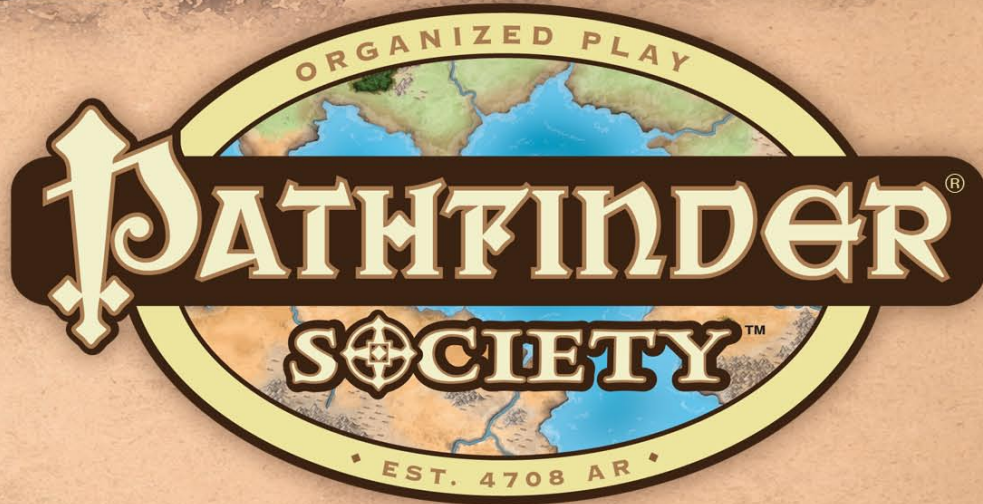


A PATHFINDER SOCIETY SCENARIO



# DELIRIUM'S TANGLE™

By Crystal Frasier



# DELIRIUM'S TANGLE

## PATHFINDER SOCIETY SCENARIO 45

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The OGL can be found on page 17 of this product.

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# DELIRIUM'S TANGLE

BY CRYSTAL FRASIER

The enterprising Grandmaster Torch finally overstepped his considerable skills. His most recent acquisition, a collection of moldering old notes and journals purchased from the Metringer Sanitarium in Westgate, contained a harrowing and detailed account of one patient's escape from a subterranean labyrinth more than 700 years ago. In fact, the author credits the maze itself for his subsequent residence in the asylum. The same rambling notes mention a curious artifact at the maze's center, obviously of elven design. With Kyonin's recent crackdown on the trade of elven artifacts, such a find could be worth a king's ransom.

With a specially designed magical rod, Torch dominated the mind of Nuar Spiritskin, Absalom's Minotaur Prince. Torch dispatched the minotaur, the only creature in the city capable of mastering the maze, to retrieve the Tangle's treasure. With luck, Nuar would return before sunrise and be back in bed, completely unaware of his service.

But the mind-controlled albino vanished within the Tangle, and Grandmaster Torch was worried: if discovered, Nuar's abduction could easily be traced back to the scoundrel and should Grandmaster Torch be found to have caused the death of a visiting foreign dignitary such as The Minotaur Prince, his entrails would hang from the city walls by week's end. In desperation, he turned to the Pathfinder Society, who already owed him a favor from past activities in Sedeq (Pathfinder Society Scenario 14: *The Many Fortunes of Grandmaster Torch*) and who are easily motivated by the promise of ancient artifacts. Grandmaster Torch hated the thought of losing a valuable find, especially to the Pathfinders, but the dead don't get a second chance to make their fortune. Not in Absalom, at any rate.

## Delirium's Tangle

Delirium's Tangle is the pitiful offspring of desperation and betrayal, the life's work of the elf Abysiel Greensummer and his unknowable patron from beyond the borders of this world. When the elves first returned to Golarion, they understood little of human culture or mortality, and they dispatched great ambassadors into the world to review mankind's advancement. As one of

the first elves born and raised among humans, Abysiel Greensummer saw generations of tutors and childhood playmates whither and die before he reached maturity. Time became the enemy, not to him but to everything he loved. As an immortal adult, again and again he failed to save those he loved from the march of the seasons. His obsession drove him ever deeper into forgotten magic and forbidden faiths.

In time, the whispers came to Abysiel. So quiet it strained his mind to listen, these whispers spoke of impossibly complex diagrams and an elven artifact, *Izryen's Hourglass*, which could hold back the tide of years. Desperate to save the humans for whom he had grown so fond, Abysiel acquired the hourglass from a Chelish antiquities dealer. He then secretly constructed the diagrams on a massive scale as an intricate series of rooms and halls deep beneath the city of Absalom. His project eventually became a maze of impossible angles and curves that twisted the mind. Abysiel's Tangle tugged at the boundaries of reality and slowly drove him mad. On its completion, Abysiel's whispering patron betrayed the obsessed sorcerer. A force from the void reached through the Tangle into reality, binding the elf in chains to complete the diagram and summon itself to Golarion through the elf. But Abysiel's broken heart provided too weak a spark, and the ritual fizzled. Abysiel's whispering patron fled from the elf's dangling body, and so Abysiel hung like a broken marionette in the heart of his failed endeavor for 15 centuries, magically protected from the ravages of thirst, hunger, and time.

A few decades ago, a tribe of morlocks burrowed into the Tangle, attracted by its pulsing magical energy and seething madness. The degenerate humanoids now worship the labyrinth's languid master as a god and occasionally bring him offerings of flesh. With Abysiel's mind broken, he relishes his new godhood and incoherently encourages his flock to bring him increasingly bold gifts of sacrifice.

Most of the Tangle's structure is intricate stonework, crafted from Kortos' rich deposits of basalt. Constructed by magic and non-human geometry, few of its angles and curves feel right, and those trapped within the Tangle's

depths may retrace their exact steps only to find themselves lost in a completely new network of tunnels. Prolonged exposure challenges one's grip on reality, and eventually leads to permanent insanity. The morlocks, already insane, suffer little from this aspect of the Tangle.

The walls bow outward slightly, and finally meet at a vaulted ceiling nearly 15 feet above the tiled floors. A shallow, bronze channel runs through the center of every hallway and once brimmed with an alchemical soup, but it now only serves as a latrine for the morlocks. Every surface bears elven script, a confusing jumble of arcane elements, treatises on elven culture, and insane ramblings on the nature of time and space. Unless noted otherwise, all walls are at least 5 feet thick and have a hardness of 9 and 900 hit points per 10-foot section. Magical glass baubles hang throughout the maze, sputtering pathetically and bathing most of the Tangle in dim illumination.

## SUMMARY

The scenario begins as Venture-Captain Drandle Dreng rouses the PCs from their beds in the wee hours of the morning. Dreng introduces the PCs to Grandmaster Torch, who explains that Nuar Spiritskin, his "close friend and confidant," succumbed to a strange compulsion while Torch shared his newest discoveries with the minotaur. He begs the Pathfinders to safely return his "dear friend" from whatever unnatural influence drew him into the maze, and even offers to let the Society keep the elven artifact his notes hint at.

Little happens on the initial descent into Absalom's sewers and maintenance tunnels, but as the PCs approach the Tangle, they encounter greater and greater resistance from the morlock tribes that claim it. Once inside, the PCs must contend with cannibalistic morlocks, deadly traps, and the maddening twists and turns of the labyrinth itself. If the PCs are clever, they avoid the worst the Tangle has to offer.

At the very heart of the Tangle, the PCs encounter Abysiel bound in chains high above the floor. His lengthy imprisonment and deific control over the morlocks have driven him insane and he lashes out at the PCs in a rage as he attempts to scour the Tangle of their malign influence.

## GETTING STARTED

Read the following to get the adventure underway:

The descent down through the forgotten maintenance tunnels and natural caverns below Absalom has been mercifully uneventful, and offers plenty of time to think back on the events of the day.

Messengers found you across Absalom before sunrise and summoned you to the Grand Lodge on orders from Venture-Captain Drandle Dreng. His milky, half-closed eyes, normally offering a bearing of regal decrepitude, instead looked sour as he apologized for the early hours and introduced a thick man bearing the scars of many horrific burns seated in a chair in Dreng's office, his feet soaking in a small metal bucket of steaming water. Behind him stand two enormous, heavily armored half-orcs, their arms crossed over their massive chests and all four of their eyes constantly scanning the room for danger. "Pathfinders, this is Grandmaster Torch," Dreng muttered sleepily. "He's an... associate of the Society. We owe him a favor after that business in Sedeq, and it seems he's looking to collect."

