

PATHFINDER SOCIETY®

SEASON OF THE TEN



FRAGMENTS OF ANTIQUITY

By Sam Polak



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HOW TO PLAY

Pathfinder Society Scenario #10–13: Fragments of Antiquity is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.



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GM RESOURCES

Fragments of Antiquity makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Monster Codex* (MC), *Pathfinder RPG Planar Adventures* (PA), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info.

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FRAGMENTS OF ANTIQUITY

By Sam Polak



In the territory that is now Lingshen, a provincial governor of the Shu Empire built a reputation for his personal private library, where a team of six librarians skilled in various forms of scrying and conjuration magic used their spells to collect information from across the planes. Eventually the knowledge gathered in the library's collection drew the attention of the famous sorcerer Hao Jin. She was welcomed, and stayed there to study for weeks on end.

When the Shu empire collapsed into warring states, Hao Jin was less surprised than most. She quickly transported the library into her personal demiplane for safekeeping, taking the librarians along with it. For their part, the library staff was happy to avoid the fighting that accompanied the empire's fall. Hao Jin informed the librarians she had business elsewhere, but would return in a year and, if the war had settled and it was safe once more, send them back to their homes. After the appointed time had passed with no word from Hao Jin, the librarians attempted to contact her through magical means. For reasons the librarians never had a chance to learn, the spell failed to contact Hao Jin. Instead, it rebounded into the Shadow Plane, and the librarians made contact with a group of soulslivers. The magic drew the soulslivers to the library's scrying mirror, where they were able to enter the library by taking the shapes of the confused librarians. The soulslivers contacted during the ritual were changed by the tapestry's magic, and while they remain there, the tapestry's magic funnels power to the creatures, making them far more dangerous than most others of their kind. Several other soulslivers were attracted by the incident and still monitor the library's many mirrors for convenient prey.

Of the library's six caretakers, two were slain by the soulslivers who emerged from the scrying mirror and three others fled, leaving the library to take their chances elsewhere in the tapestry. The sixth caretaker, responsible for the Medicine section, stayed behind in an attempt to learn the nature of the attackers and find some way to reclaim the library. The caretaker tried to contain the soulslivers by breaking the magical mirror that they had used to travel to the Outer Planes section of the library, but quickly found that shattering the mirror didn't hinder the creatures.

Where on Golarion?

Fragments of Antiquity begins in Absalom. The adventure then progresses into the Hao Jin Tapestry demiplane, a realm that the Tian sorcerer Hao Jin created to hold her largest and most dangerous treasures. There, the PCs explore the Shen Province Imperial Archive, a library transported into the tapestry over 400 years ago from what was then the Shu Empire in the heart of mainland Tian Xia. For more information about Tian Xia, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available in bookstores and hobby stores everywhere and online at paizo.com.

The soulslivers spread the pieces of the mirror throughout the library, making it easier to keep watch and providing multiple points of entry. As if attracting the attention of the soulslivers were not enough, the connection to the Shadow Plane formed through the library's scrying mirror has frozen this section of the tapestry into an unending moonless night.

The Scalebreaker kobolds were initially attracted to the area as a refuge from sunlight, but soon discovered the library while scouting around their new settlement. The kobolds decided the library was haunted, but with typical kobold resourcefulness, they decided to use it to perform their rites of passage. Young Scalebreaker kobolds sneak into the building and set traps meant to contain the evil spirits, outwitting and outmaneuvering their own hungry reflections. The soulslivers watch the library through its many reflective surfaces, eager to devour unlucky kobolds, and occasionally falling victim themselves to a particularly clever trap.

SUMMARY

The Pathfinders enter the *Hao Jin Tapestry* in search of an ancient library. There they meet the Scalebreakers, a tribe of kobolds who claim the library is haunted. The Scalebreakers use the library as a testing hall for their rites of passage, sending young kobolds in to lay traps that will keep the library's evil spirits sealed within.

PATHFINDER SOCIETY SCENARIO

When the Pathfinders enter the library, a variety of kobold-crafted traps stand between them and the library's wealth of valuable documents. A small group of soulslivers inhabiting the library watch the Pathfinders' progress and attempt to lure them into the kobolds' deadly traps. After dealing with the library's construct guardian, the Pathfinders find a list of books that Hao Jin checked out and returned, along with a mysterious warning not to look for her.

The Pathfinders can then visit each section of the library, dodging traps and filling a *bag of holding* with the most interesting books to return to the Society. The sections on the main floor are Religion, Philosophy, Poetry, Warfare, and Medicine, each of which holds a different trap. Different skills applicable to the subject matter of each section help when choosing which books to carry back to the Grand Lodge. To access the sixth hidden library section where information on the planes is cataloged, the Pathfinders must collect and reassemble the pieces of a shattered magic mirror. The reassembled mirror allows the Pathfinders to travel to the Planar Cosmology section, where the soulslivers finally show themselves and the exceptional powers they've gained through the tapestry's magic. After defeating the soulslivers, the Pathfinders locate a copy of the notes Hao Jin took during her research at the library. These notes prove that the Ruby Phoenix was planning a trip to Axis when she vanished, and returning them to the Society may reveal more details.

GETTING STARTED

As the PCs arrive at Ambrus Valsin's office in Skyreach, he looks over his records to see if any of the group have been on missions into the *Hao Jin Tapestry* before. If the players need an explanation of the *Hao Jin Tapestry*, start with the following:

"Pathfinders, I've called you here to talk about the Hao Jin Tapestry. The tapestry is a gateway to a private demiplane created hundreds of years ago by the Tian sorcerer Hao Jin. She shared the spirit of discovery with us Pathfinders, and curated a vast collection of objects, places, and even people, many of them stored within her tapestry. Hao Jin was known as the Ruby Phoenix, an appellation referring to her red hair, which was said to grow a more brilliant shade every time her resurrection magic returned her to life. She vanished without a trace over four hundred years ago. The Society won the tapestry in a martial arts tournament in 4712, as stipulated in Hao Jin's will, and we've been exploring it since. Recently, however, the tapestry has become dangerously unstable."

If the group is already familiar with the tapestry, Ambrus skips the explanation and proceeds to the purpose of the meeting.

"I'm asking you to enter the Hao Jin Tapestry. I'm sure you understand both the risk and potential rewards implied in such

a mission. Our planar experts have reviewed Aram Zey's notes and the tapestry's recent behavior. We've concluded that each new expedition into the tapestry weakens its fabric, bringing it closer to unraveling. The Society must balance our desire to salvage as much of Hao Jin's collection as possible with limiting our intrusions into the demiplane. With that in mind, we've been doing some research into Tian historical documents, in search of significant locations that Hao Jin may have transported into her tapestry. We think we've found an important one: the Shen Province Imperial Archive. An ancient letter sent by one of the librarians mentions that Hao Jin was visiting to study their collection. Shortly after that letter was sent, the Shu Empire began to collapse, plunging the provinces into war. The library disappeared entirely, and visitors found only a round hole where its grounds used to be. These reports are consistent with other locations that Hao Jin transported into her tapestry.

One of our scouting missions spotted a lone building in a remote area of the tapestry that matches the library's description, and I want you to go in and explore it.

You have two goals on this mission; the first is to search the library's archives and return with a selection of documents most valuable to the Society; this could contain rare Shu documents many centuries old! The second, which may turn out even more rewarding, is to search for any clues about what happened to Hao Jin, or at least what she was studying at this library.

I've requisitioned a bag of holding for transporting any potentially valuable books you find. It will hold a thousand pounds, but put some thought into what you choose. If my guess is right, you'll find far more than you can carry away even in such a generous amount of space.

Remember as you go that the tapestry is far from stable. Our experts agree the magic that it uses to repair itself is reacting poorly to our intrusions. It will be important to get in and out again as quickly as possible, so try not to stay more than 24 hours. If you have to leave before you've finished searching the library, we may not be able to get you back in for a second try."

If the PCs have any additional questions about the mission Ambrus answers them as best he can, though he knows little more than what is included in the text above. Below are some possible questions the PCs may ask and the accompanying answers. Before the PCs enter the tapestry, give them an opportunity to purchase equipment and make any preparations they deem necessary.

What's in the library? "Hao Jin had a wide variety of interests, but I would expect some rare magical knowledge if she thought it was worth adding to her tapestry."

Would any of the books still be legible after 400 years? "If the library wasn't magically protected when it was built, we're certain that the tapestry's magic will have preserved it."

How do we know which books are worth taking? "I understand that you're very active field agents, but just trust your instincts. I'm sure you have a wide range of skills that

can help you identify documents our researchers will be interested in. But in addition to that, be sure to retrieve anything that might indicate what Hao Jin was researching during her stay there.”

I want to take ALL the books. “I would say your chances of bringing back something valuable rise significantly for about every 250 pounds of books you can bring back, beyond what fits in the *bag of holding*. Just remember, you’ll only have the one trip.”

Was the library guarded by anything specific? “We don’t know much about the library, except that its collection was highly regarded. I would assume it had some sort of defenses, but what condition they may be in or what may have moved in during the time since it was plucked from Tian Xia is anyone’s guess.”

KNOWLEDGE (HISTORY OR LOCAL)

10+: Hao Jin was from Goka, a city on the continent of Tian Xia. A powerful sorcerer and famous collector, Hao Jin was killed and returned to life several times before she vanished without a trace over 400 years ago.

30+: One of the librarians at this archive was considered an authority on the Great Beyond, and maintained a separate department on the mysteries of the planes that was hidden from normal visitors.

When the group is ready to enter the tapestry, Ambrus directs them to the room where it’s laid out on a low square table. As they touch the target area near a corner of the tapestry and speak the command word, they are transported into the demiplane. Small glowing spheres mark the planar eddies caused by their entry into the tapestry.

A. THE SCALEBREAKERS

After the original librarians fled, a tribe of kobolds from elsewhere in the tapestry moved into a series of natural caves near the library. These kobolds were drawn to explore above ground by the eternal night in this area, and encountered soulslivers when they investigated the library. After shattering many reflective surfaces in the library building, the kobolds called themselves the Scalebreakers. The tribe quickly settled into a tradition of treating a run through the “haunted” library as a rite of passage for young kobolds.

The Scalebreaker clan is remarkably friendly, facing few threats in this remote region of the tapestry. Once they determine the Pathfinders have come to enter the library, they’re eager to help PCs begin their rite of passage. In preparation, the kobolds darken any polished armor, shields, or silvered weapons with grease. PCs can notice the kobolds all have asymmetrical paint, clothing, or scars.

The kobolds have picked up a good vocabulary of Taldane Common words during their time in the tapestry, but have a harder time expressing what they’ve seen in the library if they have to use Common.

A1. BRIDGE AND LOGS (CR 7 OR CR 10)

A bright galaxy stretches across the night sky above a small valley. The library building is visible less than a mile ahead, but a wooden bridge crossing a small river stands in the way.

Though the Scalebreakers are prepared to welcome pilgrims to the library, the path into their territory is protected by a series of complex traps. The Scalebreakers have designed these traps to immobilize invaders rather than outright slay them, so the kobold scouts guarding the border can approach and question them from a position of strength.

The bridge crosses a ravine 50 feet deep. The shallow water below flows slowly, so even Small creatures can wade across. The Climb check DC for scaling the ravine is 15.

Creatures: Four kobold snipers (four kobold blades in Subtier 8–9; see pages 22–23) rest in hidden blinds on the far side of the river.

Hazard: The kobolds have turned the riverbanks into a treacherous mud pit within 10 feet of the bridge. Creatures moving through the mud must succeed at a DC 20 Climb, Escape Artist, or Swim check or become grappled. Creatures who fail while already grappled become pinned, and creatures who fail while pinned sink neck deep in mud and are considered tied up. A PC can identify the hazardous mud with a successful DC 18 Survival check (DC 21 in Subtier 8–9).

Trap: The bridge is rigged to collapse, dumping unexpected guests into the streambed below. The climb out is made more difficult by sucking mud pits cultivated by the kobolds.

SUBTIER 5–6 (CR 7)

COLLAPSING BRIDGE TRAP CR 7

Type mechanical; **Perception** DC 30; **Disable Device** DC 20

EFFECTS

Trigger location (weight of a Small or larger creature at halfway point of bridge); **Reset** repair

Effect fall 50 ft. onto rocks (5d6 falling damage); Reflex DC 20 negates

Bypass hidden switch (Perception DC 30)

SUBTIER 8–9 (CR 10)

COLLAPSING BRIDGE TRAP WITH FALLING LOGS CR 10

Type mechanical; **Perception** DC 35; **Disable Device** DC 25

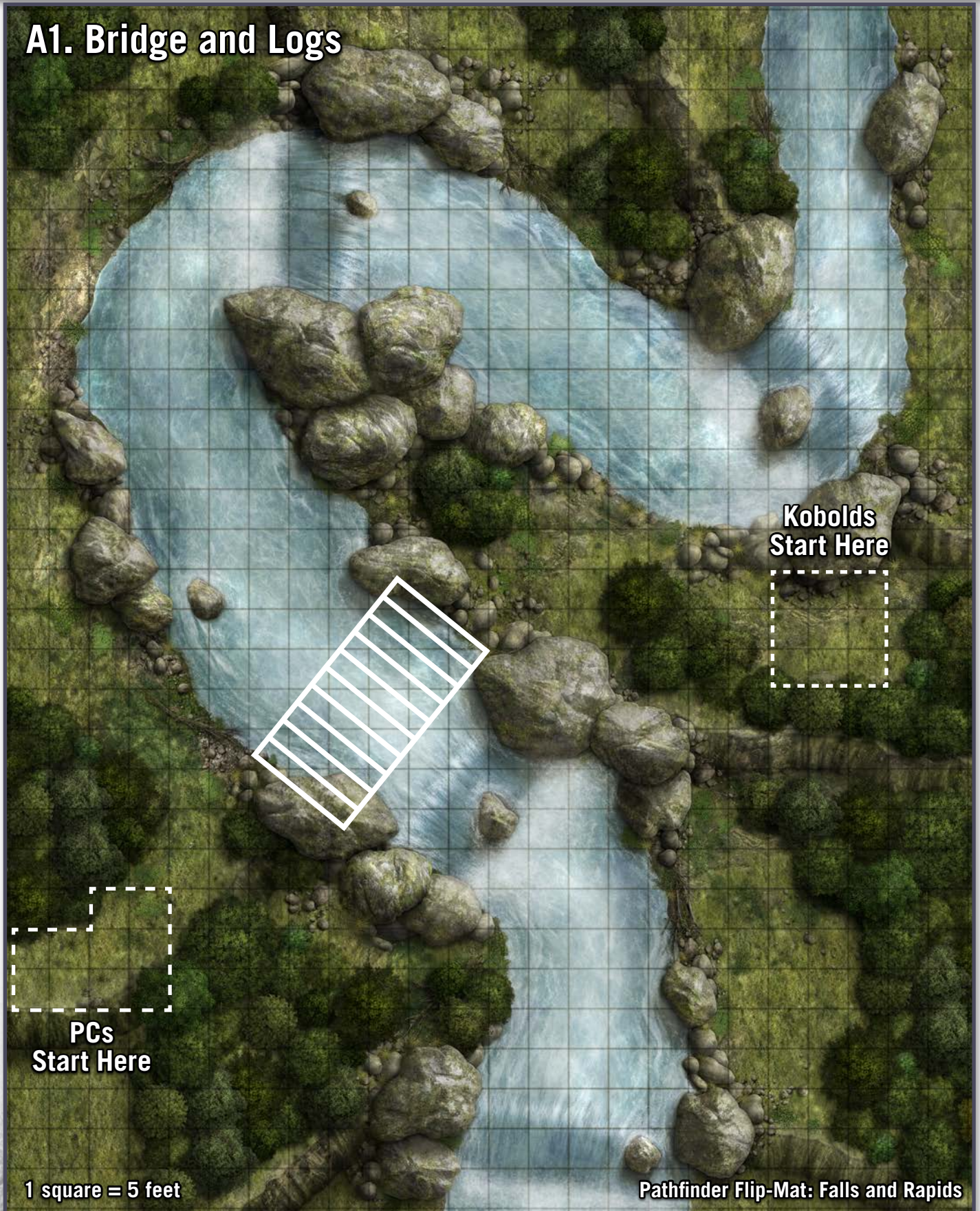
EFFECTS

Trigger location (weight of a Small or larger creature at halfway point of bridge); **Reset** repair

Effect fall 50 ft. onto rocks (5d6 falling damage); Reflex DC 25 negates; then all creatures on the bridge who fail the first Reflex saving throw are battered by falling logs from the bridge (5d6 bludgeoning damage, Reflex DC 20 half)

Bypass hidden switch (Perception DC 35)

A1. Bridge and Logs



Development: The kobolds emerge from hiding when they hear the trap triggered, or if they hear the trap being disabled (which takes 4 rounds). PCs who quietly use the bypass switch can reach the far side of the bridge before the kobolds notice them. The kobolds try to keep their distance and demand to know why the PCs have come to their valley. As long as the PCs don't immediately attack, the kobolds offer to throw down ropes and help free anyone who is stuck in the mud pit. If the PCs explain that they're looking for the library, the kobolds' attitude becomes friendly and they offer to escort the pilgrims to their camp.

Rewards: If all of the PCs must be rescued from the mud by the kobolds, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 45 gp.

Out of Subtier: Reduce each PC's gold earned by 85 gp.

Subtier 8–9: Reduce each PC's gold earned by 125 gp.

A2. RITES OF PASSAGE

Hides and woven blankets have been laid out on the grass in front of the library. Several campfires are burning, some with simmering cook pots. A squeaky yapping song echoes throughout the valley.

The PCs arrive near the library during a celebration for the most recent group of kobolds to complete their rite of passage inside the library. Use the map on page 8 for this encounter.

Creatures: An experienced Scalebreaker who goes by “**Bridge-and-Logs**” (kobold yapper, *Pathfinder RPG Monster Codex* 135) is present and can cast *share language* (Draconic and Tien), but he has already expended most of his spells on the festival and can only offer it twice. Bridge-and-Logs welcomes the PCs as pilgrims come to visit the hall of trials and encourages them to congratulate new adults Whirling-Teeth, Ants-and-Clay, and Burning-Badger.

The kobolds celebrating all wear asymmetrical patterns and have any metal equipment or armor dusted with soot or smeared with mud so that it does not show a reflective surface. Some of the kobolds wear a face paint on only one side, while others wear clothing with different colors or patterns on the left and right. Fourteen kobolds are present in total, and several of them are willing to answer questions about their experiences inside the library.

What's inside the library? “Evil spirits haunt the sacred trial ground. Each generation of Scalebreakers sneaks in to lay new traps and keep them trapped inside!”

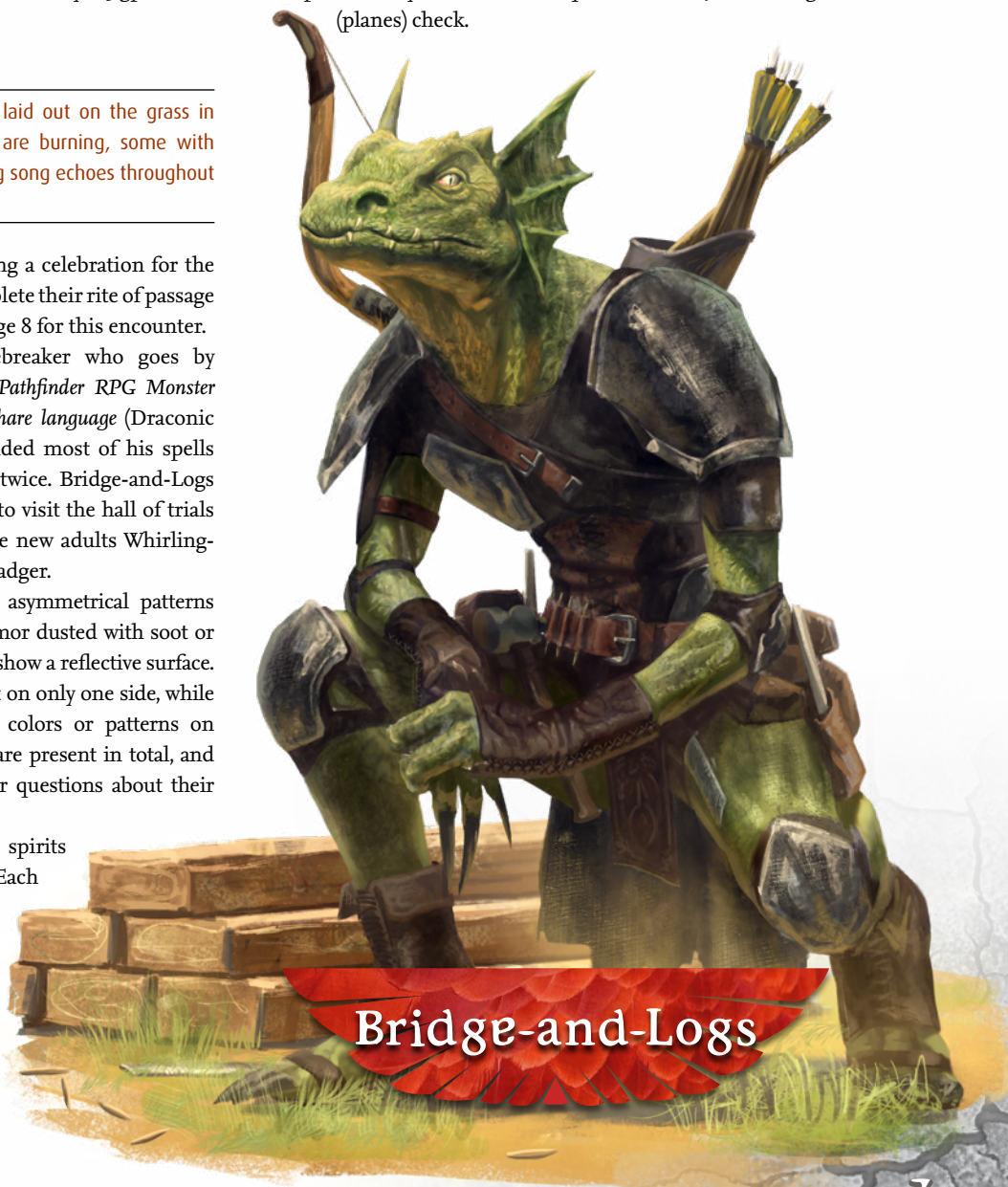
What do the spirits do? “The spirits stare into your soul and make you fight yourself as a test. If you fail, they eat you.”

What do the spirits look like? “They look like us, but you can tell them apart because the spirits are always backwards.”

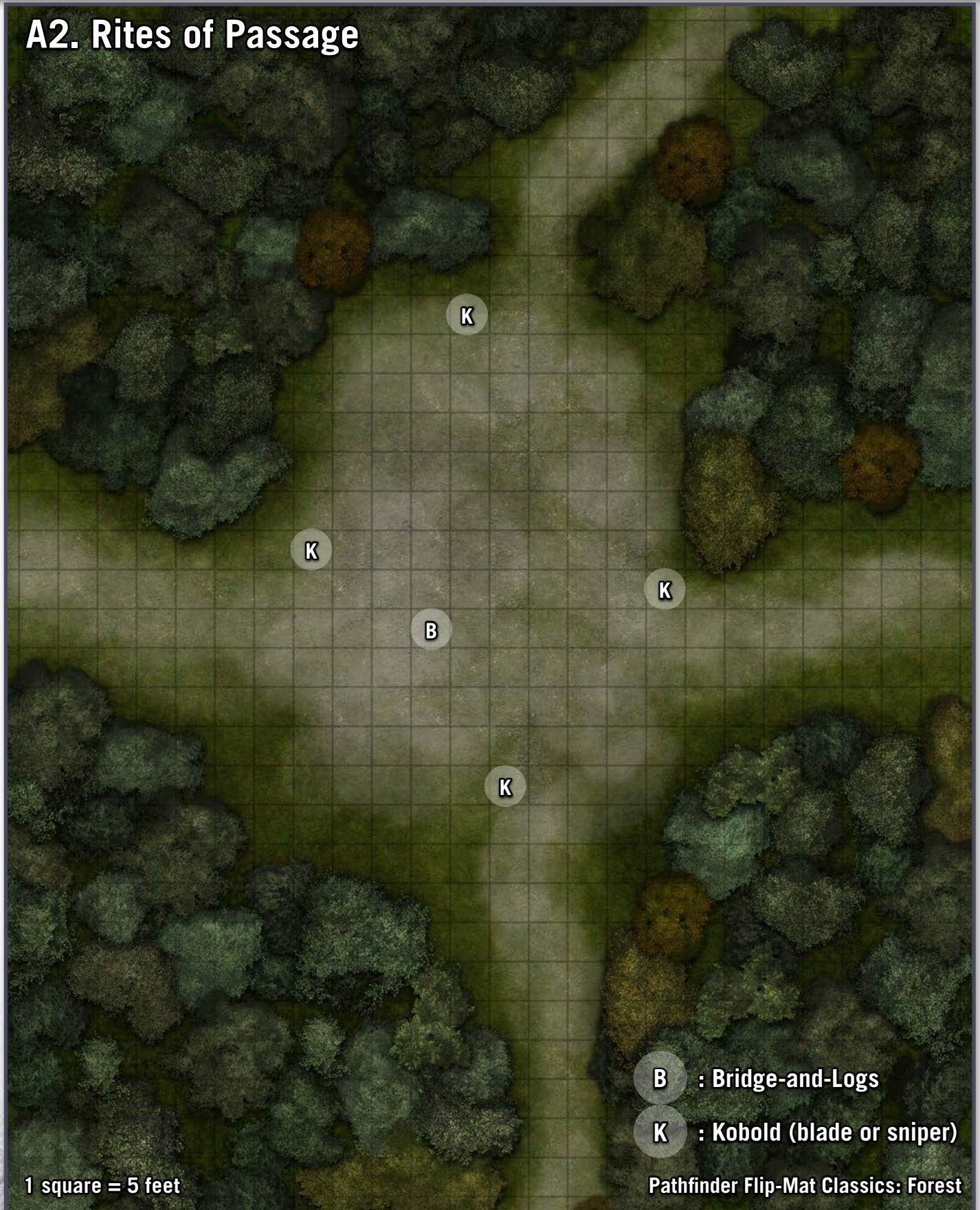
Can you help us? “Only young kobolds and those who choose to die repairing the traps instead of letting old age or sickness take them are allowed inside. You must pass the rites inside the library yourself. You will be adults when you leave though, so that's good. Too few real adults amongst those who are not kobolds.”

We've never met kobolds with names like yours before, what do they mean? “Scalebreakers earn their adult names in the library. Whatever trap you set inside the library, that's your name. Pick a good trap when you go in. Unbalanced-Bottle has been asking for a second chance for the last decade.”

The PCs can attempt a Knowledge (planes) check to identify the creatures being described. Soulsivers are uncommon, and identifying them based on the incomplete information provided by the kobolds requires a DC 29 Knowledge (planes) check.



A2. Rites of Passage



1 square = 5 feet

B : Bridge-and-Logs

K : Kobold (blade or sniper)

Pathfinder Flip-Mat Classics: Forest

The new adult kobolds attempt to sell the PCs a map of the library's interior, which they call the hall of trials. The kobolds ask 50 gp for the map, but can be talked down to 30 gp with a DC 25 Diplomacy check. If the Pathfinders buy the map, the kobolds draw it for them on the spot. The map shows an accurate floor plan of the library's main floor (but not the Outer Planes section), and includes the location of the following traps: the rolling head trap at **B1**, the jar of acid from **B3** (incorrectly placed in the corner in **B2**; the soulslivers have already moved it), and the ensnaring dirt trap in **B7**, its area simply marked with the Tien written character for ants.

A PC who succeeds at a DC 20 Sense Motive check (DC 23 in Subtier 8–9) determines the kobolds are omitting some information; if asked about it, they admit that the evil spirits sometimes discover their traps and move them around.

The other kobolds are eager to trade with visitors but weren't prepared for it, so they have only brought a few items to sell: 3 *dragon breath elixirs* (blue), 3 *potions of cure moderate wounds*, 4 doses of antitoxin, and a somewhat battered but otherwise fully stocked and functional healer's kit.

The Scalebreakers respond to being threatened with jaded nonchalance, even going so far as to offer tips to PCs who fail Intimidate checks to influence them ("You should really scrunch your face up and widen one eye when you do that. An ogre who tried to threaten us a couple weeks ago did that and it was *super* scary!"). If the PCs actually attack the kobolds, the latter scatter and flee into the perpetual night surrounding the library. If their meeting with the Pathfinders comes to violence, the yapper and a pair of veteran Blades stay and fight long enough for the others to escape.

TAILING THE PHOENIX

As the Pathfinders explore the library, they can make skill checks to choose the most valuable texts to salvage. These checks, which take around 10 minutes each, represent searching a section of the library and selecting the subset of books most generally interesting to the Pathfinder society. Each section of the library contains around 3,000 pounds of books, so it would take an extreme effort to move the entire library's collection. For every 250 pounds of carrying capacity the Pathfinders have available, they can retry one skill check to select valuable books.

If the PCs start to evaluate a section for interesting books before searching for traps, unless they have an ability like the trap spotter rogue talent, they are likely to trigger the trap during their search. In this case, allow the PC with the highest search check result to trigger the trap, and position the others in descending order following them. The traps in **B5** and **B7** in particular have special consequences if they're triggered before the document search is complete.

While searching the library, the Pathfinders have a chance to encounter a list of books in the catalog section that Hao Jin studied during her visit. While the titles alone suggest

Hao Jin was planning a trip to Axis, the contents may hold clues about what she planned to do there if returned to the Grand Lodge for further study. Returning each of these books to the Grand Lodge presents a specific challenge beyond just finding it. These challenges are detailed in the sections where the books are found.

After visiting the catalog section, the Pathfinders find evidence that there is a sixth section of the library that can only be accessed by magical transportation. Each section of the library contains a shard of glass belonging to the mirror of translocation, housed in the Philosophy section and used to access the Outer Planes section.

B. SHEN PROVINCE IMPERIAL ARCHIVE

The ceiling inside of the library is 40 feet high from the floor of the entry hall, though several of the sections are on elevated platforms. The interior of the building is dimly lit by a combination of chandeliers, dangling glowing glass orbs, and wall sconces with magically illuminated lanterns backed by shining brass mirrors. The railings around the edge of raised platforms are vertical polished glass panels topped by handrails. Virtually all of these surfaces have been smeared with soot, ash, or paint to diminish their reflectivity, and those reflective surfaces at ground level which haven't been marred or covered have been smashed. The soulslivers still have plentiful surfaces from which to view any potential victims traveling through the library, though, either through shards mistakenly thought too small for a soulsliver to watch through or surfaces that the kobolds could not reach.

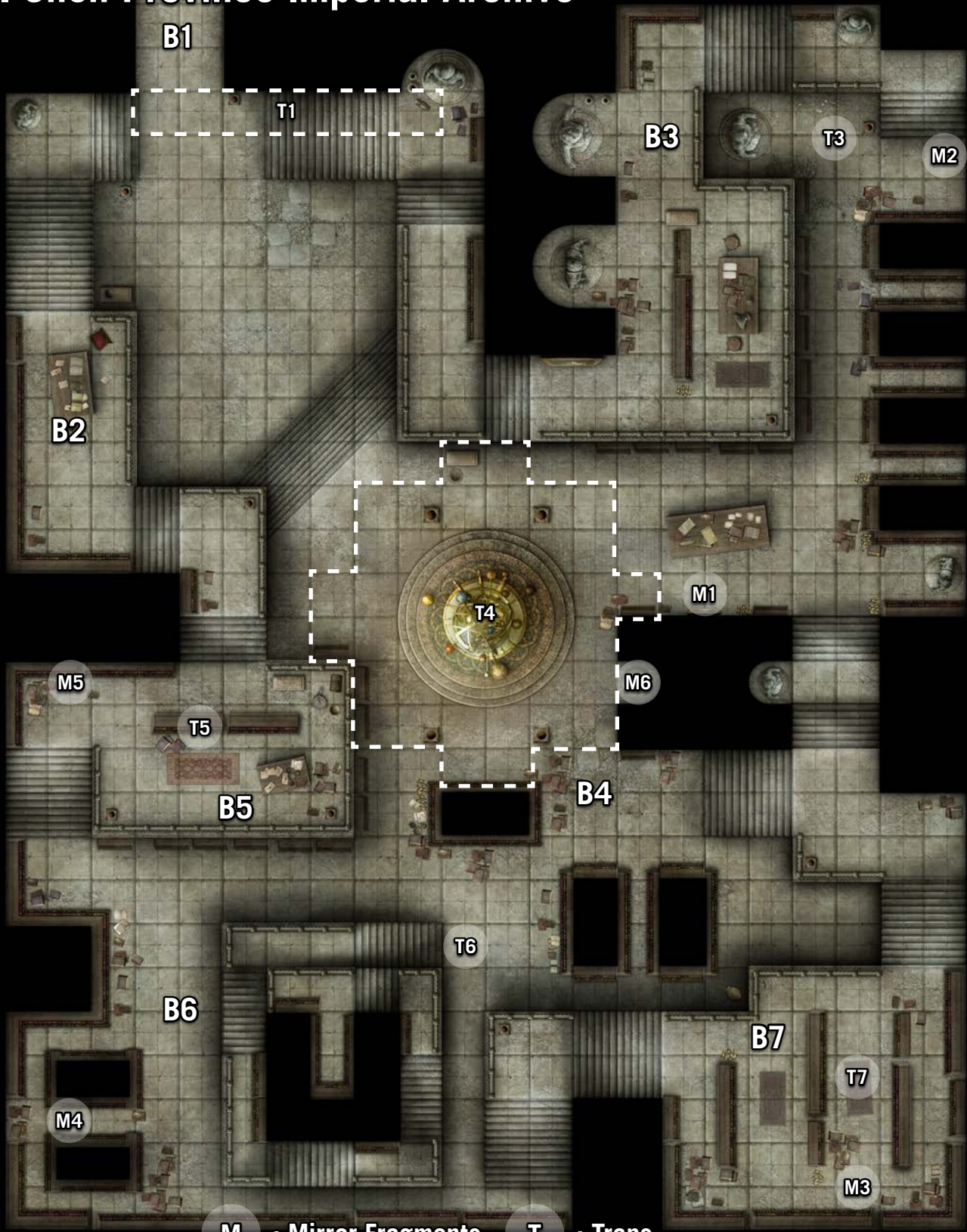
M1 on the map indicates the location of the frame and one shard of the mirror used to travel between the library's main floor and the planes section. **M2–M6** are other shards of the mirror that the soulslivers have moved around for their own use observing and traveling throughout the library.

Like the rest of the tapestry, the library is woven through with magic to keep it from decaying. The library's collection is divided into six sections by general topic: Medicine, Philosophy, Planar Cosmology, Poetry, Religion, and Warfare. Different skills, listed in each section, are useful when deciding which documents to salvage. Profession skills appropriate to each section can be used in place of the listed skills. A character that can't understand the Tien language suffers a –10 penalty on these checks. A PC must move adjacent to a bookshelf in the appropriate section of the library in order to search the collection.

The library's soulslivers watch the PCs, sometimes disguised as one of the library's former occupants, other times mimicking the PCs' own reflections. The reflections are visible watching from within darkened mirrors, laughing when a trap is triggered, or looking on with irritation when the PCs spot and disable traps.

Although the demiplane lacks a true north, the area **B** map treats top of the map as north for referencing various features.

B. Shen Province Imperial Archive



1 square = 5 feet

M : Mirror Fragments **T** : Traps

Pathfinder Flip-Mat: Arcane Library

B1. ENTRY HALL (CR 8 OR CR 11)

Mirrors along the walls of this hallway are smeared with soot and paint, many shattered into a spiderweb of cracks. The south end of the corridor opens into a large and well-lit room.

The PCs enter the library at **B1**, an entry hall comprised of a corridor of cracked mirrors leading to a network of rooms, stairwells, and hallways. Unless they are traveling stealthily, the PCs immediately attract the attention of the soulslivers. PCs see who examine the mirrors, or who succeed at a DC 15 Perception check (DC 18 in Subtier 8–9) at first see that their reflections look like Tien scholars rather than themselves. The soulslivers watching them quickly take the shape of the PCs' own reflections upon being noticed and grin broadly if the PC looks serious, or scowl if the PC is excited or exuberant.

Creatures: The library is guarded by a construct called the Brass Scholar. The scholar is a cephalophore custom-built for the library. For the safety of visiting children, it was instructed never to harm creatures smaller than Medium size. The guardian appears as a polished brass statue of a scholar holding his own head tucked under one arm and a book under the other. It stands at the top of the staircase to the east of the entry hall. The Brass Scholar loudly declares "The library is closed until further notice" in Tien before attacking.

If at least one PC examined the mirrors in the hallway or succeeded at the Perception check to notice them, they may attempt a DC 18 Disguise check (DC 21 in Subtier 8–9) to disguise themselves as one of the librarians. If they succeed at this check, the Brass Scholar, still speaking in Tien, asks the disguised character if the library is open. Upon receiving an affirmative response in Tien, the construct returns to its post. If the PC responds in Tien that the library is not open, the construct repeats its admonition that the library is closed and attacks any Medium or larger creature that tries to proceed past it. If none of the PCs speak Tien and cannot respond to the Brass Scholar in that language, it attacks 3 rounds after its initial inquiry.

Trap: Most kobolds never even realize that the guardian is more than a statue. One opportunistic and clever kobold trappingsmith has incorporated the construct—specifically its severed head—into a trap that violently flings the head out of the cephalophore's arm and down the stairs.

SUBTIER 5–6 (CR 8)

ROLLING HEAD TRAP

CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+3); multiple targets (all targets within a 40-foot line)

Soulslivers and Mirrors

A soulsliver can squeeze through diminutive mirrors as small as a few inches in radius, so damaging a mirror with intent to shatter it may do little more than provide the soulsliver with more potential hiding spots. The PCs can crush a mirror into small enough pieces to make it unusable by spending 4 rounds damaging it with weapons or dealing at least 2 points of fire or sonic damage per round. Completely covering or painting over a mirror prevents soulslivers from seeing or traveling through it. A soulsliver can only change shape into humanoids, which means that they are unable to effectively mimic any native outsiders in the group. A soulsliver can't mimic a creature it hasn't seen before. If a soulsliver suspects there is prey it can't see moving around near a mirror, it takes on the shape of a kobold it's seen before in order to exit the mirror and attack.

Scaling Encounter B1

To accommodate a group of four PCs, the Brass Scholar was partly melted by a trap set off by soulslivers in years past and is permanently staggered.

BRASS SCHOLAR (CEPHALOPHORE)

CR 8

N Large construct (see page 22)

hp 115 each

TACTICS

During Combat The Brass Scholar was crafted to protect the library but programmed never to attack a child or pet following an unfortunate incident. It never attacks creatures of size Small or smaller.

Morale The Brass Scholar fights until destroyed or until it is ordered to stand down by a creature it can recognize as a librarian.

SUBTIER 8–9 (CR 11)

ROLLING HEAD TRAP

CR 6

Type Mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (3d6+10); multiple targets (all targets within a 40-foot line)

ADVANCED BRASS SCHOLAR

CR 10

Advanced variant cephalophore (*Pathfinder RPG Bestiary* 288, *Pathfinder RPG Bestiary* 4 27)

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

PATHFINDER SOCIETY SCENARIO

DEFENSE

AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)

hp 102 (13d10+30)

Fort +4, **Ref** +8, **Will** +7

Defensive Abilities shatter weapon; **Immune** construct traits; **SR** 20

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d6+10 plus dazing strike)

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

Special Attacks dazing gaze

TACTICS

During Combat The Brass Scholar was crafted to protect the library but never to attack a child or pet. It never attacks creatures of size Small or smaller.

Morale The Brass Scholar fights until destroyed or until it is ordered to stand down by a creature it can recognize as a librarian.

STATISTICS

Str 29, **Dex** 18, **Con** —, **Int** —, **Wis** 16, **Cha** 5

Base Atk +13; **CMB** +23; **CMD** 37

SQ statue form

Other Gear *amulet of mighty fists* +1

SPECIAL ABILITIES

Dazing Gaze (Su) A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 19 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Dazing Strike (Su) A creature struck by the cephalophore's slam attack must succeed at a DC 18 Will save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Shatter Weapon (Ex) When a character strikes a cephalophore with a weapon, the weapon takes 3d6 points of damage (apply its hardness normally). A weapon that takes damage in excess of its hardness gains the broken condition.

Statue Form (Ex) If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice that the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

Treasure: A wand with a smudge of blood on it lies discarded at the foot of the east stairs, dropped by one of the soulslivers' kobold victims. In Subtier 5–6 it's a *wand of sound burst* with 13 charges, and in Subtier 8–9 it's a *wand of shout* with 24 charges.

Development: The PCs can spot their own reflections laughing at them from the reflective surface of the brass guardian, or the entry hall mirrors. If the PCs manage to pass the guardian without being injured, their reflections look disappointed.

Rewards: If the PCs do not defeat the Brass Scholar or convince it to let them pass, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 100 gp.

Out of Subtier: Reduce each PC's gold earned by 471 gp.

Subtier 8–9: Reduce each PC's gold earned by 842 gp.

B2. CATALOG

The shelves on the platform here serve as an index detailing the rest of the library's collection. Unfortunately, most of the catalog seem to have been badly damaged by one or more small explosions. There is a cleared spot on one bookshelf marked by the kobolds. It appears as if something roughly the size of a bucket had rested there until recently, then removed. A half-scorched sign written in Tien hangs next to the bookshelf: "Please allow our librarians to help you reflect upon the lessons of antiquity."

The sign bears paintings of several Tian-Shu humans, along with names and titles. Half are completely illegible, but a PC can still make out the following:

Warfare: Ming Lien

Poetry: Zhang Kato

Planar Cosmology: Jan Huo

On the table, scattered papers include a list of books Hao Jin had checked out and speculations on where she might have gone, but it seems whoever was compiling the notes purposefully spoiled their own work. "Don't try to find her!" is written large over everything else.

The notes include a list of books Hao Jin took out and then returned:

- *The Manual of City-Building*
- *The Application of Justice in a Well-Ordered Society*
- *The Eagle's Twin Hearts*
- *Walls and Ditches in Siegecraft*
- *Administering to Public Health in Large Cities*

Cephalophore

PCs who can read Tien are also able to make out the following notes left by the librarians beneath the larger scribbled warnings:

- “When Hao Jin didn’t return, we pored over her research notes and tried to find her with the library’s scrying mirror. It didn’t work, and we saw some kind of monsters instead. They pulled Jing through the mirror, then came crawling out wearing his shape and attacked us. We fled back to the main floor and broke the mirror of translocation to stop them from following.”
- “Breaking the mirror wasn’t enough; somehow the monsters can still squeeze through each of the six shards. If they hadn’t taken Jing, he would probably know how to banish them. It seems breaking the mirror didn’t destroy its magic. If I were fool enough to challenge the monsters in their lair, I could probably just fit the pieces back into the frame.”
- “This place isn’t safe anymore. We’re packing what we can and heading out into the tapestry to try to find a way out, or at least somewhere we can live.”

Creatures: A soulsliver observes the PCs through the glass railing here, taking the form of one of the former librarians. If spotted, the soulsliver maintains eye contact and slowly draws one finger across its throat in a threatening gesture.

Development: Searching the catalog reveals the librarian’s notes are accurate and confirms that Hao Jin visited the library. According to the library’s guest records, she took out books from the Philosophy, Religion, and Warfare sections before moving on to the Outer Planes collection. A PC who succeeds at a DC 15 Knowledge (religion) check after examining the list of books can determine they all have a common connection to the teachings of Abadar, who is sometimes called the God of Walls and Ditches for his love of city planning, or the Two-Headed Eagle for his ability to clearly see both sides of an issue.

B3. RELIGION (CR 8 OR CR 11)

Statues and paintings depicting divine heralds, miracles, and ghosts decorate this section. Many of the books here look especially old or ornate. The bookcases in this section are covered by leaded glass doors reflective enough to be usable by soulslivers, though many of them show signs of the kobold’s attempts to obscure them.



Creatures: One soulsliver watches this section through the glass railings and bookshelf doors. PCs who succeed at a DC 20 Perception check (DC 23 in Subtier 8–9) see the soulsliver in the form of a librarian just before it notices them and flees. Otherwise, it tries to catch the PCs in area T3 and set off the trap by using *mage hand* to pull the tripwire. If it gets a chance to try this trick, PCs who have spotted the trap (or been warned about it) can act in a surprise round before the trap goes off.

Trap: Several small arrow launchers have been set up at the north end of T3 to fire a volley of *mephit-head arrows* toward the south. The tripwire that triggers the mephit-head arrow launchers runs east-west across the hallway at the midpoint of area T3. It’s relatively easy to spot and step over, but disabling it takes 2d4 rounds of work.

Treasure: A bundle of 12 *steam mephit-head arrows*^{PA} were stashed behind the arrow launchers by a kobold planning to return and reset the trap, easily seen by anyone standing behind or adjacent to the arrow launchers. If the PCs successfully disarmed the trap before it was fired, they can take all 24 arrows.

A shard of amber glass, one piece of the mirror of translocation, is located at the location marked M2.

SUBTIER 5–6 (CR 8)

FLIGHT OF MEPHITS TRAP CR 8

Type mechanical; Perception DC 25;

Disable Device DC 20

EFFECTS

Trigger location (tripwire); **Reset** manual

Effect +15 Atk (4d6 piercing); multiple targets (all creatures in a 60 ft. line)

Secondary Effect 3d6 fire damage and sickened 3 rounds, (DC 15 Reflex for half and negates sickened); multiple targets (all creatures struck by arrows or adjacent to such creatures)

SUBTIER 8–9 (CR 11)

FLIGHT OF MEPHITS TRAP CR 11

Type mechanical; Perception DC 28; Disable Device DC 20

EFFECTS

Trigger location (tripwire); **Reset** manual

Effect +15 Atk (6d6 piercing); multiple targets (all creatures in a 60 ft. line)

Secondary Effect 6d6 fire damage and sickened 3 rounds, (DC 17 Reflex for half and negates sickened); multiple targets (all creatures struck by arrows or adjacent to such creatures)

PATHFINDER SOCIETY SCENARIO

Development: PCs who succeed at a DC 22 Knowledge (religion) or DC 24 Appraise check (24 and 26 in Subtier 8–9) can choose the most valuable documents from this section of the library.

A rare edition of *The Manual of City-Building*, one of the books on Hao Jin's list, can be found in this section. It is padlocked to the bookshelf on a heavy chain. Picking the lock is a DC 25 Disable Device check, and the chain has hardness 10, 5 hp, and a break DC of 23.

Rewards: If the PCs do not disarm or avoid the mephitis traps, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 200 gp.

Out of Subtier: Reduce each PC's gold earned by 200 gp.

Subtier 8–9: Reduce each PC's gold earned by 200 gp.

B4. PHILOSOPHY

A huge clockwork orrery occupies the center of the building's main floor. Broken glass is scattered around the base of the device, and a large mirror frame hangs on the wall near it, empty save for a single jagged triangle of amber glass. This broken mirror is referred to as a mirror of translocation in the librarian's notes in the catalog section. It radiates a moderate aura of conjuration magic, and a PC who succeeds at a DC 19 Spellcraft check can determine its exact function is short range group teleportation similar to *dimension door*. When the broken pieces are fitted back into the frame, the reflection changes to show the mirror's destination. If any creature touches the mirror, all creatures who are currently reflected in the mirror are transported to the destination in area C.

Creatures: One soulsliver watches the PCs through one of the overlooking railings. It tries to lure the PCs into the orrery's trap area (T4 on the map) by creating a *silent image* of one of the former librarians. A PC who succeeds at a DC 20 Perception check (DC 23 in Subtier 8–9) briefly sees the soulsliver's natural form in the reflection on the railing before its changes shape to appear as a reflection of one of the PCs.

Trap: This orrery was designed to detect nearby library patrons and only orbit when approached. A clever kobold has modified the orrery's clockwork into a dangerous trap. When the orrery detects a creature nearby, it spins rapidly, flinging out bear traps attached to chains. When at least one of the bear traps is triggered, on the next round the orrery winds the chains up again, dragging any creatures entangled by the traps across the broken glass. A creature entangled by a bear trap is held in place but able to move closer to the orrery. A creature can escape from a bear trap with a DC 20 Disable Device check, DC 22 Escape Artist check, or a DC 26 Strength check.

SUBTIER 5–6 (CR 8)

WHIRLING BEAR TRAPS

CR 8

Type mechanical; Perception DC 28; Disable Device DC 20

EFFECTS

Trigger location (alarm with 15 ft. radius); **Duration** 1 round;

Reset automatic (10 minutes)

Effect Atk +15 melee (2d6+3 plus entangle); multiple targets (up to six creatures in marked area)

SPRING-LOADED WINCH TRAP

CR 6

Type mechanical; Perception DC 28; Disable Device DC 20

EFFECTS

Trigger timed (1 round after the whirling bear traps are triggered); multiple targets (creatures entangled by attached bear traps)

Effect Pull (chain, 10 ft.) CMB +15; creatures pulled fall prone and take 1d6 bleed from being dragged across broken glass.

SUBTIER 8–9 (CR 11)

WHIRLING BEAR TRAPS

CR 11

Type mechanical; Perception DC 34; Disable Device DC 20

EFFECTS

Trigger location (alarm with 15 ft. radius); **Duration** 1 round;

Reset automatic (10 minutes)

Effect Atk +20 melee (2d6+3 plus entangle); multiple targets (up to six creatures in marked area)

SPRING-LOADED WINCH TRAP

CR 8

Type mechanical; Perception DC 34; Disable Device DC 20

EFFECTS

Trigger timed (1 round after a bear trap is triggered); multiple targets (creatures entangled by attached bear traps)

Effect Pull (chain, 10 ft.) CMB +20; creatures pulled fall prone and take 2d6 bleed from being dragged across broken glass.

Treasure: A shard of amber glass, one piece of the mirror of translocation, is propped against the feet of a statue in the alcove at M6. Another shard still rests in the mirror's frame, which hangs on the wall at the point on the map marked M1.

Development: PCs who succeed at a DC 22 Knowledge (local) or DC 24 Diplomacy check (DC 24 and DC 26 respectively in Subtier 8–9) select the most valuable documents from this section of the library.

The Application of Justice in a Well-Ordered Society, one of the books on Hao Jin's list, can be found in this section. However, this book is protected by a divine version of the *fire trap* spell that affects only creatures without a lawful alignment component. This trap does not damage objects.

LAWFUL FIRE TRAP

CR 5

Type magic; Perception DC 27; Disable Device DC 27

EFFECT

Trigger touch (book is opened by a non-lawful creature);

Effect 1d4+7 fire damage (Reflex DC 20 for half); **Targets** multiple (non-lawful creatures in a 5 ft. radius from the book); the flames from this trap don't harm lawful-aligned creatures.

B5. POETRY

This section showcases a great variety of book sizes and binding methods, with everything from sheet music, pamphlets, and scrolls up to weighty compilations. Art with poetic captions and works of calligraphy hang between the bookcases.

Creatures: A soulsliver watches from the railing's glass panels. The soulsliver takes the shape of the first humanoid it sees, and waits eagerly to see if the acid trap claims a victim. A PC who observes the soulsliver and succeeds at a DC 17 Sense Motive check (DC 19 in Subtier 8–9) realizes that it is specifically watching the area at **T5**. It's possible for a soulsliver to trigger this trap using *mage hand*, but it avoids that tactic unless it sees the PCs attempting to disarm the trap. PCs who spot the trap and hear the soulsliver casting its spell can take a surprise round action before the trap is triggered.

Trap: A large jar of acid is balanced precariously on one of the freestanding bookshelves, such that walking near it is enough to make it fall. Passing by the jar while using Stealth (i.e. moving with care and caution) won't shake the bookshelf enough to cause the acid to drop, but walking normally will.

Treasure: If the PCs disarm this trap before it's triggered, they can fill three acid flasks from the jar of acid. A shard of amber glass, one piece of the mirror of translocation, rests against a stack of books in the corner at **M5**.

SUBTIER 5–6 (CR 8)

ACID DROP TRAP CR 8

Type mechanical; **Perception** DC 25; **Disable Device** DC 15

EFFECTS

Trigger location (adjacent to bookshelf); **Reset** repair

Effect falling jar of acid (3d6 acid damage, Reflex DC 20 half), toxic cloud (burnt othur fumes disperse naturally in 6 rounds)

SUBTIER 8–9 (CR 11)

ACID DROP TRAP CR 10

Type mechanical; **Perception** DC 30; **Disable Device** DC 15

EFFECTS

Trigger location (adjacent to bookshelf); **Reset** repair

Effect falling jar of acid (3d6 acid damage, Reflex DC 24 half), toxic cloud (burnt othur fumes disperse naturally in 10 rounds)

Burnt Othur Fumes type poison (inhaled); *save* Fortitude DC 18 Frequency 1/round for 6 rounds *initial effect* 1 Con drain; *secondary effect* 1d3 Con damage; *cure* 2 consecutive saves

Development: If the trap is triggered, the acidic fumes blacken and curl the pages of nearby documents. Each round until the cloud is dispersed, the DC to find useful documents in this section of the library increases by 2. After five rounds of exposure to the fumes, the books become illegible and further checks to salvage documents aren't possible. Spells and effects like *gust of wind* or *wind wall* can be used to

Scaling Encounter B6

To accommodate a group of four PCs, the nausea effect of the trap is fleeting and only lasts for 1 round.

protect the documents, but frantic waving and improvised fans are less effective. A sustained effort to fan the fumes away disperses them in 1d4 rounds, but exposes the creatures doing the fanning to the poison.

PCs who succeed at a DC 22 Linguistics or DC 24 Perform check (DC 24 and DC 26 in Subtier 8–9) select the most valuable documents from this section of the library.

The Eagle's Twin Hearts, one of the books on Hao Jin's list, can be found in this section. However, the book's cover is protected by a permanent *illusory script* spell. A creature who examines this book must succeed at a DC 16 Will save (DC 18 in subtier 8–9) or be affected by a *suggestion* to "Put this book down and move along."

B6. WARFARE

A three-tiered pyramid towers above this section, the sides of each tier draped with ancient maps and flags. A gleaming scythe blade juts out from between two bookshelves in the southwest corner, and the floor beneath it sparkles with fragments of shattered glass.

Traps: The "burning badger guts" trap is a variation on the old kobold standard "rotting badger under a falling rock" trap. One of the kobolds treated a decaying badger with alchemist's fire, and hid it in a washtub under a layer of sand and fine gravel to keep it from igniting and to disguise the odor. The entire fixture was raised up to ceiling using a chandelier hoist and set by a hidden string to drop its contents when a creature steps on the loose floor tile beneath it. Creatures who catch fire from the burning badger guts trap take 1d6 fire damage on their turn unless they succeed at another Reflex save at the trap's DC. Success means the character is no longer on fire. A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

SUBTIER 5–6 (CR 7)

BURNING BADGER GUTS TRAP CR 7

Type mechanical; **Perception** DC 28; **Disable Device** DC 25

EFFECTS

Trigger location (5 ft. square pressure plate at T6); **Reset** repair

Effect 3d6 fire and catch fire (Reflex DC 20 halves fire damage and avoids catching fire); rotting badger (nauseated for 1d3 rounds; Fort DC 20 negates); multiple targets (all targets within 10 ft.)

Optional Encounter

Only use the army ant swarms if you have more than an hour left; otherwise the ant colony in the ensnaring dirt trap is a type of leaf-cutter ant that is harmless to the PCs but damages the books in the same way.

SUBTIER 8–9 (CR 10)

BUCKET OF BURNING BADGER GUTS TRAP CR 10

Type mechanical; Perception DC 30; Disable Device DC 25

EFFECTS

Trigger location (5 ft. square pressure plate at T6); **Reset** repair
Effect 6d6 fire and catch fire (Reflex DC 22 halves fire damage and avoids catching fire); rotting badger (nauseated for 1d3 rounds; Fort DC 22 negates); multiple targets (all targets within 10 ft.)

Treasure: The scythe in the previously-triggered trap is a usable +1 *shapechanger-bane scythe* (+2 *shapechanger bane scythe* in Subtier 8–9), set by a particularly clever kobold from a previous creche. A shard of amber glass, one piece of the mirror of translocation, lies on the floor just past the scythe at the point marked M4.

Development: PCs who succeed at a DC 22 Knowledge (geography, history, or nobility) check or a DC 24 Appraise check (DC 24 and DC 26 in Subtier 8–9) select the most valuable documents from this section of the library.

Designing Walls and Ditches to Resist Siegecraft, one of the books on Hao Jin's list, can be found in this section. The cover includes a pale green map of a walled city, which can be identified as inlaid with viridium^{UE} with a DC 15 Knowledge (dungeoneering), Craft (alchemy), Craft (armor), or Craft (weapons) check. Extended exposure to the inlay is hazardous, though removing the inlay, covering it with a thin layer of lead, or leaving a note for later readers can negate the danger to other Pathfinders who review the PCs' recovered books.

Rewards: If the PCs do not collect the scythe from the trap, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 693 gp.

Out of Subtier: Reduce each PC's gold earned by 1,110 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,526 gp.

B7. MEDICINE

The medicine section overlooks most of the library from an elevated platform in the back corner of the building. The backs of the bookcases are plastered with anatomy diagrams and shadowboxes containing a wide variety of neatly labeled pressed leaves and flowers. Carefully preserved skeletons hang near some of the diagrams. The books here cover diseases, injuries, poisons, curses, and even mental afflictions, and healing them through alchemical, mundane, and magical methods.

Creatures: The trigger for this trap is too heavy to affect with *mage hand*, so the soulsliver watching this section hides in the railing and attempts to lure the PCs into setting it off themselves. The soulsliver concentrates on a *silent image* of a stack of expensive-looking tomes on top of the pressure plate that triggers the dirt trap. A PC who observes the soulsliver in the glass and succeeds at a DC 17 Sense Motive check (DC 19 at subtier 8–9) realizes that it is staring intently at T7.

Trap: A wooden trough atop the center bookshelf dumps a large amount of loose soil and the ant colony it contains onto the aisle between bookcases. For each standard action a creature spends digging out a buried a PC, the check DC to escape the dirt decreases by 4.

SUBTIER 5–6 (CR 8)

ENSNARING DIRT TRAP CR 7

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location (pressure plate at T7); **Reset** manual
Effect ensnaring dirt (target is entangled until the target succeeds at a DC 25 Strength or Escape Artist check); Reflex DC 25 negates

ARMY ANT SWARM CR 5

hp 49 each (*Pathfinder RPG Bestiary* 16; see page 22)

TACTICS

During Combat The army ants seethe toward creatures stuck in the dirt trap before targeting any other creatures. If there are no creatures the swarm can reach within a single move action, they begin devouring the books in the medicine section.

Morale The mindless army ant swarm fights until destroyed.

SUBTIER 8–9 (CR 11)

ENSNARING DIRT TRAP CR 9

Type mechanical; Perception DC 30; Disable Device DC 20

EFFECTS

Trigger location (pressure plate at T7); **Reset** manual
Effect ensnaring clay (target is entangled until the target succeeds at a DC 28 Strength or Escape Artist check); Reflex DC 27 negates

SUPERIOR ARMY ANT SWARMS (2) CR 9

Advanced army ant swarm (*Pathfinder RPG Bestiary* 16)

N Fine vermin (swarm)

Init +3; **Senses** darkvision 60 ft., scent; Perception +4

DEFENSE

AC 21, touch 21, flat-footed 18 (+3 Dex, +8 size)

hp 67 each (15d8)

Fort +9, **Ref** +8, **Will** +5

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (3d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks cling, consume, distraction (DC 17)

TACTICS

Use the tactics from Subtier 5–6.

STATISTICS

Str 1, **Dex** 16, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +11; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Cling (Ex) If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, he can remove the ants with a DC 20 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

Treasure: The remains of several mostly-eaten kobolds have been piled in the southeast corner of the Medicine section. Among their discarded belongings are a pair of *trapspringer's gloves*^{UE}, a *scroll of mage armor*, and two *potions of cure moderate wounds*. A shard of amber glass, one piece of the mirror of translocation, is propped up on a bookshelf at **M3**.

Development: Any time bookshelves are included in the area of an effect that deals damage, increase the DC to find useful documents in this section of the library by 2. Any round that the ant swarm doesn't deal damage to a creature, the swarm damages the books instead, increasing the DC to find documents by 2. If the DC is increased this way by more than 10, the books become illegible and further checks to salvage documents aren't possible. The leaf-cutter ant swarm is harmless to creatures and disperses if it takes any amount of damage, but it is immune to weapon damage in the same way as a swarm of Fine creatures.

PCs who succeed at a DC 22 Heal, DC 22 Knowledge (Nature), or DC 24 Appraise check (DCs 24 and 26 in Subtier 8–9) select the most valuable documents from this section.

Administering to Public Health in Large Cities, one of the books on Hao Jin's list, can be found in this section. Unfortunately, the copy in this collection is a fake, full of inaccurate information and not worth returning to the lodge. A PC who succeeds at a DC 18 Linguistics check detects the forgery.

Rewards: If the PCs do not collect the discarded belongings in the southeast corner of the room, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 385 gp.

Out of Subtier: Reduce each PC's gold earned by 385 gp.

Subtier 8–9: Reduce each PC's gold earned by 385 gp.

Scaling Encounter C

To accommodate a group of four PCs, remove one soulsliver fragment.

C. PLANAR COSMOLOGY

To reach this area, the PCs must collect the six shards found throughout area **B**, reassemble them into the mirror of translocation in area **B4**, and step through.

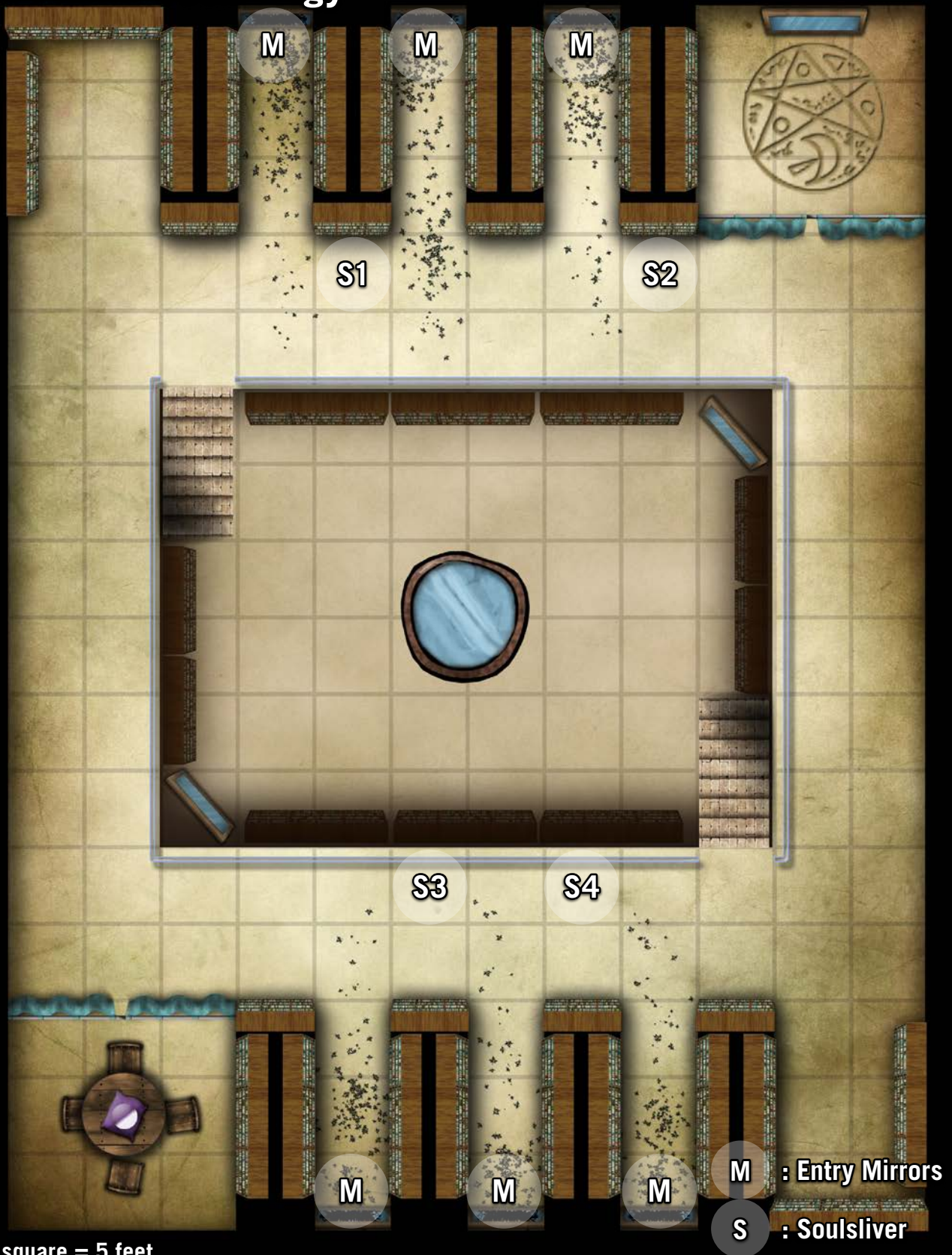
In the center of the room, two staircases descend to a lower level set six feet below the main floor. A glass railing like the ones in the rest of the library encircles the lower level. A large mirror is inlaid into the floor on the lower level and surrounded by bookshelves set into the walls, with standing mirrors in the corners. On the upper level, fragments of broken mirrors sparkle in the aisles between the shelves, and in the corners, folding screens partly conceal more private spaces.

In addition to storing documents, the librarians used this section to scry on, contact, and summon outsiders for research. Due to the risks inherent in these activities, this section of the library was restricted, and typically only accessed by the librarians through a pair of magically connected mirrors. It was in this room that the librarians attempted to contact Hao Jin. Some unknown force prevented the contact, and their spell rebounded and accidentally connected them with a group of soulslivers in the plane of shadow instead.

When the mirror of translocation used to access the planar cosmology section was broken, the mirror on this end also cracked, and the soulslivers have stored each of the six pieces at the end of one of the aisles of shelves. Creatures entering the planar cosmology section through the mirror find themselves emerging from one of the mirror shards at locations (labeled M on the map on page 18), determined individually for each creature at random. The PCs can only return to area B by using the six mirror shards in area C to reassemble its mirror of translocation in the frame in the northeast corner.

Creatures: The soulslivers that now call this area home are unusually powerful, due to a bond established between them and the tapestry when the librarians' attempt to contact Hao Jin failed. The soulsliver fragments' rage at being trapped in the tapestry has shaped them into dangerous combatants. These soulslivers observe the PCs on the main floor of the library, and await the PCs arrival at **S1–S4** in the shape of the former librarian who has followed the PCs throughout the library. The soulsliver fragments still puzzle over the last words of the librarian, and sometimes echo them to greet creatures that wander into the library: "Who's there? Where is the Ruby Phoenix?"

C. Planar Cosmology



The soulsliver fragments can travel between any of the mirrors in this room, including the mirror inlaid into the floor, the railings around the lower section, and the gazing ball on the table in the southwest corner. The soulslivers may also use their mirror crash ability to trap a PC in any of these items or surfaces, regardless of the targeted creature's size. The mirror fragments through which the PCs enter this room also work with the soulslivers' abilities, though the broken glass in the hallways is not a sufficient reflective surface.

SUBTIER 5-6 (CR 9)

SOULSLIVER FRAGMENTS (4) CR 5

Variant soulsliver barbarian 3 (*Pathfinder RPG Bestiary 4* 250)

NE Medium outsider (extraplanar, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 natural)

hp 44 each (6 HD; 3d10+3d12+9); fast healing 1

Fort +7, **Ref** +7, **Will** +3; +2 morale bonus vs. spells, supernatural abilities, and spell-like abilities while raging but must resist all spells (including allies')

Defensive Abilities trap sense +1, uncanny dodge; **Resist** acid 5, fire 5

Weaknesses vulnerability to sonic

OFFENSE

Speed 50 ft.

Melee mwk scimitar +9/+4 (1d6+2/18-20) or 2 slams +3 (1d4+1)

Special Attacks death throes, rage (9 rounds/day), rage powers (knockback, superstition +2)

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mage hand*, *open/close* (DC 11), *silent image* (DC 12)

1/day—*mirror image*

TACTICS

Before Combat The soulslivers activate their *mirror image* spell-like ability before exiting their mirrors.

During Combat The soulsliver fragments begin raging as soon as they exit the mirrors. The soulslivers attempt to use their knockback and mirror crash abilities to trap PCs in the mirrors until they have a numeric advantage before focusing their attacks on the remaining opponents.

Morale The soulslivers fight to the death.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +8; **CMD** 22

Feats Dodge, Extra Rage Power^{APG}, Improved Initiative

Skills Acrobatics +10 (+18 to jump), Bluff +9, Disguise +9 (+13 when using change shape), Perception +9, Sense Motive +9, Stealth +10; **Racial Modifiers** +4 Disguise when using change shape

Languages Aklo, Common

SQ change shape (any humanoid; *alter self*), compression, fast movement, mirror travel, perfect copy, sound mimicry (voices)

Gear +1 *chain shirt*, mwk scimitar, 835 gp

SPECIAL ABILITIES

Death Throes (Su) When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 12 half). The save DC is Constitution-based.

Knockback (Ex) Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

Mirror Crash (Ex) Whenever the soulsliver's knockback ability moves a creature adjacent to a mirror or other reflective surface (including mirror shards) the creature must succeed at a DC 14 Will saving throw or become trapped in the mirror for 2 rounds, similar to being trapped in a *maze* spell. A creature trapped in a mirror in this manner may attempt a new saving throw at the start of its turn each round to escape the mirror. When a creature escapes or is freed from a mirror, it appears in the nearest open square to the location it was in when it was trapped in the mirror.

Mirror Travel (Su) At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy (Su) When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

SUBTIER 8-9 (CR 11)

ADVANCED SOULSLIVER FRAGMENTS (4) CR 7

Advanced variant soulsliver barbarian 4 (*Pathfinder RPG Bestiary 288*, *Pathfinder RPG Bestiary 4* 250)

NE Medium outsider (extraplanar, shapechanger)

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 21, touch 15, flat-footed 14 (+3 armor, +6 Dex, +1 dodge, +3 natural, -2 rage)

hp 81 each (7 HD; 3d10+4d12+39); fast healing 1

Fort +13, **Ref** +11, **Will** +8; +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities but must resist all spells (including allies')

PATHFINDER SOCIETY SCENARIO

Defensive Abilities trap sense +1, uncanny dodge; **Resist** acid 5, fire 5

Weaknesses vulnerability to sonic

OFFENSE

Speed 50 ft.

Melee +1 scimitar +14/+9 (1d6+7/18–20), slam +8 (1d4+3) or 2 slams +13 (1d4+6)

Special Attacks death throes, rage (13 rounds/day), rage powers (knockback, scent, superstition +3)

Spell-Like Abilities (CL 3rd; concentration +6)

3/day—*mage hand*, *open/close* (DC 13), *silent image* (DC 14)

1/day—*mirror image*

TACTICS

Before Combat See Subtier 5–6.

During Combat See Subtier 5–6.

Morale See Subtier 5–6.

STATISTICS

Str 22, **Dex** 22, **Con** 20, **Int** 15, **Wis** 16, **Cha** 17

Base Atk +7; **CMB** +13; **CMD** 28

Feats Combat Reflexes, Dimensional Agility^{UC}, Dodge, Extra Rage Power^{APG}

Skills Acrobatics +15 (+23 to jump), Bluff +12, Disguise +12 (+16 when using change shape), Escape Artist +12, Intimidate +12, Perception +12, Sense Motive +12, Stealth +15; **Racial**

Modifiers +4 Disguise when using change shape

Languages Aklo, Common, Draconic, Tien

SQ change shape (any humanoid; *alter self*), compression, fast movement, mirror travel, perfect copy, sound mimicry (voices)

Other Gear +1 leather armor, +1 scimitar, cloak of resistance +1, 175 gp

SPECIAL ABILITIES

Death Throes (Su) When a soulsliver is killed, its body explodes into jagged glass shards that deal 4d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 16 half). The save DC is Constitution-based.

Knockback (Ex) Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

Mirror Crash (Ex) Whenever the soulsliver's knockback ability moves a creature adjacent to a mirror or other reflective surface (including mirror shards) the creature must succeed at a DC 18 Will saving throw or become trapped in the mirror for 2 rounds, similar to being trapped in a *maze* spell. A creature trapped in a mirror in this manner may attempt a new saving throw at the start of its turn each round to escape the mirror. When a creature escapes or is freed from a mirror, it appears in the nearest open square to the location it was in when it was trapped in the mirror.

Mirror Travel (Su) At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly

transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy (Su) When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

Treasure: Hao Jin left a neatly bound copy of the notes she took while conducting research at the library. Even after all this time, her notes sit open on the floor to the south of the scrying mirror. A cursory examination of these notes shows that Hao Jin was researching a variety of locations, including known sites across Golarion, several cities throughout the Inner Planes, and unrecognizable numerous destinations (sites on the Material Plane but well beyond Golarion's solar system). However, her extensive itinerary culminates in a major visit to Axis, the Outer Plane of absolute law. Collectively these notes provide many leads as to where the legendary sorcerer might be found, even after the several intervening centuries.

On the table in the southwest corner are magic items belonging to the former librarian; a *ring of spell knowledge II*^{UE} (*ring of spell knowledge III*^{UE} in Subtier 8–9) and an *everwake amulet*^{UE} (*everwake amulet of natural armor* +2 in Subtier 8–9).

The shards of glass wielded by the soulsliver fragments become no more than mundane shards of glass if separated from them.

Development: Destroying the soulslivers breaks the library's connection with the Shadow Plane, which restores the cycle of night and day to the region around the library.

PCs who succeed at a DC 22 Knowledge (planes), DC 22 Spellcraft, or DC 24 Appraise check (DC 24 and DC 26 in Subtier 8–9) select the most valuable books from this section of the library.

Rewards: If the PCs do not collect the items from the table in the southwest corner, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 1,166 gp.

Out of Subtier: Reduce each PC's gold earned by 1,812 gp.

Subtier 8–9: Reduce each PC's gold earned by 2,458 gp.

CONCLUSION

The last soulsliver shatters with a loud crack, and at the same time, the scrying mirror set into the floor bursts into a fountain of sparkling dust. The Pathfinders are free to search the Planar Cosmology collection and return to the Grand Lodge without any further threats.

The sun is rising outside of the library when the Pathfinders emerge, and the Scalebreaker kobolds discuss the possibility

of seeking out a new abode. PCs who have set their own trap within the library have one final opportunity to interact with the Scalebreakers, perhaps even gaining their own adult name, along with the tribe's respect.

After the PCs return through the planar eddy to Skyreach, Ambrus debriefs them and listens eagerly to their report. He notes that the Society has lessons to learn from the librarians' mistake and congratulates the team on taking the first steps toward finding one of the most famous missing people in the world. Winning the tapestry has been a great boon for the Society, and they stand to learn even more if they can find Hao Jin herself.

Ambrus also tells the PCs that Krieghton Shaine's apprentices have begun sorting the documents they brought back. Their examination has already revealed some magical books with their auras disguised; the Society may be able to offer the team a discount on these books in appreciation of their hard work.

PRIMARY SUCCESS CONDITIONS

Retrieving the copy of Hao Jin's notes revealing her travel itinerary for the plane of Axis completes the primary success condition for this adventure and earns the PCs 1 Prestige Point and grants them the Paranoid Observer boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

PCs who discover at least two of the books on Hao Jin's list (see page 12) and succeed at recovering the most valuable tomes in at least 3 sections succeed at this adventure's secondary success conditions and earn 1 additional Prestige Point and the Masterful Archivist boon on their Chronicle sheet.

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

ARMY ANT SWARM

A writhing carpet of ants seethes over the ground, consuming everything in its path.

ARMY ANT SWARM CR 5

Pathfinder RPG Bestiary 16

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft., scent; Perception +4

DEFENSE

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

hp 49 (11d8)

Fort +7, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (3d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks cling, consume, distraction (DC 15)

STATISTICS

Str 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +8; **CMB** —; **CMD** —

Skills Climb +10, Perception +4; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Cling (Ex) If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, he can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

CEPHALOPHORE

Holding its own severed head in its hands, this marble statue looms forbiddingly over its domain.

CEPHALOPHORE

Pathfinder RPG Bestiary 4 27

N Large construct

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

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +6, **Will** +5

Defensive Abilities shatter weapons; **Immune** construct traits;

SR 20

OFFENSE

Speed 20 ft.

Melee 2 slams +18 (2d6+7 plus dazing strike)

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

Special Attacks dazing gaze, dazing strike

STATISTICS

Str 25, **Dex** 14, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +12; **CMB** +20; **CMD** 32

SQ shatter weapons, statue

SPECIAL ABILITIES

Dazing Gaze (Su) As a standard action, a cephalophore can hold up its severed head to make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 16 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Dazing Strike (Su) Any creature struck by the cephalophore's slam attacks must succeed at a DC 16 Will save or be dazed for 1 round. Those who save against this affect are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Shatter Weapons (Ex) Whenever a character strikes a cephalophore with a weapon (magical or non-magical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken condition.

Statue (Ex) If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

KOBOLD

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

KOBOLD BLADE CR 3

Pathfinder RPG Monster Codex 130, Pathfinder RPG Bestiary 183

Kobold fighter 4

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

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

Defensive Abilities bravery +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d4+2/18-20)

Ranged mwk light crossbow +10 (1d6/19–20)

STATISTICS

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

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

Languages Common, Draconic

SQ armor training 1, crafty

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

KOBOLD SNIPER

CR 1/2

Pathfinder RPG Monster Codex 130, Pathfinder RPG Bestiary 183

Kobold fighter 1

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

hp 12 (1d10+2)

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

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d4–1/19–20)

Ranged mwk light crossbow +6 (1d6/19–20)

STATISTICS

Str 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 12

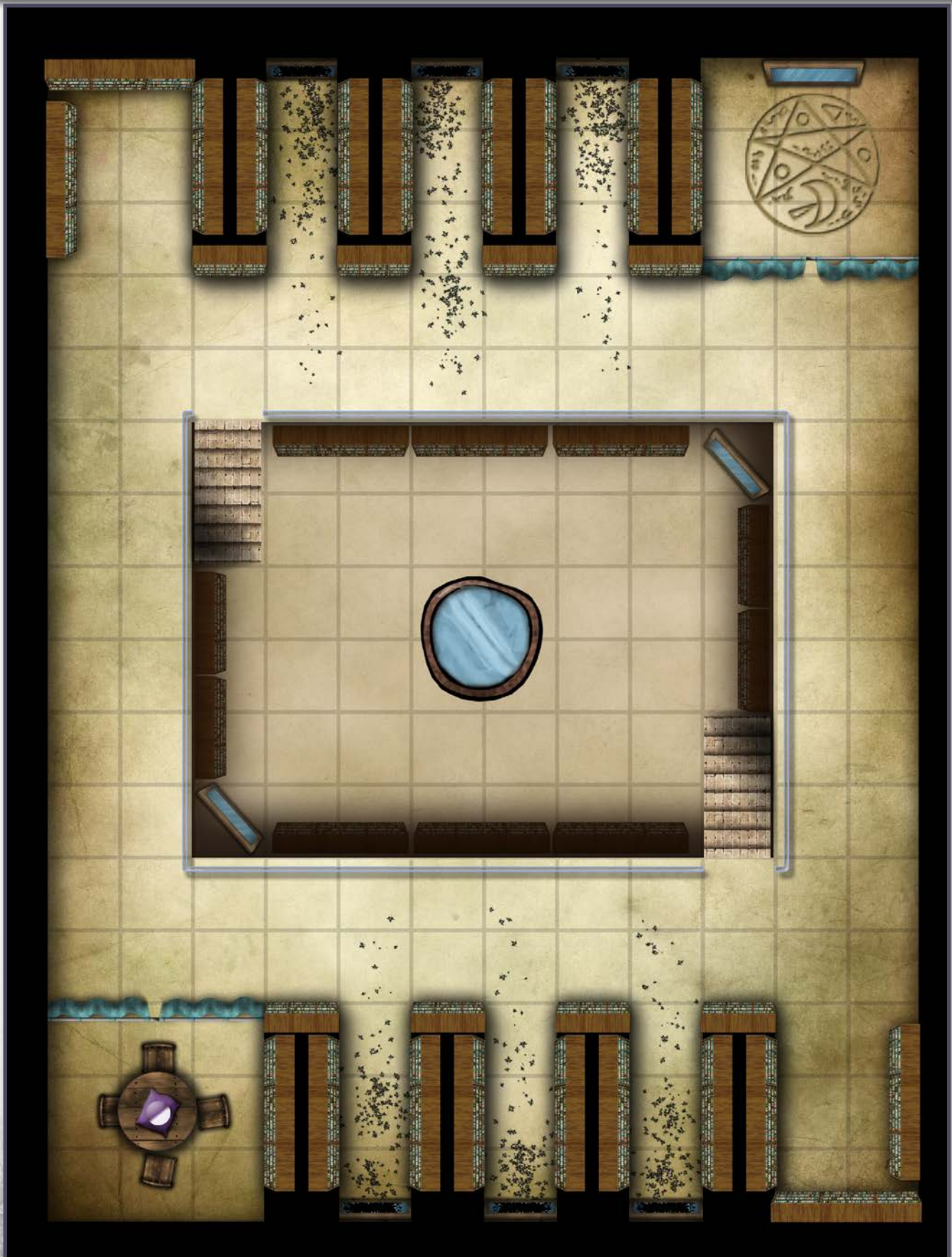
Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic

SQ crafty

Combat Gear alchemist's fire; **Other Gear** studded leather, mwk light crossbow with 10 bolts, short sword



Pathfinder Society Scenario #10-13: Fragments of Antiquity

Event _____

Date _____

GM # _____


GM Character # _____

GM Name _____

GM Prestige Earned _____

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


Character # _____

Prestige Points 

Character Name _____

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


Character # _____

Prestige Points 

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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Character # _____

Prestige Points 

Character Name _____

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Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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Pathfinder Society Scenario #10-13: Fragments of Antiquity

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Master Archivist: Traversing the “haunted” stacks of the Shen Province Imperial Archive has left you with a knack for research and reference. Whenever you spend at least 1 hour studying in a library (not including libraries that no longer contain books, scrolls, or other research material) during a scenario, choose one Knowledge skill. You gain a +2 competence bonus on trained checks with that skill, and you gain a +1 competence bonus on all other trained Knowledge checks. These benefits last for the rest of the day.

☐ ☐ **Paranoid Observer:** Your dealings with the soulslivers have left you somewhat on edge, constantly watching and listening for inconsistencies and other signs that the people around you may not be who they claim. You can check a box next to this boon to gain a +2 competence bonus on all Perception and Sense Motive checks you make for the duration of a scenario.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,295	2,589

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,032	4,063

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,768	5,536

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	
	Starting XP
	XP Gained (GM ONLY)
	Final XP Total

FAME			
	Initial Prestige	Initial Fame	
			GM's Initials
	Prestige Gained (GM ONLY)		
	Prestige Spent		
	Current Prestige	Final Fame	

GOLD		
	Starting GP	
		GM's Initials
	GP Gained (GM ONLY)	
		GM's Initials
	Day Job (GM ONLY)	
	Gold Spent	
	Total	

Subtier 5-6

Subtier 8-9

+1 *shapechanger bane scythe* (8,318 gp)
everwake amulet (8,000 gp; *Pathfinder RPG Ultimate Equipment* 257)
manual of bodily health +1 (discount—26,250 gp, limit 1)
ring of spell knowledge II (6,000 gp; *Ultimate Equipment* 174)
steam mephitis-head arrows (200 gp each; *Pathfinder RPG Planar Adventures* 48)
trapspringer's gloves (4,000 gp; *Ultimate Equipment* 239)
wand of sound burst (13 charges; 1,170 gp, limit 1)

+2 *shapechanger bane scythe* (18,318 gp)
everwake amulet of natural armor +2 (16,000 gp; *Ultimate Equipment* 257; acts as both *everwake amulet* and *amulet of natural armor* +2)
manual of bodily health +2 (discount—52,500 gp, limit 1)
ring of spell knowledge III (13,500 gp; *Ultimate Equipment* 174)
steam mephitis-head arrows (200 gp each; *Planar Adventures* 48)
trapspringer's gloves (4,000 gp; *Ultimate Equipment* 239)
wand of shout (24 charges; 10,080 gp, limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #