bracers of armor* +2 (4,000 gp)
 - cloak of resistance* +1 (1,000 gp)
 - elemental gem (air)* (2,250 gp)
 - potion of cure moderate wounds* (300 gp)
 - potion of cure serious wounds* (750 gp)
 - ring of protection* +1 (2,000 gp)
 - wand of false life* (6 charges; 540 gp, limit 1)
 - wand of mage armor* (30 charges; 450 gp, limit 1)
 - wand of spontaneous immolation* (15 charges; 1,350 gp, limit 1; *Ultimate Combat* 245)

- SUBTIER 8-9**
- ki mat* (10,000 gp; *Advanced Player's Guide* 306)
 - cloak of resistance* +2 (4,000 gp)
 - headband of alluring charisma* +2 (4,000 gp)
 - headband of inspired wisdom* +2 (4,000 gp)
 - potion of bear's endurance* (CL 6th; 600 gp, limit 1)
 - wand of false life* (CL 10th, 8 charges; 2,400 gp, limit 1)
 - wand of shield* (CL 5th, 6 charges; 450 gp, limit 1)

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