"You wound me, my lord," said Grandmaster Torch, leaving Dreng chuckling softly to himself in the background. "I come in the interest of the common good. You see, my good friend and occasional business associate, Nuar Spiritskin, is missing. You may know him better as the Minotaur Prince of Absalom, the head of the Taurean Embassy and something of a famous foreign dignitary, what with his assertions that he speaks for all Minotaurs everywhere. A collection of papers recently entered my possession that spoke of a grand maze beneath the city; naturally, my first instinct was to discuss the matter with Nuar. He seemed as intrigued as I and after I elicited his help, he set out at once for the maze. It has been several days, more than enough time for a minotaur to solve a maze, and I grow worried for my bovine chum.

"Clearly, I cannot take this matter to the guard. Poor Nuar would be scandalized if word got around that he couldn't solve a simple maze. I can provide you with directions to this maze, called Delirium's Tangle, if you promise to return Nuar quietly to his home. I'm even willing to let your organization keep the artifact I believe lies in the maze's center. Some ancient, elven hourglass—my notes aren't specific as to what it does. Just ensure the Prince's safety."

Dreng looks incredulous, but solemnly nods. "Nuar is a useful ally to the Society and a lost labyrinth below Absalom herself is too convenient to pass up. Take an hour to prepare and then head out. And be thorough; no telling what you'll find down there."

Allow the PCs to retroactively ask any questions of Grandmaster Torch that they might have about the mission. Below are several answers to likely questions.

**What is this labyrinth?** "My notes refer to it as Delirium's Tangle. The author claims to have once been lost in the maze ages ago and escaped by pure luck. I imagine it's hardly the simple mines and crypts you're accustomed to. The design sounds elven, but I haven't finished translating everything. Perhaps you can enlighten me on your return."

**Where is it?** "Below the Ivy District, but I couldn't possibly tell you how deep, or even its surface relation.

My notes only tell how to reach it, and even in that they're needlessly confusing."

**Why has no one else discovered it?** "Very few citizens of Absalom go crawling about beneath the streets, let alone below the sewers. Even I didn't realize there were any natural caverns below the city; it seems a trifle unsecured to my mind. But even then, it almost sounds from my notes as if the Tangle somehow hides itself, or subconsciously steers people away."

**What is this artifact you mentioned?** "The notes mention a large hourglass of elven design. I believe this may be *Izryen's Hourglass*, an artifact left behind when the elves first fled Golarion. It appears often in elven astrological writings, and sounds like a complicated timepiece. Should the Pathfinder Society have no interest, I'd love to add it to my own collection."

**Who is Nuar Spiritskin/the Minotaur Prince?** "He's something of a local diplomat: officially, he represents Kortos' minotaur tribes here in Absalom, but most of those tribes aren't quite as politically minded as Nuar. He seems to know just about everyone, though. Very useful fellow."

**Who are you?** "Oh, I'm just a humble collector of antiques and part-time gadfly. No one special, really."

**May we borrow these notes you mentioned?** "No."

**Why not?** "Simply put, they are very old, and likely hold some value. I don't fancy them being folded and crumpled and dragged through mud. Besides, they're far from useful—mostly nonsensical ramblings and gibberish. It's taken me a month to understand them as well as I have."

**Mission Notes:** Qadira faction PCs should take this opportunity to ask Grandmaster Torch how his mother has been doing, to which he smiles and replies: "She's been lovely, thank you. She's actually arriving for a visit next week, down at pier 42. I hope this business is resolved by then so I can greet her." This response is sufficient for Qadira faction PCs to fulfill their first faction mission.

## ACT I: FAR BELOW ABSALOM

The Tangle's initial construction sprang from the natural caves that were lifted above sea level when Aroden raised the island. While the halls themselves no longer resemble their origins, the maze's sole entrance connects directly to a large series of natural caverns. The PCs descend from Absalom's maintenance tunnels into these natural caverns over the course of an hour of travel. Light sources are a necessity for any characters that lack darkvision.

The PCs encounter many signs of the morlock tribe before actually reaching the Tangle. While too stupid to solve the maze without aid, their mining beetles allow them to simply bypass the worst of the labyrinth. The

morlocks infrequently make trips to the surface under cover of darkness to snatch offerings for Abysiel. As the PCs approach and then enter Delirium's Tangle, allow them a DC 15 Survival check to notice bizarre humanoid tracks and signs of large insects.

The PCs spend 2d6 hours wandering the natural maze (which is simply a series of confusing tunnels, caverns, crawlspaces, and so on that surround the maze proper) in search of tracks, signs, or clues of the Minotaur Prince's path. Allow any PC who has the track ability to make a Survival check. For every 1 by which that PC exceeds a 15, reduce the number of hours wandered by 1. Nothing happens in those hours, though, and to avoid the tedium of drawing a maze map and forcing the PCs to check each square in it for traps, instead say the PCs travel the hours rolled above and then stumble into area 1A, where they find their first clues as to the whereabouts of Nuar Spiritskin.

## 1A: The Beetle Fields (CR 1 or CR 4)

The cavern opens from a bottleneck into a large, smooth cavern of striated blue stone and pale, sandy floors. The walls glisten with moisture, and a small pool sits on the eastern side of the chamber. All across the area, thick carpets of fungus blanket the stones.

**Creatures:** The morlocks use mining beetles to burrow into and out of the maze. Being exceptionally poor caretakers, the vermin frequently escape, and the tunnels and caverns around the Tangle are slowly expanding thanks to a healthy population of these feral beetles. This chamber's pool and fungal garden provide a perfect nesting area. Several of the territorial creatures wait just beneath the sandy surface of the cavern to guard their eggs. Any PCs that succeed on a DC 15 Perception check are able to act in the surprise round when the beetles erupt from the floor and attack.

## Tier 1–2 (CR 1)

### FERAL MINING BEETLE (2)

CR 1/2

N small vermin (*Pathfinder RPG Bestiary* 33)

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

#### DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

**hp** 6 (1d8+2)

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

**Immune** mind-affecting effects

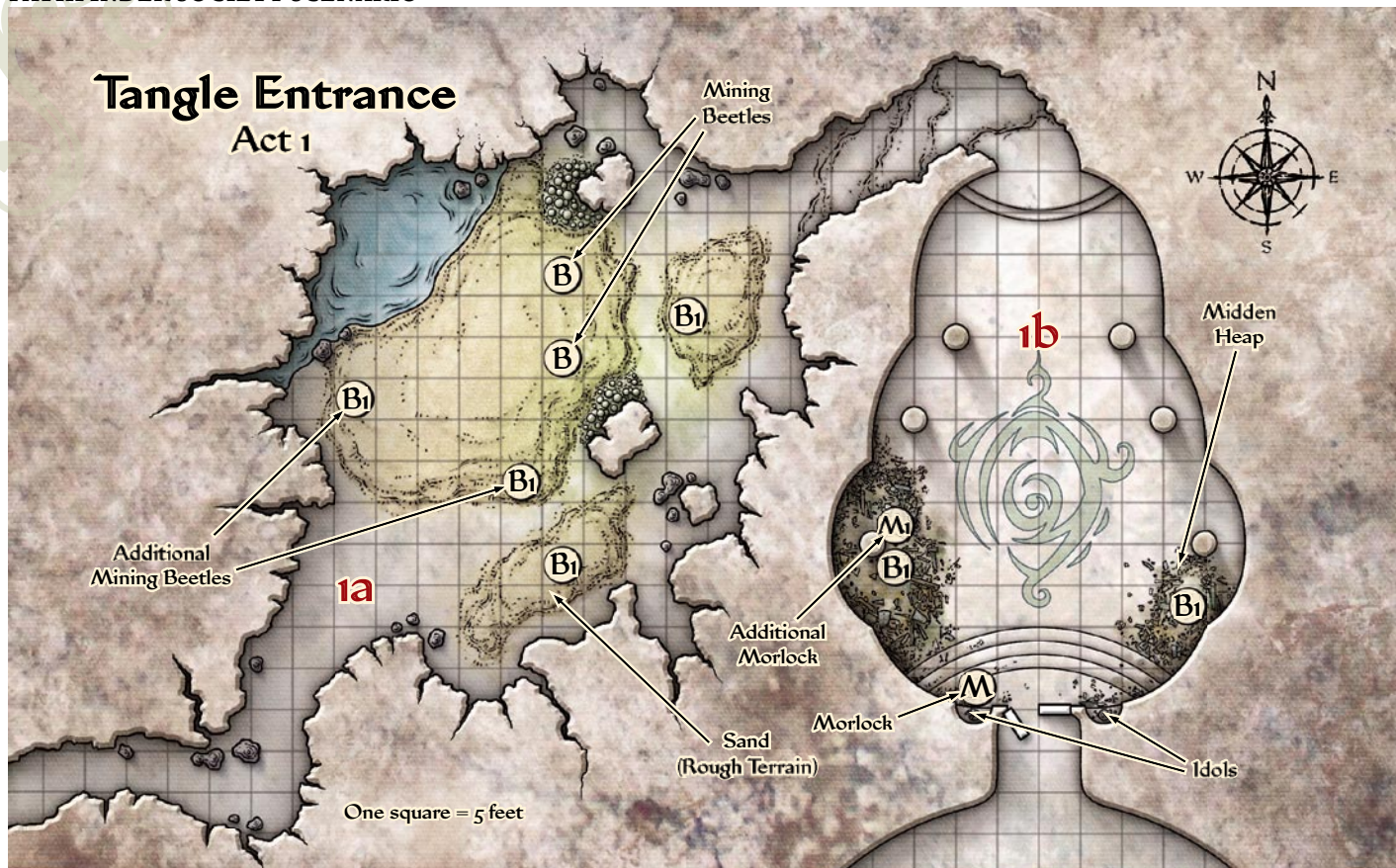
#### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +3 (1d4+2)

#### TACTICS





**Before Combat** The beetles wait just below the cavern's surface, guarding their nests from predators. If anything approaches one of the fungal patches or disturbs their pool, they attack.

**During Combat** The beetles attack mindlessly, focusing on whoever happens to be closest.

**Morale** The beetles fight to the death.

#### STATISTICS

Str 14, Dex 15, Con 15, Int —, Wis 14, Cha 11

Base Atk +0; CMB +1; CMD 13 (21 vs. trip)

#### SPECIAL ABILITIES

**Luminescence (Ex)** A mining beetle's glowing glands provide light in a 10-foot radius. A dead mining beetle's luminescent glands continue to glow for 1d6 days after its death.

## Tier 4–5 (CR 4)

### FERAL MINING BEETLES (6)

CR 4

hp 6 (each) (use the stats from Tier 1–2)

**Development:** One of the insects is wearing a crude rope harness, obviously neglected for several months. Several cramped and dusty tunnels lead off of this chamber in several directions. They all eventually lead to dead ends. Should the PCs choose to follow any of them, it takes 1d6 hours before they reach a dead end and have to backtrack to area 1A, taking the same amount of time to return. To the northwest of this area is a large tunnel that seems

heavily traveled as of late (DC 10 Survival check) and leads to area 1B. An additional DC 15 Survival check reveals that not only has a minotaur been here, but it looks like he was attacked by a dozen or more creatures and dragged into area 1B.

**Treasure:** The mining beetles drag away whatever scraps the morlocks don't finish and their nests include a few odds and ends that obviously hail from the surface. Most of this is rubbish, but a small collection of valuables lies among the eggs. One nest (DC 10 Perception check) is lined with a *scroll of lesser restoration* and three *potions of cure light wounds*. For Tier 4–5, the potions are instead *potions of cure moderate wounds*, and a *cloak of resistance +1* is also incorporated into the nest.

**Mission Notes:** Cheliox faction PCs will want to make special note of the cavern complex and try to track where below Absalom they wind up. This is no easy task, though, as the caverns wind randomly in every direction. A successful DC 15 Knowledge (geography) check is required to make accurate enough notes about the cave complex to be of any use and to fulfill their mission. Qadira faction PCs will want to harvest at least one of the delicate mining beetle eggs for their handler. This requires a delicate touch and a DC 20 Handle Animal check to harvest and pack the egg without breaking. Qadira faction PCs may attempt this check up to three times before all the ideal samples are destroyed and no further attempts are possible.

**Rewards:** If the PCs defeat the mining beetles and search the nests, reward each tier thusly:

**Tier 1–2:**

Give each player 138 gp.

**Tier 4–5:**

Give each player 522 gp.

## 1B: The Bronze Gates (CR 2 or CR 5)

The natural caverns suddenly give way to worked stone and metal fixtures. Dangling glass balls flicker and cast a weak, greenish glow across the chamber. Ahead, a series of green-tiled, wide, terraced stairs slope up to an imposing bronze door, partly torn from its hinges. The stairs bear hundreds of symbols that seem to warp and flicker.

The reek of decay, along with a pungent, acidic smell fills the chamber. Heaps of bones and garbage are scattered about the room. On both sides of the bronze doors, numerous small idols sit in niches and nooks. Their clumsy design clearly contrasts the delicate swoops and strokes of the walls and door.

The morlocks identify this chamber as the border of their territory. While they make frequent raids into the surrounding caverns and tunnels, and visit the surface on moonless nights, they detest leaving the maze for more than a few hours.

The morlock tribe rarely exits through this door and instead relies on the tunnels dug by their mining beetles. Whenever the morlocks visit the surface, however, they always return through these gates, where they stop to perform primitive religious ceremonies celebrating their god in the maze. A variety of prey (mostly small animals or harmless Darklands creatures) lie sacrificed before the doors to give thanks for a successful hunt on the surface.

**Creatures:** Only a single morlock attendant stands guard here, waiting to see if anyone comes looking for the minotaur her tribe recently captured in area 1A. She conceals herself on the wall near the ceiling above the entrance from 1A into 1B and watches for approaching creatures. At Tier 4–5, two morlocks hide in the same spot, accompanied by two mining beetles currently sifting through the trash heaps for scraps.

## Tier 1–2 (CR 2)

### MORLOCK ATTENDANT

CR 2

hp 22 (*Pathfinder RPG Bestiary* 209)

#### TACTICS

**Before Combat** If the morlock hears the PCs coming, she climbs above the door and hides among the stonework,

attempting to surprise them as they enter.

**During Combat** The morlock focuses on whoever seems to be the weakest party member. Injured PCs are her first choice, followed closely by characters in light or no armor.

**Morale** If reduced to 4 hit points or less, this morlock attempts to flee to area 1A where she hopes to use beetle tunnels to flee.

## Tier 4–5 (CR 5)

### MORLOCK ATTENDANTS (2)

CR 2

hp 22 (*Pathfinder RPG Bestiary* 209)

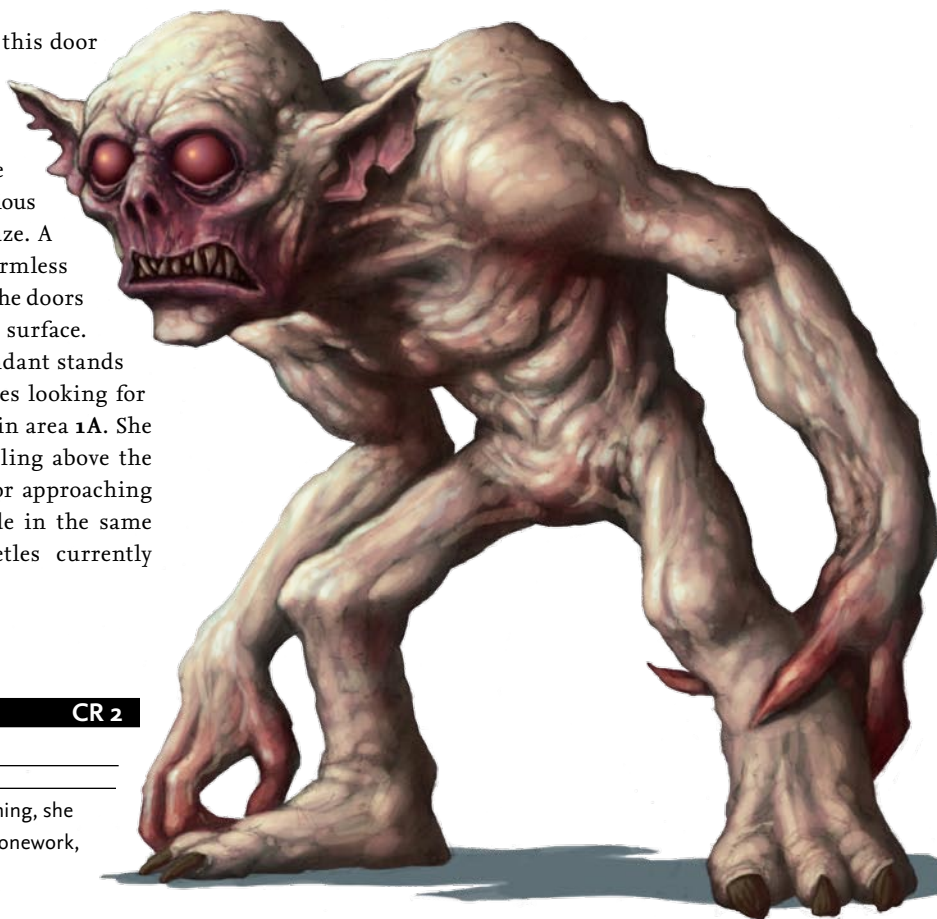
### FERAL MINING BEETLES (2)

CR 1/2

hp 6 (use the stats from 1A)

**Development:** Animal carcasses and insect carapaces litter the area. A DC 15 Knowledge (nature) or Heal check verifies that some of the remains are humanoid, many having been slaughtered within the past month. The gates lead into deepest part of the maze complex that makes up the bulk of Delirium's Tangle.

**Treasure:** A wealth of small bone and basalt idols crowd the floor around the doors. Though crude, they are nonetheless worth 45 gp each to an academic or collector.





There are 20 idols in Tier 1–2 and 50 idols in Tier 4–5. For Tier 4–5, a masterwork rapier and dagger set made from alchemical silver can also be recovered from one of the sacrificed humanoid bodies. For both tiers, the PCs also find a *wand of water breathing* with 2 charges remaining.

**Mission Notes:** Andoran faction PCs can attempt a DC 15 Knowledge (local) check to recognize the tattered remains of several contemporary Absalom fashions among the refuse. Bringing this back with them is enough evidence to prove the morlocks have been behind the recent disappearances in the Ivy District. The head of a morlock also makes an excellent trophy to bring back for Taldor faction PCs.

**Rewards:** If the PCs defeat the morlocks and collect the idols, reward each tier thusly:

**Tier 1–2:**

Give each player 138 gp.

**Tier 4–5:**

Give each player 439 gp.



## ACT 2: DEEPER INTO THE MAZE (CR 3 OR CR 6)

The curving, branching halls of this structure are lined with the same stone as the natural caverns outside, and the arched ceiling meets high overhead. Nearly every surface boasts inscribed text—some of it delicate and flowing, but surrounded by a tangle of jagged and hastily etched scribbles. The endless twisting passageways inspire a faint sense of vertigo, as if the floor were swaying underfoot.

Once the PCs enter the deepest (and most difficult) part of the maze, the action abstracts. To find their way to the center, the PCs need to rely on skills rather than tracking miniatures on a map. The Minotaur Prince found his way into the labyrinth without any concern for subtlety, which got the PCs this far, and now it's a matter of following the fresh trails of the morlocks who seemingly captured him and dragged him deeper into their maze through a series of well-carved, twisting passageways, and rough-hewn beetle tunnels cut between them.

### Solving the Maze

Finding the center of the Tangle requires 10 successful skill checks using the possible skills listed below. Every check represents 1 hour of travel while searching for clues.

For each check, one PC is chosen to be the “Leader.” Only the Leader can make the relevant skill check to guide her companions for that one-hour block. A different character may assume the Leader role for each check, but the Leader must be chosen before the skill check is made.

A successful check leads the group deeper into the Tangle and closer to Nuar, while a failed roll indicates no real progress. If the PCs fail a check by 5 or more, the group encounters one of the random maze hazards listed below.

Cooperation can improve the odds.

Any PC who is not the Leader can attempt the aid another action to provide the Leader with a +2 circumstance bonus to her current check. Each PC can only provide one bonus to each individual Leader roll.

### Navigation Skills

**Follow the Minotaur's Trail:** DC 20

Survival Check (DC 24, Tier 4–5). The morlocks who captured Nuar made no effort to conceal their trail, but the stone floors and stark interior of the Tangle retain minimal evidence of their passage. The trail of dropped hairs, disarmed traps, and dribbled morlock blood leads to the Minotaur Prince without having to focus on the Tangle's twisted structure.

**Princely Perfumes:** DC 25 Perception Check (DC 29, Tier 4–5). Nuar enjoys the finer things in life, and his unique cologne cuts through even the stink of the morlock lifestyle. Perceptive characters may be able to pick up on the smell and use it to find the Tangle's center. Characters and creatures with the scent ability gain a +5 bonus on this check.

**Solve the Maze:** DC 25 Knowledge (dungeoneering) Check (DC 29, Tier 4–5). Clever PCs may rely on their wits over their senses and try to find their own passage through the twisting corridors. Taking the maze head-on taxes the mind, but the insanity it causes also unveils fresh insight. PCs may willingly suffer 1d4 points of Wisdom damage, and in exchange receive a +5 bonus to the Knowledge (dungeoneering) check.

**Understand the Maze:** DC 25 Knowledge (arcane) Check (DC 29, Tier 4–5). The Tangle is designed as an enormous magical sigil, and those versed in the arcane arts can try to navigate it as such. A PC may willingly suffer 1d4 points of temporary Wisdom damage, and in exchange receive a +5 bonus to the Knowledge (arcane) check.

### The Price of Failure

The morlocks and their minotaur captive cleared a path through the worst of the Tangle's denizens, traps, and otherworldly presences, but deviating from the path they



followed brings the PCs face-to-face with the labyrinth's dangers. Anytime the Leader fails her skill check by 5 or more, the group encounters one of the following dangers at random. Single-target hazards affect one member of the group at random. If the PCs flub their navigation rolls five times and encounter five different maze hazards, have them finally stumble into the Tangle's center (Act 4), whether the PCs have gathered the prerequisite 10 successes or not. Use the provided map tiles on pages 9 and 10 for these random encounters, choosing the one you feel is most appropriate.

#### MAZE HAZARDS (TIER 1–2)

| D20 Result | Encounter                                                       | CR |
|------------|-----------------------------------------------------------------|----|
| 1–5        | 1 arrow trap<br>( <i>Pathfinder RPG Core Rulebook</i> 420)      | 1  |
| 6–10       | 1 pit trap<br>( <i>Pathfinder RPG Core Rulebook</i> 420)        | 1  |
| 11–13      | 2 feral mining beetles*<br>(area 1A) (see pages 5–6)            | 1  |
| 14–18      | 1 spiked pit trap<br>( <i>Pathfinder RPG Core Rulebook</i> 420) | 2  |
| 19–20      | 1 morlock*<br>( <i>Pathfinder RPG Bestiary</i> 209)             | 2  |

\*Use this encounter once. If you roll it a second time, roll again for another encounter.

#### MAZES CAN BE BORING

Despite their prominence in literature, few things frustrate players quite like encountering a maze in a roleplaying game. Describing a labyrinth in terms of right and left turns from a character perspective can be confusing and repetitive. Drawing the maze itself on the battle grid is often too time-consuming for a 4-hour game. By abstracting the maze into a series of skill and ability checks, the act of solving the maze falls to the characters, rather than the players.

#### MAZE HAZARDS (TIER 4–5)

| D20 Result | Encounter                                                            | CR |
|------------|----------------------------------------------------------------------|----|
| 1–5        | 1 camouflaged pit trap<br>( <i>Pathfinder RPG Core Rulebook</i> 420) | 3  |
| 6–10       | 1 electricity arc trap<br>( <i>Pathfinder RPG Core Rulebook</i> 420) | 4  |
| 11–14      | 1 wall scythe trap<br>( <i>Pathfinder RPG Core Rulebook</i> 420)     | 4  |
| 15–18      | 2 morlocks*<br>( <i>Pathfinder RPG Bestiary</i> 209)                 | 4  |
| 19–20      | 2 morlocks and 2 feral mining beetles*<br>(area 1A) (see pages 5–6)  | 5  |

\*Use this encounter once. If you roll it a second time, roll again for another encounter.

### Deeper into the Maze: Encounter Area 1

One square = 5 feet



GameMastery Map Pack: Lairs

## Progress

As the PCs make their way through the maze, read the following statements at the appropriate times to remind them that the Tangle represents more than a few skill checks and that their characters continue to wander through an alien and hostile structure.

After the PCs make their first successful check, read the following:

---

The passageway seems to continue ahead as far as you can see. The imprint of a single hoof stands in the dust gathered along the left wall.

---

After the PCs make their second successful check, read the following:

---

The tunnel makes four hard lefts before coming to an intersection. The remains of a bronze mechanism, recently destroyed, lies on the floor.

---

After the PCs make their third successful check, read the following:

---

The walls angle inward more at this crossroads, but the ceiling soars to impossible heights above. A spatter of fresh blood marks the left wall.

---

After the PCs make their fourth successful check, read the following:

---

The constant, curving sides of this passage close in with every step. What was once a concealed door is broken and left ajar with a tuft of white hair caught in the latch.

---

After the PCs make their fifth successful check, read the following:

---

Six passageways flow together like a river in this chamber and seem to subtly shift and move. A large, bloody handprint is the only landmark that remains constant.

---

After the PCs make their sixth successful check, read the following:

---

The passage abruptly ends at a smooth, white wall.

---

After the PCs make their seventh successful check, read the following:

---

A skeleton lies against the wall ahead, a message crudely sketched in charcoal next to it: "Left is back but back is clockwise and right is too hot. I'm sorry, Garanel."

---

## Deeper into the Maze: Encounter Area 2

One square = 5 feet



GameMastery Map Pack: Lairs



After the PCs make their eighth successful check, read the following:

A low, rhythmic hum buzzes through the stones of the floor, causing a jaw-rattling vibration.

After the PCs make their ninth successful check, read the following:

The leftward-curving passage dead-ends, but turning around to backtrack reveals a brand new passage that slopes gently upward.

After the PCs make their tenth successful check, read the following:

The jaw-rattling vibrations cease as a giant, bronze door appears in the passageway ahead.

**Mission Notes:** Osirion faction PCs will want to attempt to map the Tangle for their faction mission. While a truly accurate map is nearly impossible from within the labyrinth, any notes they take satisfy the mission requirements.

## ACT 3: THE VOID WHISPERER (CR 2 OR CR 5)

The Tangle's true design should have summoned Abysiel's whispered master to Golarion through powerful summoning magic. While it failed, traces of that magic remain and suffuse everything inside the maze, including the PCs. Just when the PCs think they have reached the heart of the maze, the passage twists and drops them into Abysiel's last trap: a dimensional space that contains part of the essence of his whispered master. This is an optional encounter and should only be run only if there are 2 hours remaining in the scenario.

The comforting embrace of the bronze door ahead slips further away. The world spins as colors and sounds blend together into a sickening maelstrom. The chaos passes just as quickly, but the passage is suddenly gone and instead there is now only a scrap of rock, surrounded by inky blackness dotted with distant points of light. Fractured sounds, like whispered curses, float across the darkness.

### The Void Whisperer

One square = 5 feet



GameMastery Map Pack: Extradimensional Spaces

**Creatures:** Physically real or not, the essence of the Void Whisperer legitimately threatens the PCs. By defeating the PCs here, the Whisperer could pry its way into their minds to create a new prophet on Golarion. The Whisperer doesn't wish to communicate with the PCs or tempt them into service as it is too weak and mindless to offer anything. Instead it looks to tear the PCs' minds apart, leaving them vulnerable to contact and coercion by the real Void Whisperer in time.

### Tier 1–2 (CR 2)

#### ESSENCE OF THE VOID WHISPERER CR 2

Giant leech (*Pathfinder RPG Bestiary* 187)

hp 19

#### TACTICS

**During Combat** The whisperer focuses on one PC at a time, starting with whoever is closest.

**Morale** Once killed, the essence of the Void Whisperer simply vanishes.

### Tier 4–5 (CR 5)

#### ESSENCE OF THE VOID WHISPERER CR 5

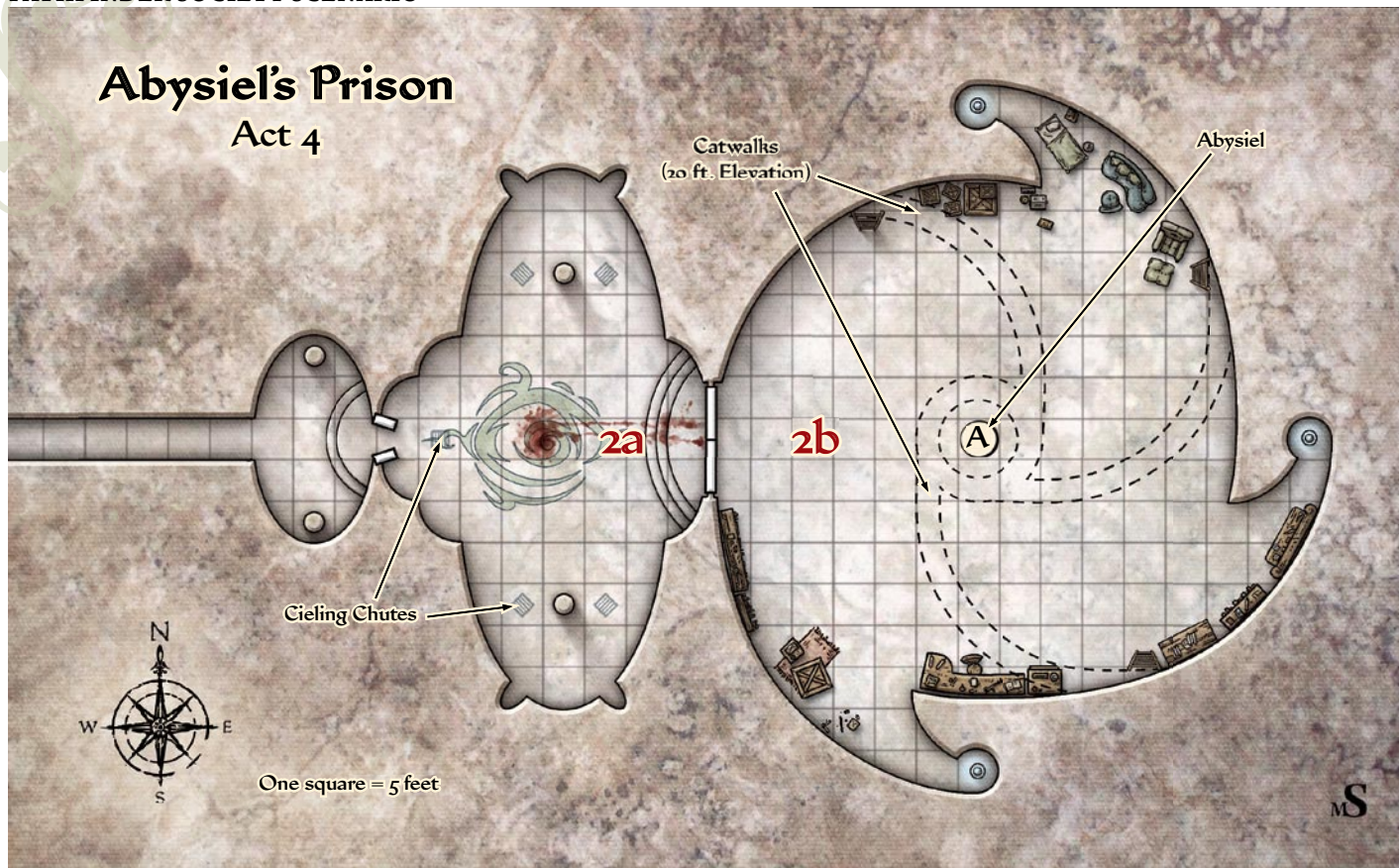
Gibbering moulder (*Pathfinder RPG Bestiary* 153)

hp 46



# Abysiel's Prison

## Act 4



**Development:** Should the PCs defeat the essence, the monster vanishes and they find themselves once again standing before the bronze door into area 2A. Any PCs who died during the encounter find themselves lying on the floor in front of the bronze door with an enormous, skull-pounding headache. This headache imposes a –1 on all further attack rolls, damage rolls, and skill checks made while inside the Tangle.

## ACT 4: ABYSIEL'S PRISON

At the center of Delirium's Tangle, Abysiel's workshop both protects and imprisons the ancient elf behind an advanced puzzle door and trap. Once the heart of his construction effort, it is now the focal point of the Tangle's strange energies—energies that bind Abysiel and make him a permanent part of the maze.

### 2A: The Clever Door (CR varies)

This chamber is lined with symbols like those near the entryway. There are obvious signs of a recent struggle, including blood and the corpse of a morlock. Drag marks slide through a pool of blood formed around the head of the morlock, indicating a large creature was pulled through the sealed door on the east side of the room. The door in the east wall is intricately formed from bronze. Four interconnected,

circular windows reveal a confusing series of cogs and sprockets within. Levers, dials, and knobs protrude from the frames surrounding the window, but nothing appears to be an obvious latch.

To protect his sacred mission, Abysiel hid all his secrets behind an intricate lock. In his younger days, he collected clockwork logic toys provided by gnomish traders. His later connection to the Void Whisperer gave him the insight to expand upon them. His creation, the Clever Door, uses sophisticated clockwork mechanisms to seal itself. Levers and knobs must be operated in a chaotic pattern that only Abysiel and the morlocks truly understand. The morlocks enter and leave freely by virtue of their insanity: Abysiel's Clever Door cannot distinguish between the insane minds of the morlocks and the twisted intellect of its own creator. While not sentient, the door's controls change and react when manipulated, creating the illusion of a thoughtful and clever opponent in a curious logic game.

If the PCs attempt to open or tamper with the Clever Door, the following happens:

The door groans followed by a series of metallic clicks before the great circular plates on its face spin and rearrange at random. Levers spin and knobs turn, protrude, or retract, creating a rearranged mess of clockwork oddities. With a



metallic creak, the bronze door in the west wall slams shut and bolts with an definitive clang. A few moments of ominous silence hang in the air briefly before a rushing, gurgling mass of water starts pouring in through several five-foot-wide chutes in the ceiling.

**Traps:** The Clever Door reacts as soon as anyone incorrectly interacts with it. The opposite entryway then seals shut and water pours into the room through five ceiling grates, raising the water level 2 feet each round. Any PCs near the closing door must hurriedly decide if they are in or out of area 2A and can leap whichever way they choose before the door closes. Of course, the more trapped inside, the better the PCs' chances of success. The following hazards develop as the room fills with water:

**Round 1:** Knee-high water turns the entire room into difficult terrain.

**Round 3:** Small characters must make swim checks to move (the water is considered calm).

**Round 5:** Medium characters must make swim checks to move (same).

**Round 10:** The room is full of water—air-breathing characters must hold their breath or otherwise find a way to breathe (*Pathfinder RPG Core Rulebook* 445).

The PCs must solve the door's puzzle to unlock it. As a standard action, a PC may make an opposed Intelligence check against the door (assume the Clever Door has a +1 bonus on Intelligence checks). If a PC wins the check, it shuts down one of the flooding ceiling chutes. If the Clever Door wins, it reopens one of the chutes (to a maximum of five). The door is not truly sentient, or even a construct-style creature. Instead, its devices are sophisticated enough that, for the purposes of its logic game lock, it reacts as an intelligent creature might. Regardless of how many chutes are open, the water rises at the same rate every round. Once all five chutes are closed, the water drains in 2 rounds and both the entryway and the Clever Door open. See the sidebar for alternate means to solve the door should the PCs not have a single intellectual among them.

## 2B: Abysiel's Chamber (CR 3 or CR 6)

Once-cheerful mosaics of smiling children and adults running through the streets of Absalom line the walls, but age and water damage smear the faces enough to make it seem as though they weep. Sturdy work benches and bookshelves line the walls. An intricate mess of bronze chains, plates, pendulums, and gears that form a sort of astrolabe dangle high above the room. Catwalks spin out from the walls in three places, curving on a horizontal plane and meeting in an open circle in the middle of the room. Between the catwalk circle dangles the body of a desiccated elf, ragged and dusty

### MY PARTY LACKS INTELLIGENCE!

Not every group has an intellectual among them. If the PCs are having difficulty solving the Clever Door's challenge, allow them to try one of these optional checks instead. Each of these checks is a standard action and success means a PC closes one of the chutes.

**Break:** The PCs can make a DC 15 Strength check to jam the delicate mechanisms.

**Cheat:** The PCs can make a DC 25 Disable Device check.

**Guess:** The PCs can make an opposed Wisdom check against the door's Intelligence check with a –2 penalty.

scraps of clothing barely covering his thin, bony body. He seems to be dangled in a maze of chains connected to the massive astrolabe above and the chains clank silently as he lolls his head from side to side.

This central workshop houses Abysiel's grand device, a magically charged hybrid of clock and astrolabe, all built around the artifact known as *Izryen's Hourglass*. In the sorcerer's mind, the device would have halted time's steady march in Absalom, allowing its inhabitants to relive the same perfect summer day forever, never knowing death or painful change. At the moment of his greatest triumph, the secret benefactor who whispered such beautiful secrets in his ear suddenly soured. Using its faint influence on this plane, the Void Whisperer bound the elf within the mechanisms of his magical engine, intending to use his immortal soul as a power source to drag it into Golarion. But Abysiel's broken heart was too dim a spark, and when the ritual sputtered, the Void Whisperer simply abandoned its pawn and the Tangle. Abysiel remained in place, bound to the Tangle by magic and soul, and now he is inextricably linked to the place itself.

The elven sorcerer drifted in and out of lucidity for centuries, though the presence of the morlocks in the past few decades gave him something on which to focus his energies. His most recent visitor, a white minotaur, captured his fascination, and he longs to have a companion once again if only he can convince the minotaur to stay here forever. Should he choose otherwise, Abysiel plans to end the minotaur's life. When the PCs enter the room, Nuar is chained to a dusty couch in the northern spiral of the room and is barely conscious (0 hit points). His body is covered in wounds and he's quite confused about how he got here, knowing only that he went to sleep in his home and awoke in a cave to find himself being nearly beaten to death by a horde of morlocks.

Should the PCs speak to Abysiel, make any loud noises, disturb Nuar, or climb to the catwalk, the following happens:

**ABYSIEL'S LIVING SITUATION**

Abysiel's bizarre union with his workshop grants him several special abilities, resistances, and weaknesses. Be sure to review his stat block ahead of time and familiarize yourself with these alterations. The changes increase his challenge rating by 1.

The desiccated elf's head lolls to the side again and his eyes flutter open. He stiffens and tugs at his tethers, screaming with rage. "You! You ungrateful, short-lived insects! I was betrayed and dragged on this altar of pride! Mortality is all you crawling beasts deserve!"

**Creatures:** Abysiel Greensummer is tied permanently to this chamber and dangles 20 feet above its center by 12 massive bronze chains (hardness 15, 5 hit points, Break DC 26). By preternatural magic, his spirit runs through the mechanisms that cover the upper half of the chamber, granting him some control over them but permanently linking him to the room and its devices. Should the mad elf be cut down from his chains, he dies immediately, regardless of hit point total, and decays quickly into a pile of ash.

Because he is positioned well above the ground, Abysiel is initially safe from melee attackers. The narrow catwalks within his workshop provide a level footing if a PC climbs the 20-foot ladders up to them. Without railings, the catwalks are dangerous: moving across one at half speed requires a DC 5 Acrobatics check (DC 10 to move at full speed). Anyone taking damage while standing on the catwalks must make an immediate DC 10 Acrobatics check or fall. Characters who fall may attempt a DC 15 Climb check to catch themselves, as per the Climb rules (*Pathfinder RPG Core Rulebook* 91).

**Tier 1–2 (CR 3)****ABYSIEL GREENSUMMER****CR 3**

Unique male elf sorcerer 3

CN Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +4**DEFENSE****AC** 16, touch 12, flat-footed 16 (+2 deflection, +4 shield)**hp** 19 (3d6+9)**Fort** +4, **Ref** +3, **Will** +4; +2 vs. enchantments**Defensive Abilities** light fortification, site bound defenses;**Immune** combat maneuvers, *magic missile***OFFENSE****Speed** 0 ft.**Ranged** acid ray +3 (1d6+1)**Special Attacks** +2 on caster level checks to overcome SR, site mastery**Bloodline Special Abilities** (CL 3rd, concentration +5)

5/day—acid ray (1d6+1)

**Sorcerer Spells Known** (CL 3rd; concentration +5)1st (5/day)—*enlarge person*, *hypnotism* (DC 14), *magic missile*, *obscuring mist*0—*arcane mark*, *detect magic*, *mage hand*, *mending*, *read magic***Bloodline** aberrant**TACTICS**

**During Combat** Abysiel is madness incarnate and is far beyond reason—he attacks the moment he sees the PCs. Abysiel begins combat by casting *hypnotism* on heavily armored PCs, ordering them to cast aside their weapons. He uses site mastery to attack any obvious casters, and casts *obscuring mist* to gain cover if anyone engages him in melee. He then rains down acidic rays or *magic missiles*.

**Morale** Abysiel is beyond reason and rational thought. He fights to the death.

**STATISTICS****Str** 8, **Dex** 14, **Con** 16, **Int** 12, **Wis** 13, **Cha** 15**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Arcane Armor Training, Eschew Materials, Spell Focus (enchantment)**Skills** Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Perception +4, Spellcraft +7 (+9 identify magic item properties)**Languages** Aklo, Common, Elven**SQ** bloodline arcane, long limbs**SPECIAL ABILITIES**

**Site Bound (Su)** Abysiel is bound in place by sturdy chains and ancient magic. His speed is 0 ft. and he is incapable of any movement. He is immune to all combat maneuvers or any other ability or spell that could move him or knock him prone. Abysiel is always considered flat-footed, even when aware of attacks. The process that bound him to the Tangle also granted Abysiel a +4 enhancement bonus to Constitution and infused him with the light fortification armor quality.

**Site Bound Defenses (Su)** Abysiel is protected by the device in which he is held captive. Because of its moving parts and magical energies, it grants him a +2 deflection bonus and a +4 shield bonus to his AC. The shield bonus functions like the *shield* spell and thus makes him immune to *magic missile*.

**Site Mastery (Su)** By mingling his essence with his grand device, Abysiel can reflexively control its components. As a move action, he may move any one of the following components and gain the listed benefits:

**Chains:** Abysiel animates the workshop's many chains to grapple a single target, as if using the *animate rope* spell, with the exception that the chains can reach any opponent within the workshop.

**Paneling:** By shifting the outer paneling of his grand device, Abysiel grants himself total cover from one-quarter of the chamber below. This cover remains in place until changed again. This cover does not apply to opponents on the catwalks.

**Pendulums:** Abysiel causes one of the device's massive



pendulums to swing at a target that inflicts 1d8 bludgeoning damage with a +3 melee touch attack. Abysiel can target anyone in the room with this ability, even those on the catwalk.

## Tier 4–5 (CR 6)

### ABYSIEL GREENSUMMER

**CR 6**

Unique male elf sorcerer 6

CN Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +5

#### DEFENSE

**AC** 22, touch 14, flat-footed 22 (+4 deflection, +8 shield)

**hp** 39 (6d6+18)

**Fort** +5, **Ref** +4, **Will** +6; +2 vs. enchantments

**Defensive Abilities** light fortification, site bound defenses;

**Immune** combat maneuvers, *magic missile*

#### OFFENSE

**Speed** 0 ft.

**Ranged** acid ray +5 (1d6+3)

**Special Attacks** +2 on caster level checks to overcome SR, site mastery

**Bloodline Special Abilities** (CL 3rd, concentration +5)

6/day—acid ray (1d6+3)

**Sorcerer Spells Known** (CL 6th; concentration +9, spell failure 5%)

3rd (4/day)—*slow* (DC 16)

2nd (6/day)—*hideous laughter* (DC 16), *see invisibility*, *summon swarm*

1st (7/day)—*enlarge person*, *hypnotism* (DC 15), *obscuring mist*, *protection from law*, *ray of enfeeblement* (DC 14)

0—*acid splash*, *arcane mark*, *daze* (DC 14), *detect magic*, *mage hand*, *mending*, *read magic*

#### TACTICS

**During Combat** Abysiel begins combat by casting *slow* on the PCs, following it up with *hideous laughter* on anyone on the catwalk. He uses site mastery to attack any obvious casters, and casts *obscuring mist* to gain cover if anyone engages him in melee. He then rains down abilities and spells such as acidic ray or ray of enfeeblement.

**Morale** Abysiel is beyond reason and rational thought. He fights to the death.

#### STATISTICS

**Str** 8, **Dex** 14, **Con** 16, **Int** 12, **Wis** 13, **Cha** 16

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

**Feats** Arcane Armor Training, Eschew Materials, Point-Blank Shot, Spell Focus (enchantment)

**Skills** Knowledge (arcana) +8, Knowledge (dungeoneering) +10, Perception +5, Spellcraft +8 (+10 identify magic item properties), Use Magic Device +10

**Languages** Aklo, Common, Elven

**SQ** bloodline arcana, long limbs

#### SPECIAL ABILITIES

**Site Bound (Su)** As Tier 1–2.

**Site Bound Defenses (Su)** Abysiel is protected by the device in which he is held captive. Because of its moving parts and

magical energies, it grants him a +4 deflection bonus and a +8 shield bonus to his AC. The shield bonus functions like the *shield* spell and thus makes him immune to *magic missile*.

**Site Mastery (Su)** By mingling his essence with his grand device, Abysiel can reflexively control its components. As a move action he may move any one of the following components and gain the listed benefits:

*Chains:* As Tier 1–2.

*Paneling:* As Tier 1–2.

*Pendulums:* Abysiel causes one of the device's massive pendulums to swing at a target that inflicts 2d8

bludgeoning damage with a +6 melee touch attack.

Abysiel can target anyone in the room with this ability, even those on the catwalk.

**Treasure:** Abysiel's chamber contains many of his ancient tools and earlier experiments in manipulating time. Among the salvageable items are an alchemist's lab, masterwork artisan's tools, a *wand of magic missile* (CL 3rd, 50 charges), and a *wand of daze* (50 charges). At Tier 4–5, there is also a set of *goggles of minute seeing* and a *potion of haste*. Scattered throughout the room are a variety of coins brought here by the morlocks as offerings—there is 800 gp worth of coins in Tier 1–2 and 5,500 gp worth in Tier 4–5. The greatest treasure, however, is *Izryen's Hourglass*, which can easily be removed from the grand device with 30 minutes worth of work.

**Mission Notes:** PCs from the Andoran faction need to gather Abysiel's remains and bring them back to the surface to return to the Kyonin embassy, so he can be returned to his family for proper burial.

Abysiel's ledger rests in plain sight on one of the chamber's many workbenches, and contains vague but incriminating details about how the elf acquired *Izryen's Hourglass* from an antiquities trader from House Thrune long ago. PCs from the Cheliox faction must see this ledger destroyed to protect their ruling family's tenuous diplomatic relations with Kyonin.

PCs from the Osirion faction will need to gather a handful of sand from *Izryen's Hourglass*. Opening the Hourglass without damaging it is tricky, requiring a DC 15 Disable Device check.

Finally, the dazed Minotaur prince still wears the signet ring of the Tsoulet family. PCs from the Taldor faction must try to discreetly recover the ring without their teammates noticing. This requires a successful DC 20 Sleight of hand check.

**Rewards:** If the PCs defeat Abysiel and save the Minotaur Prince, reward each tier thusly:

**Tier 1–2:**

Give each player 374 gp.

**Tier 4–5:**

Give each player 1,344 gp.

## IZRYEN'S HOURGLASS

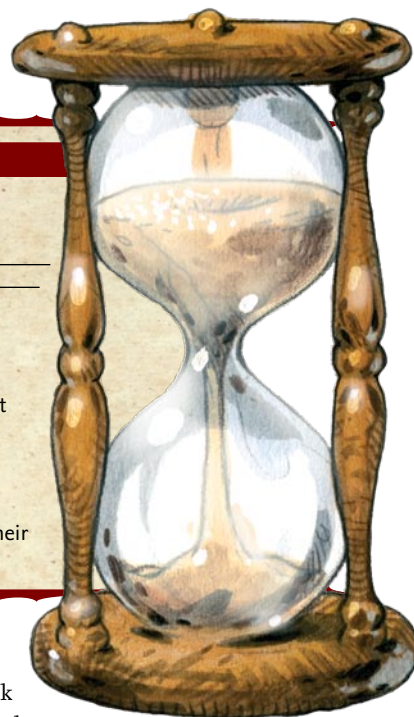
**Aura** strong transmutation; **CL** 18th

**Slot** none; **Weight** 2 lbs.

## DESCRIPTION

Izryen's Hourglass dates from before the *Starstone*, when elves stood as the only civilized humanoid of Golarion. Izryen milled her hourglass from white jade and quartz, and filled it with the magic-steeped sands of the northern Garundi desert.

Originally crafted to keep time precisely and aid the wizard's study of the heavens, near-constant tampering and augmentation eventually forged a sympathetic link between the Hourglass and the flow of ages around it. The sands keep perfect time, and anyone studying the artifact for 5 minutes who succeed on a DC 15 Knowledge (arcana) check can determine the exact position of any given celestial body at that moment. While in the presence of the Hourglass, mortal beings age at half their natural rate.



## CONCLUSION

Nuar Spiritskin is grateful for the PCs assistance and is quite confused as to how he came to be in the Tangle. Should the PCs reveal that it was Grandmaster Torch's doing, the Minotaur Prince laughs and declares, "That's simply not possible, we are the best of friends!" and then refuses to listen to any more such talk. Once Abysiel is slain, it is a simple matter to extract *Izryen's Hourglass* from the grand device above and let the Minotaur Prince lead the PCs out of the maze and back to the surface.

Should the PCs fail to rescue the Minotaur Prince, Grandmaster Torch hires additional help that eventually rescues the wayward Nuar, but doing so costs the PCs a heavy price. Torch lets it be known throughout Absalom that the PCs are unreliable and thus makes it much more difficult for them to operate in Absalom.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who return Abysiel's body (or ashes) to the Kyonin embassy earn 1 Prestige Award. PCs from the Andoran faction who also discover that the morlocks have abducted Ivy District

residents and bring back proof in the form of tattered clothing earn 1 bonus Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who destroy Abysiel's ledger earn 1 Prestige Award. PCs from the Cheliox faction who also make coherent tunnel maps or geological surveys of the surrounding caves earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who take any maps or notes on the Tangle's interior layout earn 1 Prestige Award. PCs from the Osirion faction who also recover a handful of sand from *Izryen's Hourglass* earn 1 bonus Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who receive Grandmaster Torch's coded response about an incoming shipment earn 1 Prestige Award. PCs from the Qadira faction who also recover a viable mining beetle egg earn 1 bonus Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who bring back a morlock head earn 1 Prestige Award. PCs from the Taldor faction who also recover Vidam Tsoulet's signet ring from the Minotaur Prince without being seen earn 1 bonus Prestige Award.



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## Andoran Faction Handout

### Champion of Liberty,

It seems you are destined to aid Andoran's reputation this day!

If it is indeed Delirium's Tangle you seek, historical documents point to an elf named Abysiel Greensummer constructing the complex, but being lost before its completion. The elves mourn their dead deeply, and if Andoran returns Abysiel's body to his extended family it can only strengthen their commitment to our cause! Should you find his body, recover it and bring it immediately to the Kyonin Embassy in Absalom.

Additionally, I court several of the Ivy District's noteworthy artists to push our agendas among wealthy patrons. Lately, recent disappearances distract them. If you are truly delving into the dark places below the city, keep an eye open for whoever or whatever may be abducting Ivy District residents. Bring back any evidence you may find of kidnapped Ivy District residents.

*Capt. Colson Maldris* Journey Freely,

Captain Colson Maldris



## Cheliox Faction Handout

### My Piquant Little Pet,

Your latest assignment delights me! A cave system below Absalom's impenetrable walls would be quite the resource for her Majestrix's military planners. Map whatever caverns you pass through. And for Asmodeus' sake, be accurate! A back door is useless if we cannot find it.

And if this elven artifact you uncover is, in fact, Izryen's Hourglass, ensure that its background is adequately vague. Our illustrious House Thrune may have played a hand in providing it to the Tangle's mastermind several centuries ago, and any evidence that links our queen to it, however tenuous, would be embarrassing.

*Zarta Draldeen*  
Paracountess Zarta Draldeen



## Osirion Faction Handout

Esteemed Knowledge-Seeker,

If you are indeed destined to cross paths with Izryen's Hourglass, be kind enough to retrieve a handful of sand from the artifact. Ideally without damaging it. Legend says the sands flowing through the hourglass hail from the deserts of Osirion. If that can be proven, his majesty has some authority to demand the Hourglass be returned to our proud nation.

On a personal note, rumors of this maze that houses Izryen's Hourglass are intriguing. I theorize the halls act as an enormous magic circle, though I cannot guess to what ends. If you discover Delirium's Tangle, map it as thoroughly as you are able. A full mapping is likely impossible at this juncture, but any information would be welcome.



Seek Truth,

*Amenopheus*

Amenopheus, The Sapphire Sage

## Qadiran Faction Handout

Noble Profiteer,

Your meeting with Grandmaster Torch may just save me some time. kindly inquire after his "mother" and make careful note of where and when she will arrive. And do keep the reasons for your inquiry to yourself.

I understand you'll be operating around the Ivy District. Recent reports from civil workers there claim they have found giant beetles in the sewers, similar to the pack beetles we use in the deserts back home. A giant beetle species adapted to Kortos' climate gives us an option beyond the filthy, local camel merchants and their inflated prices. Retrieve a viable egg for study should you have the opportunity.

Kind Regards,

Pasha Muhlia Al-Jakri x

*Muhlia Al-Jakri*

## Taldor Faction Handout

Agent of the Emperor,

Vidam Tsoulet, distant cousin of his majesty the Grand Prince, arrived in Absalom last week and gives me no end to headaches. Mostly recently, he lost his family signet ring to that boorish Minotaur "Prince" in a card game. The crown now wears the ring like a trophy, an embarrassing situation for the royal line. Recover that signet ring, but be sure no one realizes who took it or for what purpose.



I believe a young lady has caught Tsoulet's eye; wooing her should keep him from further damaging the royal reputation. Retrieve some impressively grotesque trophy that Vidam can claim he slew in her honor; the head of any terrifying beast should do.

For Taldor and Glory!

*Baron Jacquo*

Baron Jacquo Dalsine



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# SCENARIO 45: DELIRIUM'S TANGLE

This Chronicle Certifies That

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

Has Completed This Scenario.

## Items Found During This Scenario

TIER

1-2

**You Rescued the Minotaur Prince:** You rescued Nuar Spiritskin, the Minotaur Prince of Absalom and he is quite grateful that you have done so. Though he is absolutely unclear how he got into the Tangle in the first place, he pays this no mind and spreads the tale of your daring-do to his many contacts throughout the city. You gain a permanent +1 circumstance bonus to any Intelligence or Charisma-based checks made while in Absalom.

**You Failed to Rescue the Minotaur Prince:** You failed to rescue Nuar Spiritskin, the Minotaur Prince of Absalom. Because of your failure, Grandmaster Torch had to hire someone else to get the job done. He spreads the tale of your incompetence and unreliable nature throughout the city of Absalom. You gain a permanent -1 penalty on any Intelligence or Charisma-based checks made while in Absalom.

*Scroll of lesser restoration* (150 gp)  
*Wand of daze* (375 gp)  
*Wand of magic missiles* (CL 3rd) (2,250 gp)  
*Wand of water breathing* (2 charges) (Limit 1; 450 gp)

TIER

4-5

*Cloak of resistance +1* (1,000 gp)  
*Goggles of minute seeing* (2,500 gp)  
*Potion of cure moderate wounds* (300 gp)  
*Potion of haste* (750 gp)

## 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

Scenario Chronicle #

| TIER |       |
|------|-------|
| 1-2  | 512   |
| TIER |       |
| 4-5  | 1,867 |
| TIER |       |

MAX GOLD

## EXPERIENCE

Starting XP

+1 XP

Final XP Total

## Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

## GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Subtotal

Items Bought

Subtotal

Gold Spent

Subtotal

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #