



ABDUCTED IN AETHER

By Jason Keeley



ABDUCTED IN AETHER

PATHFINDER SOCIETY SCENARIO #7–23

Author • Jason Keeley

Development Lead • John Compton

Contributing Artists • Rogier van de Beek, Dion Harris, Mark Molnar, Parodi, Jose Chris Seaman, Kieran Yanner, Christina Yen

Cartographer • Robert Lazzaretti

Editor-in-Chief • F. Wesley Schneider

Creative Director • James Jacobs

Executive Editor • James L. Sutter

Senior Developer • Rob McCreary

Pathfinder Society Lead Developer • John Compton

Developers • Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens, and Linda Zayas-Palmer

Managing Editor • Judy Bauer

Senior Editor • Christopher Carey

Editors • Jason Keeley and Josh Vogt

Lead Designer • Jason Bulmahn

Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter

Managing Art Director • Sarah E. Robinson

Art Director • Sonja Morris

Senior Graphic Designer • Emily Crowell and Adam Vick

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

Vice President of Finance • Christopher Self

Staff Accountant • Ashley Kaprielian

Data Entry Clerk • B. Scott Keim

Chief Technical Officer • Vic Wertz

Software Development Manager • Cort Odekirk

Senior Software Developer • Gary Teter

Project Manager • Jessica Price

Organized Play Coordinator • Tonya Woldridge

Adventure Card Game Designer • Tanis O'Connor

Community Team • Liz Courts and Chris Lambertz

Customer Service Team • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez

Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, William Ellis, Lissa Guillet, Don Hayes, Julie Iaccarino, and Erik Keith

Pathfinder Society Scenario #7–23: Abducted in Aether is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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 game product are Open Game Content, as defined in the Open Game 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 Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com/pathfindersociety

Pathfinder Society Scenario #7–23: Abducted in Aether © 2016, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, 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 Inc.



ABDUCTED IN AETHER

BY JASON KEELEY



A faction within the Aspis Consortium calling itself the Korholm Agenda recently launched an attack on the Grand Lodge that left the Society's *Hao Jin Tapestry* damaged, as well as Master of Spells Aram Zey dead and his soul imprisoned using nefarious magic. One of the key members of this Aspis strike team was an elf, referred to only by her experiment number in a Conference Z laboratory: 322. As a field-test of her growing abilities, the lead researcher assigned her to the elite strike team and supplied her with a magical lantern that she used to capture Aram Zey's soul as he died.

Instead of returning to her handlers after the mission, 322 fled as soon as her team left the Grand Lodge. She sought refuge within the Forae Logos library, fought off several agents from Conference Z's Bureau of Criers, and began researching the lantern, only to uncover the means of contacting a shadowy savior: the night hag Aslynn. Using a ritual Aslynn taught her, 322 escaped through the Dimension of Dreams with the magical lantern—a relic she gave to the night hag as payment. Pathfinder agents on 322's trail managed to track her as far as the Dimension of Dreams, where they met a shadowy projection of Aslynn and learned that the lantern and Aram Zey's soul were now in the hag's possession.

The Society has now tracked Aslynn to the Ethereal Plane—specifically, to a special event called the Veiled Bazaar, an ephemeral swap meet where supernatural denizens intermittently gather to conduct strange trades for illicit goods, clandestine services, future favors, and peculiar curiosities. The next Veiled Bazaar is set to occur in an area that corresponds to an ancient Azlanti ruin deep beneath the ocean south of the Mordant Spire. Thanks to a preexisting force effect that has faded a bit over the centuries, the marketplace rests atop a plaza square that teeters on the edge of a deep trench. The ancient ethereal dragon Yetakerinos the Obscure runs the bazaar, each time choosing a different location and inviting the participants. He facilitates fair trades and brooks no shenanigans within the bazaar; he has been known to eject those causing trouble from the Ethereal Plane.

WHERE ON GOLARION?

Abducted in Aether begins in Absalom but quickly moves to an area on the Ethereal Plane coterminous with an Azlanti ruin at the bottom of the Arcadian Ocean. The second half of the scenario takes place in Galt, just south of the Southern Hymbrin Forest. For more information on the Ethereal Plane and Galt, see *Pathfinder Campaign Setting: The Great Beyond* and *Pathfinder Campaign Setting: The Inner Sea World Guide* available online at paizo.com.



In the most dire circumstances, he resorts to deadlier tactics. Aslynn, an influential regular at these events, is offering the soul of Aram Zey at the upcoming bazaar to whoever can provide her with the most interesting trade. The Society hopes to outbid the competition.

ADVENTURE SUMMARY

Master of Scrolls Kreighton Shaine has led the investigation into his friend Aram Zey's spiritual abduction, and he and newly re-appointed Master of Spells Sorrina Westyr meet with the PCs in Absalom's Grand Lodge to discuss the task ahead. Sorrina Westyr explains that the Society has tracked Aram Zey's stolen soul to the Veiled Bazaar. They believe a night hag named Aslynn is preparing to sell the soul to the highest

GM RESOURCES

Abducted in Aether makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Ultimate Magic* (UM), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 4*, and *Pathfinder RPG Bestiary 5*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure on page 23 for the GM's convenience.

bidder, after which Zey might be lost forever. Using an occult ritual, Kreighton Shaine sends the PCs to the Ethereal Plane to visit the marketplace, investigate any way they might secure Aram Zey's soul, and acquire it.

Running the marketplace is Yetakerinos the Obscure, a powerful etheric dragon who does not allow open violence within the event's borders. If the PCs need a guide at this strange event, they can meet a friendly nosoi psychopomp named Tik. While seeking out Aslynn, the Pathfinders learn through the night hag's newest apprentice—the elf called 322, who helped kill Zey—that a number of parties hope to purchase Aram Zey's soul, but the hag is holding out to hear counteroffers. Through either Tik or their own investigations, the PCs can find several merchants who are friendly to newcomers. In order to gather enough currency to trade for the soul, the PCs must perform some favors for and make deals with the unusual locals, including a phase spider, a xill, a group of caulborn, and Yetakerinos himself.

Before they can present their hard-won goods to Aslynn, 322 approaches to tell the PCs that the soul has been stolen from the extradimensional space where the night hag was keeping it. Aslynn tells them that she was unable to stop the theft, but that she caught one of the perpetrators—a maenad named Euril. Aslynn allows them to interrogate the captive, who reveals that her master is the pakalchi sahkil Muzthari. In exchange for

whatever the PCs have gathered, the night hag agrees to transport them to Muzthari's hideout in Galt.

Once there, the PCs can scout much of Muzthari's lair, which is an abandoned villa now overrun with roses, weeds, and maenads. They must be careful while doing so, for the pakalchi can spot the PCs even while they are ethereal. Once they defeat Muzthari, they can escape with Aram Zey's soul in hand.

GETTING STARTED

The PCs begin the adventure at the Pathfinder Grand Lodge in Absalom. Read or paraphrase the following to get the adventure underway.

In the Master of Spells' office, the newly re-appointed Sorrina Westyr still seems to be settling in. She stands among a few unsteady towers of books, replacing and rearranging them on a bookshelf. She dusts off her hands and smiles.

"I apologize for the mess. I was hoping to get a quick accounting of these tomes, but it's taking longer than I anticipated." She takes a seat and gestures toward the other chairs. "To business. No doubt you are aware of the death of

my predecessor and replacement,

Aram Zey, at the hands of Aspis Consortium agents during the attack on the Grand Lodge months ago. What you may not know, however, is that Zey's soul was imprisoned at the time of his demise in a magical lantern. One of the Aspis agents—a strange elf who we later discovered goes by the name 322—absconded with the artifact and made her way to the Forae Logos library, where she escaped into the Dimension of Dreams with the help of a night hag named Aslynn. But all is not lost.

"Master of Scrolls Kreighton Shaine has taken the abduction of his friend's soul quite personally. He has spent countless hours searching for Aslynn's whereabouts in the hopes that we can still save Zey. Shaine recently had a breakthrough. He discovered the night hag is currently doing business in an itinerant marketplace called the Veiled Bazaar, and will likely be there for the next couple of days, perhaps even attempting to sell Zey's soul. There is one small catch: this market is on the Ethereal Plane."

Westyr takes a mahogany box from a drawer and sets it on the desk. "Luckily, we have a way for you to get there. Shaine is preparing a ritual as we speak that will allow all of you to cross over." She opens the box to reveal a Harrow card and a number of vials filled with a milky liquid. She hands over the



**SORRINA
WESTYR**

Harrow card. "Once on the Ethereal Plane, this will transport you to the Veiled Bazaar, where we would like you to find out whether Aslynn is selling Aram Zey's soul and, if so, acquire it. We don't fully know the night hag's motivations in all this, so try not to antagonize her. Once you have the soul, you can use these to return to the Material Plane." She then distributes the vials.

"I'm sure you have many questions, but we need to keep it as short as possible.

Who knows what other beings might be looking to purchase the soul of a high-ranking member of the Pathfinder Society."

If any of the PCs participated in *Pathfinder Society Scenario #5-09: The Traitor's Lodge* or *#7-09: The Blakros Connection*, Westyr acknowledges their contributions, adding, "You are familiar with Aslynn's deviousness, so you can understand the need for caution here."

Westyr explains that the Harrow card—the Foreign Trader—is an invitation of sorts to the Veiled Bazaar. Once they are on the Ethereal Plane, the PCs must all touch the card. One of them must then speak the command word "uthedim" to activate the single use of the *greater teleport* spell stored within the card. She also tells the PCs that the vials are filled with a diluted sample of poison from a hypnalis (*Pathfinder RPG Bestiary* 4 154), a serpentine creature whose bite can force creatures off the Ethereal Plane. She assures them that the liquid is safe to drink, though the transition back to the Material Plane "might cause a small amount of discomfort."

Likely questions the PCs might ask Westyr about the mission and her answers appear below.

Where on the Ethereal Plane is the Veiled Bazaar? "We aren't sure exactly, as it never takes place in the same location twice. It's previously been held in spots that correspond to rather remote locations on the Material Plane, and Shaïne believes that trend continues."

How should we retrieve Aram Zey's soul from Aslynn? "Normally, I would say 'by any means possible.' But you're going into unfamiliar territory, and Aslynn isn't stupid. No doubt she will be surrounded by allies and wards, so be careful. I don't like the idea of dealing with a night

hag any more than you, but if you can simply purchase Zey's soul... well, that would be the easiest solution."

What do we do about 322 if we see her? "We've learned a few things about her tragic background, and while I think it would be foolish to trust her implicitly, I do believe she is trying to turn her life around in her own way. Furthermore, if she's allied with Aslynn, you probably won't be able to attack her on sight and still do business with the night hag."

KNOWLEDGE (PLANES)

Based on the result of Knowledge (planes) check, the PCs might know things about the Ethereal Plane and the Veiled Bazaar specifically. Each PC notes all of the information whose DC is less than or equal to the result of her check.

10+: The Ethereal Plane is a transitive plane that is coexistent with the Material Plane. It is possible to see into the Material Plane from the Ethereal Plane, though the view is indistinct. A creature on the Ethereal Plane is invisible, insubstantial, and

completely silent to someone who is positioned on the Material Plane.

15+: The Ethereal Plane has no gravity and is mildly neutral-aligned. Magic functions normally on the Ethereal Plane, though its effects do not extend into the Material Plane. A spell or spell-like ability with the force descriptor (or one that specifically affects ethereal targets) cast on the Material Plane can affect targets on the Ethereal Plane, but the reverse isn't true.

20+: There is little in the way of actual geography on the Ethereal Plane, and even most of those who are considered "native" inhabitants of the plane are but mere travelers here. Such creatures include etheric dragons, phase spiders, night hags, and xill. The Ethereal Plane is home to aether elementals and many forms of incorporeal undead.

25+: There are tales of an occasional marketplace that occurs on the Ethereal Plane, though the location and time of this event changes at the whim of its organizer, a powerful etheric dragon. This fair sells all sorts of strange and rare objects and services, but no conventional money or goods are accepted in trade.



304: Yetakerinos the Obscure, an ancient etheric dragon, runs the Veiled Bazaar. He handpicks all of the vendors and is cautious about whom he invites to participate. He frowns on open violence in his marketplace and acts as security if any of the guests get out of line.

INTO THE AETHER

Once the PCs are ready, Sorrina Westyr escorts them out of the Grand Lodge and through the streets of Absalom to the Pharasma temple in the Ascendant Court. She explains that Master of Scrolls Kreighton Shaine is waiting here, having prepared a spot “where the barrier between this world and the Ethereal Plane is thin.” She takes them into a room within the catacombs underneath the temple, where Shaine is waiting. He stands impossibly still in the center of the room, holding an obsidian dagger whose blade is coated with a viscous paste. A successful DC 20 Knowledge (arcana or religion) check identifies the substance as ectoplasm mixed with ground lotus root.

A character who succeeds at a DC 15 Perception check notices that Shaine’s face is bruised and a number of cuts mar his hands. He waves off any attempts to heal his injuries, noting that they are a small side effect of the ceremony he is about to complete (see the ethereal rip occult ritual on page 211 of *Pathfinder RPG Occult Adventures*). Shaine verifies that the PCs have been briefed on their mission. When they are ready, read or paraphrase the following.

Kreighton Shaine nods to Sorrina Westyr, who steps out of the room. The Master of Scrolls turns and announces, “I am about to open a portal to the Ethereal Plane. When you pass through, you will be on your own until you return. Be careful.” With that, he holds the dagger in front of him and makes a downward cutting motion. The blade seems to slip slightly out of existence as it slices open the air surrounding it. A shimmering rip hangs in the center of the chamber.

The other side of the portal is a world of swirling mists and indistinct shapes. Sounds are muffled and colors are muted. The PCs can see Kreighton Shaine still in the room they were just in, but it is like looking through a dirty, poorly made window. The Master of Scrolls puts away the dagger and peers around as if searching for a sign of the PCs’ presence, but his gaze passes right through them.

THE VEILED BAZAAR

When the PCs touch the magic Harrow card and speak its activation word, gossamer fog whirls about them and then disperses to reveal that they are now elsewhere on the Ethereal Plane. They arrive on a large circular platform of pure force that exists on both planes. They

stand near the edge of the disk where it hangs over a deep, dark chasm. The rest of the structure sits on a stony floor near the remnants of ancient, crumbling buildings that stretch off into the distance.

What at first appears to be a flock of birds—but is actually a school of fish on the Material Plane—swoops down close and then through the PCs. Some tall bushes growing on the silty ground are actually clumps of seaweed. As the PCs take in the Veiled Bazaar proper, read or paraphrase the following.

A number of stalls, tents, and wagons dot the platform. Dozens of figures—not all of them humanoid—mill about the shops, haggling with one another and exchanging items. Despite the participants’ and goods’ strangeness, the event appears to be nothing more than a marketplace, yet a sense of ruthlessness undercuts the convivial air. An immense green dragon watches the proceedings while perched atop a nearby basalt column that seems to exist on both planes.

A PC who succeeds at a DC 20 Knowledge (history) check recognizes the architectural style of the ruins as Azlanti. Knowing that information and the fact that they are coterminous with an underwater location on the Material Plane, a PC who succeeds at a DC 15 Knowledge (geography) check can surmise that the party must be somewhere at the bottom of the Arcadian Ocean. A PC who succeeds at a DC 12 Knowledge (arcana) check identifies the platform as a force effect, similar to *floating disk*, but on massive scale and somehow made permanent.

From here, the PCs are free to explore the Veiled Bazaar. A PC who succeeds at a DC 15 Profession (merchant) check quickly gets a sense of the marketplace and can easily find any points of interest (e.g. Aslynn’s tent in the Meeting with Aslynn section on page 7 or any of the merchants in the Shopping Spree section on page 8). If they seem at a loss or specifically look for a neutral party to help orient them, proceed to the Finding a Guide section on page 7. A guide or a successful DC 15 Diplomacy check to gather information also directs them to Aslynn’s tent (see the Meeting with Aslynn section). Alternatively, the PCs might just want to wander through the bazaar to see what is for sale. If so, they can eventually meet any of the vendors detailed in the Shopping Spree section, among others.

The ancient etheric dragon (*Pathfinder RPG Bestiary* 592) Yetakerinos the Obscure is the master of the Veiled Bazaar. He created the event several centuries ago when he saw a need for a safe space where denizens and travelers on the Ethereal Plane could conduct trades. The dragon has a fascination with esoteric trinkets that borders on obsession, and he is always fascinated to see the new items passing through his marketplace. He holds the bazaar at irregular intervals in far-flung corners of the

Ethereal Plane and expects a small tribute from those he invites to sell their wares here.

No merchandise is off-limits to trade at the Veiled Bazaar, and Yetakerinos has only one rule for the participants: no violence is allowed within the marketplace's bounds. Not many break this rule, as the etheric dragon is quick to punish those who do. He usually begins with casting *plane shift* on the offender, sending her back to the Material Plane. Those who cannot take that hint are targeted with *phantasmal killer*. Yetakerinos only resorts to using his breath weapon against groups of rabble-rousers. Repeated participants in the Veiled Bazaar have come to respect the dragon's decree.

FINDING A GUIDE

If the PCs seek a friendly face or if they don't seem quite sure what to do next, a crow wearing a plaster mask with a nose shaped like a scythe's blade lands on the ground in front of them. As intelligent eyes peer through the covering's eyeholes, a PC who succeeds at a DC 18 Knowledge (planes) check recognizes the creature as a nosoi psychopomp—a neutral outsider who acts as a messenger and a guide along the River of Souls. After a moment, the bird makes an awkward bow and, in strangely accented Common, introduces himself as Tik and volunteers his service as a guide.

The nosoi explains that Pharasma has tasked him with observing the Veiled Bazaar and recording the details of any transactions involving souls that should rightly be heading to the Boneyard. Tik has witnessed a number of these events, but feels that he needs to amass a few more infractions before reporting back to the Lady of Graves. He states that most of the trading that happens at the Bazaar revolves around ephemera stranger than souls: fleeting memories, plucked thoughts, stolen shadows, dark favors, and the like. The psychopomp can also explain the basic rules of the marketplace (as described in the Veiled Bazaar section on page 6).

Tik constantly reminds the PCs to be on their best behavior. He does not wish to see Yetakerinos attack and possibly kill his new charges. He also believes that if the etheric dragon associates him with any troublemakers, he won't be allowed to return to the next Veiled Bazaar, and would thus fail his mission. If any PCs express moral qualms about dealing with the more evil vendors, Tik

attempts to reassure them. He reminds them that their goal is noble and, in this case, the ends justify the means.

The psychopomp doesn't travel with the PCs to the Garden of Betrayal (see page 16). He remains behind at the Veiled Bazaar after thanking the Pathfinders for the pleasure of being their guide.

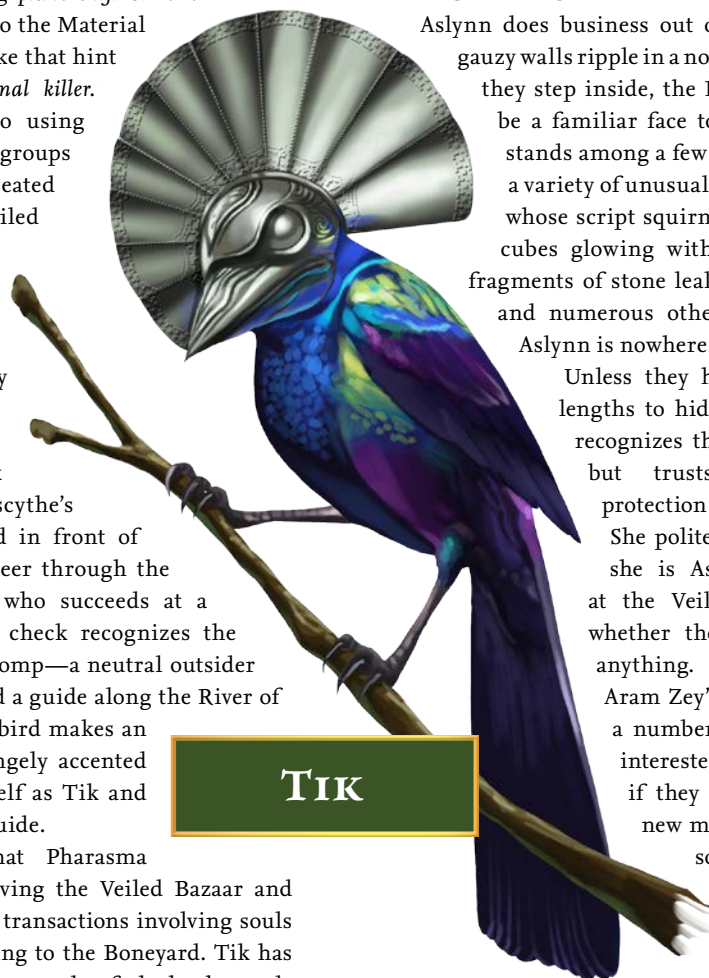
MEETING WITH ASLYNN

Aslynn does business out of a large tent whose gauzy walls ripple in a nonexistent wind. When they step inside, the PCs meet what might be a familiar face to some—322. The elf stands among a few display cases holding a variety of unusual goods: tattered books whose script squirms on the pages, glass cubes glowing with a variety of colors, fragments of stone leaking unknown fluids, and numerous other trinkets. However, Aslynn is nowhere to be seen.

Unless they have undergone great lengths to hide their identities, 322 recognizes the PCs as Pathfinders but trusts in Yetakerinos's protection if they start trouble. She politely informs them that she is Aslynn's representative at the Veiled Bazaar and asks whether they wish to purchase anything. If they ask about Aram Zey's soul, she states that a number of other parties are interested in the item, and that if they want to impress her new mentor, they must offer something sufficiently and acceptably extraordinary in a fair exchange.

If the PCs demand to speak to Aslynn, 322 looks concerned. She whispers, "Are you sure?" before her head suddenly snaps back and a small trickle of blood leaks from her nose. When she looks at the PCs again, her face is subtly different and her voice echoes strangely. Aslynn now speaks through her.

"Oh my dears, I am so glad you made it! Now I would be happy to simply give you the soul of your precious Master of Spells—quite finished with it as I am—but where would be the profit in that? I propose a trade. If you can bring me a couple of interesting baubles—things rare and provocative—well, we can all walk away happy. But do hurry. This offer won't be on the table forever." With a cackle, 322 nearly collapses.



THE COMPETITION

A PC who succeeds at a DC 20 Diplomacy check to gather information (DC 24 in Subtier 10–11) discovers the names and general descriptions of the other parties interested in buying Aram Zey's soul. The Pathfinders can then seek out these individuals if they wish.

Countess Keskemet: This imperious human ghost wears the finery of an unknown royal court. She standing out in the open, wistfully staring at the surrounding sunken architecture. She refuses to speak with the PCs, saying "We will not bring ourselves down to your level."

Donnika: This fetchling (*Pathfinder RPG Bestiary 2* 123) necromancer travels with a pack of skeletal cats. She instantly recognizes the PCs as Pathfinders and tries to slip into a nearby crowd to avoid notice. However, her pets easily give her away. She admits that she had hoped that "your group wouldn't catch wind of this place." But now that they are here, she agrees to step away from Aslynn. In an attempt to ingratiate herself to the PCs, she tells them a little about Yetakerinos (see page 11). This grants the PCs a +1 circumstance bonus on all skill checks attempted during that encounter.

"Honest" Jawb: This overweight mercane (*Bestiary 2* 188) has midnight-blue skin and wears loose, clashing robes. He wanders around the bazaar, haggling with nearly every vendor. He doesn't want to speak with the PCs unless they have something to sell him—he will purchase anything at the normal market price. He refuses to back down from trying to buy Zey's soul, but negotiating with Jawb grants PCs a +1 circumstance bonus on skill checks to make a deal during the Phase Spider and the Xill encounter (see page 10).

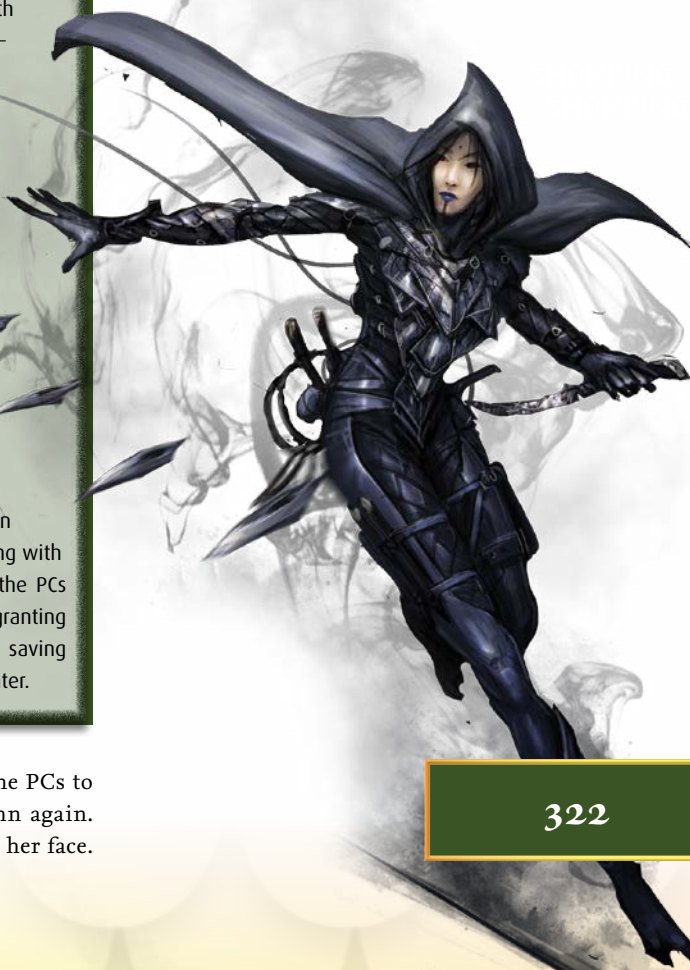
Muzthari: This pakalchi sahkil (see page 23) wears distinctive, blood-red roses in her train of thorny vines. However, unlike the other would-be buyers, she is not currently at the bazaar.

Vergiliux: Missing one of his four arms and wearing bright purple robes, this witchwyrd (*Bestiary 2* 285) is quite distinctive. He speaks in rapid-fire Common and can be dissuaded from dealing with Aslynn with a polite request. In return, he warns the PCs about the "slippery" astomoi Mr. Null (see page 9), granting the PCs a +1 circumstance bonus on either the Will saving throw or skill check they attempt during that encounter.

PCs who offer to heal her or worry out loud that the night hag is a harming influence on the elf are met with a derisive laugh. "You want to save me? Will you take me away from all this? Please. Everyone who has ever claimed to have my best interests at heart has only used me. At least now it is a fair exchange." A PC who insists and succeeds at a DC 20 Diplomacy check (DC 25 in Subtier 10–11) is still rebuffed, but a bit more gently this time. That PC earns the Acquainted with 322 boon.

If the PCs ask what kind of things Aslynn will take in trade or offer any of their equipment, 322 says, "This is the Veiled Bazaar. If you can't find something to pique Aslynn's curiosity here, then you aren't trying."

At this point, a Vudrani man with a large, drooping mustache and a pulsing third eye enters the tent and proceeds to look over the items for sale. 322 moves to assist him and doesn't have anything more to say to the PCs until they have something to trade. However, with a successful DC 20 Diplomacy check or DC 25 Intimidate check (DC 25 and DC 30, respectively, for Subtier 10–11), 322 admits, "Aslynn is keeping the item in which you are interested at another location. Even I don't know where it is. But rest assured, she can get it here quickly."



322

When she regains her composure, 322 asks the PCs to think twice about requesting to speak to Aslynn again. "For my sake," she adds, wiping the blood from her face.

SHOPPING SPREE

In order to do business with Aslynn, the PCs must purchase or trade for items of interest. Their Material Plane money and goods can't buy anything from the Veiled Bazaar vendors, who deal with things of more ephemeral and esoteric natures. While many of them would attempt to take advantage of visitors such as the PCs, a handful of peddlers might offer them a fair deal. Briefly describe the following merchants to PCs who either have a guide, succeeded at the Profession (merchant) check when the group first arrived at the marketplace, or succeed at a DC 20 Diplomacy check to gather information. Further, allow them to decide which ones they would like to visit. If the players seem eager to get into a fight, steer them toward the encounter with Yetakerinos the Obscure.

THE CAULBORN

A group of hairless humanoid creatures with no eyes and large, fleshy, hood-like growths on their heads stand behind a table that displays a number of cracked pieces of rock. When approached, these caulborn (*Pathfinder RPG Bestiary* 3 48) merchants seem to confer silently with one another for a moment before one of them steps forward. Its split jaws open momentarily, and a thin string of saliva drips out. Just as it seems like it is content to merely drool at the PCs, it speaks to them telepathically in an emotionless tone.

"We are the caulborn. Each of these stones you see before you is a piece of calcified emotion separated from the pure fact of the memories gleaned from ones such like yourself. Do you wish to purchase one?"

If the PCs request to trade with the caulborn, it states that it has no need for physical goods, but that it will make an exchange for a handful of recollections from one of the PCs. The caulborn reaches for the volunteering PC with its long-clawed fingers and takes her head in its hands. It presses its bulbous head against the PC's and painlessly extracts some of her thoughts. That PC takes a -3 penalty on all of her trained class skills (effectively losing all of her class skill bonuses) for the remainder of the scenario, after which her memories slowly return. A *psychic surgery*^{OA} or *restoration* spell can remove this penalty.

All of the caulborn let out an audible sigh when their representative finishes siphoning the PC's memories. The caulborn then gives the PCs a lumpy hunk of pumice. It telepathically explains that the rock is "the distilled envy a minor lord felt while watching his greatest rival earn a position of power that was his own by right." The first PC who touches the rock experiences a momentary surge of jealousy toward another PC.

MR. NULL

A brightly colored wagon positioned in a large archway boasts its offerings in flowing script painted on the side: "A Plethora of Priceless Peculiarities." Beside the wagon stands a humanoid figure seemingly made from pure darkness, with no apparent facial features, who is wearing a flamboyant suit and hat. The creature telepathically introduces himself as Mr. Null when the PCs near his wagon. Mr. Null, an astomoi (*Pathfinder RPG Bestiary* 5 37), is quite garrulous and eager to make a trade with any potential customer. He speaks highly of his merchandise, calling it "a collection of curiosities unrivaled on this or any other plane." Numerous objects, ranging from crystal figurines to a silver pair of scissors, are on display within the wagon.

When asked what he would want in return, Mr. Null is quick to respond. "I think we can do each other a favor on this fine day. It just so happens that I am in the market



for a breath of magic—an arcane whisper if you will. A simple jot of mysticism, be it from the gods, from a book, or from the very depths of one's core, will do the trick! For such a trifle, I would gladly trade you a small trinket from my stockpile."

If a PC volunteers to give Mr. Null what he requests, he claps his hands together delightedly and pulls a twisted apparatus of brass and rubber the general size and shape of a sheep's stomach from his wagon. Pointing at one end, which is shaped like the mouthpiece of a musical instrument, he asks the PC to blow gently into it. The PC who does so loses her highest-level spell (her choice) or unused spell slot. As a bulb on the opposite end of the device begins to inflate, the PC must also succeed at a DC 22 Will saving throw (DC 26 in Subtier 10–11) or lose a second highest-level spell (her choice) or unused spell slot. A PC can attempt a DC 25 Use Magic Device check to fool the apparatus and lose none of her spells or spell slots. If a PC blowing into the device fails this check and has no spellcasting ability, Mr. Null allows another PC to attempt to give him what he wants.

Once the bulb is inflated, Mr. Null capers excitedly and hides the apparatus back in his wagon. With a sweeping gesture, he retrieves another item from his stash—a rolled-up piece of canvas—and hands it to the PC who volunteered. Unrolling it, she discovers that the item is a lavishly detailed painting of her in her lowest moment, a time when all light has fled from her life. If she doesn't recognize the memory, then the picture is either a fake or depicts something that hasn't happened yet.

THE PHASE SPIDER AND THE XILL

A large, gauzy web stretches between two pillars, with several pieces of merchandise—twisted blades, wands that resemble elongated human fingers, and shiny metal discs, to name a few—hanging from the strands. A blonde-haired phase spider crouches at the base of the web, waving the PCs closer with one of her front legs. In halting

Common, she introduces herself as Beleth. If any of the PCs speak Aklo, she eagerly switches to that language and becomes more expressive. Either way, she explains her predicament.

Pointing to a xill across the bazaar, Beleth says, "See her? That is Kysh. She has a book that I wish to be mine. Though I have many fine items to trade, she will not deal with me due to the unfortunate—let's call it history—between our two races." A PC who succeeds at a DC 15 Knowledge (planes) check knows about the deep enmity between phase spiders and xills, as the latter relish in using the former as incubators for their spawn. Beleth continues, "Normally, I would be loath to even speak with one of her kind, but the book she holds is a great treasure, and this place," her gesture encompasses the surrounding marketplace, "is a place of business, yes?" The phase spider promises them a reward if they convince Kysh to trade with her or, at least, if they act as a mediator between the two.

Kysh is brusque if the PCs approach her, and her starting attitude is unfriendly. She refers to Beleth as "the enemy" and doesn't believe trade with the phase spider would be in her people's best interests. She speaks in militaristic terms and eyes the most heavily armed or armored PCs with suspicion, as if she is wary they will openly attack her here despite the rules.

The PCs have several options for this situation, and some are easier than others. The book

Beleth desires is too large to steal from Kysh with a simple Sleight of Hand check.

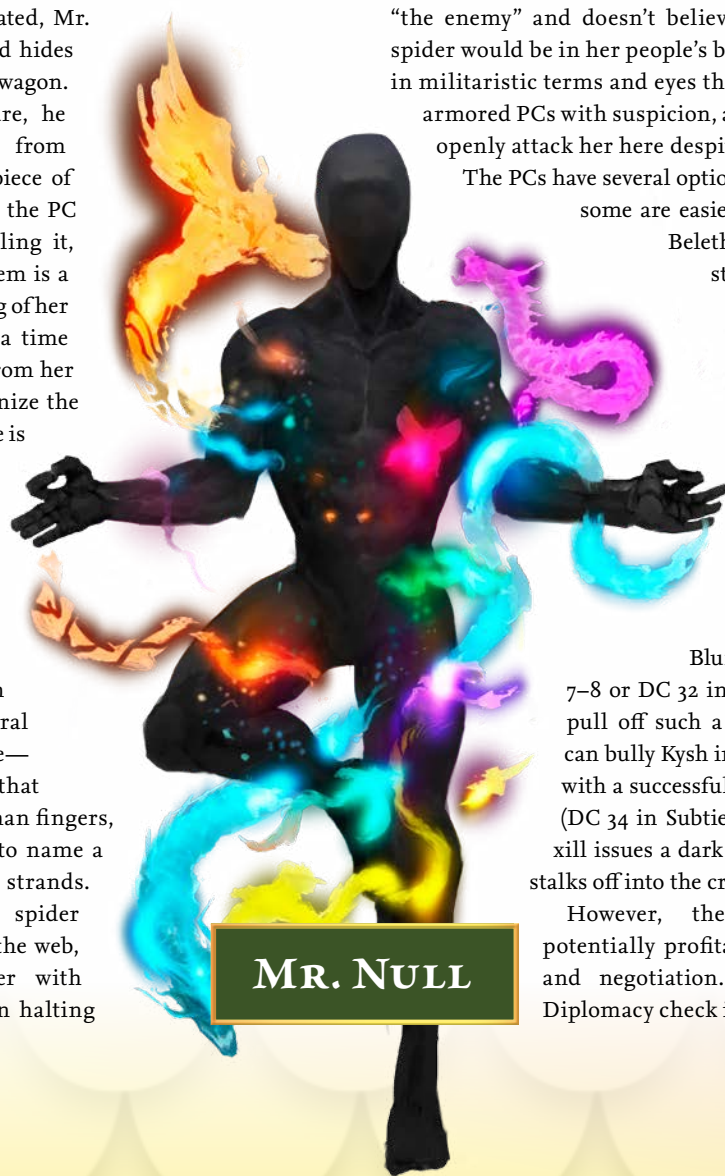
However, if the PCs formulate

a plan to trick the xill into giving them the book that doesn't involve any violence, run with such creativity. If the PCs succeed at a difficult

Bluff check (DC 28 in Subtier

7–8 or DC 32 in Subtier 10–11), they can pull off such a ploy. Alternatively, they can bully Kysh into giving them the book with a successful DC 30 Intimidate check (DC 34 in Subtier 10–11), after which the xill issues a dark threat of retaliation and stalks off into the crowd.

However, the easiest and most potentially profitable route is to use tact and negotiation. A successful DC 20 Diplomacy check improves Kysh's attitude



MR. NULL

to indifferent. If the PCs succeed at this check by 5 or more, the xill becomes friendly. If she is indifferent toward the PCs, the xill agrees to the possibility of trade, but demands the pair of evil-aligned short swords that she knows Beleth is carrying. If friendly, the xill is more polite about her request, claiming that the blades would be better off in her hands.

Revisiting Beleth, the PCs find her reluctant to part with the weapons, noting that the xill might use them to attack innocent people, especially other phase spiders. Beleth counteroffers with a chain whose links come detached and allow holders to remain in constant empathic contact with one another. The PCs can either convince Beleth to take Kysh's offer or talk the xill into accepting the phase spider's proposal with a successful DC 18 Diplomacy check against the appropriate party. However, if the PCs come up with a reasonable compromise (such as Kysh getting one lesser blade), and succeed at a DC 15 Diplomacy check against both Beleth and Kysh, they make both parties happy.

If the PCs side with Beleth, she happily gives them a clay ewer that echoes with the sound of a hundred individuals' sobbing. Any liquid placed in the receptacle comes out tasting of sea water and renders the drinker melancholy for several minutes. If the PCs side with Kysh, she thanks them curtly for their help and gives them a cold, thin metal rod. She claims that is the shaft of an arrow pulled from the queen of a planet that was destroyed thousands of years ago. If the PCs arrange to help both the phase spider and xill, they receive both of the awards detailed above.

YETAKERINOS THE OBSCURE

The ancient etheric dragon (*Pathfinder RPG Bestiary* 5 92) Yetakerinos watches the PCs approach the column on which he is perched with undisguised curiosity. He silently flaps his tattered-looking wings and grandly introduces himself with a touch of a claw to his breast.

"I am Yetakerinos the Obscure, founder and overseer of the Veiled Bazaar, connoisseur of the remarkable, and authority on the esoteric. I welcome you, newcomers. You arrive at a fortuitous time. I would ask a favor of you, but first, let us get to know one another."

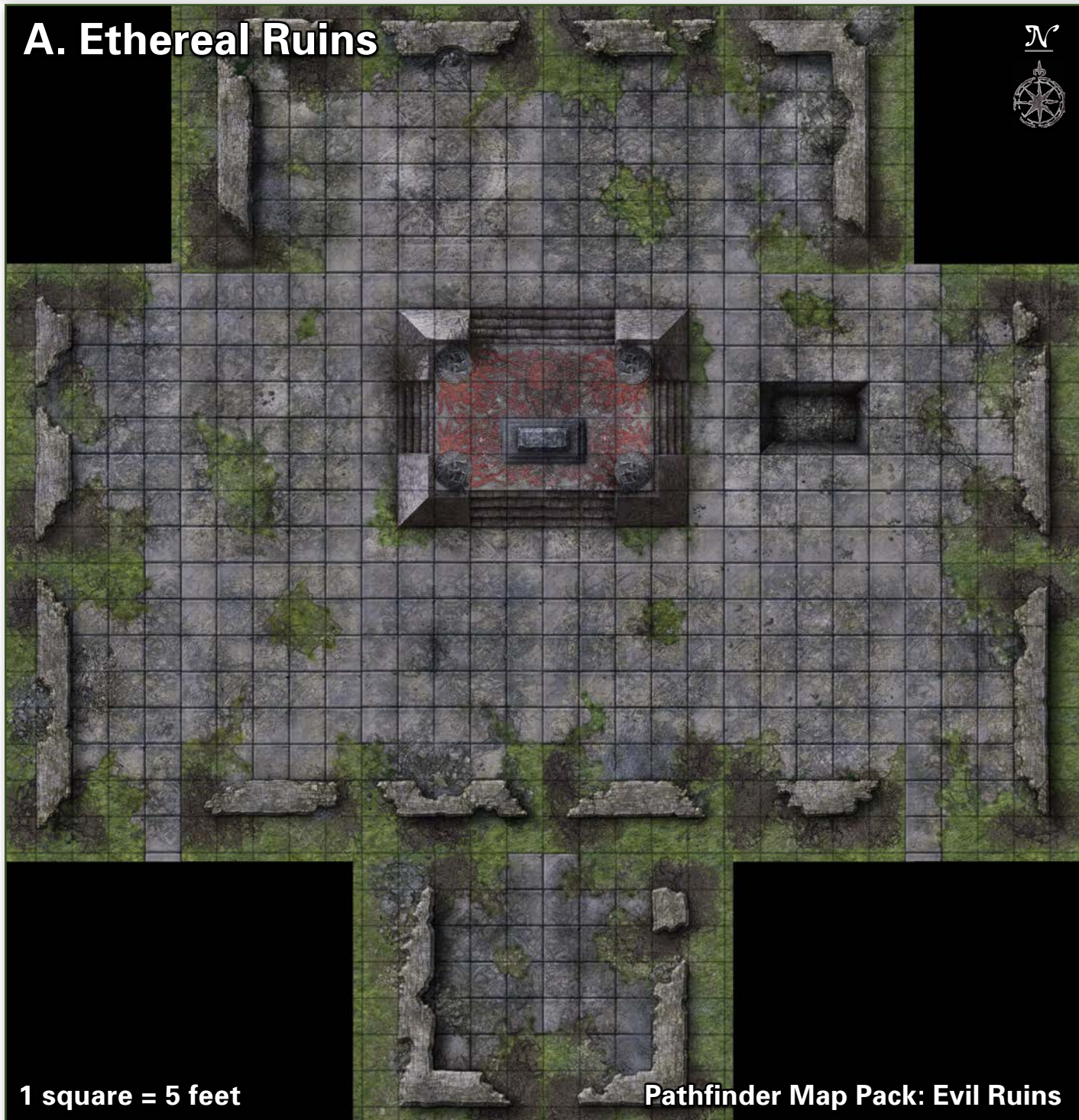
Yetakerinos is a pleasant conversationalist, though he often speaks in general terms, avoiding too many details when it comes to questions about his marketplace and its merchants. He is familiar with the Pathfinder Society, although not many of its members visit his home plane, so he knows few specifics about the organization. He asks whether the PCs have any tales about of their exploits, and each story that involves particularly strange creatures (such as aberrations) or exotic locales (such as extradimensional spaces) grants the PCs a cumulative +2 bonus on the check to haggle with him later (see page 12), to a maximum of a +6 bonus.

Eventually, the discussion turns to Yetakerinos's favor. The dragon levitates half a dozen syringes made from a type of transparent crystal called voidglass out of a small chest behind his pillar. "Do not worry. I do not require any of *your* essences." He places the syringes in front of the PCs. "A number of nettlesome aether elementals prowl just outside the boundaries of my bazaar. While they pose no threat, I am curious as to why they linger. Perhaps there is something about these ruins that has altered their composition? If you could use these



YETAKERINOS

A. Ethereal Ruins



1 square = 5 feet

Pathfinder Map Pack: Evil Ruins

devices to retrieve, say, five samples, I can offer you something from my collection.” If asked why he doesn’t just do this himself, Yetakerinos waves a claw, professing to be far too busy with the bazaar.

Before the PCs agree to the etheric dragon’s terms, allow them to attempt Sense Motive checks. Those who succeed at a DC 15 check (DC 20 in Subtier 10–11) realize that Yetakerinos wants them to haggle over the

deal. If they don’t, he looks a bit disappointed and tells them to get on with the mission. A PC who succeeds at a DC 22 Diplomacy or Profession (merchant) check (DC 26 in Subtier 10–11) convinces the dragon to require one fewer sample. For every 5 points by which the PC succeeds at the check, Yetakerinos asks for one fewer sample (minimum two samples). Each syringe can hold one sample.

Even if they fail to successfully haggle with the dragon, he is impressed with them for trying and gives them an atomizer filled with a faintly glowing liquid. He explains that aether elementals are naturally invisible, and that this spray will allow their feeble eyes to at least glimpse the elementals' forms. A PC can use the atomizer as a standard action to spray the liquid inside in a 15-foot cone, revealing the basic shape of any invisible creature within for 5 rounds, though the creature still benefits from concealment (20% miss chance). The atomizer contains enough liquid for 3 uses.

Proceed to area A below when the PCs are ready to hunt for the aether elementals.

A. ETHEREAL RUINS (CR 9 OR CR 12)

Setting out from the Veiled Bazaar, the PCs must attempt a DC 20 Knowledge (planes) or a DC 25 Survival check (DC 24 and DC 29, respectively, in Subtier 10–11). Success means they arrive at the area below without incident. Failure means they stumble across the ruin, and the resident aether elementals receive a surprise round.

The decaying walls of some ancient structure still stand here, coated with a thick layer of algae and barnacles. Nearby, a carpet of seaweed sways gently in the deep ocean currents.

This section of the sunken Azlanti city is far enough away from the marketplace that Yetakerinos's rule against violence doesn't apply. The purpose of this building has been long forgotten.

Creatures: A pair of aether elementals lurks here, strangely drawn to this part of the Ethereal Plane by the lingering force effect on which the Veiled Bazaar has been constructed. Normally, the elementals are free to float their translucent forms across the disk but the strange marketplace has temporarily driven them off. They now wait for the vendors to close up their shops and leave. However, once the PCs intrude on their peace and quiet, they angrily attack.

SUBTIER 7–8 (CR 9)

HUGE AETHER ELEMENTALS (2) CR 7

hp 105 each (*Pathfinder RPG Bestiary* 5 106, see page 23)

TACTICS

During Combat The elementals try to keep most of the PCs at bay with liberal use of their telekinetic throw ability. If one of the PCs takes a sample of an elemental with a voidglass syringe, that elemental focuses all of its fury on that PC, attempting to remain adjacent and using both of its slam attacks whenever possible.

Morale The elementals attempt to flee if reduced to fewer than 20 hit points.

SYRINGES IN COMBAT

Each voidglass syringe behaves much like a masterwork dagger that is not suitable for throwing, ignores an aether elemental's damage reduction for its first attack, and sticks into the elemental after a successful hit. While a syringe is stuck in an elemental, as a standard action, a PC can attempt a combat maneuver check against the elemental with a +10 bonus, or they must succeed at a Sleight of Hand check opposed by the elemental's Perception check. Doing so removes the syringes and fills it with the elemental's essence. A PC can also fill a syringe by maintaining a grapple against an elemental and choosing to draw out a single sample. Each syringe can only hold one sample.

SCALING ENCOUNTER A

Make the following changes to the encounter to accommodate a group of four PCs.

Subtier 7–8: Apply the degenerate simple template (*Pathfinder RPG Bestiary* 5 288) to the two aether elementals.

Subtier 10–11: Remove the advanced simple template from the aether elementals.

SUBTIER 10–11 (CR 12)

WILD GREATER AETHER ELEMENTALS (2) CR 10

Advanced greater aether elemental (*Pathfinder RPG Bestiary* 5 288, 107)

N Huge outsider (aether, elemental, extraplanar)

Init +16; **Senses** blindsense 60 ft., darkvision 60 ft.;

Perception +18

DEFENSE

AC 30, touch 28, flat-footed 18 (+8 deflection, +12 Dex, +2 natural, –2 size)

hp 175 each (13d10+104)

Fort +16, **Ref** +20, **Will** +8

Defensive Abilities telekinetic deflection; **DR** 10/–; **Immune** elemental traits, force

OFFENSE

Speed fly 60 ft. (good)

Melee 2 slams +18 (2d8+7)

Ranged telekinetic throw +23 (8d6+9/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks telekinetic maneuver, telekinetic throw (DC 24)

TACTICS

Use the tactics from Subtier 7–8.

STATISTICS

Str 24, **Dex** 35, **Con** 26, **Int** 12, **Wis** 15, **Cha** 15

Base Atk +13; **CMB** +22; **CMD** 52

Feats Deadly Aim, Improved Critical (telekinetic throw), Improved Initiative, Improved Iron Will, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot

Skills Acrobatics +28, Escape Artist +28, Fly +28, Knowledge (planes) +17, Perception +18, Sense Motive +18, Stealth +20

Languages Aquan, Auran, Ignan, Terran

SQ telekinetic invisibility

SPECIAL ABILITIES

Telekinetic Deflection (Su) A wild greater aether elemental gains a deflection bonus to its AC equal to its Con modifier.

Telekinetic Invisibility (Ex) A wild greater aether elemental's body bends light and dampens sound waves. This works as the kineticist utility wild talent telekinetic invisibility (*Pathfinder RPG Occult Adventures* 28), except that it is constant and doesn't end when the elemental attacks. As this ability is inherent, it is not subject to effects such as *invisibility purge*.

Telekinetic Maneuver (Su) A wild greater aether elemental can attempt a ranged combat maneuver check, as per *telekinesis*, with a CMB equal to its Hit Dice + its Dexterity modifier (+25 for these elementals).

Telekinetic Throw (Ex) A wild greater aether elemental can fling a creature or object (maximum range of 480 feet). A creature receives a Fortitude saving throw to avoid being thrown (the save DC is Constitution-based). The telekinetic throw deals the listed damage to both the thrown creature or object and the target. The aether elemental can throw a creature or object that weighs at most 50 pounds per Hit Die the elemental has (650 pounds for these elementals).

Development: The PCs can use syringes to draw out samples from dead elementals. A PC can attempt a DC 25 Heal, Knowledge (planes), or Sleight of Hand check. If successful, the group can extract 1d3+1 samples from a dead elemental before it dissolves. If the PC fails, the group only extracts 1d2 samples before the elemental disappears.

Yetakerinos is pleased to receive the number of requested samples when the PCs return to him. He allows them to keep any extra samples retrieved, noting that they might serve as further currency in their upcoming deal. Either way, he retrieves an ivory music box from his hidden chest and hands it to the PCs. He explains that it each time the music box's lid opens, it plays a song no one has ever heard before. If the PCs lift the box's lid, they hear an unfamiliar but cheery tune plucked out on the steel comb within. Despite the song's pleasant nature, it instills a strange sense of anxiety, as if something dreadful is about to happen.

If the PCs don't retrieve enough samples to satisfy their deal with the etheric dragon, he politely thanks them for their time and waves them away. They get to keep the filled syringes, and can try to use them as part of the trade with Aslynn.

322'S MESSAGE

At some point after the players have had time to interact with the Veiled Bazaar's denizens and secure some items to trade, 322 approaches them with a concerned look on her face. If any PC succeeded at the Diplomacy check to gain to the Acquainted with 322 boon (see page 8), she addresses that PC. "Aslynn has some news for you. Please return with me to her tent."

Following 322, the PCs find a placard that reads "closed" floating in front of the doorway into Aslynn's tent. The elf pushes it to one side, steps in, and gestures for the PCs to follow. Inside, many of the merchandise tables have been pushed to one side to make room for a single chair, to which a wild-haired woman is bound with glowing ropes. Before the PCs can ask any questions, Aslynn takes control of 322's body again.

"Hello again, my dears. I hope you have been enjoying your time here. Unfortunately, there has been a regrettable development. Someone discovered the extradimensional space in which I keep my special treasures, infiltrated it, and stole the soulstone that holds your precious Aram Zey. I arrived in time only to kill a few straggling intruders and take this one captive." She points to the restrained woman. "I have my suspicions about who did this, but perhaps we can get more information out of her, eh?"

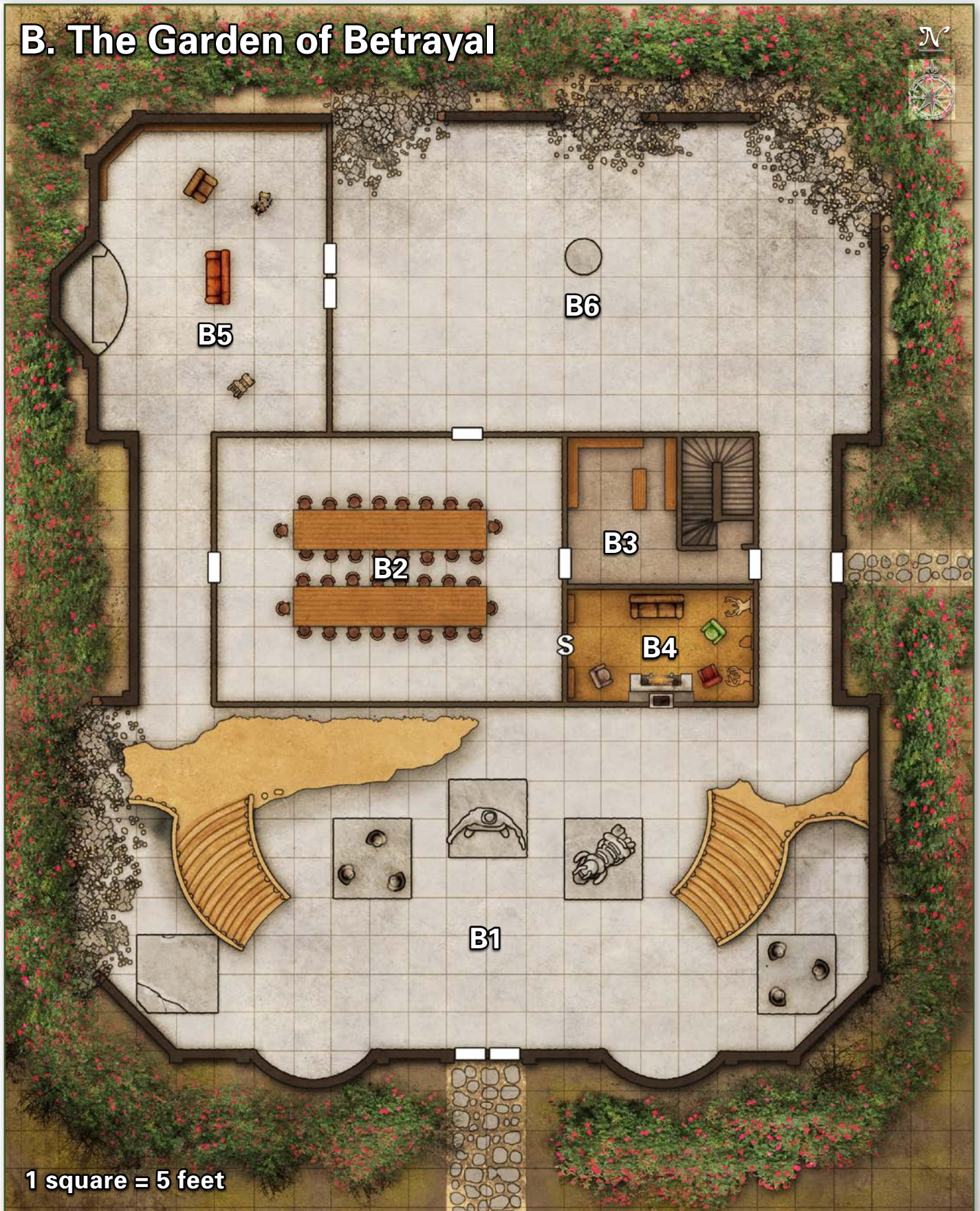
The prisoner is a maenad named Euril. The PCs can interrogate her with a successful DC 20 Intimidate check (DC 24 in Subtier 10–11) or with mind-reading magic (she has a Will saving throw modifier of +13 against mind-affecting effects). If the PCs fail or refuse to interrogate her, Aslynn sighs wearily and rips the information out of Euril's mind. The maenad works for Muzthari, a pakalchi sahkil. With a chuckle, Aslynn admits that Muzthari "has been a thorn in my side for a few years." Euril discloses that Muzthari took the Zey's soul to her hideout in Galt.

Once the PCs have learned of the sahkil's involvement, Aslynn makes an offer.

"I'm sure you'd like to chase down this Muzthari, but it will take you weeks to travel to Galt on your own. But we can make a deal: give me whatever items you were going to trade for Zey's soul and I will instantly transport you to this thief's den. Depending on what you have, I might even sweeten the deal with some things you'll find useful." She adds, "If you wish to bring your Master of Spells back to life, I would avoid breaking the stone in which I placed his soul. Doing so will not send Zey to his great reward but will destroy his soul utterly."

If the PCs trade at least three items (any number of filled voidglass syringes counts as one item for this purpose), Aslynn gives them three *potions of cure moderate wounds* (*potions of cure serious wounds* in Subtier 10–11), two *potions of lesser restoration*, a *coin of the untrodden road* (*Pathfinder*

B. The Garden of Betrayal



1 square = 5 feet

SCALING ENCOUNTER B1

Make the following adjustments to accommodate a group of four PCs.

Subtier 7–8: The golem suffers from considerable neglect and abuse, so it begins with only 87 hit points and takes a –2 penalty on attack and damage rolls.

Subtier 10–11: Replace the iron statue with a standard iron golem.

RPG *Ultimate Equipment* 289), and an *eversmoking bottle*. In Subtier 10–11, she also gives them a *loathsome mirror* (*Ultimate Equipment* 308).

Before the PCs leave, anyone who has the Acquainted with Aslynn boon from *Pathfinder Society Scenario* #5–09: *The Traitor's Lodge* or #7–09: *The Blakros Connection* or succeeds at a DC 25 Knowledge (arcana) or Perception check recognizes the lantern used to steal Zey's soul on a nearby table. If they ask about the item, Aslynn allows them to take it, calling it “a mere curiosity now that I've finished with it.”

Rewards: If the PCs don't receive any extra supplies from Aslynn, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,075 gp.

Out of Subtier: Reduce each PC's gold earned by 1,506 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,937 gp.

B. THE GARDEN OF BETRAYAL

Situated a few hours east of Dabril in Galt, this two-story villa commands an excellent view of the edge of the Southern Hymbrian Forest. Built almost a century ago as a family vacation destination for Chelish noble, the house became a brief refuge from the Revolutionary Council until the minor lord caught the attentions of Muzthari, a cruel pakalchi sahkil. She used her magic to turn the family against one another and soon had the villa all to herself. In the intervening decades, she has used the building as a base of operations on the Material Plane as she ranged across Galt, sowing her particular brand of anarchy.

The villa is now in poor repair, with sections of the wall crumbling and the surrounding plant life encroaching upon the premises. Muzthari has even encouraged this by growing a massive rose bush that nearly encircles the building. The sahkil and her comrades keep mostly to the first floor, leaving the basement to molder and, after part of the roof collapsed, surrendering the second floor to the elements.

Thanks to Aslynn's teleportation, the PCs arrive outside the front double doors that lead north into area **B1**, though they are still on the Ethereal Plane. They are not constrained by the walls (or even gravity) and

can move through the villa and possibly get a drop on the enemies that await inside. They can attempt the appropriate Knowledge checks to learn the abilities of the creatures within each room as they scout around. In addition, for each area in which the PCs succeed at a DC 20 Perception check (DC 24 in Subtier 10–11) while on the Ethereal Plane, they gain a +2 circumstance bonus on initiative checks when combat begins in that area, as well as a +1 circumstance bonus on attack rolls against creatures in that area as they learn an inkling of their foes' defenses.

However, due to the *forbiddance* effect on area **B5**, the PCs cannot actually enter that room while on the Ethereal Plane. They can scout out that room while inside area **B2**, area **B4**, or the corridor between area **B1** and **B5**, but they must be careful, as Muzthari might spot them thanks to her constant *true seeing* ability. If attempting to scout area **B5**, PCs should attempt Stealth checks opposed by the sahkil's Perception. Muzthari takes a –5 penalty (in addition to any penalties due to distance) on this check, while she focuses much of her attention on Aram Zey's soulstone. PCs attempting this check in area **B2** or **B4** gain a +5 bonus thanks to the doors between the rooms.

When the PCs are ready to make their assault, they can leave the Ethereal Plane by drinking their vials of diluted hypnalis poison. Doing so immediately transports them to the Material Plane, though the transition is painful. Each PC takes 3d6 points of nonlethal damage. A successful DC 18 Fortitude saving throw (DC 22 in Subtier 10–11) halves this damage.

B1. Grand Foyer (CR 11 or CR 14)

The old marble floor of this wide foyer is stained with long-dried patches of blood. Two grand staircases lead up to a collapsing balcony that overlooks this room. To the south, a set of broad double doors marks the way outside, and hallways to the northeast and northwest continue farther into the villa. Five stone daises situated throughout the chamber display all manner of treasures.

Muzthari has turned this entryway into a trophy room of sorts for all of her most interesting treasures.

Creatures: The Chelish noble who built this villa was incredibly vain and had a statute of himself created to stand in front of the building. After destroying the nobles, Muzthari turned that statue into a golem and moved it inside the villa to guard her treasures. It stands on the central-most platform until an unauthorized person enters the room, at which point it attacks. The golem is made of stone in Subtier 7–8, but built from iron in Subtier 10–11.

SUBTIER 7-8 (CR 11)

STONE GOLEM

CR 11

hp 107 (*Pathfinder RPG Bestiary* 163, see page 24)

TACTICS

During Combat The golem starts combat with its slow ability, and then attacks the closest opponent.

Morale The golem fights until it is destroyed.

SUBTIER 10-11 (CR 14)

IRON STATUE

CR 14

Advanced iron golem (*Pathfinder RPG Bestiary* 294, 162)

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 32, touch 10, flat-footed 31 (+1 Dex, +22 natural, -1 size)

hp 165 (18d10+66)

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

DR 15/adamantine; **Immune** construct traits, immunity to magic

OFFENSE

Speed 20 ft.

Melee 2 slams +30 (2d10+19/19-20)

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

Special Attacks breath weapon

TACTICS

During Combat The golem starts combat with its breath weapon, and then attacks the closest opponent. It continues to use its breath weapon as often as it can.

Morale The golem fights until it is destroyed.

STATISTICS

Str 36, **Dex** 13, **Con** —, **Int** —, **Wis** 15, **Cha** 5

Base Atk +18; **CMB** +32; **CMD** 43

SQ durable, powerful blows

SPECIAL ABILITIES

Breath Weapon (Su) As a free action once every 1d4+1 rounds, the iron statue can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Breath weapon—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Durable (Ex) Due to its superior construction, the iron statue has 36 extra hit points.

Immunity to Magic (Ex) The iron statue is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows the iron statue (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any *slow*

OPTIONAL ENCOUNTER

The golem in area **B1** is an optional encounter and can be omitted if time is running short. Run this encounter only if more than 150 minutes remain in which to complete the scenario; otherwise, the PCs can take the treasures from this area in peace.

effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.

- The iron statue is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) The iron statue inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attacks.

Treasure: Among the many items on display here are a +1 *cold iron rapier* (or a +1 *keen cold iron rapier* in Subtier 10-11), a suit of +1 *mithral chainmail* (or a suit of +1 *mithral spell resistance* (13) *chainmail* in Subtier 10-11), and a string of five black pearls (worth 250 gp each). The large metal statue of a crustacean is actually an *apparatus of the crab* in the shape of a giant mantis shrimp; rather than pincer attacks, it gains two slam attacks that deal the same damage. The item is barely functional and only capable of operating for two continuous minutes before shuddering to a halt. Following the adventure, a PC can spend 45,000 gp to repair the apparatus to full functionality.

Rewards: If the PCs don't defeat the golem (or simply recover the treasures if they skipped this encounter), reduce each PC's gold earned as follows.

Subtier 7-8: Reduce each PC's gold earned by 720 gp.

Out of Subtier: Reduce each PC's gold earned by 1,053 gp.

Subtier 10-11: Reduce each PC's gold earned by 1,387 gp.

B2. Dining Room (CR 10 or CR 13)

Two long mahogany dining tables occupy much of this room. A large door leads west, and a slightly smaller one leads north. Dozens of splintered chairs stand amid dented goblets, scraps of cloth, and unidentifiable lumps of meat on the floor. The wood of the furniture is gouged and stained.

Muzthari doesn't work alone. She employs a troupe of maenads as her expendable muscle. When not given specific orders, the maenads waylay unwary travelers from nearby roads, bring them back to the villa, and feast on their flesh. The maenads are usually quite rowdy, so any combat noise in this room doesn't alert Muzthari in

SCALING ENCOUNTER B2

Make the following changes to the encounter to accommodate a group of four PCs.

Subtier 7–8: Remove one maenad and apply the advanced simple template to the other.

Subtier 10–11: Remove one advanced maenad.

area **B5**. A concealed door to the east (Perception DC 20) leads to a smoking room (area **B4**).

Creatures: Many of Muzthari's maenads didn't return from the raid to steal Aram Zey's soul from Aslynn. The two that survived (four in Subtier 10–11) celebrate their victory in this room with a jug of rancid wine found in the villa's mostly empty wine cellar. If they overhear combat elsewhere in the manor, they groggily prepare for combat but only leave the room if it sounds like Muzthari is in danger—even then only joining the combat at the start of the third round.

SUBTIER 7–8 (CR 10)

MAENADS (2)

CR 8

hp 94 each (*Pathfinder RPG Bestiary* 4 191, see page 23)

TACTICS

Before Combat If the PCs make a lot of noise elsewhere in the manor (such as by attacking the golem in area **B1**), the maenads cast *bull's strength* on themselves before combat.

During Combat If the PCs are close enough, the maenads cast *mad hallucination* on as many as possible, followed by *murderous command*. Once they have sown confusion among the PCs' ranks, they wade into melee combat.

Morale If the maenads are both reduced to 20 hit points or fewer, they attempt to flee through area **B3** into the wilderness. Alternately, if one of them has been slain, the remaining maenad attempts to flee in a similar fashion.

SUBTIER 10–11 (CR 13)

FRENZIED MAENADS (4)

CR 9

Advanced maenad (*Pathfinder RPG Bestiary* 4 288, 191)

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 24, touch 17, flat-footed 17 (+6 Dex, +1 dodge, +7 natural)

hp 112 each (9d10+63)

Fort +10, **Ref** +12, **Will** +11; +4 vs. mind-affecting effects

Immune calm emotions; **Resist** fire 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee bite +15 (1d6+6 plus poison), 2 claws +15 (1d4+6/19–20 plus poison)

Special Attacks infectious dance, poison

Spell-Like Abilities (CL 12th; concentration +19)

At will—*murderous command*^{UM} (DC 18), *polypurpose panacea*^{UM}, *rage*

3/day—*bull's strength*, *charm monster* (DC 21), *mad hallucination*^{UM} (DC 19), *vampiric touch*

TACTICS

Before Combat If the PCs make a lot of noise elsewhere in the manor (such as by attacking the golem in area **B1**), the maenads cast *bull's strength* on themselves before combat.

During Combat If the PCs are close enough, one of the maenads casts *mad hallucination* on as many as possible, while another casts *murderous command* on any foe not affected by *mad hallucination*. The other two charge into melee combat.

Morale If the maenads are both reduced to 35 hit points or fewer, they attempt to flee through area **B3** into the wilderness. Alternately, if one of them has been slain, the remaining maenad attempts to flee in a similar fashion.

STATISTICS

Str 23, **Dex** 22, **Con** 24, **Int** 17, **Wis** 20, **Cha** 25

Base Atk +9; **CMB** +15; **CMD** 32

Feats Dodge, Improved Critical (claw), Improved Initiative, Persuasive, Power Attack

Skills Bluff +16, Diplomacy +18, Disguise +16, Intimidate +21, Perception +17, Sense Motive +14, Survival +17

Languages Common, Sylvan

SQ mad feast

SPECIAL ABILITIES

Infectious Dance (Su) Any creature viewing a dancing maenad from within 60 feet of her must succeed at a DC 21 Will saving throw or be affected as if by *confusion* for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 temporary hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.

Mad Feast (Su) As a full-round action, a maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 temporary hit points, and a +4 morale bonus on saving throws against fear effects for 12 hours. Creatures affected also take a –4 penalty on Will saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery, excess, and violence.

Poison Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Treasure: A PC who succeeds at DC 15 Perception check finds a half-eaten corpse stuffed between the southern dining table's support beams. The unfortunate victim wears an *unfettered shirt* (or a *cloak of the diplomat* in Subtier 10–11) and carries 300 gp and 400 sp (or 800 gp and 1,500 sp in Subtier 10–11).

Rewards: If the PCs don't find the corpse, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 890 gp.

Out of Subtier: Reduce each PC's gold earned by 1,357 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,825 gp.

B3. Servants' Stairwells

This corridor opens into a small staging area for banquets with a cloak rack along the east wall. There is also a staircase that ascends clockwise to a ruined second floor and descends to a mold-caked cellar.

B4. Smoking Room

Chairs in once-bold colors are arrayed around a fireplace in this low-ceilinged smoking room. Two sideboards stand against the west wall, and from the east wall hang the mounted heads of two elk and a feline creature.

The highest ranked guests often retreated here following a meal to smoke pipes and discuss Galtan news. The strange feline head on display is that of a krenshar (*Pathfinder RPG Bestiary* 2 174), a predator capable of peeling the skin back from its face to scare off rivals.

Treasure: A +1 cold iron rapier leans against one of the chairs. In Subtier 10–11 it is instead a +1 keen cold iron rapier. The much of the hard liquor in the sidebars is musty and stale but nonetheless drinkable.

Rewards: If the PCs don't recover the rapier, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 361 gp.

Out of Subtier: Reduce each PC's gold earned by 611 gp.

Subtier 10–11: Reduce each PC's gold earned by 861 gp.

B5. Sitting Room

From the once-lavish furnishings, this room appears to have been a fancy sitting room long ago. A disused stone fireplace takes up the western wall, while a large bookshelf, empty save for the odd yellowed scrap of paper and hundreds of mouse droppings, stands against the north wall. A number of rotting upholstered chairs and divans take up the center of the room. A hallway exits to the south, and a door hanging mostly off its hinges leads east.

B6. Ballroom (CR 11 or CR 14)

The fine wooden floor of this ballroom is now warped and cracked as the roots of a massive rose bush grow out from underneath. The thorny stems of the bush have pushed through the windows in the northern and eastern walls, as well, the glass long since broken. A waist-high marble pedestal stands near the center of the room.

SCALING ENCOUNTER B6

Make the following changes to accommodate a group of four PCs.

Subtier 7–8: Remove one of the living topiary creatures from the encounter.

Subtier 10–11: Remove one of the giant flytrap creatures from the encounter.

Muzthari has brought Aram Zey's soulstone to this room and placed it on the pedestal. She has begun the process of contacting the soul within, but luckily for the PCs, hasn't yet gotten any information from the former Master of Spells.

Long ago, Muzthari paid a cleric of Norgorber to cast *forbiddance* (neutral evil, CL 12th) on this room. She, of course, later killed the cleric and retrieved her investment. This effect prevents teleportation and ethereal travel into this room, though Muzthari's long familiarity with the effect and her mastery of the Ethereal Plane allows her to bypass this limitation for 1 round if she succeeds at a DC 20 Knowledge (planes) check as a swift action. In addition, PCs are likely to take damage based on their alignment when they enter this room on the Material Plane. Neutral and neutral good characters take 6d6 points of damage, whereas lawful good, chaotic good, lawful neutral, and chaotic neutral characters take 12d6 points of damage (Will DC 19 for half). In Subtier 7–8, halve the damage dealt by *forbiddance*.

Creatures: Muzthari is in this room, scrutinizing her stolen soulstone, as is the pair of murderous plants she has cultivated over the years to act as her bodyguards. These hide near the rose bushes, and in Subtier 7–8, they are two variant living topiaries crafted from the massive rose bush. In Subtier 10–11, they are two giant carnivorous flytraps.

SUBTIER 7–8 (CR 11)

GALTAN BRIAR ROSE BUSHES (2)

CR 7

Variant living topiary (*Pathfinder RPG Bestiary* 4 181)

N Medium plant

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 85 each (10d8+40)

Fort +11, **Ref** +7, **Will** +5

DR 5/slashing; **Immune** plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 4 thorny slams +10 (1d8+4 plus poison)

Special Attacks poison

Spell-Like Abilities (CL 5th; concentration +4)

Constant—*pass without trace*

3/day—*hedge stride*

TACTICS

During Combat The rose bushes attempt to hit as many foes as they can. When reduced to fewer than 20 hit points, a rose bush attempts to use its assimilate ability to heal.

Morale The rose bushes fight to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 19, **Int** 6, **Wis** 10, **Cha** 9

Base Atk +7; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Improved Natural Armor (2), Iron Will, Lightning Reflexes

Skills Escape Artist +10, Perception +9, Stealth +15 (+21 in undergrowth); **Racial Modifiers** +8 Escape Artist, +6 Stealth (+12 in undergrowth)

Languages Common, Sylvan (can't speak any language)

SQ assimilate, move through hedges, sculpt shape

SPECIAL ABILITIES

Assimilate (Ex) As a full-round action, a living topiary can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.

Hedge Stride (Sp) This ability functions as *tree stride*, but rather than allowing teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

Move through Hedges (Ex) A living topiary may move through any mass of brambles or other dense plant growth without penalty. It must begin and end its turn outside of the mass.

Poison (Ex) Thorny slam—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save.

Sculpt Shape (Ex) As a standard action, a living topiary can take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.

MUZTHARI

CR 9

Pakalchi sahkil (*Pathfinder RPG Bestiary* 5 216, see page 23)

hp 115

TACTICS

During Combat Muzthari begins combat by casting *blink* and launching a volley of thorns and then moves into melee, using her sudden strike ability to strike at foes who believe themselves to be just out of her reach.

Morale If reduced to fewer than 15 hit points, Muzthari uses her skip between ability to retreat to the Ethereal Plane, abandoning Aram Zey's soul.

SUBTIER 10–11 (CR 14)

GALTAN MANCATCHERS (2)

CR 10

Giant flytrap (*Pathfinder RPG Bestiary* 134, see page 24)

hp 149 each

TACTICS

During Combat A Galtan mancatcher snaps at as many different foes as possible, attempting to engulf anyone it can keep in its jaws.

Morale The Galtan mancatchers fight to the death.

MUZTHARI

CR 12

Pakalchi sahkil mesmerist 6 (*Pathfinder RPG Bestiary* 5 216, *Pathfinder RPG Occult Adventures* 38)

NE Medium outsider (evil, extraplanar, sahkil)

Init +12; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +21

DEFENSE

AC 24, touch 18, flat-footed 16 (+8 Dex, +6 natural)

hp 195 (17 HD; 6d8+11d10+108)

Fort +12, **Ref** +20, **Will** +24

DR 10/good; **Immune** death effects, disease, fear, poison; **Resist** cold 10, electricity 10, sonic 10; **SR** 20

OFFENSE

Speed 30 ft.

Melee 2 claws +20 (1d6+5/19–20), 4 vines +18 (1d4+2 plus bleed plus poison)

Ranged 4 thorns +23 (1d4+5 plus bleed plus poison)

Special Attacks bleed (1d4), bold stare (timidity), entangling train, hypnotic stare (–2), look of fear (30 feet, DC 25), manifold tricks (2 tricks), mental potency (+1), mesmerist tricks 11/day (linked reaction, reflection of weakness [DC 21], shadow



MUZTHARI

splinter, vanish arrow), painful stare (+3 or +2d6), spirit touch, sudden strike

Spell-Like Abilities (CL 12th; concentration +20)

Constant—*true seeing*

At will—*charm person* (DC 19), *detect good*, *detect magic*, *greater teleport* (self plus 50 lbs. of objects only), *protection from good*

3/day—*blink*, *calm emotions* (DC 22), *fly*

1/day—*dominate person* (DC 23), *summon* (level 6, 1 wihsaak 40%)

Mesmerist Spells Known (CL 6th;

concentration +14)

2nd (5/day)—*blur*, *invisibility*, *oneiric horror*^{OA} (DC 20), *unadulterated loathing*^{UM} (DC 22)

1st (6/day)—*bane* (DC 21), *disguise self*, *forbid action*^{UM} (DC 19), *paranoia*^{OA} (DC 19)

0 (at will)—*bleed* (DC 18), *daze* (DC 18), *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 18)

TACTICS

Before Combat

Muzthari implants the shadow splinter mesmerist trick in both of her mancachers.

During Combat Muzthari begins by casting *oneiric horror* on a physical combatant or *unadulterated loathing* on the toughest-looking PC, designating another PC—usually the one that appears to be a healer—as the subject of revulsion. She activates her implanted shadow splinter mesmerist trick as soon as possible to foster discord among her enemies.

Morale If reduced to fewer than 15 hit points, Muzthari uses her skip between ability to retreat to the Ethereal Plane, abandoning Aram Zey's soul.

STATISTICS

Str 20, **Dex** 27, **Con** 20, **Int** 17, **Wis** 18, **Cha** 26

Base Atk +15; **CMB** +20; **CMD** 38

Feats Bleeding Stare^{OA}, Blind-Fight, Combat Reflexes, Extended Stare^{OA}, Great Fortitude, Improved Critical (claw), Improved Initiative, Multiattack, Toughness

Skills Acrobatics +17, Bluff +30, Climb +18, Diplomacy +25, Intimidate +25, Knowledge (planes) +20, Knowledge (religion) +20, Perception +21, Sense Motive +21, Sleight of Hand +19, Spellcraft +18, Stealth +25

Languages Abyssal, Celestial, Common, Elven, Infernal; telepathy 100 ft.

SQ consummate liar +3, easy to call, emotional focus, occult gardener, skip between, touch treatment 9/day (moderate)

SPECIAL ABILITIES

Entangling Train (Su) Creatures adjacent to Muzthari must

succeed at a DC 20 Reflex saving throw or become entangled in her vines for 1 round, and count as tethered. Entangled creatures take vine damage automatically each round they're entangled. Creatures are no longer entangled if Muzthari moves away. The save DC is Constitution-based.

Look of Fear (Su) A creature affected by Muzthari's gaze is panicked for 1 round and shaken for 1d4 rounds thereafter.

A creature that successfully saves against this effect is only shaken for 1 round. The save DC is Charisma-based.

Occult Gardener (Su) Muzthari can affect plant creatures with her mesmerist's tricks.

Poison (Ex) Thorns—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis damage; *cure* 2 consecutive saves. A creature with Wisdom damage from Muzthari's poison hears paranoid whispers warning of betrayal. It can't treat any other creature as an ally or be a willing target for a spell or effect. This is an emotion effect.

Sudden Strike (Ex) Once per round, Muzthari can extend the reach of one claw or thorned vine by 5 feet as part of a single attack. She can use this ability to threaten additional squares to cause an enemy to provoke an attack of opportunity.

Thorns (Ex) Muzthari can fling a volley of poisonous thorns as a standard action (make an attack roll for each thorn). This attack has a range of 100 feet with no range increment.

Treasure: In addition to the soulstone that Muzthari carries, stashed amid the foliage in the north end of the room are a *wand of inflict moderate wounds*, a *rod of thunderous force* (or a *rod of ice* in Subtier 10–11), and a pouch containing 5 small diamonds (worth 500 gp each) and 1,200 gp. In Subtier 10–11, the pouch contains an additional 800 gp.

Rewards: If the PCs don't defeat the sahkil and plants, reduce each PC's gold earned as follows.

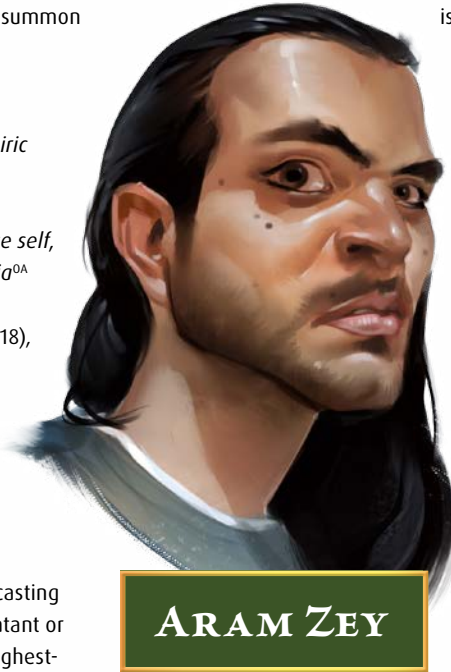
Subtier 7–8: Reduce each PC's gold earned by 1,408 gp.

Out of Subtier: Reduce each PC's gold earned by 1,587 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,766 gp.

CONCLUSION

Once the PCs defeat or drive off Muzthari, they can retrieve the soulstone and leave the Garden of Betrayal. They can easily find the road that leads west to Dabril, and from there book passage south to the lodge in Woodsedge. The journey is uneventful, and while the PCs can sense that Zey's spirit is safe within the soulstone, they can't make contact with him.



Once at Woodsedge Lodge, Venture-Captain Eliza Petulengro contacts Sorrina Westyr and Kreighton Shaine, who arrive a few hours later with Aram Zey's body in tow (kept from decomposing by multiple *gentle repose* spells). With a heartfelt thanks, they take the soulstone into a secluded room and resurrect the Master of Spells.

When the PCs see him again, Aram Zey looks healthy, though his eyes are still haunted by the experience. He greets the PCs with solemn handshakes.

"It seems I have you to thank for my continued existence. You have my eternal gratitude, and I thought you should be among the first to hear this news: I will not be returning to my post as Master of Spells right away. Sorrina Westyr has done an excellent job in my absence, which is not surprising as she was not new to the appointment. I have much to think about concerning my time as Aslynn's 'guest,' and I fear the extent of the secrets she extracted from my soul. I will remain at the Grand Lodge, of course, and if you need anything, please don't hesitate to ask."

The three senior Pathfinder Society members offer to accompany the PCs back to Absalom, wishing to hear all the details of their mission. The dark specter of Aslynn's mysterious intentions hangs over the debriefing, as no one is sure what the night hag will do next.

PRIMARY SUCCESS CONDITIONS

The PCs' primary goal is to recover Aram Zey's soul, which is trapped in the soulstone that Muzthari carries in area **B6**. Doing so earns each PC 1 Prestige Point and both the Apparatus of the Mantis and the Zey's Gratitude boons on her Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

The PCs' secondary goals are tied to how they handle their new ethereal friends and foes, creating novel ties to a rarely explored plane that might offer the Society new opportunities. To fulfill this objective, the PCs must perform two of the following three goals: acquire at least four trade items at the Veiled Bazaar, acquire all five items at the Veiled Bazaar, or slay Muzthari. Doing so earns each PC 1 additional Prestige Point.

FACTION NOTES

For several years a faction known as the Shadow Lodge has pushed the Society to dedicate greater resources to rescuing lost Pathfinders, and the Grand Lodge has gradually made this endeavor its own. Just completing this adventure's primary success condition demonstrates the Decemvirate's growing care for Society members. However, Aram Zey notes that Aslynn was able to interrogate him and extract secrets from his mind while he was trapped in the magic lantern, and only by studying the lantern in person can his colleagues assess the limits of what the night hag extracted—and what classified Society lore she might now know. If the PCs completed the primary success conditions and recovered the lantern during the meeting with 322 (see page 7), Grand Lodge faction PCs receive the The Lantern's Secrets boon.

APPENDIX 1: STAT BLOCKS

The following creatures appear in this adventure.

AETHER ELEMENTAL, HUGE	CR 7
N Huge outsider (aether, elemental, extraplanar)	
Init +13; Senses blindsense 60 ft., darkvision 60 ft.; Perception +13	
DEFENSE	
AC 22, touch 22, flat-footed 13 (+5 deflection, +9 Dex, –2 size)	
hp 105 (10d10+50)	
Fort +12, Ref +16, Will +5	
Defensive Abilities telekinetic deflection; DR 5/—; Immune elemental traits, force	
OFFENSE	
Speed fly 60 ft. (good)	
Melee 2 slams +12 (2d6+4)	
Ranged telekinetic throw +17 (6d6+7/19–20)	
Space 15 ft.; Reach 15 ft.	
Special Attacks telekinetic maneuver, telekinetic throw (DC 17)	
STATISTICS	
Str 18, Dex 29, Con 20, Int 6, Wis 11, Cha 11	
Base Atk +10; CMB +16; CMD 40	
Feats Improved Critical (telekinetic throw), Improved Initiative ⁸ , Improved Iron Will, Iron Will, Point-Blank Shot, Precise Shot	
Skills Acrobatics +22, Fly +22, Perception +13, Stealth +14	
SQ telekinetic invisibility	
SPECIAL ABILITIES	
Telekinetic Invisibility (Ex) An aether elemental's body bends light and dampens sound waves. This works as the kineticist utility wild talent telekinetic invisibility (<i>Pathfinder RPG Occult Adventures</i> 28), except that it is constant and doesn't end when the elemental attacks. As this ability is inherent, it is not subject to effects such as <i>invisibility purge</i> .	
Telekinetic Throw (Ex) An aether elemental can fling a creature or object (with a maximum range of 480 feet). A creature receives a Fortitude save to avoid being thrown. The telekinetic throw deals the listed damage to both the thrown creature or object and the target. The aether elemental can throw a creature or object that weighs at most 500 pounds.	
Telekinetic Deflection (Su) An aether elemental gains a deflection bonus to its AC equal to its Constitution modifier.	
Telekinetic Maneuver (Su) An aether elemental can attempt a ranged combat maneuver check, as per <i>telekinesis</i> , with a CMB of +19.	

GIANT FLYTRAP	CR 10
N Huge plant	
Init +8; Senses low-light vision, tremorsense 60 ft.; Perception +10	
DEFENSE	
AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, –2 size)	
hp 149 (13d8+91)	
Fort +17, Ref +8, Will +5	
Immune plant traits; Resist acid 20	

OFFENSE
Speed 10 ft.
Melee 4 bites +15 (1d8+7 plus grab)
Space 15 ft.; Reach 15 ft.
Special Attacks engulf
STATISTICS
Str 25, Dex 18, Con 25, Int 1, Wis 12, Cha 6
Base Atk +9; CMB +18 (+22 grapple); CMD 32 (can't be tripped)
Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Perception +10, Stealth +9 (+17 in undergrowth); Racial Modifiers +8 Stealth in undergrowth
SPECIAL ABILITIES
Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

MAENAD	CR 8
CE Medium monstrous humanoid	
Init +8; Senses darkvision 60 ft.; Perception +15	
DEFENSE	
AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)	
hp 94 (9d10+45)	
Fort +8, Ref +10, Will +9; +4 vs. mind-affecting effects	
Immune calm emotions; Resist fire 10; SR 19	
OFFENSE	
Speed 30 ft.	
Melee bite +13 (1d6+4 plus poison), 2 claws +13 (1d4+4/19–20 plus poison)	
Special Attacks infectious dance, poison	
Spell-Like Abilities (CL 12th; concentration +17)	
At will— <i>murderous command</i> (DC 16), <i>polypurpose panacea</i> , <i>rage</i>	
3/day— <i>bull's strength</i> , <i>charm monster</i> (DC 19), <i>mad hallucination</i> (DC 17), <i>vampiric touch</i>	
STATISTICS	
Str 19, Dex 18, Con 20, Int 13, Wis 16, Cha 21	
Base Atk +9; CMB +13; CMD 28	
Feats Dodge, Improved Critical (claw), Improved Initiative, Persuasive, Power Attack	

Skills Bluff +14, Diplomacy +13, Disguise +11, Intimidate +19, Perception +15, Sense Motive +9

Languages Common, Sylvan

SQ mad feast

SPECIAL ABILITIES

Infectious Dance (Su) Any creature viewing a dancing maenad from within 60 feet of her must succeed at a DC 19 Will saving throw or be affected as if by *confusion* for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 temporary hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.

Mad Feast (Su) As a full-round action, a maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 temporary hit points, and a +4 morale bonus on saving throws against fear effects for 12 hours. Creatures affected also take a -4 penalty on Will saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery, excess, and violence.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

SAHKIL, PAKALCHI

CR 9

NE Medium outsider (evil, extraplanar, sahkil)

Init +10; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +13

DEFENSE

AC 22, touch 16, flat-footed 16 (+6 Dex, +6 natural)

hp 115 (11d10+55)

Fort +10, **Ref** +13, **Will** +10

DR 10/good; **Immune** death effects, disease, fear effects, poison; **Resist** cold 10, electricity 10, sonic 10; **SR** 20

OFFENSE

Speed 30 ft.

Melee 2 claws +17 (1d6+6/19–20), 4 vines +15 (1d4+3 plus 1d4 bleed and poison)

Ranged 4 thorns +17 (1d4 plus bleed and poison)

Special Attacks bleed (1d4), entangling train, look of fear (30 ft., DC 22), spirit touch, sudden strike, thorns

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*true seeing*

At will—*charm person* (DC 16), *detect magic*, *detect good*, *greater teleport* (self plus 50 lbs. of objects only), *protection from good*

3/day—*blink*, *calm emotions* (DC 19), *fly*

1/day—*dominate person* (DC 20), *summon* (level 6, 1 wihsaak 40%)

STATISTICS

Str 22, **Dex** 23, **Con** 20, **Int** 15, **Wis** 16, **Cha** 21

Base Atk +11; **CMB** +17; **CMD** 33

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical (claws), Improved Initiative, Multiattack

Skills Acrobatics +15, Bluff +15, Climb +16, Diplomacy +15, Intimidate +15, Knowledge (planes, religion) +13, Perception +13, Sense Motive +15, Spellcraft +10, Stealth +20

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ easy to call, emotional focus, skip between

SPECIAL ABILITIES

Entangling Train (Su) Creatures adjacent to a pakalchi must succeed at a DC 20 Reflex save or become entangled in its vines for 1 round, and count as tethered. Entangled creatures take vine damage automatically each round they're entangled. Creatures are no longer entangled if the pakalchi moves away. The save DC is Constitution-based.

Look of Fear (Su) A pakalchi gains a gaze attack with a 30-foot range; it can affect creatures on the Material Plane when she is on the Ethereal Plane so long as the creature can see ethereal creatures). A creature affected by a pakalchi's gaze is panicked for 1 round and shaken for 1d4 rounds thereafter unless it succeeds at a DC 22 Will saving throw. A creature that successfully saves against this effect is only shaken for 1 round. This is a mind-affecting fear effect.

Poison (Ex) Thorns—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis damage; *cure* 2 consecutive saves. A creature with Wisdom damage from a pakalchi's poison hears paranoid whispers warning of betrayal. It can't treat any other creature as an ally or be a willing target for a spell or effect. This is an emotion^{UM} effect.

Sahkil Traits As a sahkil, a pakalchi gains several abilities. The easy to call and emotional focus abilities are already incorporated into her stat block. She also gains the look of fear, skip between, and spirit touch abilities, each with its own entry here.

Skip Between (Su) A pakalchi can shift between the Ethereal Plane and Material Plane as a move action. This ability is otherwise identical to *ethereal jaunt*.

Spirit Touch (Ex) A pakalchi's natural weapons and any weapons it wields are treated as though they had the *ghost touch* weapon special property.

Sudden Strike (Ex) Once per round, a pakalchi can extend the reach of one claw or thorned vine by 5 feet as part of a single attack. It can use this ability to threaten additional squares to cause an enemy to provoke an attack of opportunity.

Thorns (Ex) A pakalchi can fling a volley of poisonous thorns as a standard action (make an attack roll for each thorn). This attack has a range of 100 feet with no range increment.

STONE GOLEM

CR 11

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 107 (14d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

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

Special Attacks slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the

creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will saving throw to negate. The save DC is Constitution-based.



Pathfinder Society Scenario #7-23: Abducted in Aether

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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 #7-23: Abducted in Aether © 2016, Paizo Publishing, LLC; Author: Jason Keeley.



Pathfinder Society Scenario #7-23: Abducted in Aether

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Acquainted with 322: You have reached out to the troubled elf 322, helping her begin to overcome her mistrust of the world she abandoned. Perhaps you or a fellow agent can help her further in future adventures, at which point this boon may have other applications.

Apparatus of the Mantis: You have recovered a unique *apparatus of the crab* in the shape of a giant mantis shrimp. You can purchase this unique *apparatus of the mantis* for 60,000 gp rather than its normal cost. Instead of claws, it has two slam attacks that gain a +2 circumstance bonus on attack rolls underwater but otherwise behave as an *apparatus of the crab*'s pincer attacks. You can enchant this pair of slam attacks as if they were a single masterwork weapon, and you can enchant the apparatus's body as though it were a suit of masterwork full plate; this does not increase the device's hardness. For the purpose of using Fame to qualify for enhancements, treat both the slams and body as though their base cost were each 10,000 gp.

The Lantern's Secrets (Grand Lodge faction): The lantern used to trap Aram Zey echoes with the lore of the dozens of souls it has trapped over many years. You have heard their secrets and can listen for their wisdom. Once per adventure you can use this boon before rolling an Intelligence-based skill check to add 1d4 to the result. If you have 10 or more ranks in that skill, you can choose to add 1d8 instead, but doing so deals 1d2 points of Wisdom damage to you.

Zey's Gratitude: You have earned the grudging respect of former Master of Spells Aram Zey in return for saving his life. In addition to treating you less derisively than he does most other Pathfinders, he offers you a future spellcasting favor, allowing you to use one of the following spells as a spell-like ability. Use your character level as your caster level, and use your own Intelligence or Charisma score or 20 (whichever is higher) when determining spell DCs. Check the box that precedes this boon when you use the spell-like ability.

Subtier 7–8: You may cast *dispel magic*, *fireball*, *greater invisibility*, or *stoneskin*.

Subtier 10–11: You may cast *chain lightning*, *fireball*, *greater dispel magic*, *greater heroism*, *greater invisibility*, or *stoneskin*.

All Subtiers

apparatus of the crab (90,000 gp)
rod of thunderous force (5,400 gp; *Pathfinder RPG Ultimate Equipment* 185)
unfettered shirt (10,000 gp; *Ultimate Equipment* 223)
wand of inflict moderate wounds (4,500 gp)

Subtier 10–11

+1 *mithral spell resistance* (13) *chainmail* (13,150 gp)
+1 *keen cold iron rapier* (10,340 gp)
cloak of the diplomat (20,000 gp; *Ultimate Equipment* 264)
rod of ice (8,500 gp; *Ultimate Equipment* 182)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
	7–8	2,244	4,487	
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
	Out of Subtier	3,083	6,165	
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
	10–11	3,922	7,843	
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		
	—	—	—	
MAX GOLD	Starting XP			
	+ GM's Initials			
	XP Gained (GM ONLY)			
	=			
	Final XP Total			
EXPERIENCE	Initial Prestige		Initial Fame	
	+ GM's Initials			
	Prestige Gained (GM ONLY)			
	—			
	Prestige Spent			
FAME	Current Prestige		Final Fame	
	Starting GP			
	+ GM's Initials			
	GP Gained (GM ONLY)			
	+ GM's Initials			
Day Job (GM ONLY)				
GOLD	—			
	Gold Spent			
	=			
	Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